

GETACTIVE! SINGAPORE

PESTA SUKAN 2023

BASKETBALL

1. Rules

- 1.1 The tournament shall be administered in accordance with the National Week of GetActive! Singapore Pesta Sukan 2023 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 2013 and 2015
2		Youth 12 Boys & Girls	11 to 12 yrs old	Born on year between 2011 and 2012
3		Youth 14 Boys & Girls	13 to 14 yrs old	Born on year between 2009 and 2010
4		Youth 16 Boys & Girls	15 to 16 yrs old	Born on year between 2007 and 2008
5		Youth 18 Boys & Girls	17 to 18 yrs old	Born on year between 2005 and 2006
6		Men's Open	18 yrs old and above	Born on year 2005 or earlier
7	5v5	Women's Open	18 yrs old and above	Born on year 2005 or earlier
		Men's Community	18 yrs old and above	Born on year 2005 or earlier
8		Men's Masters, 40 & above	40 yrs old and above	Born on year 1983 or earlier
9		Men's Masters, 45 & above	45 yrs old and above	Born on year 1978 or earlier
10		Men's Masters, 50 & above	50 yrs old and above	Born on year 1973 or earlier
11		Women's Masters, 35 & above	35 yrs old and above	Born on year 1988 or earlier
12		Corporate Men's & Women's	18 yrs old and above	Born on year 2005 or earlier

3. Competition Venue & Schedule

3.1 Important Dates to Note

S/N	Item	Date*
1	Registration End Date	26 June 2023 (Mon)
2	Team Manager's Meeting, 7.30pm	3 July 2023 (Mon)

**Note: Subject to changes*

3.2 Matches will be held at Clementi Sport Hall and/or OCBC Arena, Hall 1 from 15th July to 6th August 2023.

Event	Day*	Timing*	Competition Venue*	Competition Stage
3X3 Youth 10 and 12 Boys & Girls	Sat & Sun, between 15 July – 3 Aug	9am to 6pm	Clementi Sport Hall	Preliminary Round & Finals
3X3 Youth 14 and 16 Boys & Girls				
3X3 Youth 16 and 18 Boys & Girls				
3X3 Men's Open				
5v5	Mon to Fri, Sat & Sun between 15 July – 3 Aug	7pm to 10.30pm (Mon to Fri) 9am to 10.30pm (Sat & Sun)	Clementi Sport Hall	Preliminary Round / Quarter Finals
	Sat & Sun 5 & 6 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		\$45 per Team	Men's Open
7	5v5	\$135 per Team	Women's Open
			Men's Community
8			Men's Masters, 40 & above
9			Men's Masters, 45 & above
10			Men's Masters, 50 & above
11			Women's Masters, 35 & above
12			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 8 entries, may be cancelled.

4.3 The competition will be conducted in the following methods.

- Round Robin in preliminary rounds
- 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 For 3X3 (Youth 10, 12 & 14 Categories), only 1 coach will be allowed on the bench.

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

4.8 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. 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. The last quarter of regulation and onwards will be stop time.
 - 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).
 - For 3X3 (Youth 10, 12 & 14 Categories), each match will be played two halves of (5) minutes, with (1) minute of break in between, running time with no shot clock.

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).

Team line-up list for every game shall consist 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 and any other endorsement required by The Organiser.

7.3 Community Events

7.3.1 For Community Team categories, at least 70% of the team must reside in the same Town Council and must be Singapore citizens or permanent residents.

There is no restriction on the Constituency that a player represents, as long as they reside in the affiliated Town Council.

Please scan the QR code or visit the below link to check the Town Council you belong to,



<https://www.parliament.gov.sg/mps/find-mps-in-my-constituency>

S/N	Constituency	Town Council
1	<ul style="list-style-type: none">• Bedok Reservoir-Punggol• Eunos• Kaki Bukit• Paya Lebar• Serangoon• Hougang SMC	Aljunied- Hougang
2	<ul style="list-style-type: none">• Ang Mo Kio–Hougang• Cheng San–Seletar• Jalan Kayu• Fernvale• Teck Ghee• Kebun Bahru SMC• Yio Chu Kang SMC	Ang Mo Kio

S/N	Constituency	Town Council
3	<ul style="list-style-type: none"> • Bishan East • Toa Payoh West • Toa Payoh Central • Toa Payoh East • Marymount SMC 	Bishan – Toa Payoh
4	<ul style="list-style-type: none"> • Brickland • Chua Chu Kang • Bukit Gombak • Keat Hong • Hong Kah North SMC 	Chua Chu Kang
5	<ul style="list-style-type: none"> • Bedok • Changi-Simei • Fengshan • Kampong Chai Chee • Siglap 	East Coast
6	<ul style="list-style-type: none"> • Bukit Timah • Cashew • Ulu Pandan • Zhenghua • Bukit Panjang SMC 	Holland – Bukit Panjang
7	<ul style="list-style-type: none"> • Kampong Glam • Kolam Ayer • Kreta Ayer - Kim Seng • Whampoa • Potong Pasir SMC 	Jalan Besar
8	<ul style="list-style-type: none"> • Bukit Batok East • Clementi • Jurong Central • Jurong Spring • Taman Jurong • Bukit Batok SMC • Yuhua SMC 	Jurong-Clementi
9	<ul style="list-style-type: none"> • Braddell Heights • Geylang Serai • Joo Chiat • Kembangan - Chai Chee • Marine Parade • MacPherson SMC • Mountbatten SMC 	Marine Parade

S/N	Constituency	Town Council
10	<ul style="list-style-type: none"> • Yew Tee • Woodgrove • Marsiling • Limbang 	Marsiling – Yew Tee
11	<ul style="list-style-type: none"> • Chong Pang • Nee Soon Link • Nee Soon South • Nee Soon East • Nee Soon Central 	Nee Soon
12	<ul style="list-style-type: none"> • Pasir Ris East • Pasir Ris Central • Pasir Ris West • Punggol Shore • Punggol Coast • Punggol West SMC 	Pasir Ris – Punggol
13	<ul style="list-style-type: none"> • Admiralty • Canberra • Sembawang Central • Sembawang West • Woodlands 	Sembawang
14	<ul style="list-style-type: none"> • Buangkok • Anchorvale • Compassvale • Rivervale 	Sengkang
15	<ul style="list-style-type: none"> • Tampines North • Tampines East • Tampines West • Tampines Central • Tampines Changkat 	Tampines
16	<ul style="list-style-type: none"> • Buona Vista • Henderson–Dawson • Moulmein–Cairnhill • Queenstown • Tanjong Pagar–Tiong Bahru • Radin Mas SMC 	Tanjong Pagar
17	<ul style="list-style-type: none"> • Ayer Rajah-Gek Poh • Boon Lay • Nanyang • Telok Blangah • West Coast • Pioneer SMC 	West Coast

Source: Ministry of National Development

- 7.3.2 Verification of residency to be done before the start of every game.
- 7.3.3 Current carded athletes under SSI database are only allowed to represent the Town Council they reside in. There is no limit to the number of carded athletes for each team.
- 7.3.4 Team line-up list for every game shall consist minimum 70% Singapore citizens or permanent residents residing in the same Town Council.

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 eight (8) teams.
- 8.2 Only medals will be awarded when entries are below eight (8) teams.
- 8.3 Minimum of four (4) teams is required for the event to proceed. If there are only three (3) teams for the event, 'minus 1 rule' applies, i.e., 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.
- 11.6 All team members to report at competition venue forty-five (45) minutes before tip-off time for registration and verification.

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 2023 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.