

# **3X3 OFFICIAL BASKETBALL** RULES

202

APRIL







PLANET SPORTS



#### WHO WILL CLAIM THE CROWN?

HYVE SPORTS PH 3X3 LEGENDS BASKETBALL CUP IS MORE COMPETITION-IT'S A CELEBRATION THAN JUST A ΠF BASKETBALL CULTURE AND COMMUNITY. WHETHER YOU'RE A SEASONED ATHLETE OR A PASSIONATE FAN, EVERYONE IS WELCOME TO JOIN THE FESTIVITIES AND BE PART OF THIS EPIC THRILLING GAME-WINNING EVENT. FROM SHOTS TO UNFORGETTABLE MOMENTS ON THE COURT. THE 3X3 LEGENDS BASKETBALL CUP PROMISES AN UNFORGETTABLE JOURNEY FILLED WITH TRIUMPHS, CHALLENGES, AND MEMORIES THAT WILL LAST A LIFETIME.

THIS EVENT IS OPEN TO TEAMS FROM SCHOOLS, COMMUNITY GROUPS, OR CLUBS WHO MEET THE FOLLOWING CRITERIA. TEAMS WILL COMPETE IN AGE GROUP LEAGUE COMPETITIONS FOR BOYS, INCLUDING' (10U), [12U], [14U], [16U], (18-25 ELITE DIVISION) CATEGORIES.





## 1. CUP COMMITTEE FOR 2024

EFFREY CRUZ TOURNAMENT DIRECTOR <u>JOSEPH MARATA</u> TECHNICAL DIRECTOR

LEGENDS CUP DISCIPLINARY COMMITTEE:

ONE REPRESENTATIVE FROM EACH PARTICIPATING CLUB OR SCHOOL MAY BE NOMINATED TO SERVE ON THE DISCIPLINARY COMMITTEE, AVAILABLE TO BE CALLED UPON AS NEEDED.

LEGENDS CUP ADMINISTRATION:

MR EFFREY CRUZ MOBILE: 0967 389 1575 EMAIL: LEGENDSSPORTSACADEMYPH@GMAIL.COM

## 2. TOURNAMENT RULES

ALL MATCHES WILL ADHERE TO FIBA RULES WITH SPECIFIC MODIFICATIONS

AGE GROUPS: LEGENDS CUP OFFERS COMPETITIONS IN THE FOLLOWING AGE BRACKETS:

- 10 & UNDER LEAGUE: PLAYERS MUST BE BORN IN 2014 OR LATER.
- 12 & UNDER LEAGUE: PLAYERS MUST BE BORN IN 2012 OR LATER.
- 14 UNDER LEAGUE: PLAYERS MUST BE BORN IN 2010 OR LATER.06





- 16 UNDER LEAGUE: PLAYERS MUST BE BORN IN 2008 OR LATER.
- 18-25 AGE GROUP: PLAYERS MUST BE BORN BETWEEN 1999-2006

#### 3. GAMEPLAY AND FORMAT

- A TEAM CONSISTS OF THREE PLAYERS ON THE COURT AND ONE SUBSTITUTE.
- SUBSTITUTIONS CAN BE MADE DURING DEAD BALLS OR STOPPAGES IN PLAY.
- SINGLE ROUND ROBIN WHERE EACH TEAM PLAYS AGAINST ALL TEAMS IN THEIR ASSIGNED BRACKET
- GAMES ARE PLAYED IN A SINGLE PERIOD OF 10 MINUTES OR UNTIL ONE TEAM SCORES 21 POINTS.
- A 12-SECOND SHOT CLOCK IS USED IN FIBA 3X3 BASKETBALL. TEAMS MUST ATTEMPT A SHOT WITHIN 12 SECONDS OF GAINING POSSESSION.
- IF NEITHER TEAM REACHES 21 POINTS WITHIN THE 10-MINUTE PERIOD, THE TEAM WITH THE HIGHER SCORE WINS.
- OVERTIME OCCURS IF THE SCORE IS TIED AT THE END OF REGULATION TIME, WITH THE FIRST TEAM TO SCORE 2 POINTS WINNING.

