

Divisional



ALL-STAR
Tournaments



**COACHES
PACKAGE**



2011 Silicon Valley NJB 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 Silicon Valley NJB 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 Silicon Valley NJB tournament disciplinary committee. **The official "Blue Card" policy will be strictly enforced.**
- RULES OF PLAY:** The 2011 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. Mikasa, the official composition ball of NJB, shall be the official game ball. Exceptions by Section approval only.
- TOURNAMENT FORMAT:** The format will be pool and/or bracket play.
- MEMBERSHIP:** All players and coaches must be a current NJB Member
- PLAYERS:** All players must have played a minimum of five (5) games during the regular season. A maximum of ten (10) players per team.
- COACHES MEETING:** A coach or assistant coach from each team must attend the MANDATORY Silicon Valley NJB coaches meeting on Wednesday, March 2nd, 6:30 - 9:00 pm, Hyde Middle School- Multi-Purpose Room, 19325 Bollinger Rd, Cupertino
- AWARDS:** Individual awards will be given to 1st and 2nd Place team members.
- PROTESTS:** 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 and the Gym Monitor or Chapter Director must notify the Silicon Valley NJB Tournament Director, Andre Hunt, immediately.
- TEAM ROSTER:** A certified copy of your team roster must be presented at the score table prior to the start of each game.

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/t-shirt is considered to be part of the uniform and must closely match the predominant jersey color. 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. This is optional for the Silicon Valley Sectional Tournament

HOME & VISITOR:

The team listed in the game brackets on the bottom will be the Visitor team and shall wear dark uniforms. The team listed on the top 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.

Daily Admission Fee

Adults (ages 18- 64)...\$5.00 Seniors (ages 65+)...\$2.00 Youth (ages 7-17)...\$2.00
Children 6 & Under...Free

***Fee is good for the full day at ANY NJB facility.

**The head coach and assistant coach must check-in at the gate before each game.
Only 2 Bench Personnel will be admitted at no charge.**

2011 Silicon Valley NJB Section ALL-STAR TOURNAMENT



The game is for our youths. 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 harass or 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 will be enforced. Coaches are responsible for the conduct of their bench, players and fans. Unsportsmanlike behavior will result in a technical.***
- 5) *Any adult that has been ejected, including the Head Coach, will not be allowed to attend any games for the duration of the tournament.***

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!**

2011 Silicon Valley NJB Section ALL-STAR TOURNAMENT

All-Star Team Certification

Wednesday, **March 9th**, 6:30 - 9:45 pm

Round Table Pizza, 4400 Stevens Creek Blvd, San Jose, CA

Note: SV NJB Teams NOT CERTIFIED at this meeting WILL NOT BE ALLOWED to play in the All-Star Tournament.

Requirements and Documents:

- These documents MUST be brought to the SV NJB certification meeting to be reviewed and certified. See above for certification meeting details
- Please submit **COPIES** of the required documents. Do NOT submit original documents, these documents may not be returned
- Team Certification packages need to be reviewed and certified as complete by the team's Chapter Director **prior** to coming to the Silicon Valley Sectional All-Star Certification meeting.

Team Certification Package Instructions:

**** No binders - No sleeves ****

STEP #1: NJB All-Star Team Roster/Worksheet (2 copies)- Place on top of team's certification documents

- Only use the All-Star Team Roster (MSWord data fill file) – this can be found at www.siliconvalleyjnb.com
- Be sure to fill in ALL the fields (including contact information for the coach, assistant coach, and team parent)
- Make 2 copies of the team roster.
- Your respective Chapter Director must sign the bottom of both copies of the All-Star Team Roster indicating that the certification documents have been reviewed and are complete.
- Bring both copies of the signed team rosters (with your CD's signature) to the All-Star Team Certification Meeting on March 9th.

All-Star Team Certification (Continued)

- Once your team has been certified, the SV NJB Sectional Director will sign and stamp both copies of your roster. You will be given back one certified copy of the roster to present to the score table prior to the start of each game.

NOT HAVING A SIGNED ROSTER AT GAME TIME MAY RESULT IN A FORFEITURE!

