**Great Lakes Classic Tournament Rules**

**Clock:**

**15 Minute Stop Clock Halves. Bonus on 10th foul which will be 1 and 1 each and on the 14th Double Bonus. Players foul out after 6 fouls**

3 (30) second timeouts per game. In the event of overtime each team will get an additional timeout. Timeouts don’t carry over. If a team is up by 20 in the second half with less than 10 minutes left the clock will run. If it goes below 10 it will stop.

**Overtime:**

First overtime period is 2 minutes stop clock. Second overtime 1 minute overtime. Third overtime will consist of each team providing a shooter to shoot a free throw, will continue until one team makes and the other misses. A shooter can’t shoot again until everyone on the team has shot once.

**Technical Fouls:**

Will be shot. If a player receives two technicals over the course of the tournament they are disqualified from for the remainder of the tournament.

**Rosters:**

Any player needing to play on more than one roster must be approved by the tournament director. There are no committed 2020 seniors allowed to participate in the tournament at any time period.

**Halftime:**

**Two minute halftime period.**

**Warm-ups:**

Teams will be given a minimum of three minutes.

**Each Team must provide a scorekeeper or clock person.**

**After the game teams will not be shaking hands. Please exit the building as quickly as possible.**

**Game can start early at the tournaments direction. All other WIAA rules apply.**