



***ANTA x AiRENA BAS Youth Cup 2026***

**BASKETBALL ASSOCIATION OF SINGAPORE**

**OFFICIAL TOURNAMENT HANDBOOK  
Youth Cup, 2026**

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## PREAMBLE

This document outlines the rules and regulations for the conduct of and participation in the Basketball Association Singapore (BAS), basketball tournaments. These rules and regulations should be interpreted and implemented in alignment to the spirit of the BAS's mission:

*To build a trustworthy and sustainable Basketball ecosystem through growing participation, betterment of the livelihood of athletes, coaches, officials and inclusivity of all stakeholders.*

*To serve the fraternity and inspire the future generations through Basketball.*

## SECTION A – ADMINISTRATIVE RULES AND REGULATIONS

### 1 Governing Bodies

- 1.1 The BAS Airenax Anta Youth Cup 2026 shall be organised by the Basketball Association of Singapore (BAS).
- 1.2 All matches shall be conducted strictly in accordance with the FIBA Official Basketball Rules 2024, including all official interpretations, amendments, and clarifications issued by FIBA.
- 1.3 All matters relating to playing equipment, uniforms, and court specifications shall comply with the FIBA Uniform Approval Guidelines (July 2023).
- 1.4 In matters relating to game play, officiating, and technical interpretation, the FIBA Official Basketball Rules 2024 shall prevail. In matters relating to administrative, eligibility, disciplinary, scheduling, and competition management issues, these BAS Tournament Regulations shall prevail. In the event of ambiguity, BAS shall interpret these Regulations in a manner consistent with FIBA principles.

## SECTION B – REGISTRATION ELIGIBILITY

### 2 Team Registration

U18 Boys	Players must be born in the years 2008 and 2009. Each team is allowed a maximum for 3 players born in 2010*.
U18 Girls	
U16 Boys	Players must be born in the years 2010 and 2011. Each team is allowed a maximum for 3 players born in 2012*.
U16 Girls	
U14 Boys	Players must be born in the year of 2012 – 2015*.
U14 Girls	



**\* Note:**

- Minimum of 5 teams registered in each category to proceed with the competition.
- Players participating in higher age group category must provide parent consent letter to play at the age group.

- 2.1 Each team is required to register a minimum of twelve (12) and a maximum of fifteen (15) players for the competition. For each match, a maximum of fifteen (15) players may be listed on the match roster.
- 2.2 Each team shall designate one (1) player as Team Captain for each match, to be submitted in the roster.

### **3 Player Eligibility**

- 3.1 All players must be duly registered with BAS before participating in any match.
- 3.2 Once registered, a player may not represent another team in the same competition or any other Youth competition in a different team in different category. Players are allowed to play in the same club in different categories.

### **4 Citizenship and Residency Regulations**

- 4.1 Players registered must be **Singapore Citizens** holding a valid Singapore Pink NRIC.
- 4.2 Each team may additionally register up to Two (2) non-citizens who fall under the following categories:
- a) Singapore Permanent Resident;
  - b) Dependant Pass holder, or Student Pass holder with at least six (6) months validity at the time of the registration deadline.

## **SECTION C – DUTIES OF THE TEAM**

### **5 Team Officials**

- 5.1 Each team shall register a minimum of three (3) and a maximum of eight (8) team officials, comprising:
- One (1) Team Manager
  - One (1) Head Coach
  - Up to two (2) Assistant Coaches
  - Up to two (2) Team Officials
  - Up to two (2) Team Followers (e.g. Physiotherapist or Media Crew)
- 5.2 The Team Manager must be at least twenty-one (21) years of age.



- 5.3 All head coaches must possess a minimum NROC SG-Coach Level One certification or equivalent and submit proof to BAS by the stipulated deadline.
- 5.4 Only registered team officials are permitted to be seated on the team bench during matches.
- 5.5 Dual roles are strictly prohibited. Coaches and team officials shall not be concurrently registered as players. Coaches are not allowed to coach multiple clubs within the same category. Coaches may coach different clubs across different categories. **ONLY School / Academy coaches are allowed to coach with the club in the same category.**
- 5.6 Players are only allowed to represent one club per category. Players may participate in 2 categories, provided they remain with the same club. **ONLY registered school players are allowed to participate in different categories with different club.**

