



ROMP 17 (Basketball)
TECHNICAL RULES AND REGULATIONS
(Accurate as of Mar 2017)

1 Rules and Regulations

- 1.1 The tournament shall be administered in accordance with the ROMP 17 (Basketball) Rules and Regulations.
- 1.2 The tournament shall be conducted in accordance with the Official Basketball Rules 2010, FIBA 3x3 Official Rules of the International Basketball Federation or any tournament rules and regulations as stipulated by the Organiser wherever applicable.

2 Player Eligibility

- 2.1 All participants shall be Singapore Citizens, Singapore Permanent Residents (PRs) with Singapore Blue Identity Card, or non-Singapore Citizens residing in Singapore with the following passes that are valid:

- Student's Pass;
- Long Term Pass;
- Dependant's Pass;
- Work Permit;
- S Pass; or
- Employment Pass.

3 Registration

- 3.1 All Teams are required to pay a registration fee for their participation.

Category	Registration Fees
Men's U17	\$60
Men's U21	\$70
Men's Open	\$80
Women's Open	\$80

- 3.2 All players are to submit the registration and indemnity forms. All fields in the forms must be filled up unless stated otherwise. Registration will not be accepted if forms are **incomplete** or **if payment has yet to be received**.

**Players under age of 21 are required to get the consent of their parent/legal guardian by completing part B of the personal particulars form.*

CONTACT

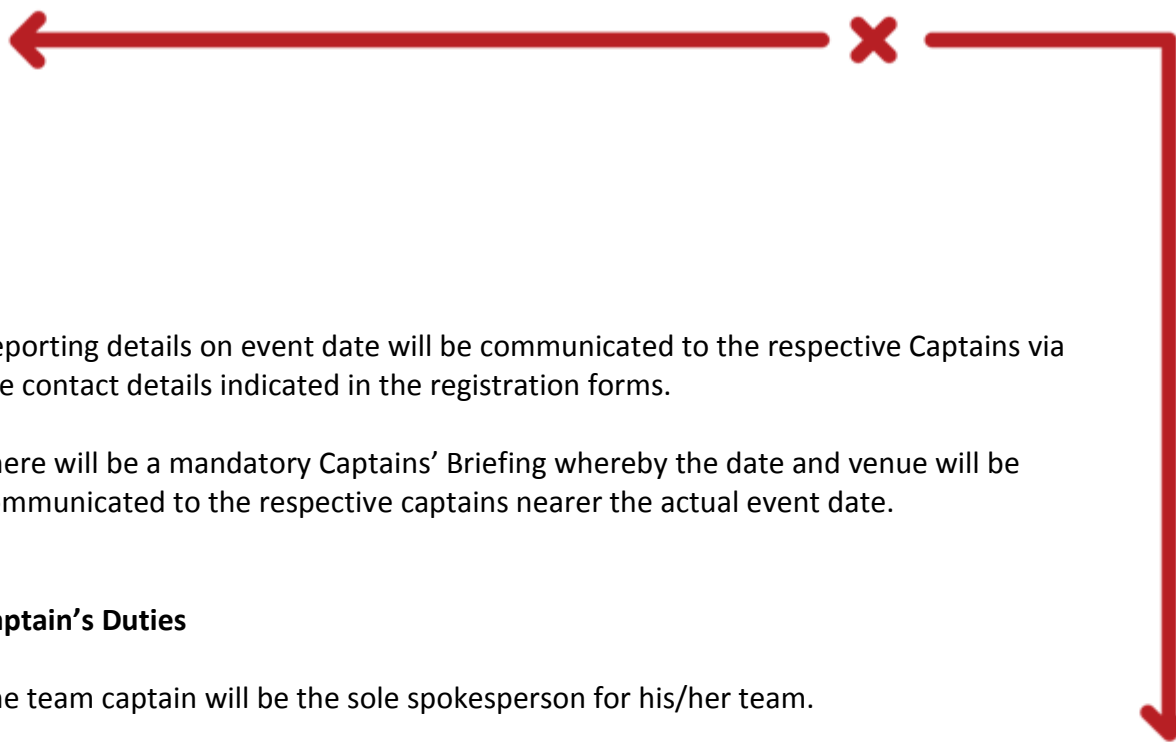
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3.3 Reporting details on event date will be communicated to the respective Captains via the contact details indicated in the registration forms.

