City of Tempe
Parks and Recreation

2013 Summer Adult Basketball
Men's "C" League
Tuesday – Westside Multigenerational Center

1.	KPMG – Brennan Adams	4.	Vertically Challenged – Patrick O'Malley
2.	Blocka Flocka Flame – Nicholas Maffei	5.	DPR Bricklayers – Tyler Ausherman
3.	Bombers – Will Wirth III	6.	McCarthy McBallers – Matt Adcock

Day	Gym	6:30pm	7:20pm	8:10pm
Tues. May 28	WEST	1-2	5-4	6-3
Tues. June 4	WEST	4-3	1-6	5-2
Tues. June 11	WEST	4-6	3-2	5-1
Tues. June 18	WEST	3-5	2-6	1-4
Tues. June 25	WEST	2-4	3-1	6-5
Tues. July 2	WEST	2-1	4-5	3-6
Tues. July 9	WEST	6-1	3-4	2-5

Tournament play begins on Tuesday July 16 and will conclude on Tuesday July 23.

Tournament Schedule

Tuesday July 16 - TBD

Tuesday July 23 - TBD

League Information

1. Gym Location: Westside Multigenerational Center – 715 W. 5th . Tempe – Near Jaycee Park. Take Mill Ave. north of University. Turn left on 5th Street (Approx. two blocks north of University)
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. 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 program and are responsible for their own health insurance.

Over for more information