

2004 Area/Sectional All-Star Tournaments

TOURNAMENT RULES

SECTION 21- ALL-STAR TOURNAMENT

National Junior Basketball has adopted the National Federation Rule Book for All-Star Tournament play. The following NJB rules also prevail:

- 21.1 LENGTH OF PLAYING PERIODS- All Star games will consist of five (5) eight-minute periods for all divisions. Every period will be a running clock, stopping only on the following:
- 1) Time-outs- Head coach or player on court may request time-out.
 - 2) All shooting fouls. Clock stops when referee indicates a shooting foul.
Clock restarts when ball is touched on a rebound or inbound pass.
- 21.2 CLOCK- The clock will stop during the last two (2) minutes of the game on all dead ball situations, for all divisions- if the point difference is less than 10 points. *The clock will remain a stop clock for the remainder of the game.*
- 21.3 OVERTIME PERIODS- All overtime periods will be three (3) minutes in duration. The first two minutes will be a running clock, the last minute will be a regulation clock.
- 21.4 TIME-OUTS- Each team will be allowed two (2) time-outs in each half. The time-outs must be taken in their respective halves or they will be lost (no accumulations). One additional time-out will be granted to each team for each overtime period.
- 21.5 FREE-THROW BONUS RULE- Teams will shoot the one-and-one-bonus on the 7th team foul in both halves. No double bonus during the tournament.
- 21.6 MERCY RULE- If team has a 25-point lead at any time during the game, the mercy rule will go into effect. The scorekeeper should notify the game referees of the 25-point lead. The team will not be allowed to employ a full-court press or a half-court press. It is recommended that top players be removed and the substitutes play. A zone defense will be used, staying below the 3-point line. The clock will become a running clock at all times until the point difference is 15 points or less, except for time-outs. The clock will become a regular clock if the point difference reaches 15 points or less.
- 21.7 COACH SIT RULE- All coaches shall remain seated on their team bench during the contest. The head coach is responsible for all proper conduct from the bench and the team spectators. Excellent sportsmanship is required. Only roster coaches will be allowed to sit on the bench during the games.
- 21.8 PLAYER PARTICIPATION- All players that are present and physically able to play, shall play one full continuous period by the end of the second period. Free substitution will occur during the second half of each contest.

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21.8.1 One, Two and Three Player Advantage -

- A) If a team arrives at the game with nine (9) players and the opposing team has ten (10) players, the team with the larger number of players shall be awarded **4 points** at the beginning of the first period.
- B) If a team arrives at the game with eight (8) players and the opposing team has ten (10) players, the team with the larger number of players shall be awarded **6 points** at the beginning of the first period.
- C) If a team arrives with seven (7) players and the opposing team has ten (10) players the team with that larger number of players shall be awarded **8 points** at the beginning of the first period

When both teams have less than 10 players the one, two and three player advantage rule will remain intact, i.e.; team "A" has 6 players and team "B" has 8 players, team "B" is awarded the points, for the two (2) player advantage rule.

21.9 DIVISION 3

21.9.1 DEFENSE- Teams may play zone or man defense at any time during the game. The "One pass in the back court rule" will be enforced during the first four (4) periods for any shot attempt that hits the rim or backboard

21.9.2 PRESS- Teams may defend the ball only after the ball penetrates the attacking hash mark (28" line). If hash mark is not available, the court director and referees will designate the line. There is no half-court pressure in the first four (4) periods. Teams may half-court press in the fifth period and overtime periods.

Exception: Mercy rule

Full-court press: No full-court press except during the last two (2) minutes of the fifth period and overtime periods.

Exception: Mercy rule

PENALTY: Only one warning per half will be given to teams for any illegal back-court or front-court press. A technical foul will be assessed after the warning. If unintentional defense occurs in the back court, the referees will award the ball to the offense at the point of contact with no official warning given to the defense. This is a judgement call by the referees.

21.9.3 ADDITIONAL RULES- *For Division 3 only:*

Offense rule: The offensive team has five (5) seconds after crossing half court to penetrate the hash mark and start their offense. Referees will warn the team for insufficient offense.



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Five Second Violation: An offensive player may not be in the paint for 5 seconds or more. The defensive team will be awarded the ball.

Free-Throws: Each player will shoot at least one free-throw prior to the start of the game. Each successful free-throw will be recorded in the scorebook and count in the team's overall score. Referees will administer the free-throws. One referee per team. Both teams will shoot the free-throws at the same time, but at different baskets. A player who has missed will be allowed to shoot an extra free-throw to balance the team attempts, if necessary. A shooter may touch the line, but not cross completely over the line with their foot. The free-throw line will be at the 10-foot line.

No foot in the key: No "foot in the key" rule -Teams may play defense once the ball crosses the attack line. One pass in the back court rule will be enforced. During the first four (4) period.

21.10 DIVISION 2

21.10.1 DEFENSE- Teams must play half-court man-to-man defense for the entire 1st half. Teams may play any type of half-court defense in the second half.

* see 21.11.1.1 for definition of Man-to Man defense

21.10.2 PRESS- Teams may full-court press only during the fifth period and overtime periods.

Exception: When Mercy rule is in effect.

21.10.3 FREE-THROWS- The free-throw line will be at 12 feet. A shooter may touch the line, but not cross completely over the line with their foot.

21.11 DIVISION 1

21.11.1 DEFENSE- Teams must play man-to-man defense for the entire 1st half. Teams may play any type of defense in the second half.

21.11.1 .1 **Man-to-man Defense:** A defensive player shall be within a six (6) foot guarding position when their player has the ball and approaching the attacking 3 point line. Helpside defense is allowed. Helpside defense is defined as a defensive player not guarding the ball, playing midpoint between their assigned player and the player with the ball. A defensive player may double-team a player with the ball, but cannot double-team a player without the ball. A double-team is defined as two or more players defending an opposing player.

PENALTY: Each team will be given one warning per half for illegal defense. Technical fouls will be assessed for additional occurrences in each half.

21.11.2 PRESS- Teams may employ a full-court press at any time during the game. However, during the 1st half, the team shall play a man-to-man press.

Exception: When the Mercy Rule is in effect.

21.11. FREE THROWS - The free-throw line will be regulation (15 feet). A shooter may touch the line, but not cross completely over the line with their foot.

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S P E C T A T O R G U I D E L I N E S

The game is for our youngsters. We need your full cooperation and help in providing good sportsmanship and respect. Please follow these guidelines during the tournament.

- 1) Spectators are not allowed to harass or openly criticize the referees.
Verbal abuse will not be tolerated.
- 2) Spectators should not berate members of the opposing team, nor should they belittle their efforts.
- 3) Spectators should cheer and encourage their team. They should be supportive of their team in victory and likewise in defeat.
- 4) The **Official Blue Card** for sportsmanship will be enforced.

Remember, it is just a game and should be fun for all. Spectators will be required to leave the facility if their behavior does not represent good sportsmanship and respect.

**THIS POLICY WILL BE ENFORCED BY ALL
TOURNAMENT DIRECTORS!**

