

AITIA CORPORATE GAMES 2019

3-on-3 BASKETBALL

GENERAL INFORMATION

DATE

26 October 2019, Saturday

TIME

Registration: 0815hr onwards

Competition: 0900hr – 1730hr*

Prize Presentation: 1730hr – 1800hr*

*subjected to real-time completion of all scheduled matches

REGISTRATION CLOSING DATE

30 August 2019, Friday 2359hr

(or when all slots per sport event category are fully taken up, whichever earlier.)

VENUE

Heartbeat@Bedok, Level 4 Sports Hall

11 Bedok North Street 1, Singapore 469662

EVENT CATEGORY

Men's Opens

Women's Opens

TEAM COMPOSITION

- Teams may register a minimum of 4 players and up to a maximum of 6 players.
- A player may only represent one team in the competition.
- A maximum of 3 players are allowed on the court at any one time.
- Special requests for changes in the team list must be submitted to Organisers, and approval will be granted on a case by case basis.

COMPETITION FORMAT

GAME PLAY AND FORMAT

- The format of games are as follows: Preliminary Round, Quarter Finals, Semi Finals and Finals.
- 3-on-3 Basketball is a **half-court** game.

PRELIMINARY ROUND

- Preliminary Round will be played through Round Robin format.
- Allocation of teams to each group is based on random system draw pre-decided by the Organiser.
- The preliminary round winner shall be the team with the greatest number of points in each group.
- Scoring System for Round Robin shall apply:
 - 2 points for a win
 - 1 point for a draw
 - 0 points for a loss/ walkover
- The Top 2 teams of each group advances to Quarter Finals Double Knockout Round.

ROUND OF 16, QUARTER FINALS AND SEMI FINALS

- There will be two (2) tiers in the Quarter Finals round: CUP Tier and PLATE Tier.
- Winners of Round of 16 advance to Quarter Finals (Round of 8) of CUP Tier.
- Losers of Round of 16 will proceed to Quarter Finals (Round of 8) of PLATE Tier.
- Winners of both CUP and PLATE tier Quarter Finals (Round of 8) advances to Semi Finals of both Tiers respectively.

FINAL PLAYOFF AND 3RD/4TH PLAYOFF

- The winners of Semi Finals will enter the Final Playoffs to play for First and Second position of the competition.
- The losers of Semi Finals will enter the 3rd/4th Playoffs to play for Third and Fourth position of the competition.
- There will be Top Four positions for BOTH Cup Tier and Plate Tier respectively.
**depending on the number of teams

MINIMUM NUMBER OF PLAYERS

- Teams must be ready at their designated court at least 1 min before their match commences.
- No games may start unless each team has at least three (3) players on the court.
- After the grace period of one (1) minute, a team must take the court if there are at least three (3) players present, failing which the team shall concede a walkover.

AITIA INSTITUTE (S) LIMITED

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DURATION OF PLAY

- The regular playing time for all games shall be as follow: One period of ten (10) minutes playing time.
- The clock shall be on running time and will not be stopped during dead ball situations and free throws. Any pause for injury time or out of court situations shall be based on the discretion of the referee.
- The first team which scores 21 points or more wins the game if it happens before the end of regular playing time.

GAMES TIE-BREAKER

Both in group and in overall competition standings, the following classification rules apply. If teams that have reached the same stage of the competition are tied after the first step, refer to the next one – and so on.

1. Most number of wins (or win ratio in case of unequal number of games in inter-group comparison);
2. Head-to-head confrontation (only taking win/loss into account between teams with equal number of points and applies within a group only);
3. Most points scored in average (without considering winning scores of forfeits).

Any deviation from the competition format requires approval from the Organising Committee.

SCORING AND TIME KEEPING

- Scoring and Time Keeping will be managed by respective courts' Table Officials.
- There will be **no** injury time.
- The following scoring system shall apply for each game:
 - Every shot within the 3-point line shall be awarded 1 point.
 - Every shot beyond the 3-point line shall be awarded 2 points.
 - Every successful free throw shall be awarded 1 point.

OFFICIALS

- Referees and Table Officials from Basketball Association of Singapore will officiate all matches.
- If there are any feedbacks during the competition, please approach the Organiser.

DISQUALIFICATION

- A team will be disqualified if it commits any of the following:
 - Fielding unregistered player
 - Fielding an ineligible player (i.e. player who is not a staff under the registered company)
 - Fielding a player with unruly conduct (unsportsmanlike behaviour)
- All results involving the team which has been disqualified will be considered null and void.

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ATTIRE AND DRESS CODE

- All players within a team must have the same colour shirts. In the event of colour clash of shirts, the first team on the fixture would be required to wear bibs over the top of the shirts.
- It is forbidden for players to wear anything that may endanger themselves or their opponents during any match.
- No exposed jewellery is permitted to be worn by players while on the court. This includes, but is not limited to, bracelets, necklaces and earrings.
- All finger nails must be cut short, and smooth, and checked by the referee before the game commences. The referee has the right to ask a player to re-cut nails if necessary, and upon refusal, the referee has the right to exclude a player from the game. Time will not be held for players who are unprepared and unorganized.

