



TeenSportz

Basketball 2019

Official Info-Pack

Event Details

Date: 14th Dec 2019

Cost: \$10 per player (includes T-shirt and snack)

Venue: Geylang Methodist School (Secondary)

Click this link for directions to Geylang Methodist School (Secondary):

[https://www.google.com/maps/dir/Current+Location/Geylang+Methodist+School+\(Secondary\)](https://www.google.com/maps/dir/Current+Location/Geylang+Methodist+School+(Secondary))

Programme Flow	
Time	Activity
800 - 850 hrs	Registration
900 - 910 hrs	Game briefing
915 -1115 hrs	Preliminary Round
1115 - 1215 hrs	Intermission + King of Bullet + Snack Break
1215 - 1415 hrs	Cup/Plate Knockout
1430 hrs	Prize Presentation

Important Information for Participants:

- Team members must be present (with their identification) and register within the registration window to qualify for the games
- All participants are to complete and submit an online Health Declaration form before being allowed to participate in TeenSportz 2019. The form can be found here: http://bit.ly/TS_healthdec

Competition Format¹

This competition will be largely based on the **FIBA 3x3 Rules** (See TeenSportz Basketball 2019 Rules) and held in the following format:

Preliminary Round

- Points earned from the Group Stage and 3 Points Challenge will determine whether teams will play in the Cup or Plate category.

Cup/Plate Knockout Round

- The top 2 teams of each group will play in the Cup table (8 teams) while the remaining teams will play in the Plate category (4 teams).
- Gameplay will be the same as in the Group Stage games.

Preliminary Round

There are two components as part of the preliminary round: the Group Stage and the 3 Points Challenge.

1) Group Stage

Teams will be split into groups:

- 15 & Under - 4 groups of 3 teams each (Groups A, B, C and D)
- 18 & Under - 4 groups of 3 teams each (Groups E, F, G and H)

All games will be played according to the TeenSportz Basketball 2019 rules. Scoring will be 3 points for a win, 2 points for a draw and 1 point for a loss. In the event of a walkover, an 11:0 win will be awarded to the team that is present.

2) 3 Points Challenge

- Teams will send 2 representatives for this challenge.
- Each participant can shoot twice from each of the 5 shooting areas which will be demarcated by markers.
- The 1st participant can choose which corner to start from, but cannot start from the top of the key or either wing.
- Immediately after the 1st participant finishes, the 2nd participant will begin his turn; Both participants must finish in 1 min 30 seconds.
- All shots must be attempted behind the arc. No points are awarded if the feet touch the line.
- Total number of shots made from both players of each team will be tabulated. The 1st, 2nd and 3rd ranked team within each group will be awarded 3 points, 2 points and 1 point respectively in the final Preliminary Round score.

¹ Note: The organizer reserves the right to amend the gameplay and fixtures without giving prior notification or any reasons thereof.



3 Points Challenge Score Sheet

No.	Team Name	1 st Player name	Successful shots	2 nd Player name	Successful shots	Combined Shots	Points awarded
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							
12							

Ranking

	Team Name	Group Stage points	3 Points Challenge	Total Points
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				



Cup/Plate Knockout Stage

Teams will be ranked based on Preliminary Round results to determine playing category. There will be 8 teams playing in the Cup category and 4 teams playing in the Plate category. **Only the top 2 teams in the Cup** and the **top team in the Plate category** will win medals and prizes. There will **NOT** be a 3rd/4th placing match.

Age Category	Group	Placing in Preliminary Round		
		1st	2nd	3rd
15 & Under	A	Cup Category		Plate Category
	B			
	C			
	D			
18 & Under	E	Cup Category		Plate Category
	F			
	G			
	H			

- Each game will be **8 min**, running time or the team that reaches 11 points first.
- In the event of a draw at the end of 8 min, an **extra 1 min** will be given to determine a winner. Ball possession will be by alternating possession.
- At the end of the 1 min, if there is still no winner, it will be a **golden ball** situation, where the team that scores the next basket wins the game.

TeenSportz Basketball 2019 Rules

(Adapted from FIBA 3x3 Rules)

Court and Ball	A regular 3x3 court playing surface is 15 m (width) x 11 m (length) The official 3x3 ball (size 6) shall be used in all categories
Team roster	5 players (3 + 2 substitutes)
Initial possession	Coin flip
Scoring	1 point and 2 points, if scored behind the arc*
Game duration & Score limit	1 x 8 minutes playing time Timing will be stopped during free throws Score limit for both rounds: 11 points
Shot clock	No shot clock will be available, but referees can warn or call a defensive 5 s against team who is delaying
Free throw(s) following a shooting foul	1 free throw 2 free throws, if foul committed behind the arc*
Foul limit per team	6 team fouls
Penalty for team fouls 7, 8 and 9	2 free throws
Penalty for team fouls 10 and more	2 free throws + ball possession
Possession following a successful goal	Defense possession Right underneath the hoop Ball to be dribbled or passed to a player behind the arc* Defensive team not allowed to play for the ball while opponent is inside the "no-charge semi-circle" area underneath the basket
...following a dead ball	Check ball exchange behind the arc* (at the top) Note: <u>No need</u> for first pass after the exchange
...following a defensive rebound or steal	Ball to be dribbled/passed (<u>both legs</u>) behind the arc*
Alternate Possession (AP)	In the event of a held ball situation or if the ball gets stuck on the rim, AP will be in place AP will also be in place should there be a time extension during the knockout stage
Substitutions	In dead ball situations, prior to the check ball Wait for cue from the referee before substituting

*A player is considered to be "behind the arc" if neither of his feet are inside nor step on the arc.