

Battle on the Plains

Rules and Regulations

1. Tie Breaker procedure (1) head to head, (2) greatest point differential up to 15 points per game maximum, for all games played. (3) If 2 teams are still tied, take head to head,. (4) Least amount of points given up. 5) Coin Flip.
2. Always check the official bracket before your next game, times may be changed from the program. We will try to notify each team however, it is your responsibility to check on changes.
3. Official score keeper will be provided to complete the scorebook, and scoreboard.
4. All NSSA rules will apply for except for the following:
5. Each game will consist of two 16-minutes halves, with a stopped clock. Mercy Rule: When a team is leading by 20 or more points, in the second half with **8 minutes or less remaining**, the clock will run continuously until the point spread is 15 points or less
6. Overtime will be 2 minutes with 1 time out per overtime, no carryovers.
7. Each team will have a minimum of a five-minute warm-up period before each game. Half-time will be three minutes.
8. Each team has a total of two Full time-outs per game and two thirty second time outs.
9. If teams are wearing the same color Jersey the Home Team (team listed first) will wear the lighter color Jersey.
10. Game Time if Forfeit Time
11. Coaches are responsible for conduct of their teams. Including fans, if your fans are asked to leave the facility please support us on this. If fans refuse to leave when asked, it can result in disqualification of the team for the remainder of the tournament.
12. If any rules are in question, the on-site tournament official or tournament director's decision will be final.
13. If a coach is ejected from a game, they must remove themselves from the gyms until completion of that game. After the game they may return. Two ejections per one individual result is permanent ejection for the rest of the weekend.
14. A team will reach the one and one free throw bonus on their opponent's 10th team foul of each half. Double Bonus will be shot after 14 fouls each half.
15. Each player will be allowed a total of (6) fouls before being disqualified.
16. NO GAME WILL START BEFORE SCHEDULED TIME.
17. All Decisions will be made final by the Tournament Directors.

Questions Please Contact- Zach Isherwood (402) 202-0922 or Dan Lesoing (402) 429-0920