

2026 GENERATION NEXT INVITATIONAL INFORMATION AND RULES

TOURNAMENT HEADQUARTERS:

- Homestead High School - 5000 W. Mequon Rd, Mequon, WI 53092.
- Headquarters Schedule:
 - Friday May 8, 2026** – 6 p.m. – 10:00 p.m. (Note: Doors open to general public at 5:30 p.m.)
 - Saturday May 9, 2026** - 9 a.m. – 10:00 p.m. (Note: Doors open to general public at 8:30 a.m.)
 - Sunday May 10, 2026** - 8 a.m. – 6:00 p.m. (Note: Doors open to general public at 7:30 a.m.)

CHECK-IN:

Check-in begins at 4:30 p.m. Friday May 8, 2026 at Homestead High School located at 5000 W Mequon Rd, Mequon, WI 53092. Games will begin on Friday evening and regardless of schedule, all coaches will need to check in their teams at Homestead High School prior to their first game to receive final schedules, passes for players and coaches, etc. These items can only be picked up during the event check-in at the Headquarters and must be done prior to your first scheduled game.

NOTE: CHECK-IN IS MANDATORY AND ALL COACHES MUST **PERSONALLY** CHECK IN THEIR TEAMS AT THE HEADQUARTERS PRIOR TO THEIR FIRST SCHEDULED GAME.

GENERATION NEXT INVITATIONAL UPDATES:

- For schedule updates, scores, brackets etc visit [NY2LASPORTS.COM](https://ny2lasports.com)
- Please follow the Generation Next Invitational on Twitter [@NY2LASPORTS](https://twitter.com/NY2LASPORTS)

SCOREMARKING:

The home team will be responsible for providing (1) scorekeeper for their games

In the event a second score marker is needed, the visiting team will be responsible for having (1) scorekeeper on standby in the event another scorekeeper is needed.

PRINTED ROSTERS FOR SCOREKEEPERS:

EACH TEAM IS RESPONSIBLE FOR PROVIDING AN ACCURATE TYPED ROSTERS TO THE SCOREKEEPER BEFORE EACH GAME (NOTE: ROSTERS CAN BE PICKED UP AFTER THE GAME). **THE ROSTERS SHOULD INCLUDE TEAM NAME, AGE GROUP, JERSEY NO(S), FIRST NAME, AND LAST NAME OF EACH PLAYER ON THE ROSTER.**

WAIVER/RELEASE:

WAIVER/RELEASE FORMS MUST BE ON FILE FOR EVERY PLAYER ON EVERY TEAM. NO PLAYER WILL BE ALLOWED TO PARTICIPATE WITHOUT A WAIVER/RELEASE FORM ON FILE DUE TO VENUE RESTRICTIONS. THIS IS IMPORTANT SO PLEASE HAVE PAPERWORK IN AS EARLY AS POSSIBLE. [CLICK HERE FOR WAIVER](#)

SCHEDULING:

The game time will also be the forfeit time. Please arrive at least 45 minutes ahead of scheduled game time to avoid any problems. **The tournament director has final decision making authority on all tournament matters including, but not limited to, forfeits.**

We will start games 10-15 minutes early when possible with the designated warm-up time when possible as to ensure the event runs in a timely fashion. As such, your cooperation in being at your court at least 45 minutes ahead of your scheduled game time is greatly appreciated.



ROSTERS:

No roster changes can be made after a team's first scheduled game has started.

ADMISSION:

- There will be an admission charge each day for all spectators.
- Doors will open at 5:30 p.m. on Friday, May 8th; 8:30 a.m. on Saturday, May 9th and 7:30 am on Sunday, May 10th.
NOTE: Coaches are allowed to start checking in their teams at 4:30 p.m. on Friday, May 8th and 8:00 a.m. on Saturday May 9th.
- Coaches and players on the roster will receive event passes. Names of coaches and players must be included on team registration forms.
- **There will be a maximum of 2 coaches bands given out per team.**
- Any player, coach, and/or assistant found giving their pass to others will be disqualified from the event for the duration of the weekend.
- No coach, assistant, and/or player will be allowed inside the venue without presenting their pass for the session.
- For convenience of the staff and everyone involved, please maintain possession of these passes and present them at the door without dispute, frustration, or any attitude. Out of respect for those efforts and to help ensure that the tournament runs as smooth as possible without issue, confrontation, or any other negative situation, please cooperate with these requests. Your cooperation is greatly appreciated.

PROOF OF AGE:

For all teams, bring proof of age/grade of all players with you to the tournament and for every scheduled game. This is extremely important. In the event of a protest, absence of such proof will be immediate grounds for disqualification. **The tournament director shall make the final decision in regards to any protest.** Proof of age includes birth certificates and photographs with report cards.