## 6 Attire

- 6.1 All teams shall supply attire as described in the FIBA Uniform Approval Guidelines (July 2023) document. The key requirements are listed in the subclauses that follow.
- 6.2 Teams must have a minimum of 2 sets of uniforms of different colours and:
- The first team named in the schedule (left column) shall be the home team and shall wear light- coloured jersey (preferably white).
  - The second team named in the schedule (right column) shall be the visiting team and shall wear dark-coloured jerseys.
  - However, if the 2 teams agree, they may interchange the colours of jersey. This arrangement shall be made known to the game officials at least 20 minutes before the start of the game.
- 6.3 Each team member shall wear a shirt numbered on the front and back with plain numbers, of a colour contrasting with the colour of the shirt. The numbers shall be clearly visible and:
- Those on the back shall be at least 16 cm high.
  - Those on the front shall be at least 8 cm high.
  - The numbers shall be at least 2 cm wide.
  - Teams may only use numbers 0 and 00 and from 1 to 99.
  - Players on the same team shall not wear the same number.
  - Any advertising or logo shall be at least 4 cm away from the numbers.
- 6.4 All equipment used by players must be appropriate for the game. Any equipment that is designed to increase a player's height or reach or in any other way give an unfair advantage is not permitted.
- 6.5 Players shall not wear equipment (objects) that may cause injury to other players.
- 6.6 Items not permitted include:
- Finger, hand, wrist, elbow or forearm guards, helmets, casts or braces made of leather, plastic, pliable (soft) plastic, metal or any other hard substance,



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- b) even if covered with soft padding.
- c) Objects that could cut or cause abrasions (fingernails must be closely cut).
- d) Hair accessories and jewellery.

6.7 Items permitted are as follows:

- a) Upper arm, thigh or lower leg protective equipment if sufficiently padded.
- b) Arm and leg garments, including undershirts and undershorts, made of compression material. Sock of the same dominant for all team members. Sock need to be visible.
- c) Headgear. It shall not cover any part of the face entirely or partially (eyes, nose, lips etc.) and shall not be dangerous to the player wearing it and/or to other players. The headgear shall not have opening/closing elements around the face and/or neck and shall not have any parts extruding from its surface.
- d) Knee, shoulder and ankle braces.
- e) Protector covering an injured nose, even if made of a hard material.
- f) Non-coloured, transparent mouth guard.
- g) Spectacles, if they do not pose a danger to other players.
- h) Wristbands and headbands, maximum of 10 cm wide textile material.
- i) Taping of arms, shoulders, legs etc.

6.8 All players on the team must have all their arm and leg compression garments including undershirts and undershorts, headgear, wristbands, headbands and tapings of the same solid colour.

6.9 During the game a player may wear shoes of any colour combination. No flashing lights, reflective material or other adornments are permitted.

6.10 During the game a player may not display any commercial, promotional or charitable name, mark, logo or other identification including, but not limited to, on the player's body, in the hair or otherwise.

6.11 Any other equipment not specifically mentioned in this article must be approved by the Technical Commission.

6.12 Team Officials must be in proper attire during the competition (no slippers or sandals allowed; wearing covered shoes is compulsory).



## **SECTION D – Competition details**

### **7 Competition rules**

7.1 Teams will be ranked according to their accumulated number of points.

7.2 Points will be awarded to teams based on the following:

- a) 2 points – Win
- b) 1 point – Loss (including by default)
- c) 0 point – Loss by forfeit

7.3 Tie-Break between Two (2) Teams shall be resolved according to the following, in order:

#### 7.3.1 Forfeit rule

The Team that has forfeited any match shall be ranked last among the tied teams.

#### 7.3.2 Head-to-head result

The winner of the match played between the two (2) tied Teams shall be ranked higher.

#### 7.3.3 Other criteria if still tied

If the tie remains unresolved, the following criteria shall apply in sequence:

- a) Point difference (all matches in the group)
- b) Points scored (all matches in the group)
- c) Drawing of lots (between the two tied teams)

For avoidance of doubt, the results of any team not involved in the tie, which has forfeited a match due to failing to start, shall be disregarded in the calculation of tie-break criteria.

7.4 Tie-Break Between Three (3) or more Teams shall be resolved according to the following, in order:

#### 7.4.1 Forfeit rule

Any participant / team that has forfeited a match shall be ranked last among the tied teams.

