



Your people. Our priority.

# Overtime Hours Rules

Enforce overtime rules and limits in Microsoft Dynamics® GP Payroll

“Overtime Hours Rules has been a huge time saver for us: not only did it reduce entry time for employees, it also reduced the number of incidences of rejected or resubmitted timecards, which reduced the amount of time we had to spend tracking employees down, letting them know they needed to make a correction.”

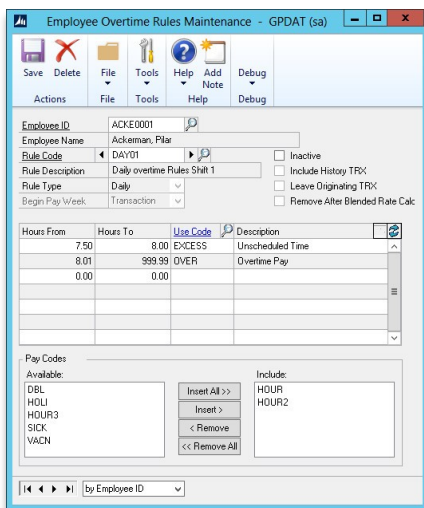
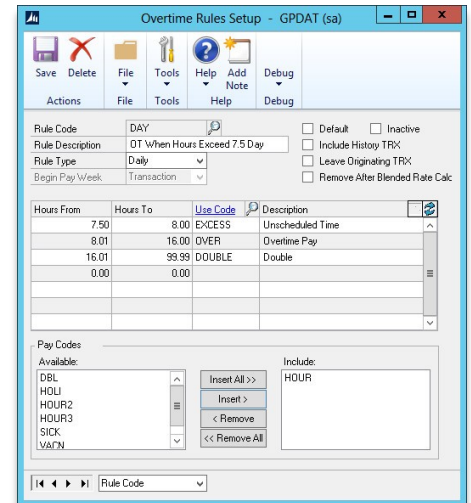
*Leigh Ann Perry, Former Associate Director of IT, Thomas Jefferson Foundation, Inc*

Overtime Hours Rules allows organizations to apply, manage, and enforce overtime rules and limits by allowing flexibility in the configuration of overtime rules.

## Flexibility in configuring overtime rules

When setting up an overtime rule, you can:

- Create rules that may vary based on employee, department, position or rules that are unique to certain states and companies.
- Manage them on the basis of day, week, pay period, or all three combined. *For example, if you had an employee who worked more than 8 hours in a day and 40 hours in a week, it would be beneficial to set up a daily and a weekly rule*
- Accommodate overtime transactions across multiple pay periods. *For example, semi-monthly pay periods with weekly overtime rules.*
- Set a rule priority order.
- Determine which pay codes/hours are subject to the overtime rule. *For example, vacation hours, for example, may not be subject to certain overtime rules.*



## Individually or mass assign overtime rules

Overtime rules can be tailored to an individual employee’s needs or assigned to multiple employees at once (by department, position, or employee class).

## Automatically calculates overtime during the payroll process

Overtime Hours Rules saves you time by automatically calculating overtime hours during the payroll process without any additional processing steps.

## Ensures Compliance

You can set overtime rules to comply with FLSA and state requirements—for example, the California 7th day overtime requirements.

Scan to see it in ACTION

