

**2025 PRO16/NXT Tournament Rules**  
**ALL National High School Rules Apply Except for the Following**

**There will be a uniform violation issued to any teams with players or coaches in apparel with visible logos that are not PUMA. (Unbranded shirts, socks, or tights are acceptable). One uniform violation (per item) will be issued to every person on the bench in violation. 1 free throw per violation will be shot before the game begins. Example: If team A has 3 people with Nike shoes they will receive 6 violations and team B will be awarded 6 free throws. Players cannot enter or re-enter the game until items are removed/changed. Repeat offenders are subject to removal from the circuit.**

**Game Rules:**

- Ages 11U-14U will be 14-minute stop time halves, 15U-17U will play two 16-minute stop time halves.
- Running Clock if there is a 20-point lead in the 2nd half. If the game gets **WITHIN 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.**
- If there is running time, the clock will stop during team timeouts and player injuries.
- Warm up will be a minimum of 2 minutes. Halftime will be 2 minutes.
- This is for 17U only. Shot clock will be 30 seconds. All shot clock resets are to 30. **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. Uniform violations are NOT techs. Uniform violations will result in 1 free throw per violation.

**Miscellaneous:**

- The home team is listed second or on the bottom of the bracket and will wear light jerseys.
- No warm-up basketballs are provided. Game balls cannot be used for team warmups. If the game ball is not provided by NXTPRO the home team will provide a game ball. ALL boys games will use 29.5 size basketball. **All teams must use Spalding basketballs. Any ball other than Spalding used in warm ups will result in a violation (1 free throw per ball).**
- **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.
- Scorekeepers and scoreboard staff will be provided by NXTPRO HOOPS.
- Coaches must check score sheets prior to the game. If any player not on the score sheet checks into the game the opposing team is awarded a technical free throw and that player is unable to play.
- Forfeited games result in a 30 point loss.
- Tournament/Site Director has the authority to override any rules.

**Timeouts:**

- 3 Timeouts per game (all FULL time outs)
- You can advance the ball only when your team calls timeout. (dead ball timeout only)
- The coach has to request to advance the ball.

**Overtime:**

- The first team to score four points or more wins the game. There is no time kept.
- Overtime starts with a jump ball.
- Fouls carry over from the second half.
- One timeout per team in OT. Time outs do NOT carry over.

## Code of Conduct

**Resolution:** How We Handle On-Court Incidents/On site

**Purpose:** To protect and preserve our circuit in order to provide the greatest opportunity for kids in the grassroots space.

**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. Appropriate action would be to stop the game and call for the site director and/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 1 Discipline:

- 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 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).

### Level 2 Discipline:

- 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.
- A level 2 violation could result in the removal of the program from the circuit for the remainder of the season.

**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.