



City of Tempe

2023 Adult Fall Basketball League

REGISTRATION PROCEDURE:

Entry Fee: \$515.00 + \$8.00 admin fee. \$523.00 total

Cash, company check, cashier's check, credit card, or money orders are acceptable forms of payment (Please make checks payable to the CITY OF TEMPE). The entry fee covers referees, gym supervisor, scorekeepers, and cost of awards.

LEAGUE AND TOURNAMENT SCHEDULE:

The season runs from September 10th through November 14th, including the post-season tournament. All games will be played on Sun, M, or Tu depending on the league you are registered for. Game times are 6:30, 7:20, and 8:10pm. Sunday games are 9, 10, and 11am

A post-season tournament will follow the regular season with all teams being entered into the tournament. Tournament brackets will be based on final league standing.

NUMBER OF TEAMS:

There will be Sunday Bronze, Monday Gold, and Tuesday Silver.

WEB SITE:

Schedules, standings, and post season tournament brackets will be posted as they become available on Team Sideline. <https://www.teamsideline.com/sites/tempe/home>

TIED LEAGUE STANDINGS:

If teams are tied in the final league standings, the tie will be broken as follows:

Tie Break #1 - Head-to-head competition.

Tie Break #2 - Points allowed in head-to-head competition

Tie Break #3 - Total points allowed during league play

AWARDS:

1st Place awards will be given out for the team winning the league and 1st place for **post-season tournament.**

LOCATION:

Escalante Community Center-2150 E. Orange St. Tempe, AZ 85281 (480)350-5858

Please... No smoking, eating, or drinking in the gymnasium. This includes spectators.

MANAGERS/COACHES:

Team managers/coaches will be responsible for the overall conduct of their team fans and will see that all players are familiar with all rules and regulations for the City of Tempe Basketball League. Entering future leagues will be based on the conduct of a team's coaches, players, and fans.

LEAGUE POLICIES

1. Team Rosters:

All players must be at least 18 years of age to participate. Rosters need to have at least 6 players. Players may be added/deleted from the original roster through the 6th week of the season. Changes made to the original

roster must be completed using the appropriate Roster Change form, available from the gym supervisor, before the player participates in a game. Rosters will be frozen after the 6th week of play.

Players may participate on only one basketball league team. Any player found on more than one team will be considered ineligible. All managers and gym supervisors may challenge the eligibility of any player(s). Protests on roster eligibility must be made prior to the end of the game. Players on roster must participate in 2 regular season games to be eligible for the playoffs.

Staff may conduct periodic roster checks. Any player whose eligibility has been challenged must present the gym supervisor with an Arizona Driver's License or other form of photo identification showing their present address. Players who are unable to produce acceptable identification will be considered ineligible and not allowed to participate.

2. Protest Regulations:

Only protests regarding ineligible player(s) or rule interpretations will be accepted and considered valid. Protests involving the judgement of an official will not be given consideration. The team manager is the only participant allowed to file a protest. Once play has stopped the manager must inform the game official of the intent to protest. A protest must be made prior to the end of the game. The gym supervisor and official will confer if necessary. ALL DECISIONS RENDERED BY THE GYM SUPERVISOR OR GAME OFFICIAL ARE FINAL. The manager then has the option of filing a written protest, accompanied by a \$25 fee to the Escalante Community Center by 5:00pm the following workday. If the protest is upheld, the \$25 fee will be refunded. In all protest situations, the game will continue from the point of protest.

3. Conduct:

Good sportsmanship should be stressed at all times. Profanity and unsporting behavior will not be tolerated; guilty parties will be ejected from the game. The gym supervisor and/or game official will have the power to eject a player or spectator and forfeit a game without warning for any conduct deemed unsportsmanlike or detrimental to the game. Any participant assaulting an official or City employee will be automatically suspended for the current season and the incident may result in legal action. When players are listed on a team's roster it is understood that the team manager will notify them of all rules and regulations. **Only players and coaches are allowed on the bench during the game.**

4. Ejections:

Players ejected from a game must leave the playing area immediately. If player does not leave, the game will be subject to forfeit. Any player ejected will face an automatic one game suspension. Depending on the incident and upon review, All City of Tempe Community Centers reserves the right to determine the length of the suspension. Each incident will be reviewed, and the team manager will be informed of the decision within a reasonable length of time.

- A.) A suspended player who plays a game (s) during the suspension shall cause their team to forfeit.
- B.) Any player who is ejected for the second time in a season will be ineligible to participate for the remainder of the season.
- C.) Any player ejected from a tournament game will sit out the remainder of the tournament.
- D.) **NO DUNKING** is allowed—this includes warm-up and games. Penalty is a technical foul and possible suspension from the league.
- E.) Any player or coach who receives two (2) technical fouls against them will be ejected from the game.

