



PRO16/NXT LEAGUE RULES

- All Players and coaches must only be wearing PUMA league products while entering the gym, playing/coaching in games, and leaving the gym. (Crocks or Non branded slippers are allowed)
- In NXT/PRO16 events, it is mandatory for both players and coaches to exclusively wear PUMA. Failure to follow to this requirement will result in immediate removal of the individual from the game, with the team incurring a technical foul for each violation. Players or coaches will not be able to reenter the game without proper attire. Programs that experience repeated infractions will be placed on probation, jeopardizing their chance to secure sponsorship. Additionally, the league office reserves the right to consider the removal of the program altogether.
- The coach's dress code to be on the bench is PUMA branded clothing. (Do not wear NIKE, Adidas, Under Armour, New Balance, Reebok). Women can wear leggings. PRO16 coaches will be required to wear Khaki's or dress pants and a PUMA polo.
- We require PUMA products to go through the official league channel provided by BSN. Avoid the pitfalls of a program from the previous year, which faced legal action from the brand for procuring counterfeit uniforms from overseas.
- Rosters must be filled out for every tournament with updated information for each team. If a program does not complete their rosters they will not have stats done for their teams without information and their coverage will be limited.
- To qualify for the PRO16 Finals in Phoenix from July 11-14, a player must have been listed on your team roster and participated in a minimum of two events during the spring. Similarly, eligibility for the NXT Finals from July 26-28 requires a player to be on your team roster and to have played in at least three events.
- Relegation will take place between NXT tiers 1-7 each week and will be reflected upon the tournament schedule.

- If the player is not enrolled in a high school for the following fall semester they are ineligible to play past May 31, 2024. All age groups are graded based on the player's graduation year.
- NXT Programs cannot use the PRO16 logo for any reason outside of announcing they qualified for the PRO16 Finals, which will be announced the first week of June.
- Coaches, you are in charge of your program. Fighting will lead to your removal from the league. Make sure your team understands the expectations and the consequences.
- Our categorization is grade-based: if you are entering your senior year of high school, you fall under 17U; with two years left, you are classified as 16U; and if you have three years remaining in high school, your designation is 15U, and so forth.
- Invoices will be sent on February 15th for the entire calendar
- Payment for invoices is required 21 days prior to the event. Failure to meet this deadline will result in a late fee, as stipulated in your contract. Ensure timely payment to avoid incurring additional charges.
- Schedule request: To submit a schedule request your invoice must be first paid in full and on time. The schedule request form will be sent out and will remain the same for all events. You must submit your schedule request 14 days prior to the event to be considered. **IMPORTANT:** Just because you submit a request does not guarantee your request to be honored.
- We will not change the schedule for any reason once it is published outside of our own mistake. If you do not play a game and choose to forfeit you are impacting numerous teams' experiences. Plus tanking your own standing as a forfeit is counted in the algorithm as a 30-point loss.
- Event scheduling will commence 14 days prior. Failure to make timely payments before this period will result in automatic forfeit losses for all scheduled games that weekend. To continue participation in the league, payment for the missed event is mandatory.
- Ensure that you consistently uphold a positive representation of both yourself and the league. This extends to your conduct on social media, on the court, and off the court. Be a source of positive influence for our youth



CONFLICT/ RESOLUTION: HOW WE HANDLE ON-COURT INCIDENTS

- Purpose: To protect and preserve our circuit in order to provide the greatest opportunity for kids in the grassroots space.
- Observations: Perhaps nothing could put our circuit at risk more than on-court incidents. By nature, we are conducting a highly competitive environment that generates lots of emotions. These emotions include the players and coaches involved in the game and spectators watching the game. Our goal would be to provide this type of environment while maintaining a high level of order, control, and professionalism by all involved.
- Warning Signs: If a game begins to show signs of emotions boiling over from the players and/or coaches, referees need to be able to discern this and take appropriate action. Appropriate action would be to give a warning to the coach about a player's or coach's actions. Giving a technical for inappropriate actions from players or coaches. If spectators begin to show signs of over-involvement in the game, referees need to be able to discern this as well. Appropriate action would be to stop the game and call for the site director or security to come to the court, have the referee identify the people that are causing the concerns, and serve as a monitor for the remainder of the game. Including removing the spectators if inappropriate activity continues.