#### 7.4.2 Mini-table (Head-to-Head Among Tied Teams)

Only the results of matches played among the tied participants / teams shall be considered. League points shall be recalculated based solely on matches between the tied teams.

#### 7.4.3 Other criteria if still tied

If the tie remains unresolved, the following criteria shall apply in sequence:

- 1) Points Difference (only among the tied teams)
- 2) Points Scored (only among the tied teams)
- 3) Points Difference (all matches in the group)
- 4) Points Scored (all matches in the group)
- 5) Drawing of lots (among the remaining tied teams)



**7.4.4 Reversion to Two-Team Tie**

At any stage of the tie-break process, if the tie is reduced to two (2) participants / teams, the winner of the match played between those two (2) teams shall be ranked higher.

**7.4.5 Drawn head-to-head match**

If the match between the two remaining tied teams ended in a draw, the tie shall be resolved by continuing with the subsequent tie-break criteria stated above.

**7.5 A team shall lose a game by default if, during the game, the team has fewer than 2 players on the court ready to play.**

**7.6 For games lost by default, the scoring shall be as follows:**

- a) If the team to which the game is awarded is ahead, the score shall stand as at the time when the game was stopped.
- b) If the team to which the game is awarded is not ahead, the score shall be recorded as 20 to 0 in its favour.
- c) The defaulting team shall receive 1 point in the classification.

**7.7 A team shall lose the game by forfeit if,**

- a) the team is not present or is unable to field 5 players ready to be playing 15 min after the game is scheduled to start.
- b) its actions prevent the game from being played.
- c) it refuses to play after being instructed to do so by the crew chief (Referee).

**7.8 For games lost by forfeit, the scoring shall be as follows:**

- a) The game shall be award to the opponents, and the score shall be 20 to 0.
- b) The forfeiting team shall receive Zero (0) classification points.
- c) If in a tournament the team forfeits for second time, the team shall be disqualified from the tournament and results of all games played by this team shall be nullified.

**7.9 In the event of an abandoned game, the game time, score, and statistical records will be retained and continued if the match is resumed at a later and time.**

**7.10 In the event of an abandoned game due to unforeseen or unsafe circumstances, the Tournament Committee determines whether the game shall:**

- a) resume from the exact time and score at which it was stopped.
- b) be replayed in full; or
- c) be declared void.

Only players and team officials listed on the original scoresheet shall be eligible to participate in a resumed match.



## **8 Players and Substitutes (U14 and Below)**

- 8.1 Both teams must register the 15 players with the table officials before the start of the game. In addition, they must indicate their players to be fielded for the 1st and the 2nd quarters.
- 8.2 The game cannot begin if one of the teams on court do not have at least 9 players present and ready to play.
- 8.3 Only one player who has played in the first quarter will be allowed to play in the 2nd quarter.
- 8.4 The player who played in the 1st and 2nd quarters will not be allowed to play in the 3rd quarter. This player is allowed to play in the 4th quarter.
- 8.5 The rest of the players who have played in the 1st quarter but did not play in the 2nd quarter are allowed to play in the 3rd and 4th quarters.
- 8.6 The players who have played in the 2nd quarter but did not play in the first quarter are allowed to play in the 3rd & 4th quarter.
- 8.7 In the 1st and 2nd quarters, substitution shall be allowed only if a player sustains an injury so serious that he/ she cannot continue to play. Then with the concurrence of the officials, he/she may be replaced by one of the reserves not marked in the scoresheet to play in the 1st or 2nd quarter. The injured player shall not be allowed to re-join and play for the rest of the match. Substitution can also be made to replace a player who has committed a disqualifying foul or five fouls within the quarter. The substitute must not have been marked in the scoresheet to play in the 1st or 2nd quarter.
- 8.8 A violation of Rule 8.6 and or Rule 8.7 will result in a forfeiture game.

## **9 No Zone Defence Rule (U14 and Below)**

- 9.1 In accordance with FIBA recommendations for youth development, BAS mandates that all U14 (and younger) age group competitions shall be played under a “No Zone” rule. Man to man defence is compulsory for all teams in these categories.

## **10 Definition – Zone Defence**

- 10.1 Any defence played in the half court which does not incorporate normal man to man defensive principles shall be considered to be a zone. For this purpose, trapping defences which rotate back to man to man defensive principles are acceptable.