#### INITIAL POS<mark>SESSION:</mark>

- THE GAME STARTS WITH A COIN TOSS TO DETERMINE POSSESSION.
- AFTER MADE BASKETS OR DEAD BALLS, THE OPPOSING TEAM TAKES POSSESSION FROM BEHIND THE ARC.
- AFTER DEFENSIVE REBOUNDS OR STEALS, THE BALL MUST BE "CLEARED" BEYOND THE ARC BY THE OFFENSIVE TEAM BEFORE A SHOT ATTEMPT.





• EACH POSSESSION BEGINS WITH A "CHECK BALL" AT THE TOP OF THE KEY. THE DEFENSIVE PLAYER MUST CHECK THE BALL TO THE OFFENSIVE PLAYER TO START PLAY.

#### <u>SCORING:</u>

- BASKETS MADE INSIDE THE ARC ARE WORTH 1 POINT.
- BASKETS MADE BEHIND THE ARC (3-POINT LINE) ARE WORTH 2 POINTS.

#### MATCH BALLS:

- OFFICIAL MATCH BALL IS ADIDAS
- BOYS BALL SIZE 18-25, 16U, 14U: SIZE 7
- BOYS BALL SIZE 12U, 10U: SIZE 6

#### 4. TIME OUTS

• EACH TEAM IS GRANTED ONE (1) THIRTY SECOND (:30) TIME OUT ALL THROUGHOUT THE DURATION OF THE GAME. TIME OUT CAN BE CARRIED OVER INTO OVERTIME IF ANY

#### 5. FOULS

- PERSONAL FOULS ARE COUNTED, WITH PLAYERS FOULED IN THE ACT OF SHOOTING AWARDED ONE FREE THROW. SUCCESSFUL 2-POINT ATTEMPTS ARE AWARDED TWO FREE THROWS.
- TEAM FOULS RESULT IN BONUS FREE THROWS AFTER THE 6TH TEAM FOUL IN EACH PERIOD.
- OFFENSIVE FOULS RESULT IN A CHANGE OF POSSESSION.





#### TECHNICAL FOULS AND UNSPORTSMANLIKE CONDUCT:

• TECHNICAL FOULS AND UNSPORTSMANLIKE CONDUCT RESULT IN FREE THROWS AND POSSESSION FOR THE OPPOSING TEAM.

## 6. TIE BREAKER

• IN THE EVENT OF A TIE, THE TIEBREAKER WILL BE DETERMINED BY ASSESSING WHICH TEAM HAS SECURED A VICTORY OVER THE OTHER TEAM DURING THEIR DIRECT ENCOUNTER. THIS MEANS THAT THE TEAM WITH A PREVIOUS WIN OVER THEIR TIED OPPONENT WILL BE RANKED HIGHER.

# 7. UNDER/OVER AGE PLAYERS YOUNGER

- PLAYERS MAY BE PERMITTED TO COMPETE IN AGE GROUPS ABOVE THEIR OWN, PROVIDED TEAM COACHES ASCERTAIN THEIR CAPABILITY TO MEET THE HEIGHTENED PHYSICAL AND MENTAL DEMANDS. THIS DECISION MUST ALSO BE SUPPORTED BY PARENTAL CONSENT.
- A GIRLS' TEAM IS ELIGIBLE TO PARTICIPATE IN THE TOURNAMENT AND MAY BE ALLOWED TO COMPETE IN A YOUNGER AGE GROUP, PROVIDED THAT THEY INCLUDE ONLY ONE PLAYER WHO EXCEEDS THE SPECIFIED AGE LIMIT. FOR INSTANCE, A 14-YEAR-OLD FEMALE ATHLETE COULD COMPETE IN THE 12-AND-UNDER AGE DIVISION AS PART OF A GIRLS' TEAM.





#### 8. 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 'OO'. PLAYERS SHARING THE SAME NUMBER ARE PROHIBITED FROM SIMULTANEOUSLY PARTICIPATING IN A GAME.
- 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.
- ALL VISIBLE BODY PIERCING MUST BE REMOVED OR TAPED BEFORE ENTRY TO THE COURT FOR MATCH PLAY.
- 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.





