

UNC TEAM CAMP

GAME RULES

1. Warm up before games will be 5 minutes. If games are running behind schedule, warm up times may be adjusted.
2. All games will consist of two 18-minute halves (running time), except for the last two minutes of the game. During the last two minutes, the clock will start and stop as in a normal game situation, AND ALL NORMAL GAME RULES WILL BE IN EFFECT including foul shooting UNLESS the scoring margin is more than 10 points, then the clock will not stop. Halftime will be 3 minutes. Individual fouls and points will not be kept.
3. Fouls called in the act of shooting will result in 1 foul shot, counting for two points. If a player is fouled in the act and she makes the shot, she will shoot 1 foul shot, counting for 1 point.
4. On the 7th foul the bonus is in effect. On every foul during the bonus, players will shoot one foul shot, counting for two. If a player is fouled in the act and she makes the shot, she will shoot 1 foul shot, counting for 1 point.
5. The last two minutes of the game, normal rules apply if the scoring margin is within 10 points. *Bonus shots are now normal 1+1 and the clock stops.*
6. Four defensive players and two offensive players (not counting the shooter) will be on the line for rebounding position during a free throw. The space closest to the free-throw line will be vacant.
7. If there is overtime, 1 minute will be added to the game clock. If there is double overtime, the first team to score wins!!
8. Substitutions can be made after the whistle is blown and the ball is dead. Check in must occur at the scorer's table and officials will signal the player to substitute.
9. Each coach is allowed two 30 second timeouts. You will be given an additional timeout if there is an overtime period.
10. PLAYERS AND COACHES WILL NOT ARGUE WITH OFFICIALS!! This is a summer camp and although we expect our officials to do a good job, mistakes will be made. Please respect them as they will do their best to make your game experience enjoyable.