

GETACTIVE! SINGAPORE
PESTA SUKAN 2022
BASKETBALL

1. Rules

- 1.1 The tournament shall be administered in accordance with the National Week of GetActive! Singapore Pesta Sukan 2022 Rules and Regulations.
- 1.2 For the 5v5 category, the tournament shall be conducted in accordance with the Official 5v5 Basketball Rules of the International Basketball Federation (FIBA, <http://www.fiba.com>) and/or the Basketball Association of Singapore (BAS, <http://www.bas.org.sg>), and any tournament rules and regulation as stipulated by the Organisers wherever applicable.
- 1.3 For the 3X3 category, the tournament shall be conducted in accordance with the FIBA 3X3 Rules of the Game of the International Basketball Federation (FIBA, <http://www.fiba.com>) and/or the Basketball Association of Singapore (BAS, <http://www.bas.org.sg>), and any tournament rules and regulation as stipulated by the Organisers wherever applicable.

2. Competition Events

S/N	Discipline	Event	Age Range	Clarification
1	3X3	Youth 10 Boys & Girls	8 to 10 yrs old	Born on year between 2012 and 2014
2		Youth 12 Boys & Girls	11 to 12 yrs old	Born on year between 2010 and 2011
3		Youth 14 Boys & Girls	13 to 14 yrs old	Born on year between 2008 and 2009
4		Youth 16 Boys & Girls	15 to 16 yrs old	Born on year between 2006 and 2007
5		Youth 18 Boys & Girls	17 to 18 yrs old	Born on year between 2004 and 2005
6	5v5	Men's & Women's Open	18 yrs old and above	Born on year 2004 or earlier
7		Men's Masters, 40 & above	40 yrs old and above	Born on year 1982 or earlier
8		Men's Masters, 45 & above	45 yrs old and above	Born on year 1977 or earlier
9		Men's Masters, 50 & above	50 yrs old and above	Born on year 1972 or earlier
10		Women's Masters, 35 & above	35 yrs old and above	Born on year 1987 or earlier
11		Corporate Men's & Women's	18 yrs old and above	Born on year 2004 or earlier

3. Competition Venue & Schedule

3.1 Important Dates to Note

S/N	Item	Date*
1	Registration End Date	2 Jul 2022
2	Team Manager's Meeting, 7.30pm	5 Jul 2022

*Note: Subject to changes

3.2 Matches will be held at Clementi Sports Hall and/or OCBC Arena, Hall 1 from 16th July to 7th August 2022.

Event	Day*	Timing*	Competition Venue*	Competition Stage
3X3 Youth 12 and 10 Boys & Girls	Sat & Sun, 16 & 17 Jul	9am to 6pm	Clementi Sports Hall	Preliminary Round & Finals
3X3 Youth 16 and 14 Boys & Girls	Sat & Sun, 23 & 24 Jul		Clementi Sports Hall	Preliminary Round & Finals
3X3 Youth 18 and 14 Boys & Girls	Sat & Sun, 30 & 31 Jul		Clementi Sports Hall	Preliminary Round & Finals
5v5	Mon to Sun, between 16 July – 5 Aug	7pm to 10.30pm	Clementi Sports Hall	Preliminary Round/ Quarter Finals
	Sat & Sun 6 & 7 August	9am to 9pm	OCBC Arena, Hall 1	Semi-Finals / Finals

*Note: The above may change once the entries are finalised.

4. Format of Play

4.1 The list of events shall be as follows:

S/N	Discipline	Registration Fee	Event
1	3X3	\$30 per Team	Youth 10 Boys & Girls
2			Youth 12 Boys & Girls
3			Youth 14 Boys & Girls
4			Youth 16 Boys & Girls
5			Youth 18 Boys & Girls
6	5v5	\$135 per Team	Men's & Women's Open
7			Men's Masters, 40 & above
8			Men's Masters, 45 & above
9			Men's Masters, 50 & above
10			Women's Masters, 35 & above
11			Corporate Men's & Women's

Note: Entries will be accepted on a 'first come first served basis'.

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

- 4.3 The competition will be conducted in the following methods.
- Round Robin in Preliminary Round
 - Knock-out in subsequent rounds
- 4.5 For 5v5, only the registered team manager/assistant team manager/coach and players are permitted to sit on the bench during the match.
- 4.6 Referees will be appointed and provided by the BAS Technical Committee for all matches.
- 4.7 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.
- 4.8 Safe Management Measures (SMM) Plans
- 4.8.1 By taking part in this competition, all players/coaches/team managers acknowledge and agree to adhere to the Safe Distancing and Management Measures stated in [**Annex A**].
- 4.8.2 Coaches/Team Managers and Players who are not competing on court are required to have their mask on throughout the entire duration of the game.