STEP #2: Individual Players' Certification Documents

- Remember to submit only copies
- Individual players' document package must be in the same order as they appear on the team roster
- Players documents must be paper clipped together in the following order:

1. Birth Record

- Birth certificate, adoption papers, immigration papers or passports are acceptable
- NOT ACCEPTED - baptismal records, hospital records, school letters, medical cards
- Age / Date of Birth level for participation in League Division 1, 2 or 3:

Division 3 born on or after: **May 1, 2000**

Division 2 born on or after: **May 1, 1998**

Division 1 born on or after: **May 1, 1996**

2. Report Card (MOST RECENT)

- For schools on a quarterly basis, this means it will be their 2nd quarter report card
- For schools on a trimester basis, this means the 2nd trimester report card - the 1st trimester report card can be used if the 2nd trimester ends after the All-Star Certification period
- For schools on a semester basis, players may submit a progress report dated 2011 along with their 1st semester report card
- No letters in lieu of report cards
- Please make sure that all documentation (report cards, progress reports, etc.) clearly identifies the Player's Name, Current School Year and Current "Letter" or "number" Grade and a GPA above 2.0 for Secondary Schools and "Satisfactory" marks for Primary

3. Proof of Address

- Copy of a Current **Utility Bill** (water, gas or electric) – within last 2 months- (SBC, Comcast, MCI, property tax, mortgage, internet and other phone bills are NOT acceptable – must be a current utility bill)

All-Star Team Certification (Continued)

4. Waiver (if applicable)

- Copy of approved waiver signed by all parties
All waivers must have been signed and granted by SV NJB Section prior to the start of the 2010-2011 Winter Season.

5. 1 Individual picture

- Close-up Shot (school wallet-size photo is acceptable)
- Individual picture must be printed on photo-paper. NO Polaroid photos accepted.
- Pictures are to be affixed to 11 x 8.5 sheet of paper
- Write the player's name below the picture

The Silicon Valley NJB Section will staple the Team Package after certification is complete

2011 Silicon Valley NJB 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**- Time-outs will be 45 seconds in duration. Each team will be allowed one (1) time-out in the first half and two (2) time-outs in the second 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 20-point lead at any time during the game the mercy rule will go into effect.
- The scorekeeper should notify the game referees of the 20-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.
 - Defense will begin play under the 28' line. If hash mark is not available, the site 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.

Silicon Valley NJB All-Star Sectional Tournament Rules (Continued)

2011 Silicon Valley NJB Section ALL-STAR TOURNAMENT RULES

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.

21.7 **COACHES MUST 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 two (2) roster coaches will be allowed to sit on the bench during the games [with a team scorekeeper at the end of the bench].

- 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 (1) full continuous period by the end of the second period. Free substitution will occur during the second half of each contest.

21.8.1 **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 and receive 4 points prior to the start of the game. |
| Four Players- | If a team has six (6) players and the opposing team has ten (10) players, the team with the larger number of players shall select |

Silicon Valley NJB All-Star Sectional Tournament Rules (Continued)

2011 Silicon Valley NJB Section ALL-STAR TOURNAMENT RULES

the four (4) players to participate during the entire 2nd period and receive 8 points prior to the start of the game.

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

21.9 DIVISION 3 - Grades 3 and 4 Competition

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. **Teams may start their defense at the 28' attack line.**

* see 21.11.1.1 for definition of Man-to Man defense

21.9.2 PRESS- Teams may defend the ball at 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.

21.9.3 REOUND SPACES - **A maximum of five (5) players - three (3) defensive and two (2) offensive may occupy the free-throw lane. The space below the block on either side shall be occupied.**

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

Silicon Valley NJB All-Star Sectional Tournament Rules (Continued)

2011 Silicon Valley NJB Section ALL-STAR TOURNAMENT RULES

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 - Grades 5 and 6 Competition

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.

21.10.4 REBOUND SPACES - A maximum of six (6) players - four (4) defensive and two (2) offensive may occupy the free-throw lane. The space below the block on either side shall be occupied.

21.11 DIVISION 1 - Grades 7 and 8 Competition

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.

2011 Silicon Valley NJB Section ALL-STAR TOURNAMENT RULES

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.

21.11.4 REBOUND SPACES - A maximum of six (6) players - four (4) defensive and two (2) offensive may occupy the free-throw lane. The space below the block on either side shall be occupied.



2011 Silicon Valley NJB Section ALL-STAR TOURNAMENT RULES

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 all games 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.

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.



