

GETACTIVE! SINGAPORE

PESTA SUKAN 2025

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 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 2015 and 2017
2		Youth 12 Boys & Girls	11 to 12 yrs old	Born on year between 2013 and 2014
3		Youth 14 Boys & Girls	13 to 14 yrs old	Born on year between 2011 and 2012
4		Youth 16 Boys & Girls	15 to 16 yrs old	Born on year between 2009 and 2010
5		Youth 18 Boys & Girls	17 to 18 yrs old	Born on year between 2007 and 2008
6		Men's Open	13 yrs old and above	Born on year 2012 or earlier
7		Women's Open		
8		Wheelchair Mixed	13 to 70 yrs old	Born on year between 1955 to 2012
9	5v5	Youth 23 Boys & Girls	17 to 23 yrs old	Born on year between 2002 and 2008
10		Men's Open	13 yrs old and above	Born on year 2012 or earlier
11		Women's Open		
12		Women's Masters, 35 & above	35 yrs old and above	Born on year 1990 or earlier
13		Men's Masters, 40 & above	40 yrs old and above	Born on year 1985 or earlier
14		Men's Masters, 45 & above	45 yrs old and above	Born on year 1980 or earlier
15		Men's Masters, 50 & above	50 yrs old and above	Born on year 1975 or earlier
16		Men's Corporate	18 yrs old and above	Born on year 2007 or earlier

3. Competition Venue & Schedule

3.1 Important Dates to Note

S/N	Item	Date*
1	Registration Open Date	29 April 2025 (Tue)
2	Registration End Date	1 June 2025 (Sun)
3	Team Manager's Meeting, 1pm (Zoom)	14 June 2025 (Sat)

**Note: Subject to changes*

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

Event	Day*	Timing*	Competition Venue*	Competition Stage
3X3 Youth 10 and 12 Boys & Girls	28 Jun – 3 Aug (Sat & Sun)	9am to 10.30pm (Sat & Sun)	Clementi Sport Hall	Preliminary Round / Quarter Finals / Semi- Finals / Finals
3X3 Youth 14 and 16 Boys & Girls				
3X3 Youth 16 and 18 Boys & Girls				
3X3 Men's Open and Women's Open				
3X3 Wheelchair Mixed				
5v5	Mon to Fri, Sat between 28 Jun – 1 Aug	7pm to 10.30pm (Mon to Fri) 9am to 10.30pm (Sat)		Preliminary Round / Quarter Finals
	Sat & Sun 2 & 3 Aug	9am to 10.30pm		Semi-Finals / Finals

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

4. Team Composition

- 4.1 For all categories, the 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).

4.2 5v5

Teams must register a minimum of nine (9) and up to a maximum of fifteen (15) players.

3X3

Teams must register a minimum of 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

- 4.3 Participants can represent only one (1) team in each event. Participants can only register a maximum of two (2) events in the competition. Participation in 3X3 Wheelchair Mixed event will not be included under the maximum two (2) events rule.
- 4.4 One (1) team can only consist of a maximum of one (1) carded player for 3X3 matches and two (2) for 5v5 matches.
- 4.5 Clause 4.4 applies to categories namely, 3X3 (Men's Open and Women's Open) and 5v5 (Men's Open, Women's Open, and Men's Corporate).
- 4.6 Participants are advised to choose team names that are respectful and suitable for diverse audiences. Organisers reserve the right to reject or request the modification of team names that are deemed offensive, vulgar, or inappropriate.
- 4.7 No changes can be made to the team's composition once the Team Manager's Meeting is concluded.

5. Registration Eligibility

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

5.2 Corporate Events

- For Corporate Team categories, at least 70% of the team must consist of full-time and/or contract staff of all private, public, and non-profit organizations (i.e., employees listed in the payroll of an organization). In

addition, at least 50% of the full time and/or staff must be Singapore citizens or permanent residents.

- 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 employment letter for each registered team upon registration and any other endorsement (i.e., employment letter or pay slip) required by The Organiser.

6. Format of Play

6.1 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			Women's Open
8			Wheelchair Mixed
9	5v5	\$90 per Team	Youth 23 Boys & Girls
10		\$135 per Team	Men's Open
11			Women's Open
12			Women's Masters, 35 & above
13			Men's Masters, 40 & above
14			Men's Masters, 45 & above
15			Men's Masters, 50 & above
16			Men's Corporate

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

6.2 Any event/s, with less than 8 entries, may be cancelled.

6.3 The competition will be conducted in the following methods:

- Round Robin in preliminary rounds.
- Knock-out in subsequent rounds.

6.4 For 5v5, only the registered personnel are permitted to sit on the bench during the match (one registered team manager, one coach, one team official and players).

6.5 For 3X3 (Youth 10, 12 & 14 Categories), only one coach and one team official will be allowed on the bench.

6.6 Referees and table officials will be appointed and provided by the BAS Technical Committee for all matches.

6.7 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.

7. Competition Rules

7.1 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.

7.2 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. Free throws will be executed on stop time. The last 5 mins of 4th 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.
 - Each team may be granted 2 time-outs during the first half and 3 time-outs during the second half with a maximum of 2 of these time-outs when the game clock shows 2:00 minutes or less in the fourth quarter.
- 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 (excluding Youth 10 to 18 categories), it will be stop time.

7.3 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. Any 3X3 games with more than 21 points will irrespectively be considered at 21 points as final score.

7.4 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.

7.5 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.

7.6 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.

7.7 Coaching (3X3)

- No coaching is allowed, either remotely or from outside the playing area.
- For 3X3 (Youth 10, 12 & 14 Categories), only one coach and one team official will be allowed on the bench.

