



City of Tempe
Escalante Community Center
2023 Fall Women's Basketball League



ORGANIZATIONAL MEETING:

A formal organizational meeting will NOT be held for the fall basketball league.

Individuals or teams seeking more information may contact Jennifer Gall at 480-350-5805 or by e-mail at Jennifer_gall@tempe.gov

REGISTRATION PROCEDURE:

Registration will not be accepted without a registration form and payment. If paying by credit card, the individual registration form may be completed and e-mailed back by clicking the "e-mail" button on the bottom of the form. Depending on your file viewer, this option may not be available.

Team registration will begin July, 24th 2023 and will close when the league is full. Teams will need to complete the roster form and covid waiver on Team Sideline.

Team Entry Fee: \$300.00+\$8.00 administrative fee

Cash, company check, cashier's check, money orders, or credit cards are acceptable forms of payment (Please make checks payable to the CITY OF TEMPE). Please note that the City of Tempe does not accept American Express at this time.

Registration will be accepted at the Escalante Community Center from 8 a.m.- 8 p.m. Monday-Thursday, 8am – 7pm on Fridays, 10 a.m. -4 p.m. Saturday and 1p.m. – 5p.m. Sunday

-Once a team registers, no refunds are available unless the league is cancelled.

-Registration is on a first-come, first-served basis on the following dates:

Monday July 24th Team registration begins

LEAGUE AND TOURNAMENT SCHEDULE:

The start date for the league will be Wednesday September 13th and will run for approximately 9-weeks including the tournament. All games will be played on Wednesday nights with game start times of 6:30pm, 7:20pm, 8:10p.m, and 9pm.

Games are scheduled to be played at the Escalante Community Center 2150 E. Orange St. Tempe, AZ 85281

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 standings.

WEB SITE:

Schedules and post season tournament brackets will be posted as they become available on Team Sideline

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:

League winner award will be handed out once season is complete

1st place team awards for season tournament will be handed out once tournament is complete.

Awards may vary

LOCATION:

All games will be played at the Escalante Community Center 2150 E. Orange St. Tempe, AZ 85281

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 and 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. Team rosters may contain not less than eight (8) or more than fifteen (15) players. Players may be added/deleted from the original roster at any time during the regular season. Rosters will be frozen at the conclusion of the last regular game. 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. Players may only participate on one team per division. 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.

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 judgment 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 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. Any player ejected will face an automatic one game suspension. Depending on the incident and upon review, Escalante Community Center 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 including the post-season tournament
- 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:

All teams must have **matching same-colored shirts** with printed or stenciled numbers **on the back or front**. There may not be more than 2 digits, and uniform numbers cannot be duplicated. Players will not be allowed to play in a game without a proper uniform shirt. Should a team fall below the minimum required number of players due to improper uniform, forfeiture will result. The final ruling will be made the day of a game by the officials or the league coordinator.

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:

There will be two halves. Each half will be 20 minutes in duration with running time. A stop clock will be used the last two minutes of the second half. If a team is ahead by 15 or more points in the last 2 minutes, it will **not** be stopped. The clock will not stop on a made basket, only on an official's whistle.

2. 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 is awarded in the 1st overtime. Time-outs do not carry over from regulation play or from the 1st overtime period.

3. Half-Time:

Halftime will be three (3) minutes in duration.

4. Tie Game:

In case of a tie game there will be one three-minute overtime starting with a jump ball. If there is a tie after the overtime period, a sudden death will be played starting with a jump ball---the 1st team to score wins the game. Clock stops in the last one (1) minute of overtime. During tournament/post-season play, multiple overtime periods will be used to determine a winner if needed, sudden death will not be used during post-season play.

5. Game and Forfeit Time:

A team must have a minimum of four (4) players to start the 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 be dropped from the league.

5. 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
- e) 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 must sit a minimum of one (1) official play (ball must be in bounded followed by a stop in play before returning) before reentering the game.
- f) Intentional Fouls – opposing team will receive 2 points plus the ball out of bounds.
- 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.

7. Substitutions:

Free substitution is permitted while the ball IS NOT IN PLAY and after the substitute has reported to the scorekeeper.

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