



CODE OF BEHAVIOR - PLAYERS

KNOW AND PLAY BY THE FIBA & 1ST LEGENDS CUP 'MODIFIED' RULES.

- AVOID ENGAGING IN DISPUTES WITH OFFICIALS.
- MANAGE YOUR EMOTIONS. REFRAIN FROM VERBALLY ABUSING OFFICIALS OR FELLOW PLAYERS, AND AVOID INTENTIONALLY DISTRACTING OR PROVOKING OPPONENTS.
- DEMONSTRATE GOOD SPORTSMANSHIP. ACKNOWLEDGE AND APPLAUD EXCEPTIONAL PLAYS, REGARDLESS OF WHICH TEAM EXECUTES THEM.
- TREAT ALL PARTICIPANTS WITH THE SAME RESPECT AND FAIRNESS THAT YOU EXPECT TO RECEIVE.
- REFRAIN FROM BULLYING OR TAKING ADVANTAGE OF OTHERS.
- COLLABORATE WITH YOUR COACH, TEAMMATES, AND OPPONENTS. RECOGNIZE THAT ORGANIZED COMPETITION RELIES ON THE COOPERATION OF ALL INVOLVED PARTIES.
- ENGAGE IN BASKETBALL FOR YOUR OWN ENJOYMENT AND PERSONAL GROWTH, RATHER THAN SOLELY TO SATISFY THE EXPECTATIONS OF PARENTS AND COACHES.
- SHOW RESPECT FOR THE RIGHTS, DIGNITY, AND VALUE OF ALL PARTICIPANTS, IRRESPECTIVE OF THEIR GENDER, ABILITY, CULTURAL BACKGROUND, OR RELIGIOUS BELIEFS.

DECLARATION

I/WE HEREBY DECLARE THAT ALL MEMBERS OF OUR TEAM/CLUB HAVE READ AND UNDERSTAND THE ABOVE LISTED CODES OF CONDUCT. WE FULLY UNDERSTAND THAT THE 1ST LEGENDS CUP IS AN INVITATIONAL TOURNAMENT, AND SHOULD ANY TEAM/PLAYER/CLUB MEMBER NOT ADHERE TO ANY OF THE ABOVE LISTED EXPECTATIONS, THE TEAM/CLUB MAY JEOPARDIZE ITS FUTURE PARTICIPATION IN THE TOURNAMENT.

- TEAM CAPTAIN: _____
- CLUB/TEAM: _____
- SIGNATURE: _____
- DATE: _____



CODE OF BEHAVIOR - PARENTS

KEEP IN MIND THAT CHILDREN ENGAGE IN BASKETBALL FOR THEIR ENJOYMENT, NOT SOLELY FOR YOUR SATISFACTION.

- ENCOURAGE CHILDREN TO PARTICIPATE WILLINGLY; AVOID PRESSURING THEM.
- FOCUS ON ACKNOWLEDGING THE CHILD'S EFFORTS AND PROGRESS RATHER THAN SOLELY ON WINNING OR LOSING.
- PROMOTE ADHERENCE TO RULES AND ENCOURAGE CHILDREN TO RESOLVE CONFLICTS PEACEFULLY, WITHOUT RESORTING TO AGGRESSION OR HOSTILITY.
- REFRAIN FROM RIDICULING OR SHOUTING AT CHILDREN FOR MISTAKES OR LOSSES.
- LEAD BY EXAMPLE, DEMONSTRATING APPRECIATION FOR GOOD PERFORMANCES AND SPORTSMANSHIP DISPLAYED BY ALL PARTICIPANTS.
- ADVOCATE FOR THE ELIMINATION OF VERBAL AND PHYSICAL ABUSE FROM SPORTING ACTIVITIES.
- RESPECT THE DECISIONS MADE BY OFFICIALS AND TEACH CHILDREN TO DO THE SAME.
- EXPRESS GRATITUDE FOR THE CONTRIBUTIONS OF VOLUNTEER COACHES, OFFICIALS, AND ADMINISTRATORS, RECOGNIZING THEIR IMPORTANCE IN FACILITATING YOUR CHILD'S PARTICIPATION IN BASKETBALL.
- UPHOLD THE RIGHTS, DIGNITY, AND VALUE OF EVERY YOUNG INDIVIDUAL, IRRESPECTIVE OF GENDER, ABILITY, CULTURAL BACKGROUND, OR RELIGIOUS BELIEFS.
- EXPECT AND PROMOTE MUTUAL RESPECT AMONG PARENTS AND SPECTATORS AT ALL TIMES, BOTH DURING AND AFTER GAMES.
- IT IS STRICTLY PROHIBITED FOR PARENTS TO ENTER THE PLAYING COURT OR APPROACH OFFICIALS, OPPOSING PLAYERS, OR COACHES BEFORE, DURING, OR AFTER THE GAME.

