



# **COACHES PACKAGE**

**2006 SUPER SECTIONALS**

[HTTP://ALLNETSECTIONAL2006.D4TOURNAMENT.COM](http://allnetsectional2006.d4tournament.com)

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## **ALL-NET RULES & REGULATIONS**

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**RULES OF PLAY:** NJB All-Net follows CIF High School rules.

**LENGTH OF PLAYING TIME:** ALL games will consist of four (4) eight-minute STOP TIME periods.

**FORFEITS:** If you forfeit a game, you may be restricted from playing your next league game, pending the decision of the Disciplinary Committee.

**HALFTIME:** Three minutes in duration.

**OVERTIME PERIODS:** All overtime periods will be three (3) minutes in duration. Additional overtime periods shall be two (2) minutes in duration, regulation stop time clock.

**TIME-OUTS:** Each team will be allowed three (3) full and two (2) 30-second time-outs in each game. One time-out will be granted to each team for each overtime period (no carry-over in time outs).

**BENCH PERSONNEL:** Only players whose names appear on the roster may sit on the bench.

**FREE-THROW BONUS RULE:** Teams will shoot the one-and-one-bonus on the 7th team foul in both halves. Double bonus will be awarded on the 10th team foul.

**EJECTIONS:** If a Team Coach, Assistant Coach, Athlete or Spectator is ejected from a game, he/she will be suspended for (AT LEAST) ONE FULL GAME, (the next scheduled game) and will not be allowed on the property of the gymnasium. If this rule is violated, please bring it to the attention of the gym supervisor. It is the responsibility of the Coach, Assistant Coach, or Team/Parent Representative to insure the ejected adult or athlete does not enter the property of the gymnasium. If this rule is violated, additional sanctions may be applied by the NJB Disciplinary Committee.

**CONDUCT OF PLAYERS:** The Head Coach is responsible for the actions of his/her players and spectators. Players and parents will be responsible for any damages incurred during the event. The Official Blue Card will be enforced in all divisions.

**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 and must be allowed to cross the attack line. It is recommended that top players be removed and the substitutes play. A zone defense is recommended, staying behind the attack line. The clock will become a running clock at all times until 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.

**PROTEST:** All protests MUST be registered **BEFORE** the start of the game.

**BALL SIZE:** Boys 5th and ALL Girls divisions will use the 28.5" NJB Composite 10 panel ball. Boys 6th through 8th will use the 29.5" NJB Composite 10 panel ball.

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**MEMBERSHIP:** All players and coaches MUST be a current NJB member.

**GAME BALLS:** Teams must provide their own basketballs during warm-ups. Rawlings, the official composition ball of NJB shall be the official game ball. If the host site does not have a ball, the Home Team will have the first opportunity to supply the ball.

### **UNIFORMS:**

1. Team shirts shall be of the same solid color front and back. Shirts shall be tucked inside the game pants.
2. Team shorts shall be alike for ALL players.
3. An undershirt is considered to be part of the shirts 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. Sponsors names are permitted so long as placed in a fashion that does not obstruct the uniform number and chapter name. Please consult with NJB HQ.

**HOME & VISITOR:** The team listed on the left of the game bracket will be the home team and shall wear white or light colored jerseys. The team listed on the right of the game bracket will be the visitor team and shall wear dark colored jerseys. The Home team shall sit at the right side of the scorer's table and take the opposite basket for warm-ups and first-half play.

### **GATE CHARGE:**

ADULTS     \$5.00 PER DAY  
SENIORS    \$2.00 PER DAY  
CHILDREN   FREE (18 & UNDER)

**WEB SITE:** WWW.NJBL.ORG - Check the website continuously for important updates.

# ROSTER/PICTURE CERTIFICATION

In order to maintain the integrity of the NJB events,  
the NJB All-Net Advisory Committee has  
implemented the following policy:

- 1) Rosters MUST be presented to the officials **BEFORE** each game.
- 2) A **team picture** on the team roster will be in the possession of the coaching staff **BEFORE** each game. The coach will present the team picture to the referees for approval during the pregame conference. ***Not having the team picture at game time may result in a forfeiture.***

## I M P O R T A N T

- 1) A team picture is to be uploaded online in full uniform.
  - A good quality (clear & bright) Team Picture is required.  
*All players must be in uniforms with numbers clearly visible.*
  - Picture must be saved as a jpeg “.jpg” or tiff “.tif” file with the dot-three extension in the name.
  - Picture will be taken from the waist up.



# **SPECTATOR GUIDELINES**

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*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. Unsportsmanship behavior will result in a technical.

*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 SITE COORDINATORS!!***

## **T I E        B R E A K E R :**

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*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 each game 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.*