#### <u>\*TEAMS FROM ELITE DIVISION WILL HAVE THEIR JERSEYS PROVIDED BY</u> ADIDAS AND ALL PLAYERS MUST WEAR THEM ON ALL THEIR GAMES

#### 9. NO SHOW

• 'NO SHOW' IS DEFINED AS A TEAM NOT TURNING UP FOR A FIXTURE AT ALL, OR LESS THAN 2 PLAYERS ON THE COURT READY TO START WITHIN 15 MINUTES OF THE SCHEDULED STARTING TIME. SHOULD A TEAM BE CLASSIFIED AS A 'NO SHOW' FOR A FIXTURE ON THE DATE ORGANIZED THE GAME WILL BE AWARDED TO THE OPPONENTS 21 - O AND NO LEAGUE POINTS WILL BE AWARDED TO THE TEAM WHO FAILED TO SHOW. THERE WILL ALSO BE A PHP1,000.00 FINE FOR NOT SHOWING UP WITHOUT ADVISING OUR TECHNICAL DIRECTOR.

#### **10. LATE START**

• IN THE EVENT THAT A TEAM IS TARDY OR FAILS TO PRESENT A MINIMUM OF TWO PLAYERS READY TO BEGIN THE GAME ON TIME, THE GAME CLOCK WILL INITIATE. IF, AFTER 5 MINUTES, THE TEAM STILL LACKS THE REQUISITE TWO PLAYERS TO COMMENCE THE GAME, IT WILL BE DEEMED A WALKOVER. CONSEQUENTLY, THE OPPOSING TEAM WILL BE AWARDED A SCORE OF 21 - 0, AND NO LEAGUE POINTS WILL BE ALLOTTED TO THE TEAM UNABLE TO FIELD A COMPLETE ROSTER. A FINE OF PHP1,000.00 WILL BE CHARGED TO THE TEAM





- IF A TEAM DECIDES TO ABANDON THE GAME FOR WHATEVER REASON, WITHOUT THE APPROVAL OF THE OTHER TEAM AND / OR THE REFEREE, IT WILL BE VIEWED AS A 'NO SHOW' IN TERMS OF THE RESULT. POINTS MAY ALSO BE DEDUCTED DEPENDING ON THE CIRCUMSTANCES. A FINE OF PHP1,000.00 WILL BE CHARGED TO THE TEAM
- IF A GAME IS HALTED BY MUTUAL AGREEMENT BETWEEN BOTH COACHES/TEAM MANAGERS AND THE REFEREES, DUE TO CIRCUMSTANCES SUCH AS EMERGENCY BUILDING EVACUATION, PLAYER ALTERCATIONS, OR THREATS TO REFEREES, THE CURRENT RESULT WILL BE UPHELD. HOWEVER, THE ENTIRE GAME WILL BE RESCHEDULED FOR A LATER DATE AND TIME UNLESS OTHERWISE DECIDED BY THE LEGENDS CUP TOURNAMENT DIRECTOR OR BY MUTUAL AGREEMENT BETWEEN BOTH COACHES/TEAM MANAGERS.

## 11. TEAM WITHDRAWAL

- SHOULD A TEAM WITHDRAW FROM THE TOURNAMENT FOR ANY REASON/OR SHOULD A TEAM BE REQUESTED TO LEAVE THE 3X3 LEGENDS BASKETBALL CUP DUE TO DISCIPLINARY REASONS OR OTHER, THE FOLLOWING PROCEDURES WILL APPLY:
- IF THE TEAM CONCERNED HAS NOT PLAYED EACH TEAM ALREADY, ALL GAMES WILL BE CLASSED AS VOID.
- SHOULD A TEAM LEAVE/WITHDRAW FROM THE LEGENDS CUP, ALL FORWARDED PAYMENTS MADE BY THAT TEAM WILL NOT BE REIMBURSED.