5. Competition Rules

5.1 Winner of a game

- For 3X3, the first team to score twenty-one (21) points wins the game if it happens before the end of regular playing time. Otherwise, the winner of the game will be the team that has the lead at the end of regular playing time.

5.2 Playing Time

- For 5v5, the match shall consist of four (4) periods of ten (10) minutes, running time with twenty-four (24) seconds shot clock violation.
- There shall be intervals of play of one (1) minute between each quarter and three (3) minutes half time break.
- For 3X3, each match will last for ten (10) minutes, running time with twelve (12) seconds shot clock violation. The first team which scores 21 points or more wins the game if it happens before the end of regular playing time. This rule applies to regular playing time only (not in a potential overtime).

5.3 Overtime

- In the event where the score is tied after regular time
 - 5v5: If the score is tied at the end of the fourth quarter, the game shall continue with as many overtime periods of five (5) minutes duration each as necessary to break the tie.

- 3X3: If the score is tied at the end of regular playing time, overtime will be played. The first team to score two (2) point in the overtime wins the game.

5.4 Scoring

- 3X3
 - Baskets made inside the three-point arc are worth one (1) point.
 - Baskets made outside the three-point arc are worth two (2) points.
 - Free throws made are worth 1 point.
- 5v5
 - Baskets made inside the three-point arc are worth two (2) point.
 - Baskets made outside the three-point arc are worth three (3) points.
 - Free throws made are worth 1 point.

5.5 How the ball is played (3X3)

- Following each successful field goal or last free throw (except those followed by ball possession):
 - A player from a non-scoring team shall resume the game by dribbling or passing the ball from inside the court directly underneath the basket (not from behind the end line) to a place on the court behind the arc.
 - The defensive player is not allowed to play for the ball in the “no-charge semi-circle area” underneath the basket.
 - Following each unsuccessful field goal or last free throw (except those followed by ball possession):
 - If the offensive player rebounds the ball, he may continue to attempt to score without returning the ball behind the arc.
 - If the defensive player rebounds the ball, he must return the ball behind the arc (by passing or dribbling).
 - If the defensive team steals or blocks the ball, it must return the ball behind the arc (by passing or dribbling).
 - Possession of the ball given to either team following any dead ball situation shall start/resume with a checkball, i.e. an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the playing court.
 - A player is considered to be “behind the arc” when neither of his feet is inside or on the arc line.
 - In the event of a jump ball situation, the game shall be resumed with a check-ball for the last defensive team. The shot clock shall be reset to 12 seconds.
 - All dead ball situations shall be restarted with a check-ball behind the designated check line.

5.6 Fouls (3X3)

- If the foul is committed on a player not in the act of shooting, the game shall be resumed with a check-ball by the non-offending team.
- If the foul is committed on a player in the act of shooting, that player shall be awarded a 1 free throw.

- Free throws shall be awarded regardless of the foul type as of the 7th team foul:
 - 2 free throws shall be awarded as of the 7th team foul
 - 2 free throws plus possession of the ball shall be awarded as of the 10th team foul.

5.7 Coaching (3X3)

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

5.8 Game lost by forfeit

- A team shall lose the game by forfeit if at the scheduled starting time of the game the team is not present on the playing court with five (5) players for 5v5 and three (3) players for 3X3 ready to play.

5.9 Game lost by default

- A team shall lose a game by default if it leaves the court before the end of the game or unable to field 2 players for the game due injured and/or disqualified players.

5.10 Stalling

- 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.

5.11 Classification of teams

- Teams shall be classified according to their win-lose records, namely two (2) points for each game won, one (1) point for each game lost, zero (0) points for walkover, or disqualification.

5.12 Standings of Teams

For both in pools and in overall competition standings, the following classification rules shall apply.

If teams have reached the same stage of the competition are tied, the steps to break the tie shall be applied in the following order:

- 1) Most Wins (or win ratio in case of unequal number of games in inter-pool comparison)
- 2) Head to Head comparison (only taking win/loss into account and applies within a pool only)
- 3) Most points scored in average (without considering winning scores of forfeits)

6. Team Composition

- 6.1 For all categories, team must consist of minimally 70% Singaporean citizens and/or Singapore Permanent Residents (PRs).

