

# ActiveSG Cup 2022 3x3 Basketball Competition U16 & U19 Category (Boys / Girls)

## RULES & REGULATIONS

### 1. CATEGORIES

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

Category	Birth Year Classification
U19 Boys	1 Jan 2003 - 31 Dec 2007
U19 Girls	
U16 Boys	1 Jan 2006 – 31 Dec 2007
U16 Girls	

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

### 2. REGISTRATION

2.1. Registration fees apply as follows:

Category	Registration Fee
U16 & U19 Boys	<b>\$10 per team</b> Payment upon registering on ActiveSG Website.
U16 & U19 Girls	

2.2. No changes are to be made to the team-list throughout the course of the whole competition, once the payment is made. **All teams are to come 15 minutes before the scheduled timing.**

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 competition.

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 competition 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, with parent's endorsement (for ages below 18)
- iii A completed consent form, with parent's endorsement (for ages below 18)

### **3. Competition Format**

The teams participating in the competition shall be divided into groups (Number of teams per group and number of groups depend on the number of registered teams). A draw will be conducted for the purpose of determining the placement of the teams in the groups.

a) All matches in a group are played under the league system whereby each team will play once against each of the other teams in its group (single round-robin).

#### **3.1 5-Zone Qualifiers**

The competition is divided into 5 zones: North, East, Central, North-East and West. Each zone will host 4 groups of 10 teams to play in a round-robin and each team will play a total of 9 games. After all the matches in the round is played, their final standings will then determine how they progress into the next round.

#### **3.2 Zonal Finals**

From the previous round, the top 2 teams and 2 best 3<sup>rd</sup> place team within the zone will proceed to the Zonal Finals. Each zone will host 4 groups of 10 teams to play in a round-robin and each team will play a total of 9 games.

In this new groups, the best of each zone will compete against each other to test their skills. Similarly, this Zonal Final round will have the same round-robin system as the earlier round. Their Final standings will then determine if the team proceeds to the Prime League or the Super League.

#### **3.3 Prime League**

Teams who are ranked 3<sup>rd</sup> and 4<sup>th</sup> positions in each of the individual zone from the previous round will enter the Prime League. Similarly, the prime league will have the same round-robin system as the earlier round. Their top 4 will proceed to Final 4.

#### **3.4 Super League**

Teams who are ranked 1<sup>st</sup> and 2<sup>nd</sup> positions in each of the individual zone from the previous round will enter the Prime League. Similarly, the prime league will have the same round-robin system as the earlier round. Their top 4 will proceed to Final 4.

### 3.5 Final 4

The “top 4” from Prime League and Super League will battle it out in a knock-out round format that consists of two games for each team. 1<sup>st</sup> position will play against 4<sup>th</sup> position and 2<sup>nd</sup> position will play against 3<sup>rd</sup> position. Losers of both games will play a match to determine 3<sup>rd</sup>/4<sup>th</sup> position and winners of both games will play a final match to determine who is the champion.

Competition Format																					
5 Zones 200 teams																					
North				East				Central				North East				West					
5-Zone Qualifiers:	N1 10 teams	N2 10	N3 10	N4 10	E1 10	E2 10	E3 10	E4 10	C1 10	C2 10	C3 10	C4 10	NE 1 10	NE 2 10	NE 3 10	NE 4 10	W1 10	W2 10	W3 10	W4 10	
Zonal Finals:	Top 2	Top 2	Top 2	Top 2	Top 2	Top 2	Top 2	Top 2	Top 2	Top 2	Top 2	Top 2	Top 2	Top 2	Top 2	Top 2	Top 2	Top 2	Top 2	Top 2	
	+ Two Best 3rd Placers			+ Two Best 3rd Placers			+ Two Best 3rd Placers			+ Two Best 3rd Placers			+ Two Best 3rd Placers								
	10 teams				10 teams				10 teams				10 teams				10 teams				
Super/Prime:	1st & 2nd	3rd & 4th		1st & 2nd	3rd & 4th		1st & 2nd	3rd & 4th		1st & 2nd	3rd & 4th		1st & 2nd	3rd & 4th		1st & 2nd	3rd & 4th		1st & 2nd	3rd & 4th	
	Super League: 1st & 2nd = 10 teams								Prime League: 3rd & 4th = 10 teams												
Final 4!:	Top 4								Top 4												

## 4. FORMAT OF PLAY

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:

- 4.1. Each team consists of 5 players, 3 players on the court and 2 substitutes. On match day, each team must have 3 players on the court when the game begins for 3x3. Coaches on the field of play including seats for substitutes ad/or remote coaching from outside the court are not allowed.
- 4.2. The game will be played at the location(s) as stated from the officiating schedule.
- 4.3. 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.
- 4.4. 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.
- 4.5. Every successful shot inside the arc is awarded one point, while every successful shot behind the arc is awarded two points.