AGE/GRADE QUALIFICATIONS:

- Players must meet either the age or grade qualification for the division. For example, in the 12U/6th grade boys division, players must be 12 years old or younger as of September 1, 2026 or be in the 6th grade to participate.
- There is no limit to the number of players meeting either qualification. However, players meeting the grade qualification cannot be more than 1 year over age for the division.
- If a team is found to have an illegal player (over age), they will receive losses for all games played involving that player and possibly be disqualified from the tournament. The player in question will not be allowed to play. Please do not subject yourself, your program, or your players to any embarrassment by playing illegal players. We understand the competitive nature of these events but also realize that these are still kids and we want everyone to enjoy themselves in a competitive nature, without any extra advantages being attempted.
- For all teams, no matter the division, bring proof of age/grade of all of your players with you at the tournament. This is extremely important.

NO SWITCHING TEAMS:

A player can only play on one team in his age group during the entire event. However, a player can play on another team provided the teams are playing in different age groups and the teams are a member of the same grassroots travel program. If a team loses a player that player cannot switch to another team still participating. All players participating in bracket play must be on that team's original roster.

DISPUTES:

The tournament director will have final say on all tournament matters.



CODE OF CONDUCT:

NO FIGHTING RULE:

Any player or coach involved in a physical altercation/fight at any time, on or off the court, will be ejected from the event. Further, any player that leaves the bench during an altercation/fight will be ejected from the game and will be suspended from the event. In the event a player/coach leaves the bench in an altercation/fight, that player/coach will be ejected from the event.

NO STEALING RULE:

ANY PLAYER/COACH CAUGHT STEALING WILL BE IMMEDIATELY EJECTED FROM THE TOURNAMENT AND WILL BE PROSECUTED TO THE FULLEST EXTENT OF THE LAW. THE TEAM PLAYER/COACH IS ON OR A PART OF THE WILL BE SUBJECT TO EJECTION FROM THE REMAINDER OF THE TOURNAMENT.

NO PROFANITY/CURSING:

This pertains to expletives and verbal unsportsmanlike language not necessarily directed at officials or opposing players, but uttered out of frustration. Officials have discretion to issue a technical foul in this instance against the offending player or coach. A second violation in a game will result in ejection and a possible suspension from one or more games. Any spectator or parent using foul language will be issued (1) warning by the staff followed by an ejection from the game and/or session without any refund.

PARENT/SPECTATOR RULE:

ALL TEAMS ARE RESPONSIBLE FOR THE CONDUCT OF THEIR PARENTS AND SPECTATORS. IF ANY CURSING, ARGUING, FIGHTING, ETC. OR OTHER TYPES OF DISRESPECTFUL BEHAVIOR OCCURS THROUGH ACTIONS AND/OR ANY FORM OF COMMUNICATION, THE PARENT/SPECTATOR MAY/WILL NOT BE PERMITTED INTO THE EVENT OR THEY WILL BE ESCORTED FROM THE FACILITY. FUTURE, AS A RESULT OF SAID BEHAVIOR THEIR SON MAY NOT BE PERMITTED TO PARTICIPATE IN AND/OR PLAY IN THE TOURNAMENT SO AS TO PREVENT SAID PARENT FROM ACCESS INTO THE FACILITY OR EVENT. HEAD COACHES WILL BE ASKED TO CONTROL THEIR PARENT/SPECTATOR(S) BEHAVIOR PRIOR TO AND DURING THE EVENT. IN THE EVENT THEY CHOOSE NOT TO OR A PARENT/SPECTATOR REFUSES TO ACT OR COMMUNICATE IN AN APPROPRIATE MANNER, THE ACTIONS MENTIONED HEREIN MAY BE TAKEN, THE TEAM MAY BE REMOVED FROM THE TOURNAMENT, AND/OR A FORFEIT MAY BE AWARDED TO THE OPPOSING TEAM.

- No alcohol, drugs, smoking or pornographic materials are permitted on the facility/school grounds at any time. Also, no gambling is allowed at any site. Anyone caught gambling will be ejected from the tournament.
- Anyone defacing or damaging property of the school and/or facility at any time will be automatically ejected from the tournament and held liable for all costs.
- All protests must go through the on-site supervisor. If anyone believes any of these rules are being violated by anyone they may contact the on-site supervisor. Said supervisor will investigate all complaints received and will take appropriate action, which could include expulsion from the tournament.
- **NY2LA SPORTS IS NOT RESPONSIBLE FOR LOST AND/OR STOLEN ITEMS.**
- All valuables should be locked away or put into one locked bag by the head coach for game purposes. We also recommend that you continue to reinforce to your players and kids the need to zip their bags up completely and put under the benches for each of your games.
- No cursing, foul language, fighting, physical violence, unsportsmanlike conduct, berating of fans, players, officials, or staff will be tolerated. Anyone breaking the rules faces a technical foul for their team and possible ejection and suspension from the tournament. Any person found engaging in any of these activities with players, coaches, fans, officials, or event staff will be removed from the premises for the duration of the tournament without refund.

