



UNC  
HEALTH CARE

## Employee Recreation & Wellness Basketball League Rules 2011 - 2012

The league will be governed by the official N.C.H.S.A. rules for Adult Basketball, except where amended below:

### PLAYERS AND SUBSTITUTES

1. A team will consist of a minimum of ten (10) players and a maximum of thirty (30).
2. A game will be considered a forfeit if at least four (4) players from any team are not present and ready to play after the **10-minute grace** period has expired. If any time (i.e., one minute) is used of the 10 minute grace period for your game, the expired time will be deducted from the one hour game allotment.
3. All players must be 18 or older and/or legal dependents of a UNC Health Care employee, in order to participate in the league.
4. Players must have either their driver's license or employee photo I.D. **available at all times** in the event a player's eligibility is questioned.
5. **No roster changes, additions, or deletions will be allowed after the fifth scheduled game. Prior to the tournament, every player must play in at least 3 games to be eligible for tournament play.**
6. New Employees: All teams are required to have two available spaces on their roster for new employees to join their team prior to the fifth game of the season.
7. **A player may only play for one team at a time and must have their employment status verified by Employee Recreation & Wellness by the FRIDAY preceding the SUNDAY game in which they desire to participate. Players must sign the liability release waiver (roster) before they will be allowed to play in any game. The roster may be signed at the Employee Recreation & Wellness desk or with the Game Supervisor/Scorekeeper at the gym before the game begins. The Game/Supervisor will have an active roster for players signatures up until the 5th game of the season, after which any player who has not signed the roster will be ineligible to play in the current season (See rule #5 above).**
8. All teams are encouraged to have at least a 75% base of employees/medical staff, spouses and legal dependents with the remaining 25% available for privilege card holders.
9. As of the 2008 – 2009 basketball season, each basketball team will be permitted to have two (2) guests on their team. This is a trial basis – whereas Employee Recreation has the right to convert back to allowing only one (1) guest per team in future basketball seasons.

## THE GAME

1. A game will consist of two eighteen (18) minutes halves with a running clock, **except** as noted below:
  - (A) Charged time-outs - two (2) time-outs per half (non-cumulative) with one (1) additional time out for each overtime period.
  - (B) During free-throw attempts.
  - (C) During the last 30 seconds of the first half and during the last two minutes of the second half, a regulation clock will be kept and stopped on every whistle.
  - (D) During the last two minutes, if Team A is ahead by more than 15 points, the clock will continue to run. The clock will not stop during free throws.The clock will start again when the official gives the ball to the player to inbound, or when the ball is missed after a foul shot.
2. All common fouls, free throws will be shot, starting with the seventh team foul.
3. Six (6) personal fouls will eliminate a player from the game.
4. Two technical fouls will eliminate a player/coach from the game and from the playing facilities and **next week's game**. If any team is called for three technicals, the game will be terminated at that point and will be considered an official forfeit. Players' names will be written down for future games. If a player receives a second technical (unless flagrant) any time during the season, he will be suspended from the next game. If two players from one team are ejected from the same game, the team will have to forfeit the current game and will also lose the \$25 forfeit fee deposit.
5. All overtime periods will be for three minutes. The first two (2) minutes will be a running clock and the last minute, a regulation clock.
6. On your team's first forfeit, the forfeit fee will not be returned at end of season. On your team's second forfeit, you will be eliminated from post season play. On team's third and final forfeit, you will be expelled from the league. One exception: if the team knows 24 hours in advance of the game that they cannot field a team, it will be considered a "default" and not an official forfeit. If a team does not forfeit during the season or tournament, their \$25.00 deposit will be refunded within one month after the season. Pick up games will not be refereed by the officials or by the Employee Recreation staff.
7. Team name listed second on the schedule shall be considered the home team. **All teams must have numbered shirts**. Teams will be allowed to place tape on a colored shirt (similar to the team color) in order for the player to participate in the first two (2) games only.
8. The referee and game supervisor shall review any rules with each captain before each game. If the captains have any questions, they should ask them at this time.
9. Every foul in the last two minutes of the SECOND HALF will be a two shot foul.
10. The three point circle will be enforced for all league and tournament games.
11. A jump ball will begin the game and the first overtime period; all other jump balls will use the alternating possession arrow.
12. Protests must be made in writing and submitted to the Employee Recreation Supervisor **within** 24 hours after the game has been completed and accompanied by a \$10 protest fee. If protest is upheld, \$10.00 will be returned; if not, fee will go into the league fund. The only protest that will be given consideration will be for player eligibility.

## **GENERAL INFORMATION**

1. If applicable - league champion will be determined by win/loss record. If two teams are tied, it will be decided by head to head competition and then by points scored during the entire season.
2. No smoking is allowed in the gymnasium.
3. No drinking of alcoholic beverages by team members or fans will be tolerated. There will be one (1) warning before a player is suspended for two games and possibility from the league.
4. Employee Recreation & Wellness will provide an official game ball and starting line up cards.
5. Starting time for the first game will be at 2:30 p.m. at Phillips Middle School. Starting times for the next games will be on the hour or a maximum of ten minutes after the conclusion of the proceeding game, which ever comes first. The 10-minute grace period should not alter the start of future games during the evening.
6. Coaches are responsible for the conduct of their teams at all times. We expect each team to exhibit proper conduct.
7. Any player ejected from a game for fighting or striking an official will be banned from future play in the league. Repeated ejections for any reason may also be considered grounds for suspension. Number of games suspended will be determined by Employee Recreation.
8. Once play has begun in a game, conduct of that game is under the jurisdiction of the assigned officials. Termination of that game, due to unsportsmanlike conduct, is their decision and is not protested. This also applies to all game decisions where official judgments are involved.
9. Teams may determine if games have been canceled due to inclement weather by calling the snow information line at 966-9967, after 11:00 a.m. on game days.