3.4 There will be a mandatory Captains' Briefing whereby the date and venue will be communicated to the respective captains nearer the actual event date.

4 Captain's Duties

4.1 The team captain will be the sole spokesperson for his/her team.

4.2 Questions, complaints or any other comments regarding the game/(s) shall be taken up with the Court Referee.

4.3 The decision/s of the Court Referee is final. Only questions concerning rule interpretation or eligibility are appealable.

4.4 Captains are to ensure that Teams are present at the holding area before their scheduled match time, even if the earlier/ongoing games are delayed. Captains are to ensure that their teams report to their respective courts within 1 minute of the stipulated match time and to wait for Referee's signal to commence the game. Failure to do so will lead to a walkover without any negotiation. **Refer to point 7.6 (walkover)**

4.5 Captains will determine first possession by a coin flip. The respective captain who wins the coin flip will have the ball possession at the beginning of the game.

4.6 Captains are to ensure that there are three (3) players from their team on the court unless meeting the criteria of **point 5.4 (team injuries)**

4.7 Captains are to ensure that their players understand **point 9 (misconduct)** such that continuous misconduct, flagrant and intentional fouls will lead to immediate dismissal without any replacement for the current game and/or all remaining games.

5 Team Composition

5.1 Each team must have minimum three (3) and maximum four (4) players on their roster and be registered as a team.



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5.2 The age eligibility of the respective categories is as follows:

Category	Age	Registered Team Size	
		Min	Max
Men's U17	≥ 13 and ≤ 17yrs old	3	4
Men's U21	≤ 21 yrs old	3	4
Men's Open	No Age Limit	3	4
Women's Open	No Age Limit	3	4

5.3 The age of participants eligible to participate will be taken according to the age for that year without considering the month and date (Eg: Born in 1995, hence age for this year will be considered as 22 and hence not able to play for Men's U21 category & under)

5.4 If a player is injured (or unable to continue play for whatsoever reasons) and the team is unable to maintain the team composition requirements with its available substitute(s), the team shall continue to play with a handicapped number of on-court players. However, it is up to the opposing team to decide if they would wish to play with a same number of players to encourage fair play.

6. Reporting

6.1 Participants must bring along and produce either his/her valid Singapore pink or blue identity card, valid passport, student pass with NRIC number or driving license for verification at the point of registration. Failing which, he/she will not be allowed to compete in the tournament.

6.2 Participant(s) who are non-Singapore Citizens residing in Singapore must bring along and produce one of the following valid passes:

- Student's Pass;
- Long Term Pass;
- Dependant's Pass;
- Work Permit;
- S Pass or
- Employment Pass.

6.3 Team Captains shall undertake to submit their players' identifications and ensure that the players playing on court is actually the players whose identity cards are submitted. Teams who do not comply will be disqualified from the competition, applicable even post-competition.

