



2008 - 2009

SILICON VALLEY NJB SECTION

ALL-NET PROGRAM

9/19/2008 rev c

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PHILOSOPHY

All-Net Division was created to further the skills of the players, both girls and boys, that are interested in playing basketball for their high school programs. It allows for a higher level of competition and therefore operates under different premises than NJB's regular Divisional basketball. All-Net teams will be comprised of 5th, 6th, 7th, and 8th grade players.

MISSION STATEMENT

To Inspire Our Youth; Regardless of Race, Creed or National Origin

To Practice the Ideals of Health, Citizenship, and Character

To Implant the Game Elements of Safety, Sanity and Intelligent Supervision

To Keep the Welfare of the Player First, Foremost and Entirely Free of Adult Quest For Glory

To Emphasize Teamwork for All Participants

ALL-NET PROGRAM

The National Junior Basketball and the Silicon Valley NJB criteria and requirements for the All-Net Program shall apply with regards to player age, grade, and all other matters of qualifications and program participation.

The Silicon Valley NJB Section follows the Constitution and Bylaws of the National Junior Basketball League as stated in the Blue Book. All program rules and regulations stated within this document will prevail by consent of National Headquarters.

1. At least one team boys and girls per grade level - unless sanctioned by Silicon Valley NJB Section
2. Designed for higher skilled players (aka All-stars/players 1-10 per designated level)
3. Player certification (individual photograph, birth certificate, proof of address, report card - must have 2.0 GPA - 1st, 1st follow up, and 2nd certification - and Player Waiver Release and Non-Local Tryout Forms if necessary). *Note: Team must have two team rosters (original in team binder, copy to section)*

Report Cards (current/most recent):

1st certification and/or 1st certification follow up

* 2008 fall semester report card

* 2008 fall semester progress report

* 2008 spring semester report card (previous school year)

* Letter from player's school on school's letterhead indicating player's current grades or good standing.

2nd certification

* 2009 spring semester

* 2009 spring semester progress report

* Letter from player's school on school's letterhead indicating player's current grades or good standing.

Due to the 2nd certification being moved to the month of March, progress reports, and letters from schools on school letterhead being acceptable. ALL players must have updated reports confirming maintenance of at least a 2.0 GPA for spring 2009 including players in a trimester system.

4. **Each participating player must be certified and signed off by opposing coach prior to each game. Please see Player/Team Game Day Certification section below for details.**
 - o (A game is forfeited if the team is not certifiable or upon the participation of a non-certified player).
5. NFHS Basketball High school rules apply
6. 12 game regular season
7. **All-Net season begins Sunday December 7, 2008**
8. All-Net teams shall practice a maximum of three (3) times a week. Practices should not be held for more than two (2) hours per session.
9. Post season tournament
10. A Chapter must have the highest grade level All-Net team within the same respective Division, for the Chapter's All-Star team to play in the Sectional All-Star tournament. Please see the **2008-2009 Silicon Valley NJB Chapter Agreement** for further details.
11. **All Net Section Tournament** opening round will be held on **March 6, 7 and 8**. The Semis & Finals will be held on **March 14 and 15**.
12. Winner and runner-up teams from post season tournament will represent the SV NJB Section at the National tournament.
13. Winner's and runner-up's tournament participation cost to the National tournament is paid by chapter.
14. When a Chapter's team qualifies for the National Tournament and accepts to represent their Chapter and the Silicon Valley Section in the National Tournament, the team **MUST** play ALL games scheduled at the National Tournament
 - o Qualifying teams must not allow the players to vote on whether to play a game or not
 - o The head coach and assistant coach(es) that are part of a no-show team shall not be allowed to participate in the following year's Winter League post season tournament.
15. The **National All Net Tournament** will be **March 27, 28 and 29**.
16. Team participation/affiliation costs are covered by the local chapter.
17. Participating chapters:
Almaden / Berryessa-Milpitas / Coyote Creek / Foothill / Gilroy-Morgan Hill / Hollister / Los Gatos / Palo Alto / Redwood / San Jose-Evergreen / Saratoga / West San Jose / Willow Glen

ALL-NET COACHES:

1. All head coaches and assistant coaches must be approved and cleared by the local board of directors each year.
2. All head coaches and assistant coaches must be finger printed and cleared with NJB.
3. All coaches and assistant coaches must register on line through the SV Section's D4 web site.
4. All head coaches must attend a NJB Coaches clinic this year.