FIRST AID

- The Organising Committee will provide professional medics and ambulance on-standby.
- Teams are recommended to provide their own first aid kit and individual medication.

EVENT ADMINISTRATION

- Random checks of players' identity may be conducted from time to time.
- Any disputes can only be raised during the time of event and a \$50 non-refundable fee will be charged upon dispute raised.

LIABILITY

- The Organising Committee, Aitia Institute, Player Group, officials, partners and sponsors shall not be liable for any accidents, injuries or losses of personal properties that may have been suffered during this event.

AMENDMENTS

- The Organising Committee shall have the right to delete, add to or amend the rules and regulations laid down herein.

BASKETBALL RULES AND REGULATIONS

SYSTEM OF THE GAME

- The regular playing time for all games shall be as follow: One period of ten (10) minutes playing time.
- The clock shall be on running time and will not be stopped during dead ball situations and free throws. Any pause for injury time or out of court situations shall be based on the discretion of the referee.
- The first team which scores 21 points or more wins the game if it happens before the end of regular playing time.
- If the score is tied at the end of playing time, an extra period will be played. There shall be an interval of 1 minute before the overtime starts. The first team to score 2 points in the overtime wins the game.

GAME CONCEPT (START OF PLAY/RESTARTING PLAY)

- A coin flip shall determine which team gets the first possession. The team that wins the coin flip can either choose to benefit from the ball possession at the beginning of the game or at the beginning of a potential overtime.
- Following each successful field goal or last free throw (except those followed by ball possession):
 - A player from a non-scoring team will resume the game by dribbling or passing the ball from inside the court directly underneath the basket on court to a place on the court behind the 3-point line.
 - The defensive team is not allowed to play for the ball in the “no-charge semi-circle area” underneath the basket.
- Possession of the ball given to either team following any dead ball situation shall start with a check-ball, i.e. an exchange of the ball (between the defensive and the offensive player) behind the 3-point line at the top of the court.
- A player is considered to be “behind the 3-point line” when neither of his feet are inside nor step the 3-point line.
In the event of a jump ball situation, the defensive team shall be rewarded the ball.

WALKOVER

- Teams are to report at the Officials Table 10 minutes before scheduled game time.
- In the event teams are not ready to play by the scheduled game time, the Officials will start a 1-minute countdown.
- If the team fails to report to the court for their match with a minimum of 3 players by the end of the 1-minute countdown, the Officials will declare a walkover with a game score of w-0 or 0-w (“w” standing for win).

TURNOVERS

- Following each unsuccessful field goal or last free throw (except those followed by ball possession):
 - If the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the 3-point line.
 - If the defensive team rebounds the ball, it must return the ball behind the 3-point line (by passing or dribbling).
- If the defensive team steals or blocks the ball, it must return the ball behind the 3-point line (by passing or dribbling).

SHOT CLOCK

- A team must attempt a shot within 12 seconds.
- The clock shall start as soon as the ball is in the offensive players' hands (following the exchange with the defensive player or after a successful field goal underneath the basket).
- It will be considered a violation, if after the ball has been cleared an offensive player is dribbling within the 3-point line with the back or side to the basket for more than five seconds.

TIME-OUT

- Each team is granted one team Time-Out. Any player can call the Time-Out in a dead ball situation.
- All Time-Outs have a length of 30 seconds.
- Time-Outs and substitutions can only be called in dead ball situations.

FOULS/FREE THROWS

- A team is in a penalty situation after it has committed 6 fouls. Players are not excluded based on the number of personal fouls subject to unsportsmanlike fouls.
- Fouls during the act of shooting within the 3-point line shall be awarded 1 free throw
- Fouls during the act of shooting beyond the 3-point line shall be awarded 2 free throws.
- Fouls during the act of shooting followed by a successful field goal shall be awarded 1 additional free throw.
- Team fouls 7, 8 and 9 shall always be awarded with 2 free throws. The 10th and any subsequent team foul will be awarded with 2 free throws and ball possession. This clause is applied also to fouls during the act of shooting and overrules all the above rules.
- All technical fouls will be always awarded with 1 free throw and ball possession; whilst unsportsmanlike fouls will be awarded with 2 free throws and ball possession. The game shall continue with an exchange of the ball beyond the 3-point line at the top of the court after a technical or unsportsmanlike foul.
- No free throws are awarded after offensive foul.

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SUBSTITUTION

- Substitutions can be done by any team when the ball becomes dead, prior to the check-ball or free throw.
- The substitute can enter the game after his teammate steps off the court and establishes a physical contact with him.
- Substitutions can only take place behind the end line opposite the basket and substitutions require no action from the Referees or Table Officials.
- Game time will not be stopped for substitutions to take place.
- There is no limit to the number of substitutions per team in a game.

STOPPAGE FOR INJURY TIME

- There will not be any stoppage during injuries. Players of the team will do an immediate change of players.