



2026 LAS VEGAS TOURNAMENT

Las Vegas Classic: July 14 - 16





Event Timeline: 2026 Las Vegas Classic

JUNE 23

Register Early (**The event may sell out before this date**). Last Day to Change Division, Level or Grade for a team entry (If spots are available).

JUNE 30

2 WEEKS OUT

Double check you have proper age AND grade verification for all players and rosters are completed.

JULY 07

Schedule posted.

JULY 13

Coaches' check-in & ticket purchases (4:30pm-8:30pm) at the Las Vegas Convention Center

Practice times: 5:00pm, 6:10pm & 7:20pm (if available, this is not available for all events)

JULY 14

Coaches' check-in & ticket purchases continue (10:30am) at the Las Vegas Convention Center (COACHES ONLY)

Games may begin as early as 9am and as late as 9pm

JULY 15

Games may begin as early as 9am and as late as 9pm

JULY 16

Games may begin as early as 9am and as late as 6pm

***ALL TIMES ARE SUBJECT TO CHANGE**

JAM ON IT - MANDATORY ONLINE ROSTER DEADLINE POLICY

- 1. Rosters must be completed online prior to the deadline date to be properly verified**
 - a. ROSTER DEADLINE DATES ARE 3 DAYS PRIOR TO THE EVENT START DATE**
 - b. No exceptions will be made - penalties will be assessed**
 - i. Technicals, possession of the ball to start the game and forfeits**
 - c. This will expedite the check-in process
 - d. Roster help can be found at the end of the tournament packet**

- 2. All coaches must be on the roster and have a coach's band to sit on the bench**
 - a. Teams can receive up to two coaches' bands (free) per team for those included on that team's roster. Additional bands may be purchased but coaches must be on the roster to be on the bench.

- 3. Team books/binders with proof of age and grade for all players must be available upon request. If protested and you cannot provide this information within one hour, you will forfeit.**
 - a. Age verification: Birth cert., passport, state ID, etc.
 - b. Grade verification: Report card, school ID, school portal printout, etc.

- 4. If changes to rosters are needed beyond the first day of the event, tournament directors will make decisions on a case-by-case basis (exceptions will only be made in extreme circumstances).**

ADMISSION AND TICKETS

PURCHASE TICKETS HERE ONCE TICKET SALES OPEN:

[2026 Las Vegas Summer Series - Las Vegas Classic](#)

Daily bands will be \$25/day + fees.

Tournament pass will be \$75 + fees for 3-day events.

Each team will be given 2 wristbands (free entry) to be used for coaches, managers, etc.

**WE DO NOT REPLACE LOST OR STOLEN WRISTBANDS.
ALL EVENTS ARE CASHLESS.**

TOURNAMENT RULES

Sportsmanship

- If a spectator, parent, coach or player is ejected from a game, their child may be removed as well, and the team will be assessed as a technical foul! Tournament director or committee makes final decisions on when & if the parent and player can return!!

Quarter/Halves	Overtime Period	Halftime	Warm-up	Ball Size
2nd- 4th: 14-minute stop clock halves 5th-Varsity: 16-minute stop clock halves	First - 2 minutes, 1 minute afterwards	5 minutes	5 minutes	B 2nd-6th & Girls: 28.5 B 7th-Var: Regular

Age/Grade Verification

- It is the coach's responsibility to keep proper grade and age verification for all players with them at all times during the tournament.

NFHS Rules with the following exceptions:

- On ball 5-second count in the frontcourt only while dribbling and holding the ball.
- 10-second backcourt count when no shot clock is being used.

Time Outs

- 3 - full & 2 -30 second time outs per game. Time outs do not carry over into overtime. Each team will be given 1 full timeout if the game proceeds into overtime. No additional timeouts for double overtime and beyond.

Pressing/Mercy Rule

We care about protecting the integrity of the game. There is no reason to humiliate teams.

- **Level 1 – REFER TO LEVEL GUIDELINES FOR LEVEL 1 PRESSING RULES**
- **Level 2 – REFER TO LEVEL GUIDELINES FOR LEVEL 2 PRESSING RULES**
- **Level 3 – REFER TO LEVEL GUIDELINES FOR LEVEL 3 PRESSING RULES**
 - Definition of a press: After a team secures possession of the ball - the opposing team guard's full court.

Fouls

- A player fouls out after the 5th personal foul
- Teams will shoot 1 & 1 on the 7th team foul of the half and 2 shots on the 10th team foul.
- If a coach or player is ejected from a game, it is at the tournament director's discretion if they can participate in the next game.
- If a coach or player is ejected twice in a tournament it is at the tournament director's discretion if they can participate in the rest of event.
- Coaches can stand following the first technical foul.

