

SUPER24 CIRCUIT (HIGH SCHOOL BOYS: 2026) – RULES

Game Format

16-Minute Stop-Time Halves | When the score margin is 15 points or more the Clock Runs | Stop-Time Resumes if at any point during the game the score margin reaches 14 points or less

Time Breakdown

3-Min Warm-Up, 2-Min Halftime, 3 Timeouts Per Game (30's): OT1: 2 Mins | OT2: Sudden Death (First 2 pts Wins) | 1 Added Timeout per OT (Max = 3 Total at any time)

Fouls & Free Throws

Double Bonus at 7th Team Foul of each Half (No 1-and-1 FT's) | Individual Foul Out = 5 Personal Fouls | Technical = 2 FT's + Possession

Equipment & Jerseys

All teams should come equipped with their own First Aid materials | Home Team = Light Jerseys | Away Team = Dark Jerseys

 **Forfeits:** No-Show = Forfeit Loss | No refunds for Forfeited Games

Pool Play Tie-Breakers

1. Head-to-Head | 2. Point Differential (Min/Max +/- 20) | 3. Overall Point Differential | 4. Fewest Defensive Points Allowed (Standings will calculate following each stage of games)

All Other Rule Clarifications = NFHS Standard

IMPORTANT: SPECTATORS, COACHES, & PLAYERS – DO NOT ABUSE CONTRACTED REFEREES OR EVENT STAFF. EVENT DIRECTORS WILL HAVE THE FINAL SAY REGARDING ANY EJECTIONS/DISPUTES/SUSPENSIONS/RULINGS!