



PUBLIC SERVICE 3-ON-3 BASKETBALL TOURNAMENT 2026

EVENT INFORMATION

Date / Time:	: 1 February 2026, Sunday 9:00am to 5:00pm
Venue	: Singapore Basketball Centre, 601 Aljunied Ave 1, #01-04, S389862
Registration Fee	: \$18 per team (excluding GST)
Closing Date	: 19 January 2025

RULES & REGULATIONS

1 **GENERAL**

- 1.1 The tournament shall be conducted in accordance with the existing rules of the games as approved by the International Basketball Federation's (FIBA's) and Basketball Association of Singapore.

2 **REGISTRATION**

- 2.1 Sports Liaison Officers can register their players online at www.csc.sg/stargames on or before the closing date.
- 2.2 Registration must be accompanied by online payment of registration fee otherwise it will be void.
- 2.3 An agency is allowed to register players from other agencies. The agency registering the mixed-agency team must ensure that all the team members are eligible players.
- 2.4 Each player is allowed to play for **one** team only.

- 2.5 Each team shall comprise a minimum of 3 players and a maximum of 5 players.
- 2.6 The agency shall be allowed to replace player(s) only if any registered player(s) is/are no longer a staff of the agency or there is valid reason.
- 2.7 No replacement of player(s) is allowed after 1st game has been played.
- 2.8 The following officers (including non-resident officers) shall not be eligible to participate:
- a) Public Service officers who have represented Singapore (including those as Reserves) or their respective countries (for non-resident officers) in SEA Games, Asian Games, Commonwealth Games or Olympic Games during the current year and past two years;
 - b) Professional players for clubs, etc during the current and past two years; and
 - c) Full-time National Servicemen
- 2.9 Any teams that fielded ineligible player(s) shall be disqualified from the tournament.

3 **TOURNAMENT FORMAT**

- 3.1 The Tournament shall comprise the following categories:
- a) Men
 - b) Women
- 3.2 In the preliminary rounds, teams will be drawn into groups and shall play against each other within their respective groups i.e. round-robin format. No extra time will be given if a match ends in a draw. Points will be awarded as follows:
- 3 points for a win
 - 2 points for a draw
 - 1 point for a loss
 - 0 point for conceding a walk-over
- 3.3 In the event of a tie in position in a group during the preliminary rounds, the winning team shall be decided based on the following:
- a) If two teams are tied with same points, the team that defeated the other team shall be the winner
 - b) Should (a) be equal, the team with the best goal difference (excluding walkover) shall be the winner
 - c) If the teams are still tied after (b), the winner shall be decided by a “sudden death” penalty throw play off. Coin toss will be issued to decide 1st possession

of ball. Both teams will have equal shots attempt and has to be done by different players on court.

- d) If three teams (eg A, B and C) are tied with same points, the team with the best goal difference from their matches (i.e. A vs B, A vs C and B vs C), shall be the winner.

- 3.4 The **top team** of each group in the Men's Category and **top 2 teams** of each group in the Women's Category shall advance to the next round.
- 3.5 The quarter-final, semi-final or final rounds will be played based on Knock-out format. If a match ends in a draw, an overtime shall 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 match.

4 **WITHDRAWAL AND WALK-OVER**

- 4.1 Any team that withdrew or gave a walkover after the fixtures have been drawn, shall be fined \$100. The team will also be disqualified from the event.
- 4.2 An agency penalised under Rule 4.1 may not be allowed to compete in subsequent tournaments, until the penalty fee has been paid.
- 4.3 The team may be required to furnish a letter of explanation to the Organiser.
- 4.4 For each withdrawal or walk-over of a match, a score of 0-10 will be awarded to the other team.

5 **ATTIRE**

- 5.1 Players of each team shall wear jerseys of the same colour.
- 5.2 Each team shall have two sets of jerseys - one light and one dark in colour. Each set of jersey should be of a similar base colour throughout the entire jersey. The team listed in front on the fixtures shall wear the light coloured. The other team shall wear the dark coloured.
- 5.3 Each player shall be numbered on the front and back of his or her jersey with plain numbers of a solid colour contrasting with the colour of the jersey.
- 5.4 Teams should be numbered from 1 to 99. Players are not allowed to change their playing numbers from match to match.
- 5.5 The use of jewellery or any ornament on the body is not allowed throughout the game.