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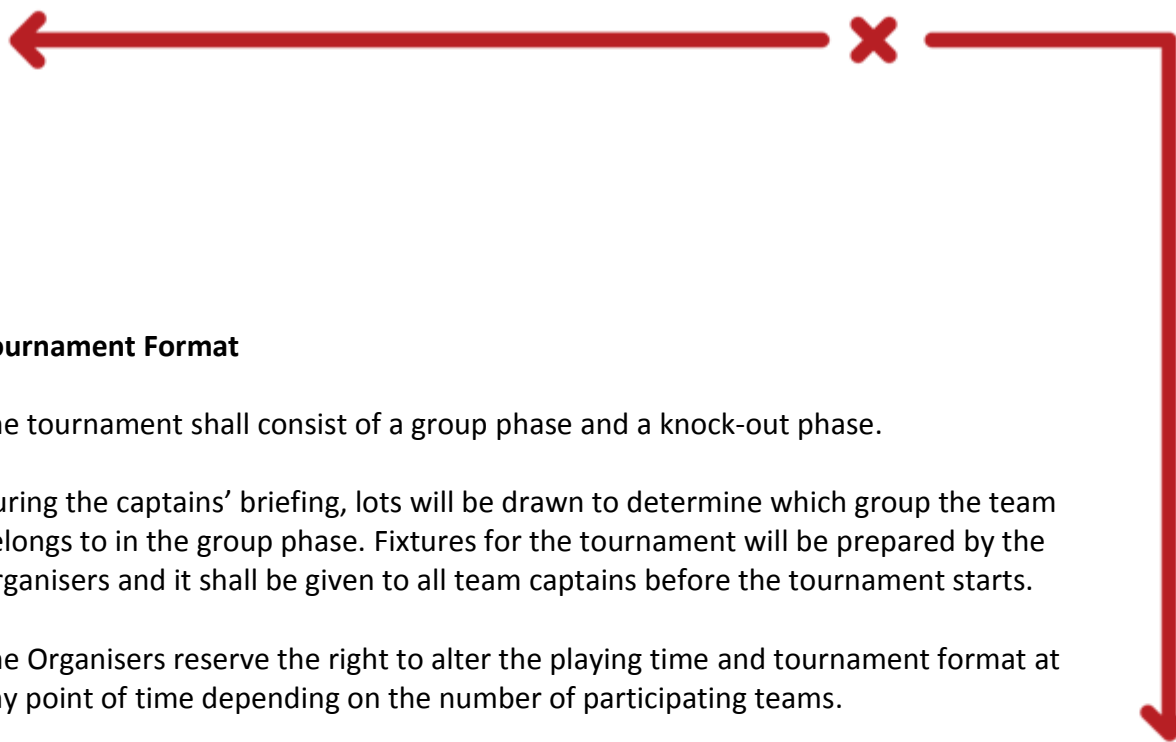
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7 Tournament Format

7.1 The tournament shall consist of a group phase and a knock-out phase.

7.1.1 During the captains' briefing, lots will be drawn to determine which group the team belongs to in the group phase. Fixtures for the tournament will be prepared by the Organisers and it shall be given to all team captains before the tournament starts.

7.1.2 The Organisers reserve the right to alter the playing time and tournament format at any point of time depending on the number of participating teams.

7.2 Group Stage

7.2.1 Teams will be playing using a round robin format at group phase. The group winners and the first runner-up of the group will advance to the knock-out phase.

7.2.2 Teams will be awarded 3 points for every match won, 1 point for every match drawn and 0 point for every match lost in the round robin stage.

7.2.3 In the event that a team scores 21 or more points in the game, the team will automatically be deemed to have won the match and the remaining time will be voided.

7.2.4 In the event that two (2) or more teams tie on points at the end of the group stages, the following system shall apply to break the tie (in the order of consideration):

- Greater number of goals scored
- Goal difference
- Free throw

7.3 Knock-Out Stage

7.3.1 Teams will be playing knock-out format from quarter finals onwards. The teams that make it to the semi-finals will then compete for the top 3 placing.

7.3.2 In the event that the match ends on a tie at the end of the regular playing time, the following system shall apply to break the tie (in the order of consideration):