## **11 Violations of Man-to-Man Defence**

- 11.1 The use of man-to-man defence is integral to the competition and accordingly, technical officials will be trained to observe games for the purpose of determining any team that is not executing acceptable man to man defensive principles.
- 11.2 Violations of the “no zone” rule will generally fall within one of the following categories:
  - a) One or more players were not in an acceptable man to man defensive position in relation to the player they are guarding and the player with the ball;
  - b) A cutter moved all the way through the key and was not defended using acceptable man to man defensive techniques (for example, “bumping” the cutter, following the cutter or switching);



- c) Following a trapping or help and recover situation the team made no attempt to re-establish man to man defensive positioning;
- d) The team zone pressed and did not assume man to man defensive positioning once the ball had been advanced into the quarter court.

## 12 Penalties for Use of Zone Defence

### 12.1 Speak to the Coach

During the game, the referee(s) may speak to the coach if they are concerned that the team (or any player) is not playing to acceptable man to man defensive principles. It is preferable that the referee or umpire speak to the coach prior to any penalty being imposed; however, the deliberate and pre-meditated use of a zone defence at a critical time in a game may be penalized immediately.

### 12.2 Warning to the Coach

After the first instance where the referees have already communicated their concern to the coach, the next violation (i.e. a team or player is not playing acceptable man to man defensive principles) shall be penalized with a warning. This shall be recorded on the scoresheet by the table officials. The game is stopped and the non-violating team is awarded a throw-in at the nearest place to the infraction.

### 12.3 Technical Foul

For the next violation after the warning, the referees will charge a Technical Foul – Personal Unsportsmanlike on the head coach of the offending team.

### 12.4 Second Technical Foul – Disqualification of Head Coach

If the same team incurs a third violation, a technical foul is called and the head coach will be disqualified from the game.

### 12.5 Third and Subsequent Technical Fouls – Disqualification of Assistant Coach, Captain and Players

If the same team incurs any more such violations, a technical foul is called for each and the assistant coach will be disqualified from the game after two of such technical fouls. If there is no assistant coach present, the captain will be charged instead and the same procedures follow. Should assistant coach(es) and captain be already disqualified, subsequent technical foul(s) will go to the player(s) in violation of the rule.

### 12.6 Violations Throughout the Competition

If a team has been penalized for playing “zone defence” in two or more games during the competition, the Competition Technical Committee may take further disciplinary action including, but not limited to, disqualification and loss of points.

## 13 Technical, unsportsmanlike and disqualifying fouls

- 13.1 Disqualifying fouls given to a player or coach shall result in the recipient of the foul being automatically ejected from the game. In addition, the disqualifying foul shall be subject to review and may result in:
  - a) A minimum one (1) game suspension, and
    - i) A fine; or
    - ii) Additional sanctions deemed appropriate by a review committee.



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- 13.2 Technical Fouls will be observed and followed as stated in Article 36 of the Official Basketball Rules 2024. Any Player, Head Coach, Assistant Coach, Team Official, and other Team Personnel who commits more than three (3) technical fouls during the season will merit the following fines and sanctions:

No. of Offenses	Team Fine	Additional Sanction
3	-	1 Game Suspension
4	\$300	1 Game Suspension
5	\$400	2 Game Suspension
6 and each succeeding instance	\$500	Disciplinary Inquiry with Immediate Suspension

- 13.3 Unsportsmanlike Fouls will be observed and followed as stated in Article 37 of the Official Basketball Rules 2024. Any Player who commits at least three (3) Unsportsmanlike fouls or more during the season will merit the following fines and sanctions:

No. of Offenses	Team Fine	Additional Sanction
2	-	1 Game Suspension
3	\$300	2 Game Suspension
4 and each succeeding instance	\$400	Disciplinary Inquiry with Immediate Suspension

- 13.4 Disqualifying Fouls will be observed and followed as stated in Article 38 of the Official Basketball Rules 2024. Any Player, Head Coach, Assistant Coach, Team Official, and other Team Personnel who have incurred a disqualifying foul during the season will merit the following fines and sanctions:

No. of Offenses	Team Fine	Additional Sanction
1	-	1 Game Suspension
2	\$500	2 Game Suspension
3	\$800	Disciplinary Inquiry with Immediate Suspension

- 13.5 Failure to leave the playing area as required by Article 36.2.3, Article 37.2.3, and Article 38.3.2 of the Official Basketball Rules 2024 shall merit an automatic fine of Singapore Dollar One Thousand (\$ 1,000.00) only and/or a suspension as deemed appropriate by the league/organizer.