DECLARATION

I/WE HEREBY DECLARE THAT ALL MEMBERS OF OUR TEAM/CLUB HAVE READ AND UNDERSTAND THE ABOVE LISTED CODES OF CONDUCT. WE FULLY UNDERSTAND THAT THE 1ST LEGENDS CUP IS AN INVITATIONAL TOURNAMENT, AND SHOULD ANY TEAM/PLAYER/CLUB MEMBER NOT ADHERE TO ANY OF THE ABOVE LISTED EXPECTATIONS, THE TEAM/CLUB MAY JEOPARDIZE ITS FUTURE PARTICIPATION IN THE TOURNAMENT.

- PARENT REPRESENTATIVE: _____
- CLUB/TEAM: _____
- SIGNATURE: _____
- DATE: _____



CODE OF BEHAVIOR - COACHES AND MANAGERS

- ENSURE THAT ALL COACHES, PLAYERS, AND PARENTS ARE FAMILIAR WITH THE RULES AND REGULATIONS OF FIBA AND THE 1ST LEGENDS CUP, ESPECIALLY THE MODIFIED RULES.
- PROMOTE APPROPRIATE BEHAVIOR BOTH ON AND OFF THE COURT, EMPHASIZING THAT ANY FORM OF INAPPROPRIATE CONDUCT TOWARDS MEMBERS OF THE OPPOSING TEAM, SPECTATORS, OR OFFICIALS IS COMPLETELY UNACCEPTABLE.
- ENCOURAGE POSITIVE INTERACTIONS SUCH AS ACKNOWLEDGING GOOD SPORTSMANSHIP OR THANKING OPPONENTS FOR A WELL-PLAYED GAME. EMPHASIZE THE IMPORTANCE OF FAIR PLAY OVER WINNING AT ALL COSTS TO EVERYONE INVOLVED IN BASKETBALL.
- DISTRIBUTE A CODE OF BEHAVIOR SHEET TO PLAYERS, PARENTS, AND COACHES, URGING THEM TO ADHERE TO IT AND SIGN IT.
- SET A POSITIVE EXAMPLE THROUGH YOUR OWN BEHAVIOR AND COMMENTS, FOSTERING A CULTURE OF POSITIVITY AND SUPPORTIVENESS.
- TEACH PLAYERS TO RESPECT THE DECISIONS MADE BY OFFICIALS.
- EXHIBIT SELF-CONTROL, RESPECT, AND PROFESSIONALISM IN ALL INTERACTIONS RELATED TO BASKETBALL, INCLUDING INTERACTIONS WITH OPPONENTS, COACHES, OFFICIALS, ADMINISTRATORS, THE MEDIA, PARENTS, AND SPECTATORS.

DECLARATION

I/WE HEREBY DECLARE THAT ALL MEMBERS OF OUR TEAM/CLUB HAVE READ AND UNDERSTAND THE ABOVE LISTED CODES OF CONDUCT. WE FULLY UNDERSTAND THAT THE 1ST LEGENDS CUP IS AN INVITATIONAL TOURNAMENT, AND SHOULD ANY TEAM/PLAYER/CLUB MEMBER NOT ADHERE TO ANY OF THE ABOVE LISTED EXPECTATIONS, THE TEAM/CLUB MAY JEOPARDIZE ITS FUTURE PARTICIPATION IN THE TOURNAMENT.

- HEAD COACH/TEAM MANAGER/TEAM COORDINATOR: _____
- CLUB/TEAM: _____
- SIGNATURE: _____
- DATE: _____



RULES AND REGULATIONS

GAMEPLAY

- EACH GAME CONSISTS OF TW TEAMS OF THREE PLAYERS EACH COMPETING ON A HALF-COURT WITH ONE HOOP
- THE GAME IS PLAYED UNTIL ONE TEAM REACHES 21 POINTS WITH A TWO-POINT ADVANTAGE, OR THE TEAM WITH THE MOST POINTS AFTER 10 MINUTES OF PLAY WINS
- IF THE GAME IS TIED AFTER 10 MINUTES, THE FIRST TEAM TO SCORE TWO POINTS IN OVERTIME WINS.

TEAM REGISTRATION

- FOUR (4) PLAYERS PER TEAM - THREE (3) PLAYERS ON THE COURT WITH ONE (1) SUBSTITUTE
- A TEAM MAY NOT REPLACE ANY OF THEIR TEAMMATE ONCE TEAM HAS ALREADY PLAYED THEIR FIRST GAME
- WE WILL NOT ALLOW COACHING ON THE SIDELINE. COACHES WON'T BE ALLOWED ON THE BENCH WITH THE TEAM
- PLAYERS MUST BE QUALIFIED IN THE YEAR BORN CATEGORY
- PLAYERS MUST SUBMIT ANY OF THE FOLLOWING ALONG WITH THE SIGNED WAIVERS AND ONLINE REGISTRATION FORMS:
 - PSA CERTIFIED COPY OF BIRTH CERTIFICATE
 - PASSPORT
 - SCHOOL ID/DRIVER'S LICENSE
- PLAYERS MUST COMPLETE THE REGISTRATION FEE ON OR BEFORE THE DEADLINE



RULES AND REGULATIONS

TEAM COLORS/UNIFORM

ALL PLAYERS REPRESENTING A TEAM MUST DON IDENTICAL COLORED UNIFORMS. EACH PLAYER ON THE COURT MUST BE IDENTIFIABLE BY A NUMBER DISPLAYED ON BOTH THE BACK AND FRONT OF THEIR JERSEY. A UNIFORM SET LACKING NUMBERS ON BOTH SIDES WILL BE DEEMED INCOMPLETE AND WILL NOT BE PERMITTED. IF NECESSARY, ONE PLAYER MAY REVERSE THEIR UNIFORM TO BECOME '00'. PLAYERS SHARING THE SAME NUMBER ARE PROHIBITED FROM SIMULTANEOUSLY PARTICIPATING IN A GAME.

