



## Great Plains Alliance Tournament Rules

1. 16 minute halves-stop time
2. If in the last 8 minutes the lead becomes 20 or more, the clock runs unless the trailing team closes to within 10 points
3. If a team is up 20 or more points with two minutes or less remaining, the game will be called.
4. THREE Timeouts per game- all full.
5. Single bonus on the 7th foul; double bonus on the 10th foul.
6. All teams must be at their assigned court 15 minutes prior to game time.
7. Forfeit time is 10 minutes after game time as listed on the brackets.
8. Good sportsmanship is required by all players, coaches, and spectators.
9. Halftime will be 2 minutes in length.
10. Referees' decisions are final.
11. Overtime will be 2 minutes in length, stopped time. Each team will be awarded one timeout with no carryovers.
12. Each additional overtime will be 2 minutes, stopped time until a winner is determined.
13. All other MSHSL rules apply. \*Tournament director has authority to override any rules.
14. Have fun and enjoy the Great Plains Alliance Basketball Tournament hosted by the MN Comets.