## 14 Unruly behaviour

- 14.1 Any player, coach or team bench personnel who engages in fighting shall be suspended for a minimum of one (1) game.
- 14.2 Any bench personnel who leave the bench area during a fight situation shall be suspended for a minimum of one (1) game, regardless of whether the person makes physical contact with those involved in the fight.
- 14.3 More serious acts of violence may result in multiple-game suspensions, fines, or expulsion from the competition.



## **15 Suspensions and ineligibility**

- 15.1 Suspensions shall apply to the next scheduled game(s) within the same competition.
- 15.2 A suspended individual shall not:
- a) sit on the bench;
  - b) enter the court;
  - c) participate in any official team activities during the suspension period.
- 15.3 Players that do not meet registration requirements or are currently serving a suspension shall be deemed as ineligible. A team that fields an ineligible player or team official shall:
- a) forfeit the match;
  - b) be fined; and
  - c) may be subject to further disciplinary action.
- 15.4 A team will only be allowed to field a suspended player or team official after all their sanctioned penalties are fulfilled.

## **16 Protests**

- 16.1 Any team wishing to protest the result of a match must do so immediately at the end of the game and inform the referee, and follow the procedure described below:
- a) The team captain must inform the referee immediately at the conclusion of the game that the team is protesting the result. The captain must then sign the scoresheet in the space marked "Captain's Signature in Case of Protest."
  - b) To validate the protest, the team must submit written confirmation within two (2) hours after the end of the game. BAS must receive a detailed written explanation and the S\$500 deposit within twenty-four (24) hours of the game's conclusion. The organizers' decision shall be final. If the protest is upheld, the security bond will be refunded. Teams must continue to play their scheduled matches while awaiting the protest outcome.
  - c) Protests based solely on a decision involving the accuracy of judgement on the part of a referee shall not be considered by the organising committee. (e.g., fouls, violations, out-of-bounds decisions)
- 16.2 All other protests must be submitted in writing to BAS by 10:00 am on the day following the match in question and must be followed up with a full written report within 24 hours from the end of the match. Protests that do not meet these requirements will be disregarded.

## **17 Disciplinary matters**

- 17.1 The Tournament Director shall have the authority to impose fines, suspensions and other disciplinary measures in accordance with these Rules and Regulations and consistent with FIBA principles.
- 17.2 All decisions of the Tournament Director shall take immediate effect unless otherwise stated.



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- 17.3 Serious cases may be referred to the Disciplinary Committee for further action.
- 17.4 Any menacing, intimidation, or acts of violence towards the opponents, Referees, Table Officials, Game Supervisors, or BAS representatives will result in disciplinary action.
- 17.5 If a team commits an infraction that may result in disciplinary penalties, the team must submit a written report to BAS on the day following the game.
- 17.6 A fine of \$500 may be imposed on any team that loses a game by forfeit, and the case may be referred to by the Disciplinary Committee. A second forfeit by the same team may result in disqualification from the competition.
- 17.7 The use of unregistered player(s) may result in the disqualification of the team from the competition, and the team may be referred to the Disciplinary Committee.

## 18 Equipment

- 18.1 All matches shall be played using Molten BG 4500, Size 6 for Girls and Size 7 for Boys as the official tournament ball.

## 19 Awards and prizes

- 19.1 Trophies may be awarded to the top 3 teams only.
- 19.2 Individual medallions may be awarded to players from the top 4 teams.
- 19.3 Cash awards of \$800, \$600 & \$400 will be awarded to the top three teams, respectively.

## 20 Medal ceremony

- 20.1 The ceremony will take place immediately after the Finals.
- 20.2 The top 4 teams must attend the ceremony, with a minimum of 10 registered players present.
- 20.3 All players and team officials must be properly attired when attending the ceremony (no slippers or sandals; Wearing covered shoes is compulsory).

## **SECTION E – OTHER RULES**

### 21 Insurance, Indemnity, and Media Rights

- 21.1 Participating teams are responsible for providing insurance coverage for all players and team officials.
- 21.2 Team Officials and Team Participants assume full responsibility for any mishap or injury that may occur during or because of their participation in BAS Youth Cup 2026.
- 21.3 The Team agrees not to hold BAS, its staff, volunteers, or agents responsible for any damage to, or loss of property or life that may occur during the event or arise in connection with the event.



