



COACHES PACKAGE





COACHES MEETING

AGENDA

- I. Welcome
- II. Team Information
- III. Team Pictures
- IV. Playing Rules
- V. Player Advantage Rule
- VI. Tie Breaker
- VII. Referee Report
- VIII. Sportsmanship / NJB Bluecard
- IX. Parent Support & Conduct
- X. Post Game Report
- XI. Schedule Information

TEAM INFORMATION

SITES:	Southern California 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 their 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 Head Coach. The official "Bluecard" will be strictly enforced.
RULES OF PLAY:	The 2013 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 game ball of NJB shall be the game ball.
TOURNAMENT FORMAT:	The format will be pool play.
MEMBERSHIP:	All players and coaches must be a current NJB Member.
COACHES MEETING:	A coach from each team MUST ATTEND the coaches meeting.
AWARDS:	Individual awards will be awarded to 1st Place team members.
PROTEST:	NJB does not recognize or allow protests during the All-Star Tournaments.
UNIFORMS:	<ol style="list-style-type: none">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 or All-Net for all Mikasa Tournaments.
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 at the right of the scorer's table and take the opposite basket for warm-ups and first-half play.
MIKASA TOURNAMENTS:	Tournaments are for chapters who did not field All-Net teams for grades 6 & 8. These events are for girls and boys teams. Mikasa tournaments will follow All-Net rules.

DAILY ADMISSION:

Adult.....\$6.00 Seniors.....\$3.00 Youth (ages 6-18).....\$3.00 Children 5 & Under.....Free

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

TEAM CERTIFICATION & PICTURE REQUIREMENTS

ALL TEAMS MUST REGISTER AT **TEAMCERTIFICATION.COM**

ONLINE REGISTRATION

- A. Register as a head coach
- B. Add your chapter name, team name and grade.
- C. Complete your player roster
 - 1. name, address, email
 - 2. individual picture of all players required
 - 3. team photo of all players in full uniform required.

TEAM CERTIFICATION

Bring the information listed below to your Sectional Director for team certification:

Do not send the materials to NJB Headquarters.

- A. Copy of current report card, showing school grade
- B. Copy of state birth certificate for each player.
****Note: No hospital birth records, school records, or church records will be accepted.***
- C. Team picture online.
- D. ***CERTIFICATION DEADLINE IS SUNDAY, MARCH 1ST.***
- E. A \$15.00 penalty per team is required for teams failing to meet the certification deadline and will be paid directly to the Sectional Director at the time of certification.

The Chapter's Team Certification date, time and location will be determined by the Sectional Director.

PICTURE CERTIFICATION

IN ORDER TO MAINTAIN THE INTEGRITY OF THE NJB ALL-STAR TOURNAMENT, THE NJB RULES COMMITTEE AND THE TOURNAMENT DIRECTORS HAVE IMPLEMENTED THE FOLLOWING POLICY:

- 1) The official team roster will be signed, certified and stamped by your Sectional Director.
 - Individual pictures for all players online.
 - Picture must have ALL players in their complete NJB uniform.
 - NO INDIVIDUAL OR ATTACHED PICTURES will be accepted.
 - Picture must be at least 5"x7" in size.
 - Picture must be a color photograph
- 2) The official team roster must be in the possession of the coaching staff at each game during the tournament. Before each game the coach will present the team roster to the referees for approval during the pregame conference. All players must have an individual picture on the official team roster.

NOT HAVING THE OFFICIAL TEAM ROSTER AT GAME TIME
MAY RESULT IN A FORFEITURE!

WWW.TEAMCERTIFICATION.COM

IMPORTANT

Mikasa Tournaments

For Chapters who choose not to enter boys and girls 6th and 8th grade All-Net teams during the winter season, NJB has developed Tournaments for those chapters.

Those teams will compete on March 10-11, in the Southern California Mikasa Sectional Tournament. All-Net rules will prevail during the tournament.

The 1st place and 2nd place teams from each Section will advance to the National All Net Tournament on March 22-24.

ALL-STAR TOURNAMENT RULES

SECTION 21- ALL-STAR TOURNAMENT

National Junior Basketball has adopted the National 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.
- 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 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 becomes 10 points or less, except for time-outs. The clock will become a regular clock if the point difference reaches 10 points or less.
- 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 head coach may stand to cheer a play or instruct players but must then return to their seat.
- 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.

ALL-STAR TOURNAMENT RULES

21.8.1 All-Star Player Advantage Rule:

- 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 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 and three player advantage rule 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 or defined by the designated volleyball line.**

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 four (4) 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 judgement call by the referees.

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 both sides shall be occupied.

21.9.3 ADDITIONAL RULES

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.

ALL-STAR TOURNAMENT RULES

Three Second Violation: An offensive player may not be in the key for 3 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 Competiton**

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.

