



GETACTIVE! SINGAPORE **PESTA SUKAN 2025 - COMMUNITY CHAMPIONSHIP** **BASKETBALL**

1. Rules

- 1.1 The tournament shall be administered in accordance with the National Week of GetActive! Singapore Pesta Sukan 2025 Rules and Regulations.
- 1.2 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	Men's Community	16 yrs old and above	Born on year 2009 or earlier

3. Competition Venue & Schedule

3.1 Important Dates to Note

S/N	Item	Date*
1	Team Manager's Meeting, 8pm (Zoom)	14 July 2025 (Mon)

**Note: Subject to changes*

3.2 Matches will be held at Clementi Sport Hall from 28 June to 3 August 2025.

Event	Day*	Timing*	Competition Venue*	Competition Stage
3X3 Men's Community	20 & 27 Jul (Sun)	9am to 10.30pm (Sun)	Clementi Sport Hall	Preliminary Round / Quarter Finals / Semi-Finals / Finals

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

4. Team Composition

- 4.1 Each team must comprise at least two-thirds of Singaporean citizens and/or Singapore Permanent Residents (PRs).
- 4.2 Each team must comprise at least two-thirds of its players that are residing in the GRC Cluster.
- 4.3 3X3
Teams must register a minimum three (3) and up to six (6) players.

Categories	No. of Players	Number of Foreign Players Allowed
3X3	3 to 4	1
	5 to 6	2

- 4.4 One (1) team can only consist of a maximum of one (1) carded player for 3X3 matches.
- 4.5 No changes can be made to the team's composition once the Team Managers Meeting is concluded.

5. Format of Play

- 5.1 The competition will be conducted in the following methods:
- Round Robin in preliminary rounds.
 - Knock-Out in subsequent rounds.
- 5.2 Only four (4) players out of six (6) registered can play in a single game.
- 5.3 Referees and table officials will be appointed and provided by the BAS Technical Committee for all matches.
- 5.4 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.

6. Competition Rules

- 6.1 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.

6.2 Overtime

- In the event where the score is tied after regular time:
 - 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. Any 3X3 games with more than 21 points will irrespectively be considered at 21 points as final score.

6.3 Playing Time

- 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).
 - Each team shall be granted 1 time-out.
- For Semi-Finals and Finals, it will be stop time.

6.4 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.

6.5 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.

6.6 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.

6.7 Coaching (3X3)

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

6.8 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 three (3) players for 3X3 ready to play 5 minutes after the scheduled starting time.

6.9 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. If the team to which the game is awarded is ahead, the score shall stand as at the time when the game was stopped.
 - 3v3: If the team to which the game is awarded is not ahead, the score shall be recorded as 10 to 0 in its favour.
 - The defaulting team shall receive 1 point in the classification.

6.10 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.
- An offensive player, after the ball has been cleared, shall not dribble inside the arc with his back or side to the basket for more than 3 consecutive seconds.

6.11 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.

6.12 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)
- 4) Highest points difference of the games between the two or three teams

6.13 Technical Foul (TF) - 3X3

- Technical Foul will be observed and followed as stated in FIBA 3X3 Handbook 2023. Any Player that commits any technical fouls will be awarded as the following:

TF Defensive Player	TF Offensive Player	No Team in Ball Possession
1 free throw	1 free throw	1 free throw
Ball for offensive team	Ball for offensive team	Ball for last defensive team
Shot clock reset to 12s	No reset of shot clock	Shot clock reset to 12s

6.14 Unsportsmanlike Foul (UF) - 3X3

- Unsportsmanlike Foul will be observed and followed as stated in FIBA 3X3 Handbook 2023. Any Player that commits any Unsportsmanlike fouls will be accounted as two (2) team fouls:

Player UF	Team Foul 1-6	Team Foul 7-9	Team Foul 10+
1 st UF	2 free throws	2 free throws	2 free throws + possession
2 nd UF	2 free throws + possession	2 free throws + possession	2 free throws + possession

7. Prize and Medals

- 7.1 Medals and prize monies will be awarded to the top three (3) winners (teams).

8. Walkover

- 8.1 For all 3X3 events, a match will not start if either team consists of fewer than three (3) players respectively. A team shall concede a walkover if they fail to register and be present at the court after five (5) minutes of waiting from schedule timing.

9. Disqualification

- 9.1 Individual or team may be disqualified in the event of fielding ineligible participant(s) or unruly conduct of participant(s).
- 9.2 Team Managers shall be responsible for the players and officials conduct.
- 9.3 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

10. Reporting

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

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

- 10.3 Participant(s) who are non-Singapore Citizens residing in Singapore must bring along their valid passes (list of passes stated in General Rules & Regulations).
- 10.4 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.
- 10.5 All team members to report at competition venue forty-five (45) minutes before tip-off time for registration and verification.

11. Equipment and Attire

- 11.1 Each team must have two sets of jerseys:
- Light-coloured jerseys (Preferably white)
 - Dark-coloured jerseys
- 11.2 The first team listed in the fixtures (home team) shall wear the light-coloured jersey, while the opposing team (away team) shall wear the dark-coloured jersey.
- 11.3 Players are required to bring both sets of jerseys to all matches to accommodate any unforeseen colour conflicts.
- 11.4 In the event of a jersey colour dispute, the home team is responsible for resolving the conflict by changing to an alternative jersey colour that clearly distinguishes them from the away team.
- 11.5 If teams cannot reach an agreement, the Competition Manager and Technical Official will have the final authority to determine the appropriate attire for each team to avoid colour clashes.
- 11.6 Adherence to these guidelines ensures clarity on the court and upholds the integrity of the competition.
- 11.7 For 3X3 matches, colour of the jersey must be strictly uniformed for players in the same team – light-coloured (preferably white) & dark-coloured.
- 11.8 The Organisers shall decide the tournament equipment (i.e., basketball, scoreboard) to be used for this tournament.
- 11.9 All players, team manager, coach and team official must be appropriately attired (team uniform and covered shoes) for all matches (at bench area) and victory ceremony. No slippers and sandals are allowed.

12. Tournament Jurisdiction

- 12.1 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.
- 12.2 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.
- 12.3 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.

- 12.4 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.

13. 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 valid protest after the match should orally inform the officiating referee. While signing the score sheet, the team captain must write: "Team X protests against the result of the game between the team X and Y." 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. If the protest had been rejected, the deposit will be forfeited.

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

14. Competition information

All results and fixtures can be found via:

<https://www.evolutebasketball.com.sg/pesta-sukan-basketball-2025>

For all competition-related matters, please email:

pestasukancm@evolutebasketball.com.sg

Join this Telegram group chat for updates:

<https://t.me/PestaSukanBasketballTM2025>



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