

2009 Silicon Valley Sectional All-Star Tournament

TEAM INFORMATION

- SITES:** Northern California Silicon Valley Venues
- CONDUCT OF PLAYERS:** Any player whose behavior has affected the conduct of the tournament and/or the respectability of the program will be brought before the tournament disciplinary committee. Players and parents will be responsible for any damages incurred during the tournaments.
- CONDUCT OF PARENTS:** The Head Coach will be responsible for the actions of the athletes and parents. Any person or team whose behavior has affected the conduct of the tournament and /or respectability of the National Junior Basketball program will be brought before the attention of the tournament disciplinary committee. **The official "Bluecard" will be strictly enforced.**
- RULES OF PLAY:** The 2009 Tournaments will play under the High School Federation Rule book with the appropriate NJB Divisional rules applied during all games.
- PRACTICE & GAME BALLS:** Teams must provide their own basketballs during warm-ups. Rawlings, the official composition ball of NJB shall be the official game ball. Exceptions by Section approval only.
- TOURNAMENT FORMAT:** The format will be Bracket Play.
- MEMBERSHIP:** All players and coaches must be a current NJB Member
- PLAYERS:**
1. All players must have played a minimum of 4 games during the regular season.
 2. Players who played up a division during the winter season cannot play down for All-Stars.
- COACHES MEETING:** A coach or representative from each team must attend the MANDATORY Silicon Valley NJB coaches meeting.
- AWARDS:** Individual awards will be given to 1st and 2nd Place team members.
- PROTEST:** NJB does not recognize or allow protests during the All-Star Tournaments, except for Player Participation violations. Player Participation violations can be protested and must be entered in the official/League scorebook before the end of the game. The Chapter Director must also be notified.
- UNIFORMS:**
1. Team shirts shall be of the same solid color front and back. Shirts shall be tucked inside the game shorts.
 2. Team shorts shall be alike for all players.
 3. An undershirt is considered to be part of the shirt and must be a color identical to the shirt. An illegal undershirt may not be worn.
 4. The official NJB logo shall be required on the front of the jersey.
 5. Each player shall be numbered on the front (at least 4" high) and back (at least 6" high) of the shirt with plain Arabic numbers.
 6. Sponsor names are permitted so long as placed in a fashion that does not obstruct the uniform number.
 7. The term "All-Star" is required across the back of the jersey above the number for the National Tournament. It is optional for the Silicon Valley Sectional Tournament
- HOME & VISITOR:** The team listed in the game brackets on the right, will be the Visitor team and shall wear dark uniforms. The team listed on the left, will be the Home team and shall wear white or light colored uniforms. The Home team shall sit on left bench from the scorer's table view and take the opposite basket for warm-ups and first-half play.
- BENCH PERSONNEL:** A maximum of one head and one assistant coach are allowed on the bench. A TEAM SCOREKEEPER may sit at the end of the bench. Only Team personnel may sit on the Bench.
- TEAM SCOREKEEPER:** The team scorekeeper is allowed to sit at the end of the bench. However, the team scorekeeper will have access to the OFFICIAL scorekeeper at the end of the Periods and at Half time ONLY. No exceptions unless directed by the Referee. Team Score keepers MUST NOT disturb the League/Official score and time keepers. Head coach only can talk with scorers when game in play.

2009 Silicon Valley Section ALL-STAR TOURNAMENT RULES

SECTION 21- ALL-STAR TOURNAMENT

National Junior Basketball has adopted the National High School 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 the court may request a time-out.
 - 2) All shooting fouls. Clock stops when referee indicates a shooting foul.
- Clock restarts** when the ball is touched on a rebound or on the inbound pass after a made basket.
- 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. Except during overtime.
- 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 28' line. If hash mark is not available, the court director and referees will designate the line.
 - The clock will become a running clock at all times unless 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.
- 21.6.1 **REMOVAL OF TOP PLAYERS**: The opposing coach can select up to a maximum of three (3) players to sit out the balance of the game or until the point difference is 15 points or less. Eligible substitutes must be available and the removal of players cannot force a team to play with less than five (5) players.

PENALTY: 1 offense = warning, 2nd offense = technical foul.

NOTE: Silicon Valley NJB Section may impose serious consequences, including but not limited to future game suspensions or expulsion from the league, on any coach found to be in violation of the Mercy Rule and thereby unnecessarily running up the score.

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21.7 **COACH SIT RULE**- All Coaches shall remain seated on their team bench during the contest. The Head Coach is responsible for 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. The coach may stand to cheer a play or instruct players but must then return to their seat. The coach **MUST** remain in the coaches' box when standing to give instructions or cheer a play. If multiple coaches, only one coach at a time may stand to give instructions to players in a game.

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.

One, Two and Three All-Star Player Advantage Rules:

One Player- 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 select the player to participate during the entire 2nd period.

Two Players- 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 select the two (2) players to participate during the entire 2nd period.

Three Players- If a team arrives with seven (7) players and the opposing team has ten (10) players, the team with the larger number of players shall select the three (3) players to participate during the entire 2nd period.

When both teams have less than 10 players the one, two and three player advantage rule will remain intact.

21.9 **DIVISION 3**

21.9.1 **DEFENSE**- Teams may play zone or man-to-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.

* see 21.11.1.1 for definition of Man-to Man defense

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.

Half-court press: 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: When Mercy Rule is in affect.

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

Exception: When Mercy Rule is in affect.

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 judgment call by the referees.

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21.9.3 SHOT ATTEMPT- The ball MUST hit the backboard or rim to constitute a shot attempt.

21.9.4 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.
- **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. The free-throw line will be at the 10-foot line. A shooter may touch the line, but not cross completely over the line with their foot.

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.

21.11.3 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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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 and Personnel!**

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Tie Breaker

In a situation where two (2) teams are tied based on win/loss record:

- Head-to-Head competition will determine the winner.
- If more than two (2) teams are tied, the following will apply:
 - **Silicon Valley All-Star Sectional:** Points allowed
 - **National All-Star Tournament:**
 - A point differential (maximum of 13 points) will be applied.
 - The differentials of each game are totaled and the teams are ranked accordingly.
 - The team with the lowest total is eliminated, and will finish in third place.
 - The winner from the remaining two (2) teams is determined by Head-to-Head competition.