Free Throws

- The players lined up along the key may enter the lane on the shooters release of the ball.
- Maximum of 6 players are allowed in the lane along with the shooter at the top of the key.

Tie Breakers

- In the case of a tie, the following format will be used:
 - Head-to-Head
 - Point differential (between teams in tie) with a maximum of 13 points
 - Point differential (all teams) with a maximum of 13 points
 - Points allowed

Multiple Team Rules: Please refer to multi team play rules

Protests

- \$100 cash protest deposit. Only if protest is valid, the team will receive a full refund of the protest fee.
- Protesting team must first provide proof of certifications prior to the accused team being investigated.
- All protests must be filed within one hour of protested games completion.
- Once contacted by the tournament staff, the accused teams must provide information within one hour of being notified.

**Dunking or hanging on the rim outside of game time will result in a technical foul & an automatic two points.
All Tournament Director decisions are final.**

LEVEL GUIDELINES

What Level Do I Choose? Level I, II, or III?

Jam On It Basketball Academy has developed a system for coaches to choose the proper level of competition to place their teams. We have had many calls and questions regarding coaches looking for directions in what level their teams should be in. To keep teams from “Sand Bagging” and to keep some kind of parity in the divisions, we needed to establish guidelines and special rules. **If both coaches agree, they may play by a specific level's rules for any given game.**

The main problems we have experienced are teams in level II that should be in level I, having unfair advantages. We have broken down the levels for you below.

Level I - Regular basketball, competitive all-star teams, top of division teams, elite teams, and made up of players from different schools.

- Regular Jam on It tournament rules
- Teams can press the whole game unless the lead reaches 30 points, teams may press again when the lead gets below 20
- Clock will run the last 4 minutes of the second half if a team is up by 30pts
- Any team with players that have grade exceptions

Level II - Competitive teams looking for better competition but are not close to the best in their region. Teams may have players from multiple schools. Because of a few older players they may have had to move up.

- Regular Jam on It tournament rules
- Teams can't press in the first 8 minutes of the game or if the lead reaches 20 points, teams may press again when the lead gets below 15
- Clock will run the last 4 minutes of the second half if a team is up by 30pts

Level III - Recreational teams, same school teams, or teams that play in rec leagues. Ex: recreation teams from the same rec league, nontraditional starters, players that may not have made their school teams

- Teams can't press in the first half or if the lead reaches 15 points, teams may press again when the lead gets below 10
- Clock will run the last 4 minutes of the second half if a team is up by 30pts.

NO Pressing Definition:

Once a team maintains team control in the back court during a live or dead ball situation, the defense must go behind the half court line. 1st violation will warrant a warning. Every violation after will warrant a team technical foul.

Important Division Note: Divisions with no level specified in the division name or combo divisions will play by level 2 rules.

**We welcome your comments.
It is at the tournament director's discretion to make exceptions.**

TEAM ELIGIBILITY

Grade divisions consist of 24-month windows which determine athletes' participation in that division. If an athlete's age is outside the window for their grade, they must play in the grade division that is normal for their age. Athletes in grades above what is the norm for their age may play down if they meet the established criteria below. There are no exceptions outside of the criteria below. Players can always play up.

2ND GRADE DIVISION

Athletes must be in the 2nd grade as of October 1, 2025 & can be no older than 9 on August 31, 2026. Athletes in the 3rd grade as of October 1, 2025 wanting to play down can be no older than 8 on August 31, 2026.

3RD GRADE DIVISION

Athletes must be in the 3rd grade as of October 1, 2025 & can be no older than 10 on August 31, 2026. Athletes in the 4th grade as of October 1, 2025 wanting to play down can be no older than 9 on August 31, 2026.

4TH GRADE DIVISION

Athletes must be in the 4th grade as of October 1, 2025 & can be no older than 11 on August 31, 2026. Athletes in the 5th grade as of October 1, 2025 wanting to play down can be no older than 10 on August 31, 2026.

5TH GRADE DIVISION

Athletes must be in the 5th grade as of October 1, 2025 & can be no older than 12 on August 31, 2026. Athletes in the 6th grade as of October 1, 2025 wanting to play down can be no older than 11 on August 31, 2026.

6TH GRADE DIVISION

Athletes must be in the 6th grade as of October 1, 2025 & can be no older than 13 on August 31, 2026. Athletes in the 7th grade as of October 1, 2025 wanting to play down can be no older than 12 on August 31, 2026.

7TH GRADE DIVISION

Athletes must be in the 7th grade as of October 1, 2025 & can be no older than 14 on August 31, 2026. Athletes in the 8th grade as of October 1, 2025 wanting to play down can be no older than 13 on August 31, 2026.

