



# South Florida Jamfest XIII

May 16 - 17, 2026



Admission Ages 6 & Up:

\$25 Daily

\$40 Weekend

No Refunds after entering Facility

## **[Download App for Schedule](#)**

**Check Schedule Daily for changes, especially Saturday night. All seedings for Sunday bracket will NOT be determined until your pool has finished all games.**

**Official website for all information, and app can be downloaded for schedule.**

**<https://www.mmcgeeball.com/sf-jamfest-13>**

## **ROSTERS & COACHES**

**Please log into your exposure account and make sure to update all ROSTERS, and COACHES LIST. Your coaches will NOT be allowed to enter if their name and contact information isn't up to date. Coaches CANNOT have the same phone number and email for every coach.**

**Players who do not compete on Saturday, cannot compete on Sunday for grades 3 – 9 without prior communication.**

**Programs with multiple teams, please UPDATE all Team names with graduation year behind each team, and if you have multiple in same group, please include team color as well. Example: Florida PRO 2025 or Florida PRO Select/Color 2025**

## **WHAT DOCUMENTS SHOULD BE IN BOOK IN CASE OF PROTEST\***

**Grades 3rd - 9th**

- 1. Official team roster must be fully entered online, including DOB for check in**
- 2. Birth certificate of each player.**
- 3. Current picture of each player.**
- 4. Current school year report card.**

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## **ADDITIONAL INFORMATION:**

- 1. Away Team on TOP and must wear dark color uniform**
- 2. Teams are responsible for warmup balls, and home team provide game ball**
- 3. Boys grades 2 – 6 & all girls grades will use 28.5 intermediate size ball**
- 4. Tournament Format: Pool play format leading to bracket play with championship games to be played Sunday.**
- 5. Team and individual awards for 1<sup>ST</sup> and 2<sup>ND</sup> place in each division, and all tournament selections, which will include an MVP and Hustle award in each grade division. Both teams will have a small awards presentation**

## **GAMEPLAY RULES: (HIGH SCHOOL RULES with Exceptions)**

Two 16-minute halves: 7<sup>th</sup> thru 11<sup>th</sup> Grade

Two 14-minute halves: 3<sup>rd</sup> thru 6<sup>th</sup> Grade

**Timeouts:** 2 Full / 2 thirties

**Running Clock & Mercy Rule:** 25-point difference, once team brings deficit to 15 points, back normal play. Defeating a team by 25+ points or being defeated by 25+ points doesn't promote a positive environment for anyone, which results in fights and altercations.

**Full Court Press:** Grades 3 – 7 is not allowed to full court defense when team is leading by 25 points. Full court press may resume if lead reduces to 15.

Gametime: Only the (2) tournament directors have the ability to allow a 15-minute grace period for uncontrollable reasons a team cannot make their scheduled gametime. This will only be exercised up notification from team.

Failure to communicate a valid reason will result in a forfeit.

**Last 2 Minutes of Game: (8<sup>th</sup> grade & up)** If either team is winning by 20+ points with under 2 minutes to go, the game will end. We are focusing on sportsmanship and preventing injuries. Grades 7<sup>th</sup> on down, the losing coach must agree to end at 2 minutes.

**Overtime:** 3 Minutes. 1 Time Out per team, with NO carry over. Double OT is 2 minutes, and Triple OT is 1<sup>st</sup> team to score.

PLEASE READ ATTACHED DOCUMENT FULLY AND PASS ALONG TO PARENTS,  
AND ALL COACHES.