City of Tempe
Escalante Community Center
2014 Spring Women's Basketball League

ORGANIZATIONAL MEETING:
Wednesday February 5th at 7:00 PM
Escalante Community Center; 2150 E. Orange Street, Tempe.

The meeting will be for information purposes only. Teams may <u>not </u>register on the date of the meeting. The organizational meeting is not required, but highly recommended for new teams and/or individuals looking for a team. If you are unable to have a team representative attend the meeting, please contact the league coordinator with any questions.

REGISTRATION PROCEDURE:
<u>Entry Fee:</u> $300.00
Cash, company check, cashier's check, money orders, or credit cards are acceptable forms or 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. No entry will be accepted unless accompanied by a completed roster form and full payment.

-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, February 10   **Teams that participated in the spring 2013 or fall 2013 league may register starting this date.**

Wednesday, February 12   **Any team may register until league is full starting this date**

 LEAGUE AND TOURNAMENT SCHEDULE:
The tentative start date for the league will be the week of March 24th and will run for approximately 9-weeks including the tournament. Games may be played Mondays and/or Wednesdays. All teams registered will play regular season games on Mondays and/or Wednesdays at 6:30, 7:20, or 8:10 p.m.

The Competitive division will play on Monday nights and the Recreation division will play on Wednesday nights. In the event both leagues don't have sufficient number of teams to run the leagues, teams may play games on both Mondays and Wednesdays.

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. The competitive division will play tournament games on Mondays and the Rec division will play tournament games on Wednesdays. In the event both leagues don't have sufficient number of teams to run the leagues, the season ending tournament may be split into two (2) brackets with the higher ranked teams in one bracket and the lower ranked teams in a second bracket. The higher ranked teams will play their tournament games on Mondays and the lower ranked teams will play their tournament games on Wednesdays.

NUMBER OF TEAMS:
There will be a maximum of 14 teams, 7 teams per division. There will be a minimum of 5 teams per division. If there are fewer than 5 teams registered per division in both divisions, they will be combined. If there are fewer than 5 teams total, the league will be cancelled and refunds will be distributed.

WEB SITE:
Schedules and post season tournament brackets will be posted as they become available @ www.tempe.gov/escalante

LEAGUE CHAMPS:
The league champion will be the winner of the season ending tournament(s). 12 award shirts will be given to the winning team.

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 and 2nd place team T-shirts for **post-season tournament**.

LOCATION:
All games will be played at the Escalante Community Center - 2150 E. Orange St.
The floor is a Loncourt Synthetic surface.

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 twelve (12) players. Players may be added/deleted from the original roster through the third (3rd) 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 third (3rd) week of play.

Players may participate on only one City of Tempe basketball team per league. 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.

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 work day. 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 numbered jerseys will be required for the first regular season game.** 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 officials 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 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 not be invited back the following year; three forfeits and a team can be dropped from the league.

6. **Foul Shots:**

Foul shots will be taken during regulation play in a 1 for 2 manner. Fouls will be penalized as follows:
a) Shooting Fouls Made - 2 or 3 points, Offensive team shoots one foul shot for the chance at one point.
b) Shooting Fouls Missed - Offensive team shoots one foul shot for the chance at two or three points.
c) Common Fouls - receive the ball out of bounds. Beginning with the seventh
   (7) team foul in each half - shoot one shot for chance at two points. On the tenth (10) team foul -
   shoot one foul shot for the chance at two points.
d) Technical Fouls - 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.
e) Intentional Fouls – receive 2 points plus the ball out of bounds.

f) All players in the free throw lane may leave on the release of the ball by the shooter. (NCAA Rule)
   The first position on the free-throw lane must be empty.

g) Only 6 players allowed on the lane. (A-B-A) B =shooting team. Shooting team may only have 2 players on the lane.

h) All foul shots will be taken in the last two (2) minutes of the game and overtime periods, including sudden death (not
   including technical or intentional fouls). 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.

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 – Alex Jovanovic (480) 350-5811   alex_jovanovic@tempe.gov

City of Tempe
Women's Basketball Registration Form   Spring 2014

TEAM NAME _____

ADDRESS _____ CITY _____ ZIP _____

HOME PHONE _____ OFFICE PHONE _____ FAX _____

CIRCLE YOUR TEAM'S PREVIOUS PLAYING EXPERIENCE

      COMPETITIVE   RECREATIONAL

Teams with previous Tempe experience please answer the following:
      Classification _____   Record _____

If you are requesting a change in league classification, why? _____
_____
_____

Other teams, PLEASE ANSWER THE FOLLOWING:
What City, classification and record did your team last play? _____
_____
_____

I UNDERSTAND THAT ONCE THE TEAM REGISTERS, NO REFUNDS ARE AVAILABLE UNLESS THE LEAGUE IS CANCELLED.

SIGNATURE: _____ **DATE:** _____

DO NOT WRITE BELOW THIS LINE

ENTRY FEE _____ PAID BY _____

RETURNED TO _____

Please print all information.

City of Tempe
Sports League Registration / Roster Form

TEAM NAME: _____

MANAGER: _____

ADDRESS: _____CITY: _____ZIP:_____

(H) PHONE: (_____) _____(W) PHONE: (_____) _____

CELL PHONE: (_____) _____PAGER: (_____) _____

E-MAIL ADDRESS: _____

SPRING 2014 ADULT WOMENS BASKETBALL ROSTER

"I have read and agree to all the rules of the City of Tempe League and verify to the best of my knowledge.

Manager's Signature: _____ Date: _____

OFFICE USE ONLY / VERIFICATION OF TEMPE RESIDENTS

Registration Status: Attended Meeting_____ Open_____

Team Roster: Name	Address	City	Zip	Phone Number	E-mail Address	Shirt Size
1)				( )		
2)				( )		
3)				( )		
4				( )		
5				( )		
6				( )		
7				( )		
8				( )		
9				( )		
10				( )		
11				( )		
12				( )		
13				( )		
14				( )		