- Extra time (up to 3mins)
- Free throw



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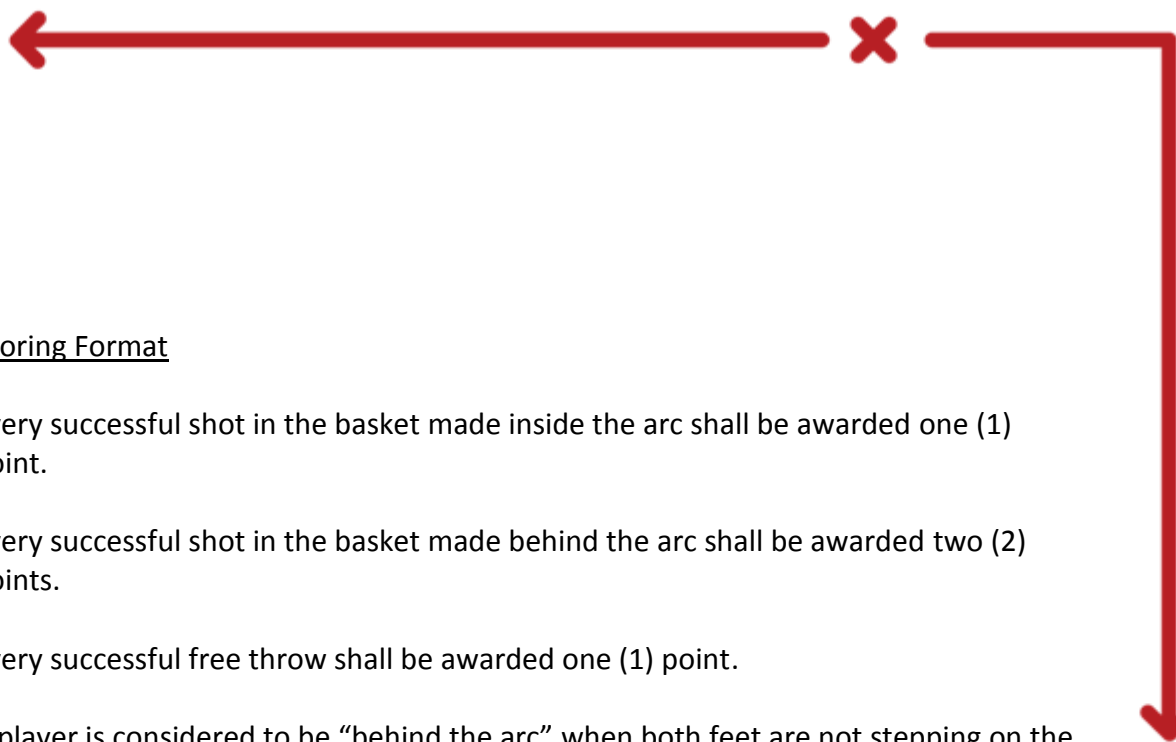
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7.4 Scoring Format

- 7.4.1 Every successful shot in the basket made inside the arc shall be awarded one (1) point.
- 7.4.2 Every successful shot in the basket made behind the arc shall be awarded two (2) points.
- 7.4.3 Every successful free throw shall be awarded one (1) point.
- 7.4.4 A player is considered to be “behind the arc” when both feet are not stepping on the arc and are not within the arc.

7.5 Playing time

- 7.5.1 One (1) period of 10 minutes playing time will be given. The clock shall not be stopped during dead ball situations or free throws.
- 7.5.2 At the end of the regular period of 10 minutes, if the match is a semi-finals/finals, the referee will extend the playing time by 3 minutes after 1 minute of rest. The team that had ball possession at the beginning of the game would not get the possession for the extra time. Ball possession will be given to the opposing team instead.

7.6 Walkover

- 7.6.1 A team shall be conceded a walkover if the team fails to report within one (1) minute from the start of the game time.
- 7.6.2 A team shall concede a walkover if they fail to register and be present at the scheduled time of play, this also applies if the team registered late and do not make it in time for their first game. (Teams are encouraged to register early so as to avoid a walkover).

8 **Tournament Rules**

8.1 Fouls / Free throw

- 8.1.1 Every court will have at least one (1) referee. All fouls and violations will be called by the referee.

