



## Silicon Valley Section 2010-11 Season Gym Operation Information

12/22/2010 – rev d

**\* NO PETS allowed at gyms used for NJB games or practice – Seeing Eye Service dogs excepted!**

### Gym and game management:

1. All games will allow a minimum of five (5) minutes for teams to warm-up before the game
  - Do not start game early unless both teams are ready and agree to start early
2. Coaches should meet with officials during warm up to review rules for that division
3. Host gym designates team bench for home and visitor seating (home to left of scorers table and visitors to right)
4. Only the team personnel is allowed in the team bench area or on the team bench
5. Site Supervisors will assist the scorekeepers by informing the players for the Period to lineup in front of score table
6. Mercy Rule – once a 20 point difference is reached, the mercy rule MUST be in effect for **All-Net and Division** games
7. Only the official game scorekeeper, timer and Site Supervisor may sit at the scorekeeper's table. Team scorekeepers are not allowed at the scorekeeper table.
8. Site Supervisor and other NJB Personnel will limit basketball dribbling to the game in play only
9. Uniform dress code MUST be enforced:
  - under shirt MUST match the predominate color of the uniform top – including the little cutoff shirts
  - shirts must be tucked into pants
  - the girls' sport bra is an exception to the uniform top matching although we encourage the matching
10. Winning coaches are to input game results by Tuesday 7:30 pm. If results are not in by this time, opposing coach can input

### Division Leagues – maximum 10 players per team – “No Taxi or substitute players”:

1. Host gym should have tape (painter's blue tape is preferable) to mark:
  - Division 3 - 28 foot hash mark for attack line - if not marked in the gym
  - Division 3 - free throw line (5 feet from free-throw line)
  - Division 2 - free throw line (3 feet from free-throw line)
2. Division 3:
  - The ball MUST hit the backboard or rim to constitute a shot attempt
3. Division coaches MUST sit:
  - A Coach may stand to give instructions to his team or cheer a play
  - After giving instructions or cheering a play, the coach MUST return to seat
  - Coach MUST remain in coaches box when standing to give instructions or cheer a play
  - If multiple coaches, only one at a time can stand to give instructions to players in the game
  - Only the head coach or a player on the floor may legally call a time out.
4. Refer to the Division Rule Book on the Section website for all other rules

### All- Net & High School Leagues:

1. Time-outs will consist of:
  - Three (3) regular (one (1) minute duration) and Two (2) 30-second
  - Total of five (5) for the game. The time-outs can be used anytime during the game
2. All Net & High School participation rules:
  - There is no guaranteed playing time
  - Coaches are encouraged to play all kids a significant amount of playing time
3. All-Net & High School coaches can stand, but MUST remain in the coaches box – only 1 coach may stand at one time
4. Only the head coach or a player on the floor may legally call a time out.
5. All Net coaches MUST use the opponents team certified binder to verify each opponent player prior to each game
6. All-Net coaches and players should arrive 30 minutes before their game to process the opponent player sign-off process

### Protests:

All protests must be entered in the scorebook prior to the end of game for the action that is being protested AND an incident report should be completed and submitted immediately after the game.

**Notice: Input of Game Results is due on Tuesday by 7:30 pm by the winning Coach.**

**SV NJB Game website: <http://svnjb.d4sportsclub.com/>**