

NEXT GENERATION SPORTS TOURNAMENT GAME RULES

GAME TIMES and TIME OUTS	2nd-6th Grade Four 6 Minute Quarters	9th Grade-Varsity Two 16 Minute Halves 9th Grade - Varsity TIME OUTS 1st half- 2 timeouts (one-30 sec & one full) 2nd half- 3 timeouts (two 30 sec & one full)	
	7th-8th Grade Four 7 Minute Quarters		
	2nd-8th Grade TIME OUTS 2 per half (one-30 sec & one full)		
Warm Up	3 minute Warm up	Half Time	3 minute halftime
Clock	Clock Stops at dead balls, time-outs & free throws		
GRACE PERIODS	Teams must have an adult coach and a minimum of 4 players to start the game. **All games must start at scheduled time unless games are running behind schedule. Final Grace Period determination will be at the discretion of the tournament director.		
Over Time	1st Overtime 2-minutes Clock Stops at every whistle	2nd Overtime 2-minutes Clock Stops at Free Throws	3rd Overtime 1-minute Clock Does Not Stop
Fouls	Players will foul out after 5 fouls	7 fouls One & One	10+ fouls 2 Shots
Technical	2 Technical automatic game ejection Players/Coaches who are ejected from the game must exit the facility for the remainder of the game time.	Use of Profanity by player or coach will result in a technical. (This rule will be enforced based on the severity of use and at the refs discretion of need)	Physical Altercations will result in an automatic game ejection. It will be at the event directors discretion if the altercation will result in ejection from remainder of event.
Point Lead	If a team is up by 20 points in the second half , the clock will run until the lead is under 20 points.		
Game Ball	The home team is responsible for the game ball. Game balls must be in great condition & indoor balls	28.5 Ball Boys 2nd -6th ALL Girl Divisions	29.5 Ball Boys 7th Grade and higher.
Full Court Pressure 2nd Grade thru 8th Grade	If at any time during a game a team gains a lead of 20 points or more, the leading team will NOT be allowed to apply full court pressure against the opposing team until the point differential drops below 20 points. Failure to adhere to this rule will 1st result in a team warning, 2nd technical fouls will be enforced on the leading team.		
Full Court Pressure 9th Grade thru Varsity	If at any time during a game a team gains a lead of 30 points or more, the leading team will NOT be allowed to apply full court pressure against the opposing team until the point differential drops below 20 points. Failure to adhere to this rule will 1st result in a team warning, 2nd technical fouls will be enforced on the leading team.		
Bench Personal	A team may have on its bench only the eligible persons listed on its official roster . Team moms/dads, scorekeepers, fans, parents, and players not on official team are not allowed to sit on the bench.		