- 6.2 5v5
Teams must register a minimum of nine (9) and up to a maximum of fifteen (15) players

3X3

Teams must register a minimum three (3) and up to four (4) players.

Categories	No. of Players	Number of Foreign Players Allowed
3x3	3	1
5v5	9	2
5v5	10 to 12	3
5v5	13 to 15	4

- 6.3 Participants can represent only one (1) team in each event and up to two (2) events in the competition.
- 6.4 No changes can be made to the team's composition once the Team Managers Meeting is concluded.

7. Registration Eligibility

- 7.1 All participants for 5v5/3X3 shall be Singapore Citizens, Singapore Permanent Residents (PRs) and foreigners residing in Singapore with the passes as stated in the General Rules & Regulations.

7.2 Corporate Events

- Each team must register 100% full time and/or contract employee (i.e. employee listed in the payroll of an organisation) of the same organisation.
- All team players to produce corporate staff ID for verification upon registration.
 - If there is no staff ID, respective company to submit a duly sign and with company stamp endorsement form for each registered team upon registration.

8. Prize and Medals

- 8.1 Medals and prizes will be awarded to the top three (3) winners (teams) of each event with at least four (4) teams.
- 8.2 Only medals will be awarded when entries are below four (4) teams.
- 8.3 If there are only three (3) teams for the event, 'minus 1 rule' applies, ie only 1st and 2nd will be awarded with medal but no prize.

- 8.4 If there are less than four (4) teams, they may choose one (1) of the following options:

Option 1

Teams may withdraw and receive a full refund.

Option 2

Teams may continue with the competition but will not be eligible for prize. Medals will be awarded based on the 'minus 1 rule'.

Option 3

Teams may opt to join another category which they are eligible for.

9. Walkover

- 9.1 For all 5v5 and 3x3 events, a match will not start if either team consists of fewer than five (5) and three (3) players respectively. 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 timing.

10. Disqualification

- 10.1 Individual or team may be disqualified in the event of fielding ineligible participant(s) or unruly conduct of participant(s).
- 10.2 Team Managers shall be responsible for the players and officials conduct.
- 10.3 The Organiser reserves the right to disqualify team(s)/participant(s) at their discretion and take further disciplinary action that could be in the form of a term ban in future GetActive! Singapore Pesta Sukan Games.

11. Reporting

- 11.1 Player(s) who are feeling unwell are advised to seek medical attention and not take part in the competition.
- 11.2 Participant(s) must bring along and produce either his/her valid Singapore pink or blue identity card, valid passport, student pass with NRIC number or driving license for verification at every match.

For players participating in the Corporate Events, a valid staff pass needs to be produced for verification at every match.

Failing which, he/she may not be allowed to compete in the match.

- 11.3 Participant(s) who are non-Singapore Citizens residing in Singapore must bring along their valid passes (list of passes stated in General Rules & Regulations).
- 11.4 Participant(s) who are sixteen (16) years old and below are to submit the Parental Consent Form upon registration, before commencing their match.
- 11.5 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.

12. Equipment and Attire

- 12.1 Participating teams shall have two sets of jerseys, one dark and light (preferably white) in colour. The first team listed in the fixtures shall wear the light-coloured jersey while the other team shall wear the dark-coloured jersey.
- 12.2 The jersey number shall be zero (0) to ninety-nine (99), single or double digit.
- 12.3 For 5v5 matches, player's jersey number must remain with him/her for the duration of GetActive! Singapore Pesta Sukan 2022 and shall be consistent with the number that is being stated in the registration form.
- 12.4 For 3X3 matches, colour of the jersey must be uniformed for players in the same team.
- 12.5 The Organisers shall decide the tournament equipment (i.e. basketball, scoreboard) to be used for this tournament.
- 12.6 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.

13. Tournament Jurisdiction

- 13.1 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.
- 13.2 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.
- 13.3 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.

13.4 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.

14. Protest

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.**

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.

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 **S\$100.00** cash. In the event that the protest is rejected, the deposit will be forfeited.

The decision/s of the Tournament Committee is/are final.

Annex A

COVID-19 Safe Distancing and Management Measures

By taking part in this event, you acknowledge and agree to adhere, but not restricted to the Measures stated below;

- I. Players should always keep their mask on, except when competing on court.
- II. Players are encouraged to sanitise their hands before and after every game.
- III. All other prevailing COVID-19 Safe Distancing and Management Measures stand valid.

The above COVID-19 Safe Distancing and Management Measures may change in accordance to nation-wide COVID-19 policy.