



Summer League & Tournament Rules: July 20, 2013 - rev b

The official rules for the league and tournament is the National Federation High School Rule Book.

	Division Ball Sizes	
27.5	28.5	29.5
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	5 th Grade Boys – Lev 1	7 th Grade Boys – Lev 1
	6 th Grade Boys – Lev 1	8 th Grade Boys – Lev 1
3 rd /4 th Grade Boys	5 th /6 th Grade Boys – Lev 2	7 th /8 th Grade Boys
3 rd /4 th Grade Girls	5 th /6 th Grade Girls – Lev 1 & 2	
	7 th /8 th Grade Girls – Lev 1 & 2	

POINTS OF EMPHASIS

High School Rules: No guaranteed playing time - Open substitutions; Except the following:

- No Shot Clock
- 3rd & 4th Graders shoot Free-Throws closer
- Mercy Rule use different points

1. # of Players required to start and end a game:

- A Team must have 5 players to start a game
- A game can end with 4 players
- A game can end with 3 players but the team must have a chance to win

2. Coaches are required to:

- Complete a online Team Roster of all players for their respective Division
- Print a copy of the Team Roster to present to the scorekeepers for each game
- Keep a copy of the players Birth Certificate (BC) or Report Card (RC) to present upon request if a player is challenged – players qualify for a Division by age (BC) or grade (RC)
- Any challenge of a player must be done before the game
- Use of an illegal player in a game forfeits the game and may warrant exclusion from future NJB tournaments and leagues
- Only one (1) coach can stand while coaching during the game
- Only the Head coach can approach the score table during the game
- **Team score keeper** must sit on the team bench and not at the score table

- Team score keepers can approach the score table only at time-outs, between Periods or at the end of the game
 - Encourage players to hustle when going in or coming out of the game
3. Limit 3 bench coaches including the statistician – only 2 coaches get free entry to gym during the tournament.
 4. Minimum of 7 and maximum of 12 players per team.
 5. Only participating players and coaches allowed on the bench.
 6. A player may participate on only one team and in only one age division.
 7. A copy of the online Roster must be presented to the scorekeeper prior to the game.
 8. Uniform Dress Code is in effect:
 - Players uniforms MUST match and be the same – not just similar
 - Uniforms MUST have #'s on the front and back.
 - No tape is allowed to modify a uniform #
 - ALL shirts worn under the uniform top MUST match the predominate color of the uniform top. This includes the cut-off under shirts
 - Girls athletic bras are exception to the matching color rule
 - No jewelry including no tape over earrings
 9. All teams MUST have reversible uniforms or two sets of uniform tops (light and dark)
 10. Home teams wear light color; Visitor wears dark. Home team is the left team in the schedule or the top team in the brackets.
 11. Home team sits left of score table (sitting looking at court) or Site Supervisor determines
 12. Teams MUST remove all water, Gator Aid bottles and other items as to not leave debris when departing the bench area after their game
 13. Coaches and players may call a Time-out during the game.
 14. The tournament will use the following for Time-outs for the game:
 - 3 – Regular Timeouts – 1 minute
 - 2 – 30 Second Timeouts per game
 - 1 - One Timeout per Overtime – no carryover
 13. Free Throws:
 - On 7th Team Foul – One & One Bonus
 - No Double Bonus
 - 3rd & 4th Grade Boys and Girls shoot from 3 feet inside regular Free-Throw line (tape measure at score table)
 - 5th, 6th, 7th & 8th Grade Boys and Girls shoot from regular Free-Throw line
 14. Game Playing Time – Stop Clock
 - 8 – Minute Periods (4 Periods)
 - 3 Minutes Half-Time
 - 1 Minute each Overtime
 15. The 10 second backcourt rule and the mid-court line rule ("over and back") will also apply to the Girls games.
 16. Full-Court press allowed anytime for:
 - **Boys Level 1 – 5th, 6th, 7th & 8th Grades** (single grades) – **Except for Cross Division Play ie; Level 1 teams vs combo Level 2 teams = No Full Court Pressure)**
 - **Boys Level 2 – 5th/6th, 7th/8th Grades** (combo grades) – **Except for Cross Division Play ie; Level 1 teams vs combo Level 2 teams = No Full Court Pressure)**

- **Girls Level 1 & 2 – 5th/6th & 7th/8th Grades** (combo grades) – **Except for Cross Division Play of teams in different age groups. (ex. 5th /6th grade team vs 7th /8th grade team = No Full Court Pressure)**

17. Full-Court press – 3rd & 4th Grades:

- **No Back-Court pressure allowed in the 1st, 2nd & 3rd Periods**
- 1st, 2nd & 3rd Periods – Can pick up pressure at the 28.5 attack line – Officials must identify the attack line prior to the game as the 28.5 mark may not exist
- Full-Court pressure allowed in the 4th Period

18. Mercy Rule will be 20 points:

- The clock will run at all times, except for time-outs, until the point difference is 10 points or less
- The team with the lead cannot employ full-court or half-court pressure and must play defense with both feet inside the 3-point area at all times

19. A team and/or player are subject to immediate disqualification from the league or tournament for any misconduct deemed inappropriate, unacceptable, unsafe and /or abusive by the league and/or tournament staff. This includes, but is not limited to, defacing and/or destruction of playing site property, trashing team bench area, fighting, unsportsmanlike play and/or conduct, or ineligible players. Any disqualification is the sole decision of the Host League and Tournament Officials. No refunds will be issued in the event of disqualification.

- The conduct of players and coaches should be above reproach both on and off the court. Any misbehavior or misconduct, on or off the court, will be subject to individual and/or team disqualification from the league and/or tournament.

20. We will use the NJB Blue Card process for technical fouls and the ejection process.

21. Coaches are responsible for their bench players, bench personnel and team fans.

Good Sportsmanship is Always First!