7.8 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 minutes after the scheduled starting time.

7.9 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.
 - 5v5: If the team to which the game is awarded is not ahead, the score shall be recorded as 20 to 0 in its favour.
 - 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.

7.10 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.

7.11 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.

7.12 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) – Applicable for 3X3 only.
- 4) Highest points difference of the games between the two or three teams

7.13 Technical Foul – 5v5

- Technical Fouls will be observed and followed as stated in Article 36 of the Official Basketball Rules 2023. Any Player, Head Coach, Assistant Coach, Team Official, and other Team Personnel that commits five (5) technical fouls and above during the tournament period will merit the following fines and sanctions:

No. of Offenses	Sanction
5	1 Game Suspension
6 and each succeeding instance	1 Game Suspension

7.14 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

7.15 Unsportsmanlike Foul - 5v5

- Unsportsmanlike Foul will be observed and followed as stated in Article 37 of the Official Basketball Rules 2023. Any Player that commits at least three (3) Unsportsmanlike fouls and above during the season will merit the following fines and sanctions:

No. of Offenses	Sanction
3	1 Game Suspension
4 and each succeeding instance	2 Games Suspension

7.16 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

7.17 Disqualifying Foul - 5v5

- Disqualifying fouls will be observed and followed as stated in Article 38 of the Official Basketball Rules 2023. Any Player, Head Coach, Assistant Coach, Team Official, and other Team Personnel who has incurred a disqualifying foul during the tournament period will merit the following fines and sanctions:

No. of Offenses	Sanction
1	1 Game Suspension
2	2 Game Suspension
3	3 Game Suspension

8. **Simplified Competition Rules for Wheelchair Basketball**

8.1 Team Composition

- Each team consists of 4 players (3 on the court, 1 substitute).

8.2 Scoring

- 1 Point: Made shots inside the 3-point line.
- 2 Points: Made shots from behind the 3-point line.
- 1 Point: Free throws.

8.3 Game Duration & Winning Conditions

- Game Length: 10 minutes (clock stops for stoppages and free throws).
- Winning: The first team to reach 21 points wins.
- Tie-Breaker: If tied at the end, a free throw contest determines the winner. The first team to score 2 points wins.
The coin toss winner will take the initial free throw attempt.

8.4 Playing the Ball

- After a Score: The opposing team starts with the ball from under the basket and must pass or dribble it behind the 3-point line.
- After a Missed Shot:
 - Offensive Rebound: Play continues without moving behind the 3-point line.
 - Defensive Rebound: The ball must be taken behind the 3-point line before attacking.
- Steals & Blocks: If the defense gains possession, they must move the ball behind the 3-point line before attacking.
- Steals Held Ball: The defensive team is awarded possession.

8.5 Travelling (Wheelchair Movement Rules)

- Pushes: A player may push their wheelchair twice while holding the ball before they must dribble.
- Pivoting: When changing direction while holding the ball, a player may push twice before dribbling.
- Braking: Stopping without moving forward or backward does not count as a push.

- 8.6 Substitutions
- Allowed during stoppages, before free throws, or when the ball is dead.

- 8.7 Time-Outs
- Each team gets 1 time-out per game (1 minute).
 - Any player or substitute may call a time-out.

9. Prize and Medals

- 9.1 Medals and prizes will be awarded to the top three (3) winners (teams) of each event with at least eight (8) teams.
- 9.2 Only medals will be awarded when entries are below eight (8) teams.
- 9.3 A 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 a medal but no prize.
- 9.4 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.

10. Walkover

- 10.1 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 five (5) minutes of waiting from schedule timing.

11. Disqualification

- 11.1 Individual or team may be disqualified in the event of fielding ineligible participant(s) or unruly conduct of participant(s).
- 11.2 Team manager shall be responsible for the players and team officials conduct.
- 11.3 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

12. Reporting

12.1 Player(s) who are feeling unwell are advised to seek medical attention and not take part in the competition.

12.2 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.

For players participating in the Corporate Events, verification for every match will be via valid either staff ID, company stamp endorsed employment letter or pay slip.

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

12.3 Participant(s) who are non-Singapore Citizens residing in Singapore must bring along their valid passes (list of passes stated in General Rules & Regulations).

12.4 Participant(s) who are sixteen (16) years old and below are to submit the Parental Consent Form upon registration, before commencing their match.

12.5 Team manager, coach and team official 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.

12.6 All team members are to report at the competition venue forty-five (45) minutes before tip-off time for registration and verification.

13. Equipment and Attire

13.1 Each team must have two sets of jerseys:

- Light-coloured jerseys (Preferably white)
- Dark-coloured jerseys

13.2 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.

13.3 Players are required to bring both sets of jerseys to all matches to accommodate any unforeseen colour conflicts.

13.4 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.

13.5 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.

- 13.6 Adherence to these guidelines ensures clarity on the court and upholds the integrity of the competition.
- 13.7 The jersey number shall be zero (0) to ninety-nine (99), single or double-digit.
- 13.8 For 5v5 matches, the player's jersey number must remain with him/her for the duration of GetActive! Singapore Pesta Sukan 2025 shall be consistent with the number that is stated in the registration form.
- 13.9 For 3X3 matches, colour of the jersey must be strictly uniformed for players in the same team – light-coloured (preferably white) & dark-coloured.
- 13.10 The Organisers shall decide the tournament equipment (i.e., basketball, scoreboard) to be used for this tournament.
- 13.11 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.

14. Tournament Jurisdiction

- 14.1 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.
- 14.2 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.
- 14.3 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.
- 14.4 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 this tournament.

15. 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.

16. 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>

