



2014 – 2015

NORCAL NJB REGIONAL ALL-NET PROGRAM

10/01/2014 - rev a

*Most recent changes in yellow

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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 girls, and boys 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 NorCal NJB Region 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.

All NJB Sections of the NorCal NJB Region will follow 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. A Chapter may field one boys and/or girls team per grade level - unless sanctioned by NorCal NJB Region.
2. If a chapter want to field 2 teams in an All-Net Grade Level;
 - The Chapter can put 1 team in Level A and 1 in Level B (the Chapter decides if they want 1 strong and 1 less strong teams or do that want to balance these 2 teams)
 - The Chapter can put both (2) teams in Level A
 - Chapters cannot put both (2) teams in Level B
 - This will apply to the Girls League if we have enough teams for 2 Levels
3. Girls All-Net Program process is located on the Section website.
4. Designed for higher skilled players (aka All-stars/players 1-10 per designated level)
5. Player certification (individual photograph, birth certificate, proof of address, report card - must have 2.0 GPA for 1st 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): Each player must provide current report cards confirming the maintenance of at least a 2.0 GPA for two consequent reporting periods. The first report card must be provided by the 1st Certification date and the next consequent report card by the 2nd Certification date. All grade report cards MUST be the most recent available report card.

Quarter Based School Reporting:

1st Certification Final - First report card from current school year

2nd Certification Final - Second report card from current school year

Semester and Tri-Semester Based School Reporting:

1st Certification Final - End of year report card from previous school year

2nd Certification Final - First report card from current school year

All certification documents will be verified by the Chapter Director during both 1st and 2nd Certifications. The Chapter Director will sign each Player's Certification page. For the 1st Certification only, the Chapter Director will also stamp the individual player photograph with a NJB Chapter Stamp. After all players are certified, the Chapter Director will sign the Team Certification page.

Chapter Director shall submit to the Silicon Valley Sectional Office copies of the following:

- Signed Team Certification page
- Team Roster
- **All documentation affiliated with out-of-chapter boy players**

All signed Team Certification Cover Pages, Team Rosters, and **all documentation affiliated with out-of-chapter boy players** must be received by the following dates. Failure to provide the documentation by these dates will result in a forfeit of all sectional games by the team until the documentation is received.

1st Certification Final: **December 3, 2014**

2nd Certification Final: **February 18, 2015**

Once an All-Net Team qualifies for the National All-Net Tournament, the Certification documentation MUST be verified by the Silicon Valley Sectional All-Net Director (Rodney Ryce) prior to participation in the National Tournament.

6. **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.**
 - (A game is forfeited if the team is not certifiable or upon the participation of a non-certified player).

7. **NJB allows Play Down for All-Net.**

- Example: if a player is in the 7th Grade and he meets the 6th Grade age cut-off, the player can Play Down on the 6th Grade team.
- The Grade Play Down Requirement Doc is posted on the Section website.
- The Play Down Waiver Form is managed by the Chapter.

8. NFHS Basketball High school rules apply

9. 12 game regular season

10. All-Net season begins Sunday **December 7, 2014**

11. 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.

12. Post season tournament

13. 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 **2014-2015 NorCal NJB Chapter Agreement** for further details.

14. **All Net Section Tournament** Opening & Semi-Rounds will be held on **February 20, 21, and 22**. The Finals will be held on **February 28**.

NorCal NJB All-Net Program (cont.)

15. Winner and runner-up teams from post season tournament will represent the local NJB Section at the National tournament.
16. Winner's and runner-up's tournament participation cost to the National tournament is paid by chapter.
17. When a Chapter's team qualifies for the National Tournament and accepts to represent their Chapter, their Section and the NorCal NJB Region 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(s) that are part of a no-show team shall not be allowed to participate in the following year's Winter League post season tournament.
18. The **National All Net Tournament** will be **March 13, 14, and 15.**
19. Team participation/affiliation costs are covered by the local chapter.
20. Participating chapters:

Almaden / Berryessa-Milpitas / Coyote Creek / Foothill / Gilroy-Morgan Hill / Hollister / Los Gatos / Palo Alto / Redwood / San Jose-Evergreen / Saratoga / Sequoia / 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 local Section's website.
4. All head coaches must receive a coaches card for game day by registering and taking the National test online and attend a NJB Coaches clinic this year.

TEAM/PLAYER CERTIFICATION:

All-Net Certification cut off dates are **12/3/2014** for 1st Certification Final, and **2/18/2015** for 2nd Certification. Meeting at Hyde MS will no longer be needed to certify All-Net Teams.

The Chapter Director **MUST** submit the following to the Silicon Valley Sectional Office by the respective certification cut-off date – **No exceptions:**

- a copy of the Team Certification/Cover page
- the Team Roster – Team roster is **NOT** needed for the 2nd Certification
- **all documentation affiliated with out-of-chapter boy players**

Note:

All signed Team Certification Cover Pages, Team Rosters, and **all documentation affiliated with out-of-chapter boy players** must be received by the following dates. Failure to provide the documentation by these dates will result in a forfeit of all sectional games by the team until the documentation is received.

Certification submittal by:

Email: all-net-cert@siliconvalleynjb.com

Fax: 408.260-0112

Points of Interest:

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 1st Certification Final, held on **12/3/2014**.
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:
 - 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.
 - 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.
 - 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.
 - A seventh (7th) grader cannot play in a lower division.
 - A sixth (6th) grader cannot play in a lower division.
 - 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.

PLAYER ADDITIONS:

- ❖ **December 19, 2014 is the last day to add players to team roster.**
- ❖ **February 6, 2015 is the 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 Sectional 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. Roster size will be a minimum of 7 and a maximum of 12.
3. 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.
4. A coach cannot recruit a player or players from outside the boundaries established by the coach's chapter.
5. 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.
6. 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).
7. Once a player participates in a Division game, that player cannot be placed on a All-Net team
8. Players must participate in either Division or All-Net League during the season. Players are not allowed to play in both.
9. 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 local 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 boy's teams shall use a 28.5" size ball; the 7th and 8th grade boy's 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: If a team has a **20 point** lead in the **fourth (4th)** Period, the clock will become a running clock, except for time-outs. The clock will become a regulation clock if the point difference reaches 15 points. Defense will not be allowed to full-court press during the mercy rule. Teams may begin their defense **at Half Court line**. It is recommended that top players be removed and the substitutes play.

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.

CONSEQUENCES:

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