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 both sides shall be occupied.

21.11 **DIVISION 1 - Grades 7 and 8 Competiton**

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. FREE THROWS - The free-throw line will be regulaton (15 feet). A shooter may touch the line, but not cross completely over the line with their foot.

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 both sides shall not be occupied.

T I E B R E A K E R:

In a situation where two (2) teams are tied, head to head competition will determine the winner. If more than two (2) teams are tied, a point differential (maximum of 13 points) will be applied. The differentials of all pool games are totaled and the teams are ranked accordingly. The team with the lowest total is eliminated, and will finish in third place. Then the winner from the remaining two (2) teams are determined by Head-to-Head competition.



SPECTATOR GUIDELINES

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 defeat.***
- 4) The Blue Card policy 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 leave the facility if their behavior does not represent good sportsmanship and respect.

THIS POLICY WILL BE ENFORCED BY ALL TOURNAMENT DIRECTORS!!

**THIS POLICY WILL BE ENFORCED BY ALL
TOURNAMENT DIRECTORS!**



2013 ALL-STAR TOURNAMENT

DATE:		RUNNING SCORE										TIME OUTS																															
TEAM:		20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44																	
COACH:		45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69																	
PLACE:		70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94																	
REFEREE:		95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119																	
POS	PERIODS PLAYED	PLAYER NO.	PERSONAL FOULS					1ST HALF					2ND HALF					3RD PERIOD					4TH PERIOD					5TH PERIOD					OVERTIME	FG	FREE THROWS		3 POINT FG		PF	TP			
			1	2	3	4	5	1ST PERIOD					2ND PERIOD					3RD PERIOD					4TH PERIOD					5TH PERIOD							ATT.	MADE	ATT.	MADE					
	1	2	1	2	3	4	5																																				
	3	4	5	3 PT. SCORING																																							
				1	2	3	4	5																																			
	1	2																																									
	3	4	5	3 PT. SCORING																																							
				1	2	3	4	5																																			
	1	2																																									
	3	4	5	3 PT. SCORING																																							
				1	2	3	4	5																																			
	1	2																																									
	3	4	5	3 PT. SCORING																																							
				1	2	3	4	5																																			
	1	2																																									
	3	4	5	3 PT. SCORING																																							
				1	2	3	4	5																																			
	1	2																																									
	3	4	5	3 PT. SCORING																																							
				1	2	3	4	5																																			
	1	2																																									
	3	4	5	3 PT. SCORING																																							
				1	2	3	4	5																																			
	1	2																																									
	3	4	5	3 PT. SCORING																																							
				1	2	3	4	5																																			
	1	2																																									
	3	4	5	3 PT. SCORING																																							
				1	2	3	4	5																																			
	1	2																																									
	3	4	5	3 PT. SCORING																																							
				1	2	3	4	5																																			
	1	2																																									
	3	4	5	3 PT. SCORING																																							
				1	2	3	4	5																																			
	1	2																																									
	3	4	5	3 PT. SCORING																																							
				1	2	3	4	5																																			
	1	2																																									
	3	4	5	3 PT. SCORING																																							
				1	2	3	4	5																																			
	1	2																																									
	3	4	5	3 PT. SCORING																																							
				1	2	3	4	5																																			
	1	2																																									
	3	4	5	3 PT. SCORING																																							
				1	2	3	4	5																																			
	1	2																																									
	3	4	5	3 PT. SCORING																																							
				1	2	3	4	5																																			
	1	2																																									
	3	4	5	3 PT. SCORING																																							
				1	2	3	4	5																																			
	1	2																																									
	3	4	5	3 PT. SCORING																																							
				1	2	3	4	5																																			
	1	2																																									
	3	4	5	3 PT. SCORING																																							
				1	2	3	4	5																																			
	1	2																																									
	3	4	5	3 PT. SCORING																																							
				1	2	3	4	5																																			
	1	2																																									
	3	4	5	3 PT. SCORING																																							
				1	2	3	4	5																																			
	1	2																																									
	3	4	5	3 PT. SCORING																																							
				1	2	3	4	5																																			
	1	2																																									
	3	4	5	3 PT. SCORING																																							
				1	2	3	4	5																																			
	1	2																																									
	3	4	5	3 PT. SCORING																																							
				1	2	3	4	5																																			
	1	2																																									
	3	4	5	3 PT. SCORING																																							
				1	2	3	4	5																																			
	1	2																																									
	3	4	5	3 PT. SCORING																																							
				1	2	3	4	5																																			
	1	2																																									
	3	4	5	3 PT. SCORING																																							
				1	2	3	4	5																																			
	1	2																																									
	3	4	5	3 PT. SCORING																																							
				1	2	3	4	5																																			
	1	2																																									