



3-ON-3 BASKETBALL 2015

EVENT INFORMATION

- Date** : 21 & 22 November 2015
Time : 7am to 7pm (*tentative, subject to confirmation of final schedules*)
Venue : Singapore Basketball Centre
- Categories** : U15 Boys • U15 Girls • U19 Boys • U19 Girls
Open Men's • Open Ladies' • Corporate Men's

RULES & REGULATIONS

1. TECHNICAL RULES

- 1.1 The tournament shall be conducted under the technical rules and regulations of the Basketball Association of Singapore and in accordance to the FIBA 3X3 Rules.
- 1.2 The Official FBA Basketball Rules are valid for all game situations not specifically mentioned in FIBA 3X3 Rules.

2. REGISTRATION OF PLAYERS

- 2.1 Team Managers / Captains shall undertake the responsibility of ensuring the health and well being of their Players competing in this Tournament.
- 2.2 Each team shall comprise maximum of 4 players (3 Players & 1 Reserve). The Team Manager, Coach and Official will be allowed to play if they are registered as Players only.
- 2.3 Only players' whose names are registered in the Team line-ups are allowed to play in the match. Changes to the team line-up will not be accepted once it has been submitted to the Presiding Tournament Committee at the beginning of the Tournament.

2.4 Players from current BAS Nationals are not allowed to play in this match / tournament without prior written approval of the BAS.

3. ELIGIBILITY

- 3.1 No player is permitted to play in more than one team in the Tournament.
- 3.2 All Games must be played according to the fixtures and no postponement is allowed.

3.3 All team managers/captains are required to report at the registration counter to confirm their teams' registration regardless of their playing schedules. Captain's Briefing by BAS Referees will be conducted 15mins prior to start of the first scheduled game.

3.4 The decision of the Referee appointed by the Organising Committee on any question of interpretation of the rules arising in the course of the tournament shall be final.

4. VERIFICATION

4.1 All Players must bring along their Identity Card upon Registration at the Counter for verifications by Tournament Officials or Committee of the Event.

4.2 The Team Manager/Captain shall undertake the responsibility of ensuring the eligibility of their players competing in this tournament.

4.3 The Organiser may perform random checks on the Players' eligibility. If Player(s) is/are found ineligible, the team will be disqualified immediately.

5. FORMAT OF PLAY (Subject to Changes)

5.1 Half court format will be used

5.2 Each game shall consist of 1 period of 7 minutes each. Each period shall be on running time (no stop time)

However, the first team which scores 21 or more points will be the winner of a game if it happens before the end of a regular playing time.

5.3 Teams should report at the registration counter, 5 minutes before their match begins. Announcements will be made accordingly.

6. TOURNAMENT (Subject to Changes)

6.1 The 3-on-3 Basketball tournament is played on a 3-a-side team, which means only 3 players are allowed to be on court at any one time. 1 reserve is allowed. It will be played on a

PRELIMINARY	Round-Robin
2 nd Round / QUARTER-FINALS	Knock-Out
SEMI-FINALS TO FINALS	Knock-Out

6.2 How points are scored

WIN	3 points
DRAW	2 points
LOSS	1 point
WALK-OVER	0 point

6.3 In the case of a tie in points in the preliminaries, order of checking:

Preliminary Rounds

- i. Result between both teams

In the case of a tie in points between 3 or more teams in the preliminaries, checking will be based on

- i. Results between tied teams
- ii. Goal ratio – (Goal score divided by goal concede)
- iii. Toss of coin (1st & 2nd)
- iv. Sudden Death (2nd & 3rd)

6.4 Tied games during quarter-finals onwards will proceed to **overtime** and the **first team scoring 2 points** shall win the game.

7. SUBSTITUTION

7.1 The substitution shall be permitted when the ball becomes dead.

7.2 Substitution will be allowed at any time with prior approval and acknowledgement of the Referee.

8. WALKOVER

8.1 Team(s) shall concede a walkover, if one or both Teams fail to be present and ready to play 2 minute after the scheduled time of play. The decision of the BAS Referees will be final.

8.2 If any team gives a walk-over during the tournament, 3 points will be awarded to the team present and they will have a score of (21-0) recorded. A score of (0-21) will be recorded for the walk-over team.

8.3 A team that gives 2 or more consecutive walk over during their group stages will be disqualified and their scores will be recorded as null & void for the entire tournament.

9. RULES OF THE GAME

9.1 Beginning of the Games:

- Both teams shall warm up prior to the game
- Before the game, all teams are grouped according to the drawing of lots. All the teams that fall on the left side of the fixture shall begin the game, E.g. Team-A VS Team-B, Team-A will begin the game.

9.2 Following each successful field goal or last free throw:

- A player from a non-scoring team will resume the game by passing the ball from the place directly from the court underneath the basket (not from behind the end line)

to his team mate to any place on the court. However, if that place is not behind the three-point line, the ball receiver must dribble/pass the ball to a place on the court behind the three point line.

- Ball must start behind the arc at the top of the court for any possession of ball at any dead ball situation

9.3 Following each unsuccessful field goal or last free throw:

- If the offensive team rebound the ball, it may continue to attempt the score without returning the ball to behind the three point line
- If the defensive team rebound the ball, it must return the ball (by passing or dribbling) behind the three point line.

