

ActiveSG Cup 3X3 Basketball Tournament Dec 2022

U10/U12/U14/U16 Boys & Girls

RULES & REGULATIONS

1. CATEGORIES

1.1. All participants shall compete in their respective age groups as follows:

1.2.

Category	Age Range	Clarification
Under 10	9 to 10 years old	1 Jan 2012 - 31 Dec 2013
Under 12	11 to 12 years old	1 Jan 2010 - 31 Dec 2011
Under 14	13 to 14 years old	1 Jan 2008 - 31 Dec 2009
Under 16	15 to 16 years old	1 Jan 2006 - 31 Dec 2007

1.3. Each participant is only allowed to play for one (1) team.

1.4. Any event/s, with less than 4 entries, may be cancelled.

2. REGISTRATION

2.1. Registration fees apply as follows:

Category	Registration Fee
Boys	\$10 per team Payment upon registering on ActiveSG Website.
Girls	

2.2. No changes can be made to the team's composition once the Team Managers Meeting is concluded.

2.3. Registration constitutes representation, that is, once a participant is registered to play for a team, he or she is deemed to have represented his or her team. Hence, the player is not allowed to represent another team in the same tournament.

2.4. Organizers reserve the rights to reject the registration of any player(s) and or any team(s) at their own discretion.

2.5. When a player is injured during the match, the match will continue unless the team (with the injured player) indicates that they do not wish to continue.

2.6. If a player is **injured** during the tournament period and is unable to participate in subsequent matches, a replacement player (1 time replacement only) can be inserted based on all the conditions below

- i must not be from another team which is participating in the event
- ii must be within the tournament age
- iii No substitute player registered during submission of entry form

2.7. The replacement player must provide the following on match day:

- i Student ID Card/ Student EZ-link Card with photo
- ii A completed indemnity form and/or consent form, with parent's endorsement (for ages below 18)

3. TOURNAMENT VENUE & SCHEDULE

3.1. Important Dates to Note

S/N	Item	Date*
1	Registration End Date	20 th Nov
2	Team Manager's Meeting 7pm	25 th Nov

**Note: Subject to changes*

3.2. Matches will be held at Bukit Canberra Sports Hall from 7th – 11th December 2022

Day	Timing	Competition Venue	Competition Stage
Wed - Sat 7 – 10 Dec	9am – 6pm	Bukit Canberra Sports Hall	Preliminary Round & Knock-Out Stages
Sun 11 Dec			Finals

3.3. All teams are to report 15 minutes before the scheduled timing.

4. FORMAT OF PLAY

4.1 The tournament will be conducted in the following methods:

- Round Robin in Preliminary Round
- Cup / Plate Single Knockout Round:
 - Teams will be allocated to two different pools after the Round Robin Stage. The allocation is based on their final standings in the previous round. As such:
 - Cup – 1st and 2nd positioned teams from the Round Robin Group Stage
 - Plate – 3rd and 4th positioned teams from the Round Robin Group Stage
- Format of play is subject to changes after final registration of teams

4.2. Referees will be appointed and provided by the BAS Technical Committee for all matches

- 4.3. The presiding Technical Officer in consultation with the Tournament Official will act as the final on-site authority for interpretation of applicable tournament rules and regulations, and for all matters arising that require immediate resolution.

5. **TOURNAMENT RULES**

FIBA rules apply to all situations not specifically addressed below. The current set, both in an abbreviated version and longer format, was published in August 2019. The current rules depart from regular full-court basketball in the following ways:

- 5.1. Each team consists of **4 players, 3 players on the court and 1 substitute**. On match day, each team must have 3 players on the court when the game begins.
- 5.2. The game will be played at the location(s) as stated from the officiating schedule.
- 5.3. A jump ball is not used to start the game. Instead, a coin toss is held immediately before the game. The winning team can choose to take possession of the ball at the start of the game or take the first possession of a potential overtime period. In turn, this means that if the game goes into overtime, the first possession goes to the team that started the game on defence.
- 5.4. There are no jump balls at any time in the game, neither is there an alternating possession rule. In any held-ball situation, the defensive team is granted possession.
- 5.5. Every successful shot inside the arc is awarded one point, while every successful shot behind the arc is awarded two points.
- 5.6. The match is made up of 2 periods of 5 mins. There will be a 1-minute interval between the two periods. The game clock shall be stopped during dead ball situations and free throws. The winner is the first team to score 21 or the team with the highest score at the end of the match. Sudden death will occur when there is a tie at the end of regulation. There shall be an interval of 1 minute before the overtime starts. A tie in regulation leads to an untimed overtime period, which is won by the first team to score two points in overtime. Note that if a match is tied at 20 at the end of regulation, reaching 21 does not end the game.
- 5.7. The playing time shall be running clock. It will only stop at Free Throw situations, Time-outs and any prolonged delay of the game (e.g. injuries).
- 5.8. At the start of the game, the ball will be started from the top of the 3 point arc (both feet of the player should be outside of and not touching the 3 point arc). Game play starts with the defensive team exchanging the ball with the offensive team behind the arc.
- 5.9. After a field goal or successful free throw, the conceding team will retrieve the ball and move the ball behind the arc before being allowed to take a shot.
- 5.10. If the defence gains possession of the ball within the arc by a steal, a block, or a rebound, then the team must move the ball behind the arc before being allowed to take a shot.
- 5.11. After a made goal or free throw (except for technical or unsportsmanlike fouls and team fouls 10 or more), play restarts with a player from the non-scoring team taking the ball

directly under the basket and then dribbling or passing it to a point behind the arc. The defence is not allowed to play for the ball inside the block/charge under the basket.

- 5.12. If a foul is committed that results in the non-fouling team retaining possession—i.e. a technical or "unsportsmanlike" foul (the latter is essentially the same as the "flagrant foul" of North American rule sets)—the non-fouling team will receive the exchange.
- 5.13. Individual personal foul counts are not kept. In other words, players cannot be disqualified based on personal fouls. However, a player who commits two unsportsmanlike fouls is disqualified.
- 5.14. Each technical foul count as 1 team foul, while each unsportsmanlike or disqualifying foul counts as 2 team fouls.
- 5.15. Fouls during the act of shooting inside the arc are awarded one free throw, while fouls during the act of shooting behind the arc are awarded two free throws.
- 5.16. Team fouls 7, 8 and 9 are awarded two free throws, and team fouls 10 or more are awarded two free throws and possession of the ball. The "bonus" rule specifically supersedes the normal rule for fouls in the act of shooting.
- 5.17. Technical fouls result in one free throw, with possession going to the team that was entitled to possession at that time.
- 5.18. The first unsportsmanlike foul against a player will result in two free throws for the non-offending team. Any foul that results in disqualification (either a player's second unsportsmanlike foul or a disqualifying foul) results in two free throws and possession.
- 5.19. Offensive fouls, if not technical, unsportsmanlike, or disqualifying, never result in free throws, regardless of the number of team fouls.
- 5.20. In the case of a double foul, no free throws are awarded to either team, regardless of team foul count or whether the double fouls were unsportsmanlike.
- 5.21. The walls and cage surrounding the play area are considered out of bounds area. When the ball hits the referee, the referee will decide who gets the ball. If the referee is unable to decide, the team on defence will get the ball.
- 5.22. Stalling or failing to play actively (i.e., not attempting to score) shall be a violation. The referee shall have the authority to call a violation on the offending team should the referee deem the offensive team to be intentionally stalling.
- 5.23. Shot clock will only be implemented from quarterfinals onwards. A team must attempt a shot for a field goal within 12 seconds. The shot clock shall start as soon as the ball is at the disposal of the offensive player (following the exchange with the defensive player or after a successful field goal underneath the basket)
- 5.24. An offensive player, after all has been cleared, shall not hold the ball and/ or dribble inside the arc with his back or side to the basket for more than 5 consecutive seconds.
- 5.25. Both teams are entitled to request a substitution when the ball becomes dead prior to a check-ball or free throw. The substitute can enter the game without any prior notice to the officials or table officials while the ball is dead, and the game clock is stopped. The substitutions can only take place behind the end line opposite the basket and require no action from the officials or table officials.

