



2024 NextGen Tip-Off Rules & Regulations

The National High School Federation Rules and Regulations (NHSF) will apply to all NextGen Jam games with the following exceptions:

Game Rules:

- A. No game may begin before the scheduled start time unless approved by the tournament director
- B. Each team will be given three minutes to Warm-up. (Subject to change based on game start time)
- C. Regulation time
 - 1. 8th Grade: 2 16 minute halves
 - 2. 7th Grade & Below: 2 14 minute halves
 - 3. Clock stops on all whistles
- D. Halftime will be two minutes (Subject to change)
- E. Each team will have two full timeouts and two 20-second timeouts per game.
- F. First overtime will be two minutes. Second overtime will be sudden death or the first team to score wins.
 - 1. One 20 second timeout will be added for each OT. Timeouts DO NOT roll over
- G. Each team is responsible for their warm-up balls home team provides game ball
- H. Top Team/First team listed on the schedule is the home team and wears the light color jersey
- I. Fouls
 - 1. One and One at 7 fouls, double bonus at 10 fouls in each half
 - 2. Intentional fouls will be an automatic 2 points, plus possession
 - 3. 6 Fouls per player to Foul Out
- J. **Grace Period:** Teams will be given a 10 minute grace period (Subject to change by tournament director- specifically Friday evenings) to arrive after the official game start time. Teams that show up after the grace period will forfeit. ***After the grace period, the game clock will start and if the team arrives they may play the remainder of the game clock but will still receive a loss. This is up to the opposing team if they would like to play.***
- K. **Mercy Rule:** Once a team is ahead by 20 points in the 2nd half the clock will run continuously except during timeouts and injuries. If the point differential drops below 20, the clock will return to normal.

1. Roster Rules

- Rosters are allowed a maximum of fifteen (15) players
- Proof of age and grade is required for all players on roster.
 - A. Acceptable proofs of age are:
 - 1. clean photocopies of birth certificates
 - 2. adoption papers
 - 3. immigration papers
 - B. Proof of grade is a clean copy of any report card of the current school year or school document that indicates current grade level.
 - C. Teams are required to provide proof of age and grade at check-in and throughout the tournament. It also must be presented to the tournament director upon request.
 - D. A player may only play on 1 team per age group in this event (Max 2 teams)
- Coaches are responsible for the team meeting all eligibility requirements. If a player is found to be ineligible prior to the start of a sanctioned competition, the player will be expelled and the team will continue. After competition starts, if a player is found to be ineligible, he/she will be expelled and the team will forfeit all games in which the player's name or number appeared on the official score sheet. Coaches who falsify documents will be suspended for the remainder of the season.
 - A. No roster additions will be permitted after check-on has closed. The roster given at Check-In must include ALL players who are playing on the team at ANY point in the weekend.
 - B. A team may have no more than 3 bench personnel including managers or scorekeepers. All bench personnel must have their coaching credentials visible at all times while in the bench area.

2. Age/Grade Requirements

- HoopSeen Events follow US Amateur Basketball age/grade requirements and can be found [HERE](#).

3. Tie-Breakers

- Two Teams Tied: Head-to-head result.
- Three or more teams: Point Differential System will be used. Teams will receive a point differential per game up to a maximum of plus 15 points for a win and a maximum of minus 15 points for loss. The team with the highest point total will win the tiebreaker and the second highest number will be seeded second, etc. If two teams are tied with points, then revert back to head--to--head. If the teams are still tied, the team with the fewest points allowed in ALL games played in pool play wins. A forfeit is scored as a 15--0 game

4. Sportsmanship and Unsportsmanlike Conduct Procedures

- Players, coaches, team representatives, spectators, and all other persons connected directly or indirectly with a team, as well as contest officials, shall adhere to the principles of good sportsmanship and the ethics of competition before, during and after all contests in which they participate and/or attend. Each participating team and its head coach shall be held strictly accountable for unsportsmanlike conduct on the part of its players, coaches and spectators.

- A player, coach, team representative or spectator who commits an act of malicious and hateful nature toward a contest official, opponent or any other person attending a tournament shall be guilty of unsportsmanlike conduct. This includes the use of profane language.
- If contestants participate in a bench and/or a bleacher--clearing fight, both teams will be suspended for the remainder of the tournament. This includes players (on the bench) coming off the bench and onto the court during any altercation.
- Two (2) direct technical fouls or an ejection during a game on a player, coach, or team representative will result in their disqualification for the next game of the tournament. Fighting and gross unsportsmanlike behavior can be more than one game and is at the discretion of the Tournament Director.
- The player, coach, team representative, or spectator that is disqualified during the course of the game must immediately leave the competition area where he/she is not visible to the athletes, officials, or other spectators and must not have any further contact with or give instruction to athletes or other members of their staff for the remainder of the contest
- A player, coach, team representative or spectator that is suspended may not be present in the competition area during the game.
- A spectator that is removed/ejected from the game by any official or staff member will be forced to leave the facility and may not return to any game the remainder of the event. Failure to adhere could result in technical fouls/forfeiture for the affiliated team.