



2024 NextGen Jam 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.