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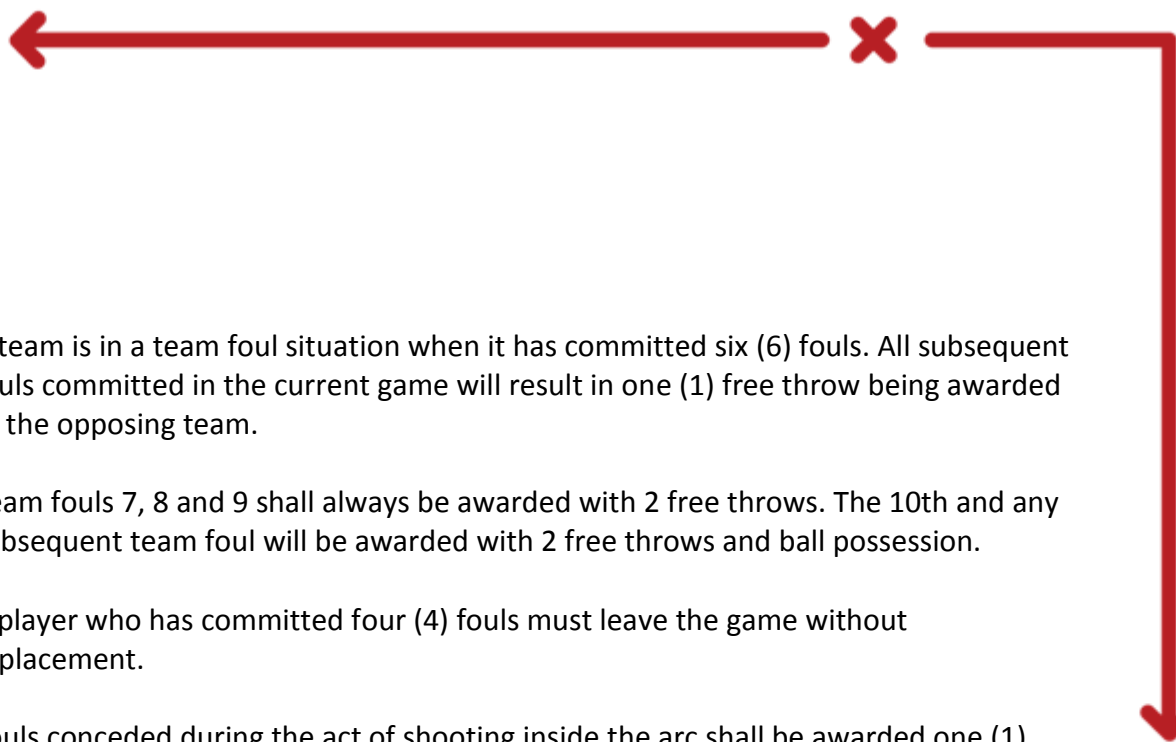
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- 8.1.2 A team is in a team foul situation when it has committed six (6) fouls. All subsequent fouls committed in the current game will result in one (1) free throw being awarded to the opposing team.
- 8.1.3 Team fouls 7, 8 and 9 shall always be awarded with 2 free throws. The 10th and any subsequent team foul will be awarded with 2 free throws and ball possession.
- 8.1.4 A player who has committed four (4) fouls must leave the game without replacement.
- 8.1.5 Fouls conceded during the act of shooting inside the arc shall be awarded one (1) free throw.
- 8.1.6 Fouls conceded during the act of shooting behind the arc shall be awarded two (2) free throws.
- 8.1.7 Fouls conceded during the act of shooting followed by a successful field goal will not be awarded any free throw. Only possession of ball will be awarded to the team that made the shot.
- 8.1.8 Non-shooting fouls under penalty foul situation shall be awarded one (1) free throw.
- 8.1.9 A referee may call for a technical foul for flagrant, intentional fouls. A dead ball technical foul shot will be awarded to the team fouled. The team leader will select a shooter from his/her team for one (1) free throw. Team fouled will retain possession of the ball after the shot attempt.
- 8.2 Live ball / Dead ball / Possession
 - 8.2.1 The ball will change possession after a scored basket unless stated otherwise. In the event of a jump ball (stalemate/dead ball) situation, the defensive team shall be awarded the ball.
 - 8.2.2 Following each successful field goal or last free-throw: 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 (not from behind the end line) to a place on the court behind the arc.
 - 8.2.3 Following each unsuccessful field goal or last free-throw; if the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc. If the defensive team rebounds the ball, it must return the ball behind the arc (by passing or dribbling).