TEAM/PLAYER CERTIFICATION:

All-Net Certification dates are **11/19/2008** (1st certification), **12/3/2008** (1st certification follow up), and **3/4/2008** (2nd certification) from 6:00 pm to 9:00 pm at Hyde Middle School - 19325 Bollinger Road room #13 in Cupertino. All certifications shall be done on specified certification dates and location – **no exceptions**.

1. In order for a team to be considered eligible to participate during the winter season, at least five (5) players must be certified at the first certification, held on **11/19/2008**.
2. Certification dates and requirements shall be strictly enforced - **no exceptions**.
3. Information regarding certification will be distributed separately.
4. Team must have two team rosters (original in team binder, copy to section)
5. *NO PARTIAL CERTIFICATION WILL BE ACCEPTED*
6. A Player shall maintain at least a 2.0 grade point average to remain eligible.
7. Grade Eligibility:
 - 8th Grade All-Net:
 - A player turning fifteen (15) prior to September 1st of the current year will be ineligible to participate in the Winter League.
 - A seventh (7th) grader may play in the eighth (8th) grade All-Net Division with parent's permission.
 - An eighth (8th) grader cannot play in a lower division.
 - 7th Grade All-Net:
 - A player turning fourteen (14) prior to September 1st of the current year will be ineligible to participate in the Winter League.
 - A sixth (6th) grader may play in the seventh (7th) grade All-Net Division with parent's permission.
 - An seventh (7th) grader cannot play in a lower division.
 - 6th Grade All-Net:
 - A player turning thirteen (13) prior to September 1st of the current year will be ineligible to participate in the Winter League.
 - A fifth (5th) Grader may play in the sixth (6th) grade All-Net Division with parent's permission.
 - An sixth (6th) grader cannot play in a lower division.
 - 5th Grade All-Net:
 - A player turning twelve (12) prior to September 1st of the current year will be ineligible to participate in the Winter League.

PLAYER ADDITIONS:

- ❖ **December 18, 2008 is the last day to add players to team roster.**
 - ❖ **February 1, 2009 is last day for adding injury substitutes.**
1. The injured player shall submit a medical release from a medical practitioner before a substitute can play with the team.
 2. A substitute player shall live within the team's Chapter boundaries.
 3. A substitute player shall not play for an All-Net team when he or she is already playing for another NJB team (All-Net or Divisional)
 4. The coach shall register the substitute player with the certification materials to their respective Chapter Director and the Silicon Valley All-Net Director.
 5. When the injured player is ready to return they shall submit a medical release from their medical practitioner and the substitute player shall be removed from the team.

PROTECTIVE ROSTER / GEOGRAPHIC RESTRICTIONS:

1. All-Net players shall play within their local NJB Chapter boundaries unless a proper Non-Local Chapter All-Net Tryout Form and the PLAYER WAIVER RELEASE FORM are obtained and approved.
2. A team with the minimum of seven (7) players, within the chapter's boundaries, will be allowed a maximum of one (1) player that resides outside the chapter's boundaries. A team with eight (8) or more players shall be allowed a maximum of two (2) players that reside outside the chapter's boundaries. * Grandfathered waived players do not count towards the maximum limit.
3. A coach cannot recruit a player or players from outside the boundaries established by the coach's chapter.
4. Players from outside the chapter's boundaries cannot be illegally recruited to play on an All-Net team. Illegal recruiting is defined as approaching an NJB player or player's parents who live outside the local chapter's boundaries and enticing the player to play on an NJB team. This is not allowed. Please see the NJB Blue Book for further details and penalties.
5. Once an All-Net player has been certified, that player cannot leave their All-Net team to play for another NJB team (All-Net or Division).
6. Once a player participates in a Division game, that player cannot be placed on a All-Net team
7. Players must participate in either Division or All-Net League during the season. Players are not allowed to play in both.
8. If a player plays for another NJB team (All-Net or Division), outside their local chapter without a proper waiver release as defined by the Silicon Valley Section, that player shall be declared an ineligible player.

INELIGIBLE PLAYER:

A player found to be ineligible might be suspended or expelled from playing for any NJB team (All-Net or Division) for the balance of the league. Ineligible players and their coaches shall be recorded on an *Ineligible Player form* with a description of the player's ineligibility.