- 4.6. The game is made up of 1 period of 10mins (3x3). The game clock shall be stopped during dead ball situations and free throws (first round will be running clock). The winner is the first team to score 21 or the team with the highest score at the end of the period. 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 game is tied at 20 at the end of regulation, reaching 21 does not end the game.
- 4.7. At the start of the game and after a field goal or successful free throw, 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).
- 4.8. All balls that are started from the top of the arc should be started with a check ball (exchange of the ball using a bounce pass between the offensive player starting)
- 4.9. 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.
- 4.10. 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.
- 4.11. There will be 1 time-out per team. (The officials may stop the game in the event of serious injury or when they deem that safety of the participants is compromised.) All time-outs shall last 30 seconds. A time-out opportunity begins when the ball becomes dead prior to a check-ball or free throw. An unused time-out may be carried over to the overtime.
- 4.12. 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.
- 4.13. Each technical foul count as 1 team foul, while each unsportsmanlike or disqualifying foul counts as 2 team fouls.
- 4.14. 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.
- 4.15. 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.
- 4.16. Technical fouls result in one free throw, with possession going to the team that was entitled to possession at that time.
- 4.17. The first unsportsmanlike foul against a player results 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.

- 4.18. Offensive fouls, if not technical, unsportsmanlike, or disqualifying, never result in free throws, regardless of the number of team fouls.
- 4.19. 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.
- 4.20. 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.
- 4.21. Stalling or failing to play actively (i.e. not attempting to score) shall be a violation.
- 4.22. If the court is equipped with a shot clock, 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)
- 4.23. An offensive player, after the ball 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.
- 4.24. 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. GRACE PERIOD**

- 5.1. 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.

## **6. POSTPONEMENT**

- 6.1. 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.

## **7. WITHDRAWAL AND WALK-OVER**

- 7.1. Any withdrawal or walk-over is considered contrary to the spirit of the game.
- 7.2. Teams participating in the competition should not withdraw or give walk-over.
- 7.3. For each withdrawal, it is non-refundable.
- 7.4. 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.
- 7.5. In the games for top placings to the next round, any walk-over will disqualify the team from placing.

## **8. SUSPENSION**

- 8.1. 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 (BAS)

## **9. AWARD OF ROUND POINTS**

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

## **10. TIE IN ROUND POINTS**

- 10.1. Ranking will be decided by the number of round points awarded.
- 10.2. If two teams have the same number of round points, the team that won the game between these two teams shall be ranked higher.
- 10.3. 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 1<sup>st</sup>)

Team B: (+2 & -6) = -4 (Ranked 3<sup>rd</sup>)

Team C: (+1 & -2) = -1 (Ranked 2<sup>nd</sup>)

- 10.4. 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.

## **11. AWARD PRESENTATION**

- 11.1. Medals will be awarded to the top 4 teams of each league and zonal finals. A trophy will also be given to the team in 1<sup>st</sup> place. Award presentation will be held the end of the tournament.

## **12. DISPUTE MEDIATION**

- 12.1. The referee/umpire's decision is final.
- 12.2. 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.
- 12.3. The Organisers will have the final decision in all dispute matters.

## **13. SUPPORTERS**

- 13.1. Due to the current Covid-19 situation, supporters are based on the current SMM guidelines. They are encouraged to view and support the games via the livestream broadcast (if available).

## **14. DISQUALIFICATION**

- 14.1. 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.

- 14.2. The organisers reserve the rights to expel or eject any player from the competition as a result of poor discipline, unruly behaviour and undesirable sportsmanship actions.

## **15. PLAYERS ATTIRE**

- 15.1. Players of same team shall wear jerseys of the same colour.
- 15.2. 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.
- 15.3. 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.
- 15.4. Players' jerseys must be tucked in.
- 15.5. Compression sleeves and stockings are permitted and must be of same colour as the jersey they are wearing. Players putting on light coloured jerseys are to put-on light-coloured compression sleeves and stockings, players putting on dark coloured jersey are to put on dark coloured compression sleeves and stockings or the same dominant colour of their attire.

**16. SAFE PLAY**

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

**17. TOURNAMENT BALLS**

- 17.1. For the whole period of the tournament, the official tournament ball – 3x3 FIBA Approved Basketball, will be used in all games.

**18. FIXTURES**

- 18.1. No change is allowed once the fixture has been arranged.

**19. AMENDMENTS**

- 19.1. 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 competition at any time.

**20. MATTERS NOT PROVIDED FOR**

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

**21. HEALTH AND SAFETY**

- 21.1. Players are not allowed to share
  - i water from the same container
  - ii towels
- 21.2. Facemask must be on at all other times other than during the period of physical activity.
- 21.3. Players who are feeling unwell, will not be allowed to attend the event.
- 21.4. All other safety regulations are stated in the Safety Management Measures (SMM) plan.



21.5. Based on SportSG SMM Advisory:

<https://www.sportsingapore.gov.sg/newsroom/media-releases/2021/august/safe-management-measures-for-sport-and-physical-exercise-,a-,activity>