City of Tempe
Parks and Recreation

2014 Winter Adult Basketball
Men's "C/D" League
Wednesday – Escalante Community Center

1.	Mobile Mini MMIsfits- Michael Crabtree	4.	Go Daddy- Joe Volanti
2.	Xtreme- Phillip Scott	5.	True Cloud- Charles Halliday
3.	Team Dunker- Chris Dunker	6.	Ghosticorn- Chris Hewes

Day	Gym	6:30pm	7:20pm	8:10pm
Wed. Jan. 8	Escalante	1-2	5-4	6-3
Wed. Jan. 15	Escalante	4-3	1-6	5-2
Wed. Jan. 22	Escalante	4-6	3-2	5-1
Wed. Jan. 29	Escalante	3-5	2-6	1-4
Wed. Jan. 5	Escalante	2-4	3-1	6-5
Wed. Feb. 12	Escalante	2-1	4-5	3-6
Wed. Feb. 19	Escalante	6-1	3-4	2-5

Tournament play begins on Wed, February 26 and will conclude on Wed, March 5.

Tournament Schedule

Wednesday February 26 - TBD

Wednesday March 5 -TBD

League Information

1. Gym Location: 2150 E. Orange Dr., Tempe {Orange is one block south of University off of Price (101 Frontage Road). The Escalante Comm. Center is 1 block West of Price Rd.}
2. League & Officials Coordinator: Richard King - 480-350-5249
3. To access schedules, standings, and tournament schedules use the sports Web site at www.tempe.gov/adultsports
4. Team managers are responsible for the overall conduct of their team and fans. Team managers are also responsible to see that their players are familiar with all rules and regulations.
5. Profanity and unsportsmanlike conduct will not be tolerated!
6. Ejection: Any player ejected will automatically sit out team's next game or longer depending on the violation.
7. Ten-minute grace period will be given to all game times. The ten minutes will come out of game time.

Over for more information

City of Tempe Men's Basketball League Rules

High School rules will be used with the following changes and reminders:

1. 20 min. halves, running clock until the last 1 min. in second half. **Clock will not stop if there is a 15 point difference in the last minute**.
2. Shoot all foul shots, bonus at 7, double bonus at 10 (must shoot both).
3. Only 6 players allowed on the lane. High school rule (A-B-A) B = shooting team. **No movement is allowed until ball makes contact with rim.**
4. Two time-outs per HALF, five minute half-time,
5. 3 min. overtime, 1 time-out in O.T. per team….if still tied after 1st O.T. game will be recorded as a tie (not in effect for the tournament…3 min. O.T. in tournament games). Clock will stop in the last 1 min. of the overtime.
6. **NO DUNKING AT ANY TIME** – Technical foul & ejection (City of Tempe League Rule).
7. Any player receiving a technical foul (for sportsmanship issues will have to sit two (2) min. of clock time on the bench. Technical fouls result in 2 points being added (will not shoot technical fouls) to opposing team and ball at mid-court to opposing team. (City of Tempe League Rule).
8. Any team receiving three technical fouls for sportsmanship, (not delay of game), automatically forfeits the game!!! Automatic time-out assessed to the team for a technical foul called on any player/coach. If team has no time-outs remaining = official time-out. (City of Tempe League Rule)
9. Any player ejected from a game is automatically suspended from the next game. More games may assess pending review by league coordinator. (City of Tempe League Rule) Ejected player must leave the playing area immediately.
10. Rosters are frozen after 4th game
11. Players are expected to wear uniforms with number on back at all games.
12. WATER ONLY in the gym. NO SPORTS drinks (Gatorade, PowerAde, All Sport, etc) per request of the gym. No FOOD/TREATS in the gym.

Coaches are responsible for making sure all participants know that they participate at their own risk in this program and are responsible for their own health insurance.

Over for more information