

All-Net & High School Winter Rules – 11/19/07 rev b

NJB has adopted the National Federation Rule Book for All-Net League & Tournament Play.

The following are points of emphasis:

CLOCK: There will be (4) eight minute periods

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

TIME OUTS: (3) Full time-outs and (2) 30 Second time-outs.

OVERTIME PERIOD: The first and second overtime periods shall be two (2) minutes regulation clock.
The 3rd overtime and any that follows will be (1) minute in duration. The clock will be regulation.

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

SHOT CLOCK: All-Net games shall be played without the shot clock. NOTE: The (10) second rule in the back court will apply for boys and girls games.

PLAYER PARTICIPATION: Free substitution for all contests.

MERCY RULE: Will be enforced. The clock will become a running clock when the point difference becomes 20 points or more. It will continue running until the difference is 15 points or less. Players must remain within the three point arc with both feet until gaining possession of the ball.

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.

REGULATIONS:

The Official NJB Rawlings composite 10-panel basketball will be used during the game.

- Palo Alto is given an exception for **Mid-Peninsula gym** for Regular Season play

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

- ***Player certification ends at start of game.***
- ***Late players can be certified at halftime only***

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

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.

NOTE: Any game played by non certified teams and or players is a forfeit.