



2010 Winter Basketball Schedule
Wednesday "D-Rec." League

<u>Team #</u>	<u>Team Name</u>	<u>Manager</u>
1	Washington Generals	Scott Dietz
2	J XII	Dany Thammasiene
3	AUNTEATERS	Paul Roberts
4	Hacienda Colorado	Matt Bowers
5	Can't Get Right	Casey Kane
6	The Minute Men	David Arellano
7	This Is It	Hector Estrada

	<u>JAN 13</u>	<u>JAN 20</u>	<u>JAN 27</u>	<u>FEB 3</u>	<u>FEB 10</u>
6:30 p.m.	1 vs. 2	3 vs. 5	4 vs. 7	2 vs. 3	1 vs. 4
7:30 p.m.	3 vs. 4	1 vs. 6	1 vs. 3	6 vs. 7	3 vs. 6
8:30 p.m.	5 vs. 6	2 vs. 7	2 vs. 6	4 vs. 5	5 vs. 7
	7- Bye	4- Bye	5- Bye	1- Bye	2- Bye
	<u>FEB 17</u>	<u>FEB 24</u>	<u>MAR 3</u>	<u>MAR 10</u>	<u>MAR 17 & 24</u>
6:30 p.m.	3 vs. 7	4 vs. 6	2 vs. 1	5 vs. 3	Tournament for top four teams in the league.
7:30 p.m.	1 vs. 5	2 vs. 5	6 vs. 5	7 vs. 2	
8:30 p.m.	2 vs. 4	1 vs. 7	4 vs. 3	6 vs. 1	
	6- Bye	3- Bye	7- Bye	7 vs. 4 (9:30 pm)	

(Home team listed is first- when same color jerseys, visitors wear our pinnies.)
All games are played at the Thornton Community Center, 2211 Eppinger Boulevard

League Rules:

- Starting with your second game in the league, all players must submit a valid sports ID to the scorekeeper before each game. IDs are issued at the front desk and there is no additional charge (this was included in the team fee). Team managers are encouraged to keep IDs throughout the season.
- Un-sportsmanlike conduct including fighting, taunting, and refusal to comply with officials instructions will not be allowed. Anyone ejected from a game must leave the building immediately and the game will not be permitted to continue until they are out of the gym. In addition, a \$20.00 ejection fee will be assessed and they will be suspended from the next game scheduled. Anyone ejected for a second time during the season shall not be allowed to participate in any remaining league or tournament games for all divisions they participate in. There is no appeal process concerning ejections, official's judgement calls or technicals administered. Avoid being ejected in the first place!
- Pushing, tripping, striking and other physical contact with an official, supervisor or scorekeeper will not be tolerated and will result in a minimum one- year suspension from the program and the facility. If warranted, additional charges will be filed with the Thornton Police Department.

4. Drinking of alcohol is not allowed in the building, grounds, or parking lot. Visibly intoxicated individuals will not be permitted to play.
5. All participants in adult sports leagues must be 16 years of age or older.
6. All players must wear the same color shirts with non-duplicate numbers on the front or back. Starting with the second league game, all teams will start with a three- point penalty for each player not wearing the team shirt (there is no penalty the first week). Shirts must be numbered!
7. Game time is forfeit time. Teams may start with a minimum of four players (male or female) and shall not be permitted to continue with less than three players. The team listed first on the schedule is the home team. If both teams have similar color shirts, visitors will be required to wear mesh pinnies provided. During the tournament, the higher seed shall be considered the home team.
8. Dunking is not permitted at any time and a technical foul will be assessed.

Basketball Rules:

1. Current National Federation High School Basketball Rules will govern play except for any Thornton league modifications contained here.
2. Games will consist of four, ten-minute running quarters with a five-minute break at half-time and a one minute break between quarters. Stop clock will start and remain in effect for the last two minutes of regulation play only if teams are within 10 points of each other at or within the two-minute mark. There is no shot clock.
3. The start of the game and each overtime period will start with a jump ball. All other jump ball situations will alternate between teams.
4. Players foul out of the game upon receiving their fifth personal foul and are permitted to remain on the bench.
5. Players who receive a second technical foul will be ejected from the game and are required to leave the building. The official's judgement calls and technicals administered are not subject to appeal. If a team accumulates three technical fouls in a game, that game shall be stopped and declared a forfeit.
6. One and one will be shot when the offending team accumulates seven or more team fouls in one half and two free throws will be awarded when the offending team has 10 or more fouls in one half. During free throws, substitutes will be permitted to enter when there is one free throw remaining (this is the first free throw during one and one).
7. Technical fouls will result in an automatic award of two points and possession of the ball for the opposing team.
8. Teams are allowed three time outs each per game and one time out each for every three-minute overtime period necessary to break a tie. Stop clock will be in effect for all overtime periods provided teams are within 10 points of each other.
9. If there is an un-resolvable discrepancy between the score book and the scoreboard, the score book shall be considered official.
10. Any player who is bleeding, has an uncovered, open wound or an excessive amount of blood on their uniform will be required to leave the game until the problem is corrected.

Elastic Clause:

The Recreation Coordinator in charge of the leagues reserves the right to make decisions on any rules not covered above or published in the current rulebook. Such decisions shall be final and not subject to protest. Team managers will be notified in writing when such decisions are made.