• IF A COACH/CLUB HAS TWO TEAMS IN ONE DIVISION AND WANTS TO WITHDRAW ONE TEAM THIS TEAM MUST BE THE LESS SUCCESSFUL OF THE TWO TEAMS IN THE DIVISION (AS JUDGED BY THE LEGENDS CUP TOURNAMENT DIRECTOR)

#### **12. SCORE KEEPING**

- ERRORS OR INACCURACIES IN SCOREKEEPING BY THE SCOREKEEPER OR TIMEKEEPING BY THE TIMEKEEPER, INCLUDING ISSUES RELATED TO SCORE, FOULS, TIMEOUTS, OR ELAPSED/OMITTED TIME, MAY BE RECTIFIED BY THE OFFICIALS AT ANY POINT BEFORE PLAY RESUMES OR BEFORE THE FINAL WHISTLE IS BLOWN BY THE REFEREE.
- SHOULD THE TEAMS CONCERNED HAVE ANY DOUBTS ON THE ABOVE MENTIONED, COACHES SHOULD APPROACH THE OFFICIALS BEFORE THE FINAL WHISTLE. THE APC SHALL NOT ENTERTAIN AN APPEAL AFTER THE TEAMS HAVE LEFT THE COURTS.
- A TEAM GIVEN OR RECEIVING A 'WALKOVER' WILL RECEIVE THREE MATCH POINTS AND WILL HAVE THE SCORE RECORDED AS 20 - 0. THE TEAM GIVING A 'WALKOVER' WILL RECEIVE NO MATCH POINTS AND WILL BE FINED PHP1,000.00.
- ERRORS OR INACCURACIES IN SCOREKEEPING BY THE SCOREKEEPER OR TIMEKEEPING BY THE TIMEKEEPER, INCLUDING ISSUES RELATED TO SCORE, FOULS, TIMEOUTS, OR ELAPSED/OMITTED TIME, MAY BE RECTIFIED BY THE OFFICIALS AT ANY POINT BEFORE PLAY RESUMES OR BEFORE THE FINAL WHISTLE IS BLOWN BY THE REFEREE.





#### **13. TEAM REGISTRATION**

- EACH TEAM ENTERED MUST SEND IN A TEAM GALLERY BEFORE THEIR FIRST GAME IS PLAYED, INCLUDING 2X2 ID PHOTO, FULL NAMES AND DATES OF BIRTH.
- TEAMS CAN ADD TO THE PLAYER REGISTRATION FORM AT ANY TIME UP TO THE COMMENCEMENT OF THE TOURNAMENT, BUT MAY NOT USE A PLAYER UNTIL HE/SHE IS REGISTERED
- ALL REGISTERED PLAYERS ARE REQUIRED TO PROVIDE A COPY OF AN IDENTIFYING DOCUMENT THAT CONTAINS NAME, PHOTOGRAPH AND DATE OF BIRTH E.G. PHOTOCOPY OF PASSPORT, SCHOOL ID, ETC. ANY PLAYER WHO DO NOT SUBMIT A DOCUMENT ARE NOT PERMITTED TO PLAY IN THE LEGENDS CUP
- ANY PLAYER DETAILS KEPT BY THE LEGENDS CUP ADMINISTRATOR WILL NOT BE SHARED WITH ANY OTHER ENTITY.
- A FEMALE PLAYER MAY PLAY WITHIN A BOYS' TEAM IN ANY AGE DIVISION PROVIDED TEAM COACHES ARE CONFIDENT THAT THE PLAYER CONCERNED IS ABLE TO COPE WITH THE INCREASED PHYSICAL AND MENTAL DEMANDS, AND HAVE THE CONSENT OF THE PLAYERS' PARENTS. THIS CONSENT MAY BE REQUIRED IN WRITING BY THE LEGENDS CUP TOURNAMENT DIRECTOR IF ANYONE IS CONCERNED FOR THE CHILD'S WELLBEING.
- PLAYERS ARE NOT ALLOWED TO PLAY FOR MULTIPLE CLUBS/SCHOOLS WITHIN THE LEGENDS CUP IN THE SAME AGE GROUP, BUT MAY IF IN DIFFERENT AGE GROUPS.





## 14. WET COURTS

• SHOULD THE BASKETBALL FLOOR BECOME WET, A TEAM MAY REQUEST THE REFEREE TO STOP PLAY WHILST THE FLOOR IS DRIED. THERE WILL BE MOPS OR OLD TOWELS TO MOP THE FLOOR PROVIDED. UNDER NO CIRCUMSTANCES SHOULD THE OFFICIALS BE ASKED TO MOP THE FLOOR.

