



OFFICIAL LEAGUE RULES & POLICIES:

1. TEAM ELIGIBILITY & REQUIREMENTS

- Each team member must be at least qualified on the following Height requirements:
 - ✓ **5'9" below Divisions**
 - ✓ **5'10 above Divisions**
 - ✓ **40 yrs Old Above Divisions**
- Current basketball players on the different leagues such as Cayman Islands National Teams Players are eligible to participate in this league.
- Players may not play for more than one team in three Divisions.

2. TEAM HEAD COACHES / CAPTAINS RESPONSIBILITIES

- Attend the mandatory screening, meeting and receive league rules & regulations, building policies, any other information, and pass that information on to team members.
- Pay team entry fee, completely fills out team roster, and distributes information to team members.
- Is the only player allowed to discuss or dispute calls to the officials.
- Is responsible for the sportsmanship of all his/her team members and fans/spectators.
- Responsible for notifying team members of any schedule changes.

3. SECURITY POLICIES

- All participating Teams: Every player is not allowed to play under the influence of alcohol or drugs.
- Any guests who commit violations during the event will be sanction and BAN entering the Venue.
-

4. TEAM ROSTER INFORMATION

- A team may have a minimum of 5 players and a maximum of **15 players** on their roster at any time.
- **12 players** are allowed to play during the game.
- **Once a player has played in one regular season game, that spot on the roster is locked and the player may not be replaced—regardless of a player injury.**
- Roster additions and deletions may be made before the Season 1 begins. Once the game has started, the roster is set to be final.
- **Players that are ejected from the league may not be replaced on the team roster.**
- Once a player has played for a team, he may not move to another team.
- A player does not have to play in any regular season games to be eligible to participate in the post-season tournament; he only needs to be listed on the roster prior to the final regular season game.

5. ENTRY FEES

- Deadline of Entry Fees is one (1) month before the league starts.
- Failures to submit the fee on the said deadline are not allowed to play on the league.
- Fees are Non-Refundable:

5'9" below Divisions - \$850 KYD

5'10" above Divisions - \$850KYD

40 yrs Old above Divisions - \$850KYD

- Deposits are required to hold spots in the league. Deposits are non-refundable.
- Once a team has registered and paid for a division and decides not to participate in the league, **the team will not be refunded their team entry fees.** Refunds will only be issued if the league does not run.

6. VIOLATION AND FEES

- TECHNICAL FOUL: \$25 KYD
- FLAGRANT FOUL PENALTY 1 (F1): \$35 KYD (1) game suspension.
- FLAGRANT FOUL PENALTY 2 (F2): \$75 KYD plus ejected and two (2) game suspensions.

NOTE: The fees will be paid after the game or else the game will be forfeited.

7. UNIFORMS / JERSEYS

- Each team must have two (2) upper jersey uniforms, (1) Light & (1) Dark with numbers and surname at the back of the jersey.
- No two (2) players on the same team can have the same number.

8. GAME MODIFICATIONS

- This League is using a FIBA Basketball rules.
- There will be 4 quarters and 10 minutes per quarter to play.
- The clock will only stop when a time-out is called or referees discretion.
- There will not be a shot clock in effect.
- **IRS (Instant Replay System)** - Each team are allowed One (1) request for review and contest the referees' call in every last two (2) minutes of 4th quarter. If the team is not successful for the call upon the review, they will be deducted 1 Official timeout.
- A regular game clock will be used in the following situations: during the final minute of the first half; if the game is 20 points or less during the final two (2) minutes of the second half; or the final minute of each overtime, the clock will stop on all violations and fouls. However, the clock will not stop for a made basket, except after a made free throw.
- The clock will stop for a technical or intentional foul unless one of the previous situations occur.
- Half time will be five (5) minutes. The second half may start prior to the expiration of five (5) minutes if both teams and the referees are ready for play.
- Teams will have five (5) time-outs per game, lasting approximately 45 seconds. Teams will receive an additional time-out per overtime period.
- A team may start the game with four (5) players but may not continue with less than two players.
- Scoring errors must be brought to the official's attention immediately in order to correct. Once the referees have left the court, scoring errors may not be corrected.
- Game protests may only be made on player eligibility and must be in writing within 24 hours after the conclusion of the game to the League President. The team captain only may file the protest, and must have specific details about the player(s) i.e., name, teams played for, professional status and/or teams played for.
- Protests must be accompanied by a \$75.00KYD protest fee, which may be returned if the protest is ruled in favor of.
- Teams DO NOT have choice of referees to work or not work their games.
- During free throw situations, **players may enter the zone on the release by the shooter.**
- When a player is assessed his/her 5th personal foul, he/she is considered fouled-out and may not return to play in the game.
- Substitutions will only be allowed on dead ball situations. The substitute must report to the scorers' table and may only enter the court when called by the referees.
- Players must stay in their designated areas at all times during game play.
- All technical fouls count towards the players 5 personal foul allowance.
- For the safety of all participants, **players must remove all jewelry prior to the start of the game.** This includes wedding bands, religious symbols and headwear.

