**What is ANKLEBREAKER**

ANKLEBREAKER a Cornwall’s finest summer basketball league. It gives Cornwall basketball players the ability to form a team, and battle it out against other Cornwall basketball teams. This tournament will begin in the summer, and it is consisting of a regular season and a post season. Performances during the regular season will be the qualifying factor in determining whether the team advances to the post season. Teams whom have been qualified for the post season will battle another team in a one game series. The team match up will be determined by the team’s respective standings (like that done in that in the NBA).

To make this league all that more fun, an ANKLEBREAKER member will be attending each game to record the total number of points, assists, and rebounds of each player in the game. Each players PPG, APG and RPG can be checked regularly on this website. These stats will be consistently updated after every game.

**Rules:**

Teams must show up and be ready to play no longer than 5 minutes after the scheduled game time. Failing to meet this obligation will result in an automatic forfeit, and a team loss. No compensation will be given.

A team must have at least 4 eligible players on the floor to play. Failure to meet this obligation will lead to a forfeit. No compensation will be given.

Be respectful of other players, and the refs. Though ANKLEBREAKER does encourage competitiveness, it does not tolerate the use of offensive language, and any behaviour that compromises the safety of the players, and the referees. Players will be assigned technical fouls for unsportsmen-like behaviour. If a player accumulates over 2 technical fouls over the course of the tournament, they will be for suspended for one-game following every additional technical foul they received.

Fair play of the entire team will be assessed after every game. If a team shows consistently poor fair play, even after warnings, the team will be disqualified from the league without compensation.

Logic of making a team and recruiting players

1. Leader wants to create a team and thus clicks on “Make a Team Option” on the jumbotron.
2. Leader will then be redirected into page asking him for his personal information, this will include:

* First Name
* Last Name
* Team Name
* Email
* Phone Number

1. Leader will then we redirected to the page where he would complete a payment of $99.99.
2. Follow the payment the leader we be then redirected into another page asking him to list all team members information:

* First Name
* Last Name
* Email
* Phone Number (optional, but preferred, cause I’d be down to personally call these players)

1. These players will appear as a part of the cause, but only under the INVITED status, they are not eligible to play until they pay.
2. Each one of these players will receive an email stating that they have been invited, and given the 99.99 receipt.
3. Once they pay, there status will be changed to ENROLLED, and they will be eligible to play.

Logic of joining a team

1. Players that would like to join a team will click on the “Join a Team” button.
2. A list of all the enrolled teams will pop up, and the user will click which team he would like to join. A listed of all the enrolled and invited players of each respective team should also me present for the user.
3. If he chooses a team, we would a button stating request to join this team.
4. Following the click of that button, he will be redirected to the information page. He will be asked all the same questions, but the team name option.
5. Following the complement of the form, the team leader will receive an email detailing that his following player wants to join the team. The leader will have the option to either approve or disapprove this player.
6. If the player is approved, then he will be on the team as INVITED, and not enrolled into the team. The player will receive an email telling him that he got approved, and a receipt for 99.99.
7. After the payment he will be ENROLLED in the team.