9.4 Following the steal, turnover etc

- If it happens within the two point area, the ball must be passed/dribbled to a place behind the three point line

9.5 In the event of a jump ball situation, the defensive team shall be awarded the ball

9.6 Dunking of the ball shall not be permitted at all times

9.7 General Games Rule

- Dribbling Rule - A player shall not dribble a second time after his first dribble has ended unless between the 2 dribbles he has lost control of a live ball on the play court.
- Travelling Rule – Illegal movement of one foot or both feet beyond the limits outlined in the FIBA Rules - Travelling article, while holding a live ball on the playing court, is not permitted.
- 3 Second Rule – A player shall not remain in the opponents' restricted area for more than 3 consecutive seconds while his team is in control of a live ball in the court and the game clock is running.
- 5 Second Rule – A player who is in a closely guarded position (<1m) must pass, shoot or dribble the ball within 5 seconds.
- 12 Second Rule – A team must attempt a shot for a field goal within twelve (12) seconds.

9.8 General Game Fouls

- Screening Foul – Illegal screening is when the player who is screening an opponent, was moving when contact occurred or did not give sufficient distance in setting up a screen outside the field of vision of a stationary opponent
- Charging Foul – Charging is illegal personal contact, with or without the ball, by pushing or moving into an opponent's torso.

- Blocking Foul – Blocking is illegal personal contact which impedes the progress of an opponent with or without the ball.
- Illegal Hand Contact - Illegal use of the hands/extended arms occurs when the defensive player is in a guarding position and his hands/arms is placed upon and remains in contact with an opponent with or without the ball, to impede his progress.
- Holding Foul – Holding is illegal personal contact with an opponent that interferes with his freedom of movement
- Pushing Foul – Pushing is illegal personal contact with any part of the body in which a player forcibly moves or attempts to move an opponent with or without control of the ball.
- Personal Foul – A personal foul is a player’s contact foul with an opponent, whether the ball is live or dead. A player shall not hold, block, push, charge, trip or impede the progress of an opponent by extending his hand, arm, elbow, shoulder, hip, leg, knee or foot nor by bending his body into an abnormal position, nor shall he indulge in any rough or violent play. A player who has committed four (4) Fouls must leave the game.
- Team Foul – a team is in a team foul penalty situation when it has committed four team fouls in a period. When in a team foul penalty situation, all subsequent player personal fouls committed on a player not in the act of shooting shall be penalized by two (2) free throws, instead of a throw in.

10. **ETHICS**

- 10.1 Team Manager/Captain/Coach is responsible for the proper control and good conduct of his players and supporters. He shall also serve as the team’s representatives in matters pertaining to the tournament.
- 10.2 Players should understand and abide by all the Rules and Regulations of the Game and the Tournament.
- 10.3 Players should not leave the court when game is in progress, without prior approval of the Umpire. Players leaving the court temporary for some reasons eg. Wipe sweat or injuries, must obtain prior permission from the Referee either verbally or by signal before leaving the court.
- 10.4 Players are prohibited from protesting or showing dissent over the Referee’s decision, by the following acts:
- i Slamming the ball
 - ii Throwing or kicking the ball
 - iii Shouting or passing uncalled remarks
 - iv Staring at the Referee
- 10.5 Players are not allowed to smoke, eat or drink in the Court.

10.6 Players must abide by the decision of the Referees at all times.

10.7 **In the case of violent conduct offense by any player and or team manager of the team, the entire team will be disqualified from the Tournament.**

11. ATTIRE

11.1 Players are to be in proper sports attire with shoes. Chains and accessories on the players' body are to be removed prior to your match. Nails must be short and smooth. Wedding band & medical bracelet is allowed but must be taped. BAS Umpires will conduct full body inspections before each match.

11.2 The first named Team on the schedule shall be the Home Team. The Home Team should put on the jersey/Bibs with contrast in color to those of the opponents.

12. DISPUTES/PROTEST/COMPLAINT/APPEALS

12.1 The Tournament Committee (TC) shall only entertain protest put up by the Team Manager.

12.2 Any protest against the opposing team shall be lodged by the Team Manager regarding submission on the eligibility of players during or before the said match. It should be made BEFORE or DURING the game, all protests that come AFTER the result has been finalised would not be entertained. This should facilitate verification on the eligibility of the players concerned. The protest should be accompanied by a protest fee of \$50.00 which will be forfeited if the protest is invalid.

12.3 All question of eligibility, qualification, interpretation of these rules and regulations, as well as all other matters in dispute shall be referred to the Tournament Disciplinary Committee which comprises of three appointed members whose union/co-operative are not involved in the dispute in questions with the Tournament Committee as the Ex-Officio. Their decision shall be final.

13. MATTERS NOT PROVIDED FOR IN THE ABOVE RULES

13.1 Where there are areas not covered by the above rules and regulations the matters shall be dealt with by the Tournament Committee whose decision shall be final.

13.2 The organizing committee (U Sports) reserves the right to amend the Rules and Regulations without prior notice.