THE TOURNAMENT DIRECTOR HAS FINAL SAY REGARDING ALL TOURNAMENT MATTERS



GAME PLAY RULES

The Official Playing Rules will be the National Federation of State High School rules for the current year with the following modifications:

PRINTED ROSTERS: EACH TEAM IS RESPONSIBLE FOR PROVIDING (2) TYPED ROSTERS TO THE SCOREKEEPERS BEFORE EACH GAME. (NOTE: ROSTERS CAN BE PICKED UP AFTER THE GAME).

THE ROSTERS SHOULD INCLUDE TEAM NAME, AGE GROUP, JERSEY NO(S), FIRST & LAST NAME OF EACH PLAYER ON THE ROSTER

NO DUNKING RULE: Absolutely no dunking in warm-ups. A warning will be issued for the 1st violation and a technical foul will be called for each additional violation.

WARM-UP: 3 minutes of warm-up in between games (subject to change), 1 minute halftime (subject to change)

GAME LENGTH: There will be two 14 minute halves per game (3rd grade/9U - 5th grade/11U).

There will be two 16 minute halves per game (6th grade/12U – 14U)

GAME PLAY: Stop clock on all dead balls

FOULS: Note: A player fouls out on his 5th personal foul

BONUS: A team reaches the 1 and 1 bonus on the 7th foul of each half. **THERE IS NO 2 SHOT BONUS**

FREE THROWS: The ball becomes live on the release

TECHNICAL FOULS: The opposing team is awarded two free throws plus possession of the ball. Two technical fouls and/or flagrant fouls result in an automatic ejection from the game.

TIME-OUTS: All teams will have two (2) full length time-outs and two (2):30 second time-outs per game.

OVERTIME: Overtime is 2 minutes in length with a running clock except the last 30 seconds. Each team has (1) 30 second timeout with no carry-overs. 3rd overtime is sudden death.

RUNNING CLOCK: In games where a team is ahead by 20 points or more in the second half, the clock will continue to run

MERCY RULE: If a team is ahead by 20 points or more with 3 minutes or less left in the second half of a game, the game will be called.

DELAY OF GAME: First violation shall result in a warning. Any additional violations shall result in a technical foul being awarded and in those instances the rules for technical fouls come into play.

SPORTSMANSHIP RULE: (Ages 3rd grade/9U – 6th grade/12U only) No full court press can be applied by teams ahead by 20 or more points in the second half of a game.

BASKETBALL SIZES: The "undersized" (28.5") basketball will be used for 3rd/9U thru 6th/12U boys divisions.

UNIFORMS: Teams listed second and/or on the bottom of the bracket are the home team and wear the light/white color



GAME PLAY RULES CONTINUED...

BENCH RULES/DRESS CODE:

- A maximum of 2 coaches with valid certification and players are allowed bench access. Only 1 coach may be standing at a time. All coaches are required to dress in a professional manner. Coaches will not be permitted to wear hats, ear pieces, headsets, flip flops, etc. A team shirt/polo or an NY2LA Basketball shirt is preferred.
- All coaches are required to stay inside the designated coaching box. The first violation shall result in a warning. Subject to the discretion of the referee(s), any additional violations shall result in a technical foul being awarded and in those instances the rules for technical fouls come into play.
- Only coaches and players listed on the tournament roster for a given team are allowed on the bench for that team during the game. If a referee or a tournament staff member asks that an individual leave the bench and/or area and that individual refuses to, a technical foul shall be awarded to the opposing team. If the individual still refuses to leave, a forfeit will be awarded to the opposing team **subject to the discretion of the Tournament Director**.
- Only players on that team, not the program, are permitted to be on the bench during a game.

SPORTSMANSHIP:

- No fighting will be tolerated. Any player who is ejected for fighting is immediately suspended for the remainder of the tournament. Any coach or player leaving the bench during an altercation or coming off the bench to fight is immediately suspended for the remainder of the tournament.
- Coaches will be ejected on their 2nd technical and must leave the building. Any behavior deemed by the director, that puts the well-being of any player, coach, official, volunteer or spectator in danger will result in your team being dismissed without a refund.

CLEAN - UP: Please clean up under your bench after each game (i.e. bottles, cups, ice, wrappers, etc).

FORFEITS: The game time will also be the forfeit time.

ONLY THE TOURNAMENT DIRECTOR HAS THE DISCRETION TO DECLARE A FORFEIT.

PLAYOFF SEEDING

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- Seeding from each pool will be determined by win-loss record in pool play. There is a maximum of +15 for a win in pool and -15 for a loss in pool. All games in pool are included in figuring point system. (1) In case of a tie, head to head is the first tie breaker. (2) In case teams are still tied, the team with the highest +/- points differential will determine the higher seed. (3) In case teams are still tied, the least amount of points allowed in pool play will determine the higher seed. (4) In those instances where the teams are still tied, a coin toss will determine the higher seed.
- In a case where there is a 3-way tie, we will first determine who the number 1 seed is in the pool by utilizing the tie breaker analysis above. After we identify who the number 1 seed is, we will then determine who the number 2 seed is from a pool by using the tie breaker analysis above starting again with head to head being the first tie breaker.
- At the end of pool play, check brackets for seeding.
- You are responsible for knowing where and when your team plays.