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- 21.4 By registering for and participating in this event, Team Officials and Team Participants consent to interviews, photography, audio recordings, video recordings, and their release, publication, exhibition, or reproduction for news, webcasts, promotional purposes, telecasts, advertising, website inclusion, or any other uses deemed appropriate by the Basketball Association of Singapore (BAS), its vendors, partners, affiliates, and representatives. They agree to release the Organizers of ANTA x AiRENA 2026, including its officers and employees, from any liability related to the creation, recording, digitising, or publication of these materials.

## 22 Final Authority and Amendments

- 22.1 BAS reserves the right to amend, add to, or vary these Tournament Regulations at any time.
- 22.2 For any issues not explicitly covered by the rules, the decision of the Basketball Association of Singapore (BAS) shall be deemed final and binding. BAS reserves the right to amend, add or remove any rules as deemed necessary to ensure the proper conduct of the competition. Failure to comply with these rules & regulations, even in the absence of a specifically stated penalty, may result in disciplinary action. Such actions will be determined at the sole discretion of BAS, and its decisions on these matters shall be final and conclusive.
- 22.3 Where the Tournament Committee is satisfied that the team has not complied with any provisions of this regulation for which no penalty is expressly provided, that may result in disciplinary penalties and the decision of the BAS or the organizer shall be final.
- 22.4 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 the BAS or the organiser shall be final.



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### SECTION F – REGISTRATION PROCEDURE

#### **23 Team Managers' Meeting**

- 23.1 The U14/U16/U18 Team Managers' Meeting will be on **25 May 2026 Mon, 8pm.**
- 23.2 The Team Managers' Meeting will be conducted in the Conference Room of the Singapore Basketball Centre.
- 23.3 All U14/U16/U18 Team Managers are required to submit the following documents no later than **20 May 2026 Wed , 1800h. Kindly submit the relevant documents to Chua\_Ping@bas.org.sg.**
- a) Completed Registration Form (word document)
  - b) Signed Indemnity Form (soft copy PDF/MOE School not require)
  - c) Team Logo (AI or JPEG format)
  - d) Payment Contact Details:
  - e) Payee Name
  - f) Email Account (Payee)
  - g) Handphone Number

#### 23.4 Registration fee

Non- Member	\$900
Member	\$700

- 23.4.1 Registration fees are non-refundable.
- 23.4.2 Upon closure of registration, any team that wish to make roster changes is required to submit their request together with supporting documents. BAS reserves the right to review and impose an admin fee of \$100 on the team.
- 23.4.3 A fee of \$300 will be imposed on parties for changes made to their team's name after registration.
- 23.4.4 No further changes are to be made to the tournament fixtures/schedule once it is published. Should there be any changes due to unforeseen circumstances, BAS reserves the right to make adjustment and provide advance notice on the revised fixtures/schedule.
- 23.5 For Government School taking part, do provide us with the following below:
- 1) Ministry/ Stat Board:



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- 2) Department:
- 3) Sub-business unit:
- 4) Whom to attention the invoice to:
- 5) Purchase Order ID:

MOE Schools, as affiliate of BAS, can enjoy BAS Full member registration rate when participating in the Youth Cup 2026. Thus, MOE Schools would not be required to fill in indemnity forms. Teachers-In-Charge must always be present during the games.

- 23.6 Upon receipt and verification of the above documents, BAS will issue an official invoice for payment. Kindly ensure that all documents are submitted by the stated deadline to facilitate timely processing. Late or incomplete submissions may result in delays or disqualification.

## 24 Competition Schedule

- 24.1 The competition will be commerce on 02 Jun 2026 for U14/U16 and 17 Jun 2026 for U18. All games will be played at the Singapore Basketball Centre.
- 24.2 Official communications shall be issued via email to registered Team Managers. WhatsApp communications shall serve as supplementary notifications only. In the event of discrepancies, the official email communication shall prevail. All participating teams are required to play all their scheduled matches until they are eliminated from the competition.
- 24.3 A Club may request postponement and rescheduling of a Match if at least five (5) or more Players from their squad have been officially called up to represent the National Team or representative teams in any official International Match or International Competition.
- 24.4 BAS reserves the right to make changes to the competition schedule, including date and time of the matches, if necessary. The BAS Tournament Committee's decision is final.