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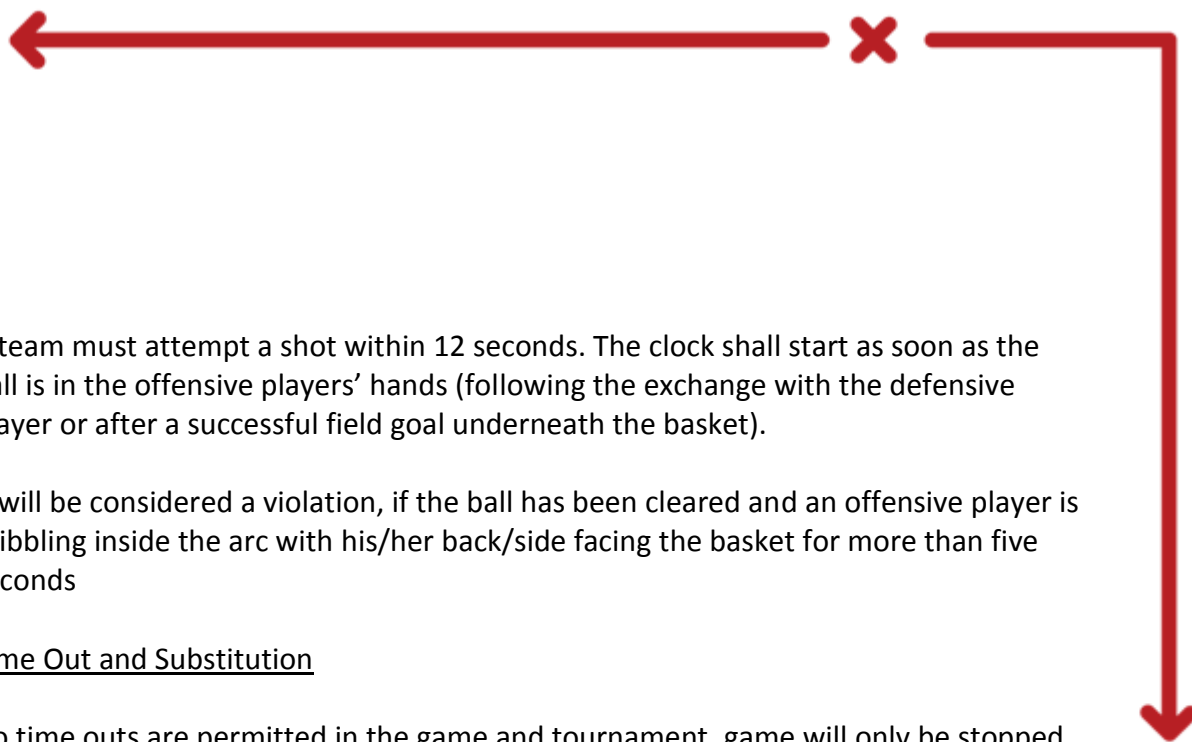
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X 8.2.4 A team must attempt a shot within 12 seconds. The clock shall start as soon as the ball is in the offensive players' hands (following the exchange with the defensive player or after a successful field goal underneath the basket).

8.2.5 It will be considered a violation, if the ball has been cleared and an offensive player is dribbling inside the arc with his/her back/side facing the basket for more than five seconds

8.3 Time Out and Substitution

8.3.1 No time outs are permitted in the game and tournament, game will only be stopped in the case of a serious injury as determined by the referee or event organizer.

8.3.2 Substitution shall be permitted by any team when the ball becomes dead.

9 **Conduct of the Game**

9.1 The game shall be played in the spirit of fair game.

9.2 Any form of cheating, rough play (pulling of shirts, pushing, hacking, tripping etc), unsporting behavior, use of vulgarities and/or intentional breaching of any game rules will not be tolerated.

9.3 Continuous misconduct/flagrant/intentional fouling will result in immediate dismissal of the player or team in question for the current game and/or all remaining games. This will be done at the discretion of the organising committee. Fighting will not be tolerated under ANY circumstances and will result in immediate disqualification. Team disqualified under such circumstances will not be refunded.

