



Great Plains Alliance Rules

National Federation High School (NFHS) rules, except for the following changes/additions/clarifications:

NEW:

- A. *Restricted area will be used if marked. If not marked, WILL NOT be used - charges allowed under basket.*
- B. *Under 1 min left in game (& OT) you may advance ball to frontcourt (26' line) & choose side using timeout. Timeout must be immediately on change of possession (rebound, steal, basket). Cannot after pass/dribble.*

Game Timing / Timeouts / Overtimes:

1. Length of game 2025-2023: 14 minute halves; 2022-2020: 16 minute halves
** All games will be stop time. If the game margin is 20 points or more with 8 minutes or less in the game, clock will go to running time. If the margin shrinks below 20, clock will go back to stop time.
2. Time outs: Each team shall receive (2) Full and (2) 30-Second time outs per game.
3. Overtime: All overtimes will be 2 minutes stop time. Each team will receive (1) Additional 30 second timeout for the 1st overtime only. No additional time-outs will be granted if the game goes beyond the 1st overtime. Teams are allowed to carry-over time-outs from regulation to overtime and from 1st overtime to subsequent overtimes.
4. Forfeit Rule: A team must have 4 players to start a game. Referees shall not rule on a forfeit without first consulting a tournament or site director.
5. Warm up: A minimum of 4 minutes will be given for pregame warm up. Games may start ONLY UP TO TEN MINUTES early with mutual consent by both head coaches and both officials.
6. Halftime: 4 minutes. The site director may reduce halftime if the court is running behind schedule.

Fouls / Free Throws

7. Fouls: A player fouls out at 5 fouls. All are same as High School.
8. Free Throw Rebounding: On the release players may enter the lane. Shooter and other players behind the 3 point line may enter the lane as ball touches rim.
9. Any technical foul given to the head coach or assistant coach shall result in the head coach losing their coaching box privileges for the remainder of that game (seatbelt rule).
10. Since we are using volunteers as score-keepers, an error in the official book WILL NOT result in a technical foul.

Other Administrative Rules & Information

11. HOME team is listed TOP/FIRST on Tournament Depot (online) and will wear DARK jerseys.
12. AWAY team is listed BOTTOM/SECOND on Tournament Depot (online) and will wear LIGHT jerseys.
13. **Official Book: Home team must provide the official book at the score table.**
14. Basketballs: Home team to provide Spalding, Wilson or Baden wide seam basketball. No Nike, UA, Adidas.
15. Sportsmanship: MN Comets recognizes the importance of sportsmanship in providing a competitive environment that is positive and fun!
16. Tournament brackets, game results/scores, rules and other information found at www.aauevents.com.

Tournament Contact Information:

Leading up to Event: comets.director@gmail.com

During Event: Noah Thompson 612.272.3689 (text message is best)

