



PUBLIC SERVICE BASKETBALL TOURNAMENT 2026

EVENT INFORMATION

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|------------------|---|---|
| Date | : | 4 July to 26 July 2026 (Tentative) |
| Time | : | Weekday (7.00pm to 10.45pm) Weekend (9.00am to 4.30pm) |
| Venue | : | Clementi Sport Hall 518 Clementi Avenue 3 Singapore 129907 |
| Registration Fee | : | \$30 per team (excluding GST) |
| Closing date | : | Thursday, 4 June 2026 |

RULES & REGULATIONS

1 **RULES OF THE GAME**

- 1.1 The Tournament shall be conducted in accordance with the existing rules of the game as approved by the FIBA, STAR Games General Rules and below Tournament Rules.

2 **ELIGIBILITY**

- 2.1 The tournament is open to all civil servants and officers serving in statutory boards, institutions of higher learning, government-aided schools and registered former Statutory Boards.
- 2.2 The following personnel shall not be eligible to participate in the tournament:
- a) Public Officers who have represented Singapore (including those as Reserves) in SEA Games, Asian Games, Commonwealth Games or Olympic Games during the current year and past two years,
 - b) Players who earn their living as professional players for Clubs, etc during the current and past two years, and
 - c) Full-time National Servicemen.

3 REGISTRATION

- 3.1 Registration of teams shall be done online at www.csc.sg/stargames/.
- 3.2 A registered player is allowed to play for one team only.
- 3.3 An organisation is allowed to register a minimum of nine (9) and up to a maximum of fifteen (15) players for each team. Only registered players can be fielded each time to play in a match.
- 3.4 Organisations that have entered 2 teams or more are not allowed to switch names among their teams after the draw.
- 3.5 No changes can be made to the team's composition once Live Draw is concluded, unless a player is not approved by the Committee. A player who has left the government service on the day of play shall not be eligible to participate and no replacement is allowed.
- 3.6 Team players must bring along their staff pass on the day of the tournament for verification, as and when required. Any players who is unable to produce his staff pass when called upon, will not be allowed to play in the tournament.

4 FORMAT

- 4.1 The Tournament will be conducted in the following methods:
 - Round Robin in preliminary rounds.
 - Knock-out in subsequent rounds.
- 4.2 The Tournament shall comprise Men and Women's Categories.
- 4.3 The top 4 teams in the Men and Women's categories of last year's tournament will be seeded for the draw.
- 4.4 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.
- 4.5 There shall be intervals of play of one (1) minute between each quarter and three (3) minutes half time break.
- 4.6 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.
- 4.7 For Semi-Finals and Finals, it will be on stop time.

- 4.8 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.
- 4.9 Game lost by forfeit
- A team shall lose the game by forfeit if 5 minutes after the scheduled starting time of the game, the team is not present on the playing court with five (5) players ready to play.
- 4.10 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.
 - The defaulting team shall receive 1 point in the classification.
- 4.11 A team shall concede a walkover if they fail to register, lose the game by forfeit or leaves the court before the end of the game. A team that concedes a walkover shall be fined \$100 and disqualified from the tournament.
- 4.12 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.
- 4.13 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.
- 4.14 Standings of Teams

If teams have reached the same stage of the tournament are tied, the steps to break the tie shall be applied in the following order:

- 1) Most Wins
- 2) Head-to-Head comparison
- 3) Most points scored in average (without considering winning scores of forfeits)
- 4) Highest points difference of the games between the two or three teams

4.15 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 |

4.16 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 |

4.17 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 |

4.18 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.

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

4.20 Only registered personnel are permitted to sit on the bench during the match (one registered team manager, one coach, one team official and players).

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

4.22 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.

5 **ATTIRE**

5.1 Each team must have two sets of uniformed jerseys:

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

5.2 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.

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

5.4 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.

5.5 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.

5.6 Adherence to these guidelines ensures clarity on the court and upholds the integrity of the tournament.

5.7 The jersey number shall be zero (0) to ninety-nine (99), single or double-digit.

5.8 The player's jersey number must remain with him/her for the duration of the tournament shall be consistent with the number that is stated in the registration form.

5.9 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.

6 **TOURNAMENT JURISDICTION**

6.1 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.

6.2 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.

- 6.3 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 tournament, the decision of Organisers shall be final.

7 PROTEST

- 7.1 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.**
- 7.2 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.
- 7.3 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\$50.00** cash. If the protest had been rejected, the deposit will be forfeited.
- 7.4 The decision/s of the Tournament Committee is/are final.

8 PHOTOGRAPHY

- 8.1 The Civil Service Club reserves the right to use any photographs (including those of Participants), motion pictures, recordings, or any other media records of any STAR Games, for any legitimate purpose, including commercial advertising and distribution to sponsors and partners.
- 8.2 Photography and/or videography will be taken during the event for news and publicity purposes by the official photographer and/or videographer, and may be used for print and on online/electronic platforms of the Civil Service Club. The Organiser owns all rights to the photographs and video recordings. Any participants who do not wish to have their photographs or video recordings taken can notify inform the Organiser at the event site.

9 PERSONAL DATA PROTECTION

- 9.1 All participants consent to their personal data being collected and processed for purposes of administration and communication in a particular event. Participants also agree to receive postings on other events organised by the Civil Service Club.

10 **INDEMNITY**

- 10.1 The Civil Service Club, the Tournament Committee and appointed officials or staff shall not be liable for any loss of personal property and injury or death whatsoever caused to any player or official during or as a result of his or her participation, in the Tournament.
- 10.2 All players are required to submit the indemnity form online, provided by the Civil Service Club prior to the start of the tournament.

DISCLAIMER AND INDEMNITY CLAUSES

The Civil Service Club reserves the right to cancel, postpone or change the venue, date and/or time of the competition at its discretion due to inclement weather, facility problem or any other situation deemed as appropriate.

All participants take part in the Tournament at their own risk. The Civil Service Club and its servants and/or agents will not be held responsible for any claims arising out of any death or injury, damage or loss, suffered or caused while attending this tournament, and this all costs and expenses incurred as a result of such claims.