- 5.26. No coaching is allowed, either remotely or from outside the playing area.

6. AWARD OF ROUND POINTS

- 6.1. The following scoring system shall apply:
- i. 2 points for a win or awarded a walk-over
 - ii. 1 point for a loss
 - iii. 0 point for conceding a walk-over

7. STANDING OF TEAMS

- 7.1. Ranking will be decided by the number of round points awarded.
- 7.2. If teams have reached the same stage of the tournament are tied, the steps to break the tie shall be applied in the following order:
- a) Most Wins (or ratio in case of unequal number of games in inter-pool comparison)
 - b) Head-to-Head comparison (only taking win/loss into account and applies within a pool only)
 - c) Most points scored in average (without considering winning scores of forfeits)
- 7.3. If more than two teams have equal points, then considering only those matches played among the teams with equal points, the positions of the teams shall be worked out according to the example given as follows:

EXAMPLE

Team A beat Team B (50:44) Team B beat Team C (60:58) Team C beat Team A (45:44)

RESULTS:

Team A: (+6 & -1) = +5 (Ranked 1st)

Team B: (+2 & -6) = -4 (Ranked 3rd)

Team C: (+1 & -2) = -1 (Ranked 2nd)

- 7.4. However, for the purpose of ranking for the draw to the subsequent round, after the third team (in a three-way tie for 2 qualifying positions) has been eliminated, the team, which won the tie between the two-remaining team, shall be ranked higher. In the above example, after Team B has been eliminated, Team C (having beaten Team A) will be ranked higher.

8. REPORTING

- 8.1. Participant(s) must bring along and produce either his/her valid Singapore pink or blue identity card, valid passport or student pass with NRIC number for verification at every match. Failing which, he/she may not be allowed to compete in match.
- 8.2. Participant(s) who are sixteen (16) years old and below are to submit the Parental Consent Form upon registration, before commencing their match.

- 8.3. Team managers, assistant team managers and coaches of the team shall undertake to submit their players' identifications and team line-up sheet to the presiding Tournament Official fifteen (15) minutes before the scheduled time of play.

9. GRACE PERIOD

- 9.1. A five-minute (5 minutes) grace period is allowed. The Organisers may at its discretion extend this grace period if it thinks the extension of grace period is justifiable (e.g. in special cases when delay may be caused by traffic jams, floods and etc). Teams must abide by the decision of the Organisers.

10. POSTPONEMENT

- 10.1. The Organisers is at its discretion to decide to postpone a match if it thinks that the venue is unfit for play, or for any other valid reasons for which it deems a postponement is in order. Teams must abide by the decision of the Organisers.

11. WITHDRAWAL AND WALK-OVER

- 11.1. Any withdrawal or walk-over is considered contrary to the spirit of the game.
- 11.2. Teams participating in the competition should not withdraw or give walk-over.
- 11.3. For each withdrawal, it is non-refundable.
- 11.4. A match will not start if either team consists of fewer than three (3) players. A team shall concede a walkover if they fail to register and be present at the court after ten (10) minutes of waiting from schedule time.
- 11.5. The team that concedes a walkover shall get zero (0) league points in the classification and the score shall be twenty to zero (20 to 0) to the opponent.
- 11.6. In the games for top placings to the next round, any walk-over will disqualify the team from placing.

12. SUSPENSION

- 12.1. A player suspended by any one of the following bodies is barred from participating in the competition for the period of suspension:
- i. the Singapore Sport Council
 - ii. the National Association of the sport/game (Basketball Association of Singapore)

13. PRIZES

- 13.1. Medals and prizes will be awarded to the top three (3) winners (teams) of the *Cup* bracket of each age category.
- 13.2. Only medals will be awarded to the top three (3) winners (teams) of the *Plate* bracket of each age category.