9. OVERTIME PROCEDURES

- In the event that the game ends in a tie score an overtime period of FIVE (5) minutes will be played. The clock will run continuously throughout the period unless the score differential is less than 5 points during the final minute of the overtime period.
- A two-minute break is allotted after the end of regulation time.
- The overtime period will start with a jump ball at center court.
- During the regular season, if the score remains a tie after the second overtime period; the game will end and be recorded as such.
- During the tournament, subsequent overtimes will be played in the same manner with a one-minute break between each additional overtime period. **After the fourth (4th) overtime has been completed and the score is still a tie, the first team to score in the fifth (5th) overtime will be declared the winner (sudden death).**
- Time-outs carry over from regulation time to overtime and teams will receive an additional time-out per overtime period.
- All fouls carryover into the overtime periods.

10. FORFEITS

- **ONESPORTS-CAYMAN ISLANDS** is not responsible for teams that forfeit, and will not reschedule forfeited games.
- Teams must start the game at the scheduled game time with at least **five** players on the court.
- If a team is not ready to start the game with at least five players signed in and on the court at the scheduled game time, the team that is ready will receive 10 points, possession of the ball and the game clock will be started.
- If neither team is prepared to start the game with four players at the scheduled game time the clock will start. The game will resume in the normal manner starting with a jump ball when both teams have the minimum number of players required to play.
- A double forfeit will be declared if both teams are not ready to play after the expiration of ten (10) minutes.
- A forfeited game will be scored 10-0 for point differential purposes.
- **Forfeit fee:** A fine of \$100KYD per game forfeited may be imposed if a team does not notify the League President at least 24 hours in advance of the scheduled game time.
- **Teams that forfeit twice during the regular season are ineligible to participate in the post-season tournament.**

11. SPORTSMANSHIP

ONESPORTS-CAYMAN ISLANDS observe a **NO TOLERANCE** policy. Players, coaches and spectators are expected to act in a sportsmanlike manner toward other players, officials, spectators and the League Coordinators. Players, coaches and spectators who fail to abide by this policy will be asked to leave the facility.

12. PLAYER/COACH EJECTIONS

- Players that are ejected from the game are **REQUIRED TO LEAVE THE VENUE**, not just the playing areas. Players and/or coaches that are ejected must leave the playing areas within three minutes and the venue within a reasonable amount of time ~typically five minutes. Ejected players will be escorted from the venue by the subdivision guard. Failure to comply with this policy will result in suspension from the league. **Failure to leave the playing areas within the designated times may result in the team's forfeiture of the game.**
- Ejection from a game will result in a **minimum** one additional game suspension and probation for the remainder of the season.
- The ejected player must contact the League Commissioners present prior to being allowed to participate in the league or tournament again. Players who have sat out a game and have not contacted the League President are ineligible to participate until the player contacts with the League President.
- **Any player that is ejected from a game will be subject to a \$50 KYD reinstatement fee to be eligible to return to play in the league. A player may not resume play in the league until the fee has been paid.**
- Only the officials directly involved in the game may issue player ejections.
- A player will be ejected from a game if he receives 2 technical fouls or Flagrant foul penalty 2 (F2) in that game.
- If a player is ejected from a game twice during the season, he will be ineligible to participate in the league.
- **A game will be forfeited by any team that receives four (4) technical fouls in any one game.**
- **Any player, who receives a total of four (4) technical fouls during the course of the season and/or playoffs,**

may be suspended from future play during the season and/or playoffs for habitual unsportsmanlike conduct.

- Charges of assault may be pressed against players involved in a fight.