On-Court Incidents: On-court incidents would include but not be limited to:

- Level 1 Incident
 - Inappropriate language; player-to-player
 - Pushing, shoving: player-to-player
- Level 2 Incident
 - Striking: player-to-player
 - Bench players leaving the bench during an on-court incident (Only coaches will be permitted to leave the bench for the sole purpose of helping restore order).

Penalties and Discipline:

Level 1:

- The warning comes first and if that doesn't change behavior a technical will be called and ultimately a 2nd technical and ejection if the behavior still doesn't change. Any player or coach that is ejected from a game will be suspended from their next. If they have a game left in their current tournament it will occur then if not then it will occur in the first game of their next tournament.
- Pushing, shoving: player-to-player constitutes immediate technical to either or both initiating any contact.

Level 2:

- Striking: player-to-player constitutes immediate ejection. Any player or coach that is ejected from a game will be suspended from the remainder of the tournament and the next tournament as well.
- Bench players leaving the bench area during an on-court incident constitutes forfeiting the game and forfeiting the rest of their games in that event if there are any left to play. (Only coaches will be permitted to leave the bench for the sole purpose of helping restore order).
- Spectators coming on to the court if able to identify which team they represent will constitute forfeiting of the game and forfeiting of the rest of their games in that event if there are any left to play.
- More than one Level 2 violation by the same team over the course of our season will constitute removal from the circuit for good.

Conclusion: The games are being recorded and the ability to review all Incidents exists for our leadership. The NxtPro Leadership reserves the right to review all incidents and overrule any decisions that were made in the heat of the moment whether that be greater or lesser penalties that were imposed.



2024 PRO16/NXT TOURNAMENT RULES

2024 PRO16/NXT Tournament Rules

ALL National High School Rules Apply Except for the Following:

There will be a technical foul given to any teams with players or coaches in shoes, socks, leggings, or undershirts that are not PUMA. (Unbranded shirts, socks, or tights are acceptable). One technical will be given to every coach, player, or individual on the bench who is in violation and will be shot before the game begins. Example: If team A has 3 people with Nike shoes they will receive 3 techs. They cannot play after it is noticed.

Game Rules:

- Ages 11U-14U will be 14-minute stop time halves, 15U-17U will play two 16-minute stop time halves.
- Halftime will last 2 minutes and Warm-Up will last 2-5 minutes.
- Running Clock if there is a 20-point lead in the 2nd half. If the game gets UNDER 10 points the game will go back to stop clock.
- IF A TEAM IS UP 20 OR MORE POINTS WITH 2 MINUTES OR LESS THE GAME WILL BE CALLED.
- This is for 17U only. Shot clock will be 30 seconds. The shot clock will reset completely upon ball touching the rim. There will be no five seconds rule for games with a shot clock.

Foul Rules:

- Players are allowed 6 personal fouls. Once a player receives their 6th foul they will be disqualified for the remainder of the game.
- At the 7th team foul in a half, the opposing team shoots 1&1.
- The double bonus will begin at 10 team fouls each half.
- All Technical fouls will result in 2 free throws and possession.

Miscellaneous:

- The home team is listed first to the left or on top of the bracket and will wear light jerseys.
- No warm-up basketballs are provided.
- If a player or coach gets ejected, they will be subject to the league rules for a level one or two violation
- Games will start no earlier than 10 minutes prior to the scheduled game time and both coaches must agree to start early.
- If there is running time, the clock will stop during team timeouts and player injuries.
- Scorekeepers and scoreboard staff will be provided by NXTPRO HOOPS.
- Tournament Director has the authority to override any rules.

Overtime:

- The first team to score four points (two baskets) or more wins the game. There is no time kept.
- Fouls carry over from the second half.
- One timeout per team in OT.

Timeouts:

- 3 Timeouts per game
- You can advance the ball on any timeouts past half court.