9.4 In the case of violence, the player(s) involved will be banned from further participation in the tournament.

9.5 Teams and supporters are to respect the decisions of the Referee. Referee's decision shall be final.

10 **Equipment and Attire**

10.1 Participating teams are strongly encouraged to wear same colored jerseys/shirts.



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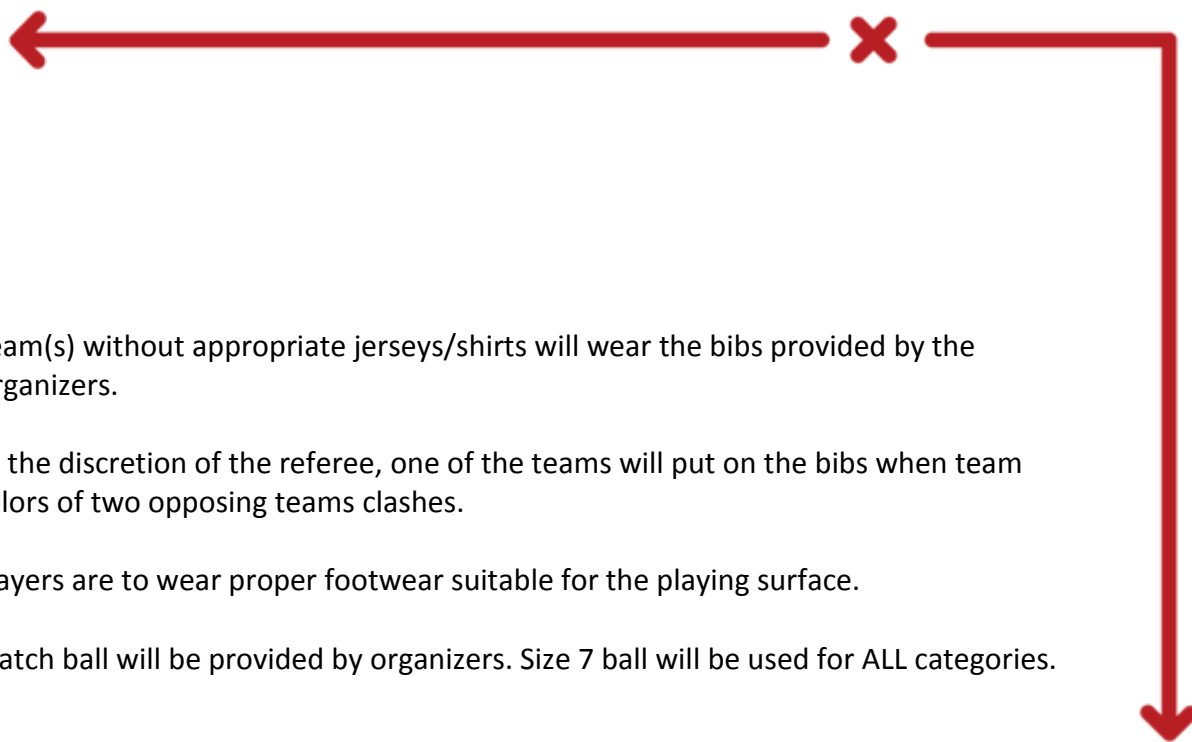
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- 10.2 Team(s) without appropriate jerseys/shirts will wear the bibs provided by the Organizers.
- 10.3 At the discretion of the referee, one of the teams will put on the bibs when team colors of two opposing teams clashes.
- 10.4 Players are to wear proper footwear suitable for the playing surface.
- 10.5 Match ball will be provided by organizers. Size 7 ball will be used for ALL categories.

11 Protest and Appeal

- 11.1 Protest regarding error in scoring will only be entertained if the team captain brings it to the attention of the tournament officials during the game. The tournament officials will immediately rectify any scoring error made.

***The rules and regulations are correct and updated at the time of print.
It is subject to change at the discretion of the Organisers*

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