



2025 NextGEN Jam Rules & Regulations

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

Game Rules:

I. No game may begin before the scheduled start time unless tournament director approves it

II. All teams will receive at least 4 minutes to warm-up prior to the game (Subject to Change based on Gametime)

III. Regulation Time

- A. 3rd –6th Grade: 2 14-minute halves will use 28.5 intermediate size ball
- B. 7th– 8th Grade: 2 16-minute halves will use 29.5 ball

IV. Halftime will be 3 minutes **V.** Timeouts will be 3 full and 2 30 second per game

VI. Overtime will be 2 minutes (Timeouts DO NOT roll over to Overtime)

- A. Each Team will be given 1 timeout in Overtime.
- B. **Double Overtime:**
 - 1. **Sudden Death, No Timeouts**

VII. Clock will stop on all whistles

VIII. Fouls:

- A. 1 and 1 at 7 fouls, double bonus at 10 fouls each half
- B. **6 fouls to foul out**

IX. Each team is responsible for their warm-up balls, the home team will provide the Game Ball.

X. Teams will be given a 10-minute grace period (subject to change by tournament director) to arrive after the official game start time. Teams that show up after the grace period will forfeit. Only 1 grace period will be allowed per team per event.

XI. Mercy Rule - Once a team is ahead by 20 points, the clock will run continuously except during timeouts and injuries. If the point differential is reduced below 20, the clock will return to normal