



City of Tempe  
Parks and Recreation  
**2018 Winter Adult Basketball**  
**Men's "C+" League**  
**MONDAY KIWANIS**



1	Keyser - Blake Hardison	5	Blue Chips - Walker Donaldson
2	Myke's 5 - Mychal Kintz	6	If You're Readin This.. - Latwaun Jones
3	Ol School Ballas - Dan Childers	7	Kawhi So Serious - Greg Bouslog
4	Ballistics - Hank Huang	8	Ball Don't Lie - Paul Rosendahl

	Day	GYM	6:30	7:20	8:10	9:00
Monday	January 08	Kiwanis	4-7	2-1	5-6	3-8
<b>Monday</b>	<b>January 15</b>	<b>Kiwanis</b>	<b>MLK DAY NO GAMES</b>			
Monday	January 22	Kiwanis	8-6	2-5	3-4	1-7
Monday	January 29	Kiwanis	7-8	5-3	4-1	2-6
Monday	February 05	Kiwanis	4-2	6-7	1-3	5-8
Monday	February 12	Kiwanis	3-6	8-1	2-7	4-5
<b>Monday</b>	<b>February 19</b>	<b>Kiwanis</b>	<b>PRESIDENTS DAY NO GAMES</b>			
Monday	February 26	Kiwanis	1-5	6-4	8-2	7-3
Monday	March 05	Kiwanis	2-3	8-4	7-5	6-1

### Tournament Schedule

Mon. Mar 12th - TBD

Mon. Mar 19th- TBD -

### League Information

1. The access Schedules Standings Tournament Brackets and Gym Locations or to Contact Us Please Visit our website at: [www.tempe.gov/adultsports](http://www.tempe.gov/adultsports)
2. 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.
3. Profanity and unsportsmanlike conduct will not be tolerated!
4. Ejection: Any player ejected will automatically sit out team's next game or longer depending on the violation.
5. Ten-minute grace period will be given to all game times. The ten minutes will come out of game time.

### City Of Tempe Men's Basketball 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.
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 1<sup>st</sup> 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. Players are expected to wear uniforms with number on back at all games.
11. 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**