14. PROTEST

- 14.1. The team that wishes to protest while the match is in progress must inform the officiating referee verbally. Thereafter, the match will proceed as 'PLAY UNDER PROTEST'. **Only the Captain of the team is allowed to make the protest.**
- 14.2. A team that wishes to make a protest at the conclusion of the match should orally inform the officiating referee. While signing the score sheet, the team captain must write: "Wish to protest" and sign so that the protest will be made effective.
- 14.3. The team that wishes to make the protest is required to write a protest letter to the Chairman of the Tournament Committee within 24 hours after the match. All protests should be forwarded with a deposit of **SGD\$100.00** cash. If the protest is rejected, the deposit will be forfeited.
- 14.4. The decision/s of the Tournament Committee is/are final.

15. DISPUTE MEDIATION

- 15.1. The referee/umpire's decision is final.
- 15.2. Players are not allowed to interfere with the final decision taken by the referee / umpire / judge on points of laws / rules after clarification has been sought. If such interference results in the disruption of any match / game, the case will be referred to the Organisers for appropriate action.
- 15.3. The Organisers will have the final decision in all dispute matters.

16. DISQUALIFICATION

- 16.1. A team will be disqualified if it commits any of the following:
 - i. fielding over/under aged player
 - ii. fielding unregistered player
 - iii. team/player which caused a game/match to be abandoned

All results involving the team which has been disqualified will be considered null and void.

- 16.2. Team Managers shall be responsible for the players and officials conduct.
- 16.3. The organisers reserve the rights to expel or eject any team(s)/participant(s) from the competition because of poor discipline, unruly behaviour, and undesirable sportsmanship actions.

17. PLAYERS ATTIRE

- 17.1. Players of same team shall wear jerseys of the same colour.
- 17.2. Each team shall have two sets of jerseys at all times – one light and one dark in colour. The team listed in front on the fixture shall wear the light coloured. The other team shall wear dark coloured.

- 17.3. The team failing to comply with the above-mentioned rules shall be barred from playing the match unless the non-offending team agrees to proceed with the game.
- 17.4. The jersey number shall be zero (0) to ninety-nine (99), single or double digit.
- 17.5. Players' jerseys must be tucked in.
- 17.6. All players, team managers, assistant team managers and coaches must be appropriately attired (team uniform and covered shoes) for the matches and victory ceremony. No slippers and sandals are allowed.

18. SAFE PLAY

- 18.1. To ensure safety, the use of jewellery or any ornament on the body during play is not allowed.
- 18.2. Players with long fingernails will not be permitted to play.
- 18.3. Players shall use rubber-soled shoes during the game. Bare-footed players will not be allowed to play that game.
- 18.4. 'Dunking' or hanging on the basketball rim is not allowed.
- 18.5. Referees will reiterate the safety rules before each match.

19. TOURNAMENT BALLS

- 19.1. For the whole period of the tournament, U10 and U12 teams will be playing with Size 5 ball while U14 and U16 teams be playing with Size 6 ball.

20. FIXTURES

- 20.1. No change is allowed once the fixtures has been arranged.

21. AMENDMENTS

- 21.1. The Organisers shall have the right to delete, add or amend the rules and regulations laid down herein. The Organisers reserve the right to interpret or amend the rules and regulations of the tournament at any time.

22. MATTERS NOT PROVIDED FOR

- 22.1. All matter not provided for in these Rules and Regulations shall be dealt with by the ActiveSG Cup Basketball Tournament Organising Committee.

23. TOURNAMENT JURISDICTION

- 23.1. The Organisers reserve the right to interpret or amend the rules and regulations of the tournament at any time. All participants are advised to visit the tournament website for any notices or updates to draws or fixtures.
- 23.2. In the event of any dispute arising over any participant, the match shall be played under protest and the Organisers shall determine the matter on receipt of the protest.
- 23.3. In the event of any questions or matters arising out of any point, which is not expressly provided for in any of the rules governing the competition, the decision of Organisers shall be final.
- 23.4. While reasonable precautions will be taken, the Organisers, their servants and agents will not be responsible or in any way liable for any death, disability, personal injury, loss of property or any other loss howsoever arising from any cause whatsoever at any time during the course of this tournament.

24. HEALTH AND SAFETY

- 24.1. Player(s) who are feeling unwell are advised to seek medical attention and not take part of the tournament.
- 24.2. Players are not allowed to share
 - i water from the same container
 - ii towels