NOTE: The severity of the ineligibility shall determine the exact penalty. The ineligible player's coach shall be suspended for the next game not excluding expulsion for the NJB program.

ALL-NET REGULATIONS

The All-Net division will exclusively play by the National Federation High School Basketball Rule Book. NJB has adopted the following supplemental rules for All-Net Competition:

GAME BALL: The Official NJB Rawlings composite basketball will be used during the game. All Girls, the 5th and 6th grade boys teams shall use a 28.5" size ball; the 7th and 8th grade boys teams will use a 29.5" ball.

LENGTH OF PLAYING PERIODS: There will be four (4) eight (8) minute periods. For each period the clock will be a regulation clock.

Exception: Mercy Rule

TIMEOUTS: There will be three (3) full regular 60 seconds time outs and two (2) 30 seconds time outs allowed per game.

HALF-TIME: Half-time will be three (3) minutes in duration.

OVERTIME PERIODS: Overtime shall be two (2) minutes in duration. The 3rd overtime and any that follow will be one (1) minute in duration. The clock will be regulation clock.

SHOT CLOCK: All-Net games shall be played without the shot clock. Boys' and girls' games will have ten (10) seconds to get the ball into the frontcourt.

FREE THROW BONUS RULE: One and one begins on the 7th team foul in both halves. Double bonus on the 10th team foul

BENCH PERSONNEL: Only players whose names appear on the official roster may sit on the bench.

PLAYER PARTICIPATION: Free substitution for all contests. There is no player participation/must play rule. However, it is strongly recommended that all players participate.

MERCY RULE: (shall be enforced – no exceptions) If a team has a 20 point lead at any time during the game, the mercy rule will go into effect. The scorekeeper is responsible to notify the game referees of the 20 point lead, so as to implement the mercy rule. The team will not be allowed to employ a full-court press or a half-court press. The defense can only be set up or played below the 3-point line. The clock shall 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 regulation clock if the point difference reaches 15 points or less.

COACH RULE: All coaches shall remain in the coach's box during the contest. The head coach is responsible for all proper conduct from the bench and team spectators.

1. Each All-Net coach shall be totally responsible for the conduct of their staff and players. Absolutely no abusive or vulgar language will be tolerated towards players, referees, or league officials. No smoking will be permitted on the playing courts. No alcoholic beverages or illegal substances will be allowed at any NJB function.
2. Only the head coach or a player on the floor may legally call a time out.
3. If any coach receives a 2nd technical foul for unsportsmanlike conduct during a contest from a referee, that coach will be ejected from the game, shall leave the premises immediately, and shall be suspended for one game – not allowed in gym during team's game time. If this action occurs a second time, that coach shall be dismissed for the season.

BLUE CARD: The Blue Card Policy will be enforced. Coaches are responsible for the behavior of their bench and fans. Referees are required to give this card to the Head Coach when adult sportsmanship is not up to NJB standards, according to our Mission Statement. Poor sportsmanship includes: ALL Coaches and team fans. (Exception: Team Players)

After the official warning at the Coaches/Referee pre-game, the following will happen:

- 1st Infraction - One (1) Technical Foul goes directly to the Head Coach.
- 2nd Infraction - Two (2) Technical Fouls and the Head Coach is removed from the gymnasium.
- 3rd Infraction - The game is over AND the offending team is placed on immediate suspension.

PLAYER/TEAM GAME DAY CERTIFICATION

All Participating teams and players MUST be certified by the opposing coach:

1. Player certification ends at start of game.
2. Late players can be certified at halftime ONLY.
3. Late players showing up after halftime will not be allowed to play.

The intent is to not allow coaching disruptions while the game is in process, including end of quarter and called timeouts.

Player Game Day Certification Process:

1. Match all participating players with individual certified (stamped) photos in team's binder.
2. Fill in Game Date, Initial, and Comment (if appropriate) fields for each participating player on player certification sheet in team's binder.
3. Check team's certification by verifying All Net Director's signoff on cover sheet of team's binder for appropriate certification period (First or second).

* To expedite certification, cut the plastic sign-off area for each player's sleeve, if available.

NOTES:

- o Any game played by non-certified teams and/or players is a forfeit.
- o All-Net teams with missing Team Binders will receive a forfeit for that game – the opposing coach must report this to the SV Sectional All-Net Director, Rodney Ryce, immediately.