#### 15. LEGENDS CUP PRIZES AND AWARDS

- THE CHAMPION TEAM OF EACH AGE GROUP LEAGUE (DIVISION) WILL BE AWARDED THE LEGENDS CUP TROPHY, WITH PLAYERS AND COACHES RECEIVING MEDALS. SECOND & THIRD PLACED TEAMS WILL RECEIVE SILVER AND BRONZE MEDALS. ALL WINNERS WILL RECEIVE A WINNERS SHIRT
- WINNERS WILL ALSO RECEIVE SPECIAL PRIZES FROM OUR SPONSORS ADIDAS, PLANET SPORTS, PLANET SPORTS ASIA, AND HYVE SPORTS

#### **16. LEGENDS CUP REGULATIONS**

• BY REGISTERING WITH THE LEGENDS CUP, ALL PARTICIPATING TEAMS/CLUBS/SCHOOLS ARE TO ABIDE BY ALL LEGENDS CUP RULES, REGULATIONS, AND CODE OF CONDUCT. ALL TEAMS WILL BE EXPECTED TO SIGN A COPY OF OUR CODES OF CONDUCT AND RETURN THEM BEFORE YOUR TEAM WILL BE ALLOWED TO STEP ONTO THE COURT.





#### 17. COACH/TEAM MANAGER DUTIES AND RESPONSIBILITIES

- BEFORE ALL GAMES, THE COACH/TEAM MANAGER MUST WRITE ON THE SCORE SHEET THE 'FULL' NAMES OF ALL THEIR PLAYERS WHO WILL PLAY IN THEIR TEAM ON GAME DAY, INCLUDING THE PLAYER NUMBER. THIS SHOULD BE COMPLETED 5 MINUTES BEFORE THE MATCH COMMENCES SO THAT THE GAME CAN TIP OFF ON TIME. OUR STAFF WILL BE LOOKING FOR YOU TO COMPLETE THIS BUT SHOULD IT NOT BE DONE THEN THIS SERVES AS AN OFFICIAL 'WALK-OVER' WITH A 20-O SCORE.
- ALL COACHES/TEAM MANAGERS MUST ADHERE TO THE LEGENDS CUP COACHES' CODE OF CONDUCT, AND ENSURE THAT ALL PLAYERS, PARENTS AND SCHOOL ADMINISTRATORS FULLY UNDERSTAND THE LEGENDS CUP CODES OF BEHAVIOR, ITS OBJECTIVES, RULES AND PENALTIES.
- COACHES ARE NOT ALLOWED TO SIT ON THE BENCH OR COACH THEIR PLAYERS AT ANY TIME DURING THEIR GAME. A TECHNICAL FOUL WILL BE AWARDED IF OUR OFFICIALS CAUGHT ANY COACH OR MANAGER COACHING THEIR TEAM.
- ALL OTHER PEOPLE MUST SIT IN THE DESIGNATED SPECTATOR'S AREA.