8TH GRADE DIVISION

Athletes must be in the 8th grade as of October 1, 2025 & can be no older than 15 on August 31, 2026. Athletes in the 9th grade as of October 1, 2025 wanting to play down can be no older than 14 on August 31, 2026.

9TH GRADE DIVISION

Athletes must be in the 9th grade as of October 1, 2025 & can be no older than 16 on August 31, 2026. Athletes in the 10th grade as of October 1, 2025 wanting to play down can be no older than 15 on August 31, 2026.

10TH GRADE DIVISION

Athletes must be in the 10th grade as of October 1, 2025 & can be no older than 17 on August 31, 2026. Athletes in the 11th grade as of October 1, 2025 wanting to play down can be no older than 16 on August 31, 2026.

VARSITY DIVISION

Athletes must be in the 12th grade as of October 1, 2025 & can be no older than 19 on August 31, 2026.

INTERNATIONAL ELIGIBILITY RULES

If international teams have proof of grade, and follow the same Grade system as the US, they will play by the guidelines above. If they do NOT, they will play by the age rules listed below:

2nd Grade Division	An athlete can be no older than 8 on August 31, 2026	3rd Grade Division	An athlete can be no older than 9 on August 31, 2026
4th Grade Division	An athlete can be no older than 10 on August 31, 2026	5th Grade Division	An athlete can be no older than 11 on August 31, 2026
6th Grade Division	An athlete can be no older than 12 on August 31, 2026	7th Grade Division	An athlete can be no older than 13 on August 31, 2026
8th Grade Division	An athlete can be no older than 14 on August 31, 2026	9th Grade Division	An athlete can be no older than 15 on August 31, 2026
10th Grade Division	An athlete can be no older than 16 on August 31, 2026	Varsity Division	An athlete can be no older than 18 on August 31, 2026

MULTI-TEAM RULES

Players can play on two teams from the same club as long as they are not in the same grade division (or one division is boys and the other girls - through 5th grade) and the player qualifies for the age and grade requirements of both divisions.

- Ex: A Jam On It 5th grader CAN play on both the Jam On It 5th and 6th grade team as long as they are in separate age groups. (Ex: 5th and 6th Grade divisions)
- Ex: A Jam On It 5th grader may NOT play on both the 5th grade Level 1 team and the 5th Grade Level 2 team.
- Ex: A Jam On It player may NOT play for a Jam On It team in the same event while playing with a team from another club.
- Ex: A Jam On It Player is playing for a Jam On It girls 5th grade team and is also playing for the Jam On It boys 5th grade team (girls may play with boys through 5th grade).
- Players must be listed on both rosters prior to the first game at check-in
- A player must be present at the beginning of the game and may not join a game late as a result of playing in another division or for another team beforehand. If these rules are violated, both teams the player is associated with may be subject to a forfeit.

PRACTICE

Practice Information

Practice Times

PRACTICES are offered for some tournaments. When available, they are offered the evening before the first day of the tournament from 5:00pm-8:20pm unless otherwise noted (Ex: Tournament starts Friday July 10th, practices are offered Thursday July 9th from 5:00pm-8:20pm). Practices are one hour long and cost \$100 for a full court, half courts are not offered.

Times: 5:00pm, 6:10pm, 7:20pm.

Full court - \$100/hour

If you would like to request a practice time please email brennan@jamonit.org the following information:

- a. Team name
- b. Grade division
- c. Contact information
- d. 1st & 2nd time preference
- e. Full court
- f. Payment can be made via zelle (info below) or it can be added onto your registration.

If paying via Zelle, send a screenshot of payment with the above information using the QR code below. If you would like it added onto your registration, request that along with the above information.

ZELLE QR CODE & EMAIL:

enniswesley@icloud.com



Zelle®

FAQ –

1. Parents are allowed, there are no spectator charges for practices.
2. Brennan will confirm the time via email, a schedule will be at the door with your court number.
3. Payments must be made upon booking.