6 **GAME RULES & REGULATIONS**

- 6.1 Size 5 tournament basketballs shall be used.
- 6.2 Teams must report at the respective courts once call upon to play. A team with less than 3 players on court will be considered as giving a walkover. A walkover will be declared if a team is not present within the 1-min grace period.
- 6.3 All matches will be played in one period of 10 minutes. Each match will be played to the full match time or when 1 of the teams reaches 21 game points, whichever occurs first. The organiser reserves the right to alter the timing of the games.
- 6.4 Each team is allowed a 30 seconds time-out. Any player or substitute can call the time-out in a dead ball situation.
- 6.5 Each match shall be played to a running clock which will only stop at free throw situations, time-outs and any prolonged delay of the game (e.g. injuries).
- 6.6 Any team is allowed for a substitution when the ball becomes dead prior to the check-ball or free throw.
- 6.7 A coin flip shall determine which team gets the first possession.
- 6.8 All balls that are started from the top of the arc should be started with a check ball (exchange of ball using a bounce pass between the offensive player starting the ball and a defending player).
- 6.9 Possession of the ball given to either team following any dead ball situation shall start with a check-ball.
- 6.10 Following each successful field goal or last free throw (except those followed by ball possession):
 - a) 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.
 - b) The defensive team is not allowed to play for the ball in the “no-charge semi-circle area” underneath the basket.
- 6.11 Following each unsuccessful field goal or last free throw (except those followed by ball possession):
 - a) If the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc.
 - b) If the defensive team rebounds the ball, it must return the ball behind the arc (by passing or dribbling).

- 6.12 If the defensive team steals or blocks the ball, it must return the ball behind the arc (by passing or dribbling).
- 6.13 A player is “behind the arc” when neither of his feet is inside or on the arc line.
- 6.14 In the event of a jump ball situation, the ball shall be awarded to the defensive team.
- 6.15 Every field goal shall be awarded 2 points. Every free throw shall be awarded 1 point.
- 6.16 A team is in the team foul penalty situation after it has committed 6 fouls.
- 6.17 Unsportsmanlike and disqualifying fouls are counted as 2 fouls for team fouls purposes. The first unsportsmanlike foul of a player shall be penalized with 2 free throws, but no ball possession. All disqualifying fouls (including the second unsportsmanlike of a player) shall be always penalized with 2 free throws and ball possession.
- 6.18 Team fouls 7, 8, 9 has rebounds during the free throw. While after 10 team fouls onwards, there is no rebounds. Team fouls 7, 8, 9 shall always be penalized with 2 free throws. Team foul 10 and any subsequent team fouls shall be penalized with 2 free throws and ball possession.
- 6.19 All technical fouls shall be always penalized with 1 free throw. After 1 free throw, the game shall be resumed as follows:
- a) If the technical foul was committed by a defensive player, the shot clock for the opponents shall be reset to 12 seconds.
 - b) If the technical foul was committed by the offensive team, the shot clock for that team shall continue from the time it was stopped.
- 6.20 Dunking is not allowed. Hanging on rings will result in expulsion from the tournament without replacement.
- 6.21 Excessive fouling, rough play and hacking of players will not be tolerated. Continual fouling or misconduct will result in individual expulsion from the game (without replacement) or at the discretion of the Tournament Referee, the entire team may be disqualified.
- 6.22 Stalling of the game is strictly not allowed. The 12 seconds shot clock rule shall be applied throughout tournament.

7 PHOTOGRAPHY

- 7.1 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.

- 7.2 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.

8 PERSONAL DATA PROTECTION

- 8.1 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.

9 COVID-19 SAFE MANAGEMENT MEASURES

- 9.1 All participating teams must comply with prevailing COVID-19 Safe Management Measures (SMMs) issued by Ministry of Health and Sport Singapore.
- 9.2 Game convenors and team managers / captains are responsible to ensure that their team members comply with prevailing SMMs and safety protocols as laid down by the Organiser and venue owners.
- 9.3 Game convenors and team managers / captains must ensure that their Team members do not show up for the event if they are not feeling well or exhibit any symptoms of Covid-19 infections.
- 9.4 Any player(s) who fail to comply with the SMMs may result in the disqualification of the whole team.

10 OTHERS

- 10.1 The team captain is the sole spokesperson for his/her team in event of disputes or protests.
- 10.2 The decision of the referee for the match shall be final and no appeal will be allowed.
- 10.3 The Organising Committee reserves the right to change the rules and conditions of the tournament if deemed necessary and its decision on all matters of the tournament shall be final.

DISCLAIMER

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.

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 competition, and this includes all costs and expenses incurred as a result of such claims.