#### **18. INFRINGEMENTS AND PENALTIES**

- TEAMS SHALL ALWAYS ACT IN A SPORTING MANNER AND SHOULD RESPECT THE OFFICIALS' DECISIONS. WHEN A TEAM ACTS PERSISTENTLY AGAINST THE LEGENDS CUP RULES AND REGULATIONS, THE LEGENDS CUP TOURNAMENT DIRECTOR HAS THE RIGHT TO REMOVE AN OFFENDING TEAM'S INVITATION/PARTICIPATION TO ANY LEGENDS CUP COMPETITION.
- THE LEGENDS CUP DOES NOT CONDONE NOR PERMIT SWEARING AT REFEREES. SUCH INCIDENTS ARE CONSIDERED UN-SPORTING AND UNACCEPTABLE, AND THE REFEREES ARE INSTRUCTED TO DISMISS PLAYERS FOR SUCH ACTS. THIS RULE EXTENDS TO PLAYERS, OFFICIALS AND SPECTATORS WHO ARE NOT ON THE COURT OF PLAY
- LEGENDS CUP OFFICIALS AND COACHES ARE ENCOURAGED TO INFORM THE LEGENDS CUP TOURNAMENT DIRECTOR OF ANY PLAYER, COACHES OR SPECTATORS WHO PERSISTENTLY BREACH THE 'LEGENDS CUP CODES OF CONDUCT'. IN SUCH CIRCUMSTANCES THE REFEREES WILL COMPLETE AN INCIDENT REPORT. SHOULD A REFEREE FEEL THE NEED TO REPORT A PLAYER, THE PLAYER WILL BE BROUGHT BEFORE THE LEGENDS CUP DISCIPLINARY COMMITTEE.
- ANY TEAM PLAYING AN UNREGISTERED PLAYER WILL RESULT IN THE GAME BEING AWARDED TO THE OPPOSITION 20 - 0. THIS IS AN AUTOMATIC PROCESS WITHOUT WARNING.
- ANY TEAM PLAYING AN INELIGIBLE PLAYER WILL RESULT IN THE GAME BEING AWARDED TO THE OPPOSITION 20 - 0. IN ADDITION, THE INFRINGING TEAM WILL BE DEDUCTED A FURTHER PENALTY OF THREE POINTS AND THE INCIDENT WILL BE FORWARDED TO THE DISCIPLINARY COMMITTEE





- A PLAYER WHO IS EJECTED FROM A GAME (EXCLUDING 5 PERSONAL FOULS) OR RECEIVES AN EJECTION FOUL MAY BE REQUIRED TO FACE THE LEGENDS CUP DISCIPLINARY COMMITTEE BEFORE THEIR NEXT GAME. COACHES/TEAM MANAGERS MUST REPORT A PLAYER WHO WAS EJECTED FROM A GAME STRAIGHT AFTER THE COMPLETION OF ANY GAME WHERE THIS HAPPENS
- SHOULD A COACH BE EJECTED DURING A GAME, THE COACH WILL BE ALLOWED TO COACH THE NEXT GAME HOWEVER, SHOULD A COACH BE THROWN OUT TWICE IN THE TOURNAMENT THE COACH WILL NOT BE BANNED FOR THE REMAINDER OF THE TOURNAMENT.
- ANY TEAM PLAYING A SUSPENDED OR AN UNREGISTERED PLAYER WILL RESULT IN THE GAME BEING AWARDED TO THE OPPOSITION 30 - 0. IN ADDITION, THE INFRINGING TEAM MAY BE DEDUCTED A FURTHER PENALTY OF UP TO THREE POINTS OR HIGHER IF THE LEGENDS CUP TOURNAMENT DIRECTOR DECIDES SO.

#### **19. APPEAL PROCESS**

- ANY INDIVIDUAL, REFEREE OR TEAM MAY FILE AN APPEAL WITH THE LEGENDS CUP TOURNAMENT DIRECTOR RELATED TO INCIDENTS WHICH OCCURRED BEFORE, DURING OR AFTER A GAME.
- EACH APPEAL MUST CONTAIN FULL DETAILS OF THE ALLEGED INCIDENCES AND MUST CONCLUDE WITH A RECOMMENDATION OR REQUEST FOR DISCIPLINARY ACTION. IN ADDITION, THE FOLLOWING CONDITIONS AND PROCESS APPLIES:
- THE APPEAL MUST BE FILED WITH THE LEGENDS CUP TOURNAMENT DIRECTOR WITHIN 2 HOURS FOLLOWING THE GAME.