13. REGULAR SEASON INFORMATION

- If a regular season game is canceled for any reason, the League Commissioners will attempt to reschedule the game; but is not required to reschedule the game and refunds will not be awarded.
- The league uses instant scheduling, so teams know exactly what days and times they will be playing when they register. Teams may play at any of the times listed for their division.
- Teams will be given a league schedule at the captains meeting. If there is a change in the league schedule, team captains will be notified within 24 hours of the change.
- The League Commissioners reserves the right to remove and/or add new teams at any point in the season without notice to the teams.
- The league reserves the right to schedule any tournament game at a time other than the teams' normal game times.
- Awards will be provided to regular season and tournament champion teams.
- Teams are only guaranteed to be scheduled a certain number of games.
- The League is not responsible for forfeited games and will not reschedule forfeited games.

14. POST-SEASON TOURNAMENT INFORMATION

- There will be a **single round elimination tournament** after the conclusion of the regular season, final determination as to the number of teams eligible to compete in the post season tournament will be determined once league play begins.
- Based upon the total number of teams competing in the league and the number of regular season games each team receives will determine whether all teams will be advanced to the post season tournament or the top fifty (50) percent of teams.
- A "tie-breaker" will be used to determine team seeding for the tournament. A "tie-breaker" will also be used to determine which team will participate in the post-season tournament if two or more teams have exactly the same records and are vying for the last tournament spot in their division.
-
- The league will attempt to schedule teams to play only one game per night during the post-season, but teams may have to play more than one game in any given night.
- Tournament Champions will receive team and player awards. The tournament runner-up will receive a team award.
- FOR THE CHAMPIONS on each division will received as follows:

FOR THE CHAMPION TEAM:

- CHAMPIONSHIP TROPHY
- 12 – CHAMPIONSHIP RINGS

FOR RUNNER-UP TEAM:

- RUNNER-UP TROPHY
- 12- RUNNER-UP MEDALS

15. TIE BREAKERS

- Winning percentage
- Head-to-head record (all tied teams)
- Overall point differential
- Coin flip

16. REFEREES/SCOREKEEPERS, & COMMISSIONERS

- Due to circumstances out of the leagues control, an official or scorekeeper may be late or unable to attend. In these cases, we will make every attempt to find a suitable replacement in the time allotted. However, teams should be prepared to play the game with one official or short one scorekeeper.
- Referees are all officials with basketball certification.
- Scorekeepers will make every attempt to keep accurate player statistics. Players are asked not to request

their game statistics after the game, because this will delay the start of the next games. .

- League Coordinator may handle on-court injuries, document player injuries; assess potential hazards to players and officials, etc.
- Supervisors will only document protests and ejections; they may not make rulings and decisions on these actions.

17. STATISTICS

- Statistics will be compiled weekly. Statistics for current games will be available by game time the following week.

18. PROBLEM RESOLUTION

- Only the team captain can address problems and/or questions that occur.
- A team captain may be asked to fax or e-mail a description of the problem that occurred. The League Commissioners will investigate the problem and attempt to respond to the team captain within 7 days.

19. INJURIES AND LIABILITY

- All injuries should be reported to the on-site immediately, so appropriate actions may be taken.
- Any injury that requires any form of first aid provided by the League Coordinator will require documentation. Participants are required to assist and cooperate in this process.
- Any injuries that require immediate medical attention will be treated as such. Participants may have the option to leave with the assistance of a teammate, who will accept responsibility for your care.
- All Players must have signed a Waiver before the League starts.

20. MISCELLANEOUS

- **ONESPORTS-CAYMAN ISLANDS** will **not** provide parking passes for teams or players.
- Participants are strongly encouraged to secure all personal items within their automobiles at all times, the **ONESPORTS-CAYMAN ISLANDS** will not be held liable for any vandalism or theft of personal property.
- **ONESPORTS-CAYMAN ISLANDS** is not responsible for any lost, stolen or vandalized personal property while inside the VENUE.
- **Spectators are not permitted on the courts at any time.**
- **Spectators may view games in progress from the DESIGNATED AREA ONLY.**
- Participants damaging VENUE property are subject to legal action and may be permanently banned from VENUE.
- The League Commissioners reserves the right to modify, or make changes to league schedules, rules, policy & procedures, etc., with the responsibility of informing team captains of the changes.

TEAM HEAD COACH

TEAM MANAGER

TEAM CAPTAIN

NOTE: Please PRINT YOUR NAME AND SIGN.

LEAGUE COMMISSIONERS:

JHERRWIN ARANETA

GARY BAUTISTA

DARYLE OPORTO

JON DAVID