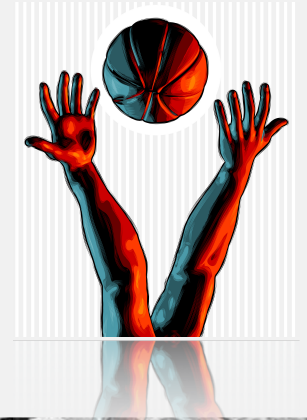




BECKMAN COULTER

Employee Basketball League



Current NHFS rules apply
w/the following exceptions:

— Updated Jul 2021 —



⌘ **TIMING** ⌘



⌘ **GAME CLOCK** ⌘

Two -20- Min Run Halves
-3- Min Halftime

Clock Stops Last -2- Mins
2ND Half ⇌ -9- Pts or Less ↓

⌘ **VERTIME** ⌘

OT No **1**
-2- Min Stop Clock

OT No **2**
Sudden Death ⇌ No Clock
1ST Team Who Scores ⇌ **WINS**

⌘ **TIME OUTS** ⌘

-2- Per Half
-1- T/O In Each O/T
T/O's Do Not Carry Over
In /Regulation or Overtime

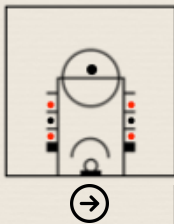
⌘ **FOULS & F/T's** ⌘



⌘ **FOULS & BONUS** ⌘

Only Team Fouls are recorded
NOT Personal Fouls

Bonus On  **7 & 10**



⌘ **FREE THROWS** ⌘

- 1 Players occupying lane spaces may enter "**On The Release**".
- 2 Shooter & all others must wait until the ball strikes the rim.

⌘ **FYI** ⌘

⌘ **REF FEES** ⌘

- 1 Are collected by the scorekeeper
- 2 Refs paid @the last game

⌘ **PENALTIES** ⌘



⌘ **TECHNICAL & FOULS** ⌘

Unsportsmanlike **T's**
Are Team Foul's Only



⌘ **FLAGRANT FOULS** ⌘

Rules  Apply

⌘ **FORFEIT TIME** ⌘

- 1 At game time ⇌ clock will start. Teams must have -4- players ready @ game time or a -5- min grace period.
- 2 Any team unable to start and/or finish the game with a min of -4- players shall forfeit the game.
- 3 The scorekeeper declares the game a forfeit, - **not the referees** -