5. Uniforms:

a) Teams must wear jerseys/shirts with numbers on the back (front numbers are also recommended). City of Tempe staff will not tape/write numbers on shirts/jerseys. Reversible jerseys are highly recommended. Please come prepared otherwise team is subject to forfeit.

b) Skins vs shirts is not allowed

6. Game Basketballs:

Basketballs will be furnished by the **CITY OF TEMPE** for **games only**. Teams are expected to have their own basketballs for warm-ups.

7. Insurance:

The City of Tempe does not provide individual accident insurance for its participants. Each player is responsible for their own medical insurance coverage. If an injury/accident does occur notify the gym supervisor so that appropriate measures may be taken.

GAME RULES AND REGULATIONS

1. Playing Time:

a) Two twenty (20) minute halves with a running clock. During running clock time clock will only stop for team and official timeouts. Clock will stop with two (2) minutes left in the second half if the score difference between the two teams is under fifteen (15).

b) Minimum number of players: minimum number of players to start a game is four (4) players. A team may play three (3) during a game (such as losing a player due to injury)

2. **Blowouts:** Games will be called and become official with one (1) minute remaining on the clock in the second half if the score difference is great than 25 points.

3. Time-Outs:

Two 30- second time outs per half. The referee has the power to stop the clock at his discretion when there is an unusual situation that warrants a delay. One time-out in the 1st overtime. Time outs will not carry over from one period to the next.

4. Half-Time:

Halftime will be three (3) minutes in duration.

5. Tie Game/Overtime

In case of a tie game there will be one, 3-minute overtime starting with a jump ball. Clock stops in the last minute of overtime. One (1) timeout per team in overtime. If this overtime ends in a tie there will be a sudden death period starting with a jump ball at center court, the 1st team to score wins the game. There will be no time-outs awarded in the sudden death period. Sudden death will not be used in tournament play. Teams will play as many three-minute overtimes as needed to determine a winner.

6. Game and Forfeit Time:

A team must have a minimum of four (4) players to start the game. A team may play three (3) players during a game as such a team losing a player to injury or fouling out of game. Line-ups must be turned in to the scorekeeper at least 5 minutes before the game begins. A ten-minute grace period will be given to all game times. The ten minutes will come out of the first half game time. The team with enough players will be given 2 points for every minute that the opposing team is short of players. The game clock will start and wind down ten minutes. If a team's players show up within the grace period, they will begin at whatever time is on the clock. The gym supervisor's watch will be the official clock in establishing a forfeit time. Any team accumulating two forfeits during a season may not be invited back the following year; three forfeits and a team can be dropped from the league.

4. 7. Foul Shots:

Foul shots will be taken as normal throughout the game.

- a) Common Fouls will result in a personal foul and a team foul.
- b) Common Fouls beginning with the 7th team foul will result in a personal foul, a team foul, and the offensive team will shoot a 1 and 1. Double bonus situation on the 10th team foul will result in offensive team shooting 2 shots.
- c) Foul on the ground, team regains possession. No foul shot
- d) Foul on missed shot, player will shoot free throws (2 or 3 free throws depending on the shot taken)
- e) Foul on the shot and made basket, player will shoot 1 free throw. Basket is good (2- or 3-point shot) plus 1 foul shot
- f) Technical Fouls – the opposing team will receive 2 points plus the ball out of bounds. (This will also count as a personal foul for the offending player). Player receiving technical foul must sit for 2 minutes before re-entering the game.
- g) All players on the free throw lane may leave on the release of the ball by the shooter. The shooter must wait until the ball hits the rim. The first position on the free-throw lane must be empty.
- h) Only 6 players allowed on the lane. (A-B-A) B =shooting team. Shooting team may only have 2 players on the lane.
- i) All foul shots will be taken in the last two (2) minutes of the game and overtime periods, including sudden death (not including technical). Players will shoot two shots for a 2-point shooting foul, three shots for a 3-point shooting foul, a 1 plus 1 when team fouls are 7 or greater, but less than 10, and two shots when team fouls are 10 or more.
- j) Bonus at seven (7) fouls and Double Bonus at ten (10) fouls.

8. Substitutions:

Check in at score table. Ref's will call subs in at a dead ball.

RULE BOOK: The current High School Rules (National Federation Edition) will be used for all situations not covered in this handbook.

In the event of any rule questions the Sports Coordinator shall have the authority to institute new rules or to modify current rules, to maintain a continuity of the overall Sports Program. This interpretation of the rules shall be final.

League Coordinator – Jennifer Gall (480) 350-5805 jennifer_gall@tempe.gov