SPORTSMANSHIP POLICY

Jam On It is dedicated to creating a safe, positive & respectful environment for all players, coaches, parents & spectators. We are committed to a winning atmosphere defined by respect, integrity & sportsmanship, ensuring a memorable experience for all. Our Sportsmanship Policy strictly prohibits fighting, bullying, aggressive behavior, racial slurs & discriminatory actions. **Keep in mind, you are being watched & recorded.**

Expectations & Consequences: Any display of aggression or unsportsmanlike conduct will lead to serious consequences for the individual(s) & team(s) involved. Such incidents may result in suspension from Jam On It events with the possibility of indefinite bans based on the severity of the incident. In extreme cases, Jam On It reserves the right to pursue formal criminal charges. Coaches are expected to share this policy with all athletes, spectators & other members of their organization, helping to promote sportsmanship at every level of competition. **COACHES, IT IS YOUR RESPONSIBILITY TO ENSURE YOUR ORGANIZATION ABIDES BY THESE EXPECTATIONS.**

Spectator Behavior: Jam On It values enthusiastic support from parents & spectators which contribute to a vibrant youth sports atmosphere. However, we do not promote any behavior which may contribute to a toxic atmosphere, including over-emotional or disruptive behaviors. Spectators are expected to set a positive example of respect & composure for all children present. Cheer for your child or team; you may not disparage or direct negative comments towards other children or the opponent.

Should behavior become disruptive, the spectator may be asked to leave the event, in some cases their child may also be required to leave. In severe cases, the tournament director has the authority to clear the court or call the game if necessary, & no refunds will be issued.

The following behaviors are not permitted:

- Use of profanity by spectators, coaches or players.
- Yelling or aggression toward officials regarding calls, etc.
- Arguments with opposing fans.
- Negative or derogatory comments towards opposing players.
- Fighting between any members of the organization.
- Coaches, players or spectators leaving their bench or seating area to engage with opponents or officials.

Misbehavior & Ejections:

- The tournament director or tournament committee has full discretion over suspensions & penalties for misconduct.
- Coaches ejected for aggressive behavior will be disqualified for the remainder of the tournament
- Athletes ejected for aggressive actions will be ineligible for their team's next game, with additional penalties possible depending on the severity of their behavior.
- Ejections for unsportsmanlike conduct will result in suspension from their team's next game.
- Multiple ejections will lead to ineligibility for the rest of the tournament.

VIDEOGRAPHY & PHOTOGRAPHY RELEASE

By entering an event or program offered by Jam On It (All Under One Roof), you are entering an area where photography, audio and video recording may occur. Your entry and presence on the event premises constitute your consent to be photographed, filmed, and/or otherwise recorded and to the release, publication, exhibition, or reproduction of any and all recorded media of your appearance, voice, and name for any purpose whatsoever in perpetuity in connection with Jam On It and its initiatives, including, by way of example only, use on websites, in social media, news and advertising. By entering the event premises, you waive and release any claims you may have related to the use of recorded media of you at the event, including, without limitation, any right to inspect or approve the photo, video or audio recording of you, any claims for invasion of privacy, violation of the right of publicity, defamation, and copyright infringement or for any fees for use of such record media. You understand that all photography, filming and/or recording will be done in reliance on this consent. If you do not agree to the foregoing, please do not enter the event premises.

ADDITIONAL TEAM FEES & FINES

Teams will be charged the following additional fees or be fined for the following circumstances listed below. These requests and issues take up our staff's time and force them to shift their focus from other important tasks regarding tournaments. If you meet deadlines and do things correctly, you should be able to avoid these fees and fines. Teams who do not pay any fees and fines will not be included in future tournaments.

Late Registration: \$100

(any registration after the initial deadline which is usually 3 weeks prior to the tournament).

Late Division or Level Change: \$100

(any team trying to change divisions or levels after the schedule has been posted). Most of the time this is not possible, but sometimes it is.

No Show Forfeit: \$75

(any team who intentionally forfeits by missing the game). This is in place to deter teams from not showing up which results in their opponent not receiving a game that they paid for. Fees can be used to help us schedule makeup games whenever possible.



Protest Form

Protest must be filled out during the hour following the game.

Once contacted you have one hour to provide verification or you will forfeit.

Only player eligibility and questions regarding legal players may be protested (not outcomes of the game)

Tournament Name: _____

Day: _____ Gametime: _____ Court Number: _____ Age/Division: _____

Team Filing Protest: _____

Coach Name: _____ Date: _____

Coaches signature: _____ \$100 protest fee received: _____

Team you are protesting: _____

Tournament Director Name: _____

Tournament Director Signature: _____

Description of protest (only what is written here will be protested):

Result of protest:



CHECK YOUR GAME TIME

Download the APP!



IPHONE



Android

FAQ

<https://www.jamonit.org/copy-of-about-jam-on-it>

General Roster Help

<https://support.exposureevents.com/hc/en-us/articles/115002080668-Rosters>

Importing Rosters

<https://support.exposureevents.com/hc/en-us/articles/115008644487-Import-Rosters>

Ticketing

[2026 Las Vegas Summer Series - Las Vegas Classic](#)

<http://www.JamOnIt.org>