*ELITE DIVISION MUST WEAR THEIR ASSIGNED JERSEYS PROVIDED BY THE TOURNAMENT

PLAYERS SHOULD WEAR BASIC BASKETBALL ATTIRE. PROPER BASKETBALL SHOES WITH NO BLACK SOLES, SHORTS WITHOUT POCKETS, NO JEWELLERY SUCH AS CHAINS, METAL BANGLES, SHARP RINGS ETC. SHALL BE WORN DURING PLAY. FINGERNAILS OF ALL PLAYERS SHOULD BE TRIMMED.

OPPOSING TEAMS ARE NOT ALLOWED TO WEAR THE SAME SHIRT COLOUR IN A LEAGUE MATCH. IN THE EVENT OF A CLASH OF COLOURS, THE AWAY TEAM MUST WEAR A BIB, SASH OR ALTERNATIVE UNIFORM.

PROTECTIVE OR INJURY INDUCED EQUIPMENT SUCH AS KNEE, WRIST, FINGER OR HAND BRACES OR BANDS ARE ALLOWED FOR PLAYERS THAT HAVE SUSTAINED INJURIES, BUT THEY MUST BE WORN IN A PROTECTIVE AND NON-HAZARDOUS WAY THAT WILL NOT ENDANGER ANY PLAYER/S ON THE COURT DURING MATCH PLAY. THESE MAY BE INSPECTED AND APPROVED BY THE REFEREES IN CHARGE OF THE MATCH.



RULES AND REGULATIONS

GAME OFFICIATING

- GAMES ARE OFFICIATED BY TWO REFEREES, RESPONSIBLE FOR ENFORCING THE RULES AND MAINTAINING FAIR PLAY.
- THE REFEREE'S DECISIONS ARE FINAL AND BINDING

HOUSE RULES

- PLAYERS SHOULD CONDUCT THEMSELVES WITH SPORTSMANSHIP AND RESPECT TOWARDS OPPONENTS, OFFICIALS, AND SPECTATORS.
- UNNECESSARY PHYSICAL CONTACT, UNSPORTSMANLIKE BEHAVIOR, AND VERBAL ABUSE ARE NOT TOLERATED AND MAY RESULT IN FOULS OR EJECTIONS.
- PLAYERS MUST WEAR APPROPRIATE BASKETBALL ATTIRE AND NON-MARKING SHOES.
- THE BALL IS CHECKED FOR PROPER INFLATION BEFORE THE GAME BEGINS.

FOULS AND FREE THROWS

- PERSONAL FOULS ARE CALLED FOR ILLEGAL PHYSICAL CONTACT, SUCH AS PUSHING, HOLDING, OR BLOCKING.
- DEFENSIVE FOULS COMMITTED BEYOND THE ARC RESULT IN TWO FREE THROWS.
- DEFENSIVE FOULS COMMITTED INSIDE THE ARC RESULT IN ONE FREE THROW.
- OFFENSIVE FOULS, SUCH AS CHARGING OR ILLEGAL SCREENING, RESULT IN A TURNOVER AND POSSESSION TO THE OPPOSING TEAM.
- ONCE A TEAM COMMITS SEVEN FOULS, THE OPPOSING TEAM IS AWARDED FREE THROWS FOR EACH SUBSEQUENT FOUL.
- FREE THROWS ARE TAKEN FROM THE FREE-THROW LINE.



RULES AND REGULATIONS

TIMEOUTS AND SUBSTITUTIONS

- EACH TEAM IS ALLOWED ONE TIMEOUT PER GAME TO STOP THE CLOCK AND MAKE SUBSTITUTIONS OR DISCUSS STRATEGY.
- SUBSTITUTIONS CAN BE MADE AFTER A DEAD BALL SITUATION OR WHEN THE BALL IS OUT OF BOUNDS.
- THE SUBSTITUTE PLAYER MUST ENTER THE COURT AT THE SUBSTITUTION AREA.

TIE BREAKERS

- IF THE GAME IS TIED AFTER 10 MINUTES OF PLAY, THE FIRST TEAM TO SCORE TWO POINTS IN OVERTIME WINS.
- OVERTIME CONSISTS OF A CONTINUOUS CLOCK UNTIL ONE TEAM SCORES TWO POINTS AND WINS THE GAME.
- IF NEITHER TEAM SCORES TWO POINTS WITHIN THE OVERTIME PERIOD, THE TEAM WITH THE HIGHEST SCORE AT THE END OF OVERTIME WINS.