- APPEAL MUST BE ACCOMPANIED BY CASH OR A CHEQUE FOR PHP 8,000.00 PAYABLE TO LEGENDARY SPORTS & FITNESS PH CO. THE LEGENDS CUP CHAIR WILL DECIDE THE PROCESS REQUIRED BASED ON THE RELEVANT CIRCUMSTANCES AFTER CONSULTING THE LEGENDS CUP COMMITTEE. THE PHP 8,000.00 WILL BE REFUNDED IF THE APPEAL IS UPHELD AND IS NOT REFUNDABLE IF THE PROTEST IS DISMISSED.
- FOLLOWING THE RECEIPT OF THE APPEAL, THE GAME REFEREES AND ALL OTHER TEAM REPRESENTATIVES WILL BE INVITED TO SUBMIT THEIR VIEWS. VIEWS MUST BE SUBMITTED TO THE COMMITTEE WITHIN 1 HOUR.
- DISCIPLINARY ACTION MAY INCLUDE, BUT WILL NOT BE LIMITED TO, GAME BANS FOR INDIVIDUAL PLAYERS, POINTS DEDUCTED FROM TEAMS AND/OR TEAM PARTICIPATION IN LEGENDS CUP BEING WITHDRAWN.
- SHOULD A COACH BE EJECTED DURING A GAME, THE COACH WILL BE ALLOWED TO COACH THE NEXT GAME HOWEVER, SHOULD A COACH BE THROWN OUT TWICE IN THE TOURNAMENT THE COACH WILL NOT BE BANNED FOR THE REMAINDER OF THE TOURNAMENT.
- ANY TEAM PLAYING A SUSPENDED OR AN UNREGISTERED PLAYER WILL RESULT IN THE GAME BEING AWARDED TO THE OPPOSITION 30 - 0. IN ADDITION, THE INFRINGING TEAM MAY BE DEDUCTED A FURTHER PENALTY OF UP TO THREE POINTS OR HIGHER IF THE LEGENDS CUP TOURNAMENT DIRECTOR DECIDES SO.





#### 20. LEGENDS CUP CODE OF CONDUCT

- GENERALLY, ALL COACHES AND TEAM OFFICIALS SHALL BE RESPONSIBLE FOR SIGNING AND RETURNING THE CODE OF CONDUCT OF ALL PLAYERS, SUPPORTERS AND TEAM OFFICIALS. HOWEVER, THE FOLLOWING CODES OF CONDUCT HAVE BEEN ISSUED AND SHOULD BE CIRCULATED TO THE RELEVANT PERSONS RESPECTIVELY.
- COACHES CODE OF CONDUCT
- PLAYERS' CODE OF CONDUCT
- SPECTATORS/PARENTS CODE OF CONDUCT

#### 21. LIABILITY

- ALL COACHES/TEAM MANAGERS ARE FULLY AWARE AND AGREE THAT ALTHOUGH A MEDICALLY TRAINED OFFICIAL IS PROVIDED AT ALL LEGENDS CUP GAMES, LEGENDS & HYVE SPORTS DOES NOT SUPPLY AN AMBULANCE AND SHOULD ONE BE REQUIRED, WE WILL ORGANIZE ONE FOR ANY NEED BUT COST SHALL NOT BE BORNE BY LEGENDS OR HYVE SPORTS
- ALL COACHES/TEAM MANAGERS ARE FULLY AWARE THAT THE APC PROVIDES NO INSURANCE COVERAGE WHATSOEVER FOR ANY PLAYERS.
- ALL TEAMS ARE ADVISED TO BRING THEIR OWN FIRST AID KIT TO EVERY GAME AS NO MEDICAL TAPES WILL BE PROVIDED OTHER THAN WHEN OR IF AN INJURY OCCURS.





#### 22. INDEMNITY

- LEGENDS CUP, HYVE SPORTS, ITS SPONSORS AND SUPPORTERS SHALL BE INDEMNIFIED AGAINST ALL ACTIONS, SUIT, PROCEEDINGS, CLAIMS, DEMANDS, COSTS AND EXPENSES WHATSOEVER WHICH MAY BE TAKEN AGAINST IT, IN RESPECT OF DEATH, INJURY, DISABILITY OR DAMAGE IN WHATSOEVER NATURE WHICH MAY BE CAUSED OR SUFFERED BY REASON OF PARTICIPATION IN THE LEGENDS CUP
- BY REGISTERING AND PAYING THE TOURNAMENT FEES TO LEGENDS AND HYVE SPORTS, ALL PARTICIPANTS AGREE TO FOLLOW ALL THESE RULES AND REGULATIONS.
- ALL CLUBS, SCHOOLS, & TEAMS ARE REQUESTED TO HAVE READ AND UNDERSTOOD ALL OF THE RULES AND REGULATIONS. PREPARED BY LEGENDS & HYVE SPORTS. UPDATED 16 FEBRUARY 2024

## THANK YOU!