

RULES & REGULATIONS (updated 24 August 2023)

1. Asia Pacific Cup (APC) - Invitational

The Asia Pacific Cup is by Invitation, to any team who wants to participate based on the following rules, which come from schools, community groups or clubs. Teams will compete in '13 & under' (U13), '15 & Under' U15 and '18 & under' (U18) age group league competitions for boys and girls. By participating in the APC, teams and their representatives agree to abide by all APC rules, regulations and practices. The APC will have a team registration fee of \$980.00 per team from 2023. The APC Administration will issue an invoice to each Club/School/Team that registers, which must be paid asap to secure a placement in the divisions until each division is full.

2. Asia Pacific Cup Administration

The Asia Pacific Cup is administered by the SG Basketball Pte Ltd. The APC Tournament Director makes decisions regarding matters and issues related to 'rules & regulations', 'scheduling' and 'disciplinary matters'. The APC Tournament Director is Mr. John McAuliffe.

2.1 APC Committee for 2022

- 1. John McAuliffe Tournament Director SG Basketball
- 2. Eric Chua Tournament Chair SG Basketball
- 3. PK Ong SG Basketball
- 4. Shi Yang Ng SG Basketball
- 5. Harry Young SG Basketball

2.2 APC Disciplinary Committee

One representative from each club or school may be nominated for the disciplinary committee and he/she may be called upon if the need arises.

2.3 APC Administration

APC Administration: Mr John McAuliffe,

Mobile: 9173 6774 Email: john@sgbasketball.com

Mailing Address: SG Basketball Pte Ltd, 750B Chai Chee Road, #01-02, Singapore 469002

3. APC Competition Rules

All matches shall be conducted in accordance with FIBA rules including the following modifications:

3.1 Competition Age Groups

APC offers competitions in the following age groups:

- 13 & Under League Player age as of 1 January 2023, players born in 2010 or later.
- 15 & Under League Player age as of 1 January 2023, players born 2008 or later.
- 18 & Under League: Player age as of 1 January 2023, players born in 2005 or later.

3.1.1 Under/Over Age Players

Younger players may participate in competition above their own age group, provided team coaches are confident that the players concerned are able to cope with the increased physical and mental demands, and have the consent of the players' parents.

(Note: Please refer to Rule 4 on further explanation and clarification on 'age group' and 'player eligibility' matters)

Under no circumstances do we allow overage players in the Asia Pacific Cup.

3.2 Match Duration

All Round Games, Quarter & Semi Finals and placement games are to be played as follows:

4 periods of 8 minutes running clock with stopped clock for time outs, free throws and the final 2 min. of the last quarter (if a game is within 20 points difference)

All Championship and 3rd Place Finals are to be played as follows:

4 periods of 8 minutes with fully stopped clock. (24 second clock to be used)

3.3 Match Balls - (must be leather or synthetic leather - no rubber balls to be used)

Boys Ball Size U18 - size 7 Girls Ball Size U18 - size 6

Boys Ball Size U15 - size 7

Girls Ball Size U15 - size 6

Boys Ball Size U13 - size 6

Girls Ball Size U13 - size 6

Three warm up balls will be available prior to the match.

3.4 Time Outs

A one minute time out is available in each quarter for both teams. These time outs cannot be carried over into the following quarter if unused.

3.5 Team Colors/ Uniforms

3.5.1

All players from one team <u>must wear the same colour uniform</u>. All players on the court should be identifiable by a number on the jersey on **BOTH**, the back and the front of the jersey. A matching set of uniform **BUT WITHOUT** numbers on the front and back is not considered complete and will not be allowed. One player may reverse a uniform (where possible) to therefore become 00. Players with the same number will **NOT** be allowed to enter the court in the same game.

3.5.2

Opposing teams are **NOT** allowed to wear the same shirt colour in a league match. In the event of a clash of colours, the away team must wear a bib, sash or alternative uniform.

3.5.3

Players should wear basic basketball attire. Proper basketball shoes with no black soles, shorts without pockets, no jewellery such as chains, metal bangles, sharp rings etc. shall be worn during play. Fingernails of all players should be trimmed.

3.5.4

All visible body piercing must be removed or taped before entry to the court for match play.

3.5.5

Protective or injury induced equipment such as knee, wrist, finger or hand braces or bands are allowed for players that have sustained injuries, but they must be worn in a protective and non-hazardous way that will not endanger any player/s on the court during match play. These may be inspected and approved by the referees in charge of the match.

3.6 Man - to - Man Defence

All **U13** matches are to be played with a man-to-man defence only. **NO ZONE PRESS & NO ZONE DEFENCE** is allowed, but **HELP DEFENCE** is allowed. A warning is to be issued on the first violation. If an infringement occurs a second time it will be called a technical foul on the coach and 1 free throw is to be awarded to the opposing team and possession from the centre line. (Note: This is FIBA rule as from October 1, 2006)

Note: The APC Administrator has made the BAS Referees aware of rules 3.5.

3.7 'No Draw' Rule

Drawn matches are not allowed in the APC. 'Over time' will be played for a five minute period with a running clock to be used with a stopped clock for time out, free throws and the final 2 min. of the extra time in all age divisions until a result has been reached, with one time out for each extra period per team.

3.8 'No Show' Rule

'No Show' is defined as a team not turning up for a fixture at all, or less than 5 players on the court ready to start within 15 minutes of the scheduled starting time. Should a team be classified as a 'no show' for a fixture on the date organized the game will be awarded to the opponents 20 - 0 and no League points will be awarded to the team who failed to show.

3.8.1 Late start

If a team is **late or has less than 5 players** ready to commence the game on time the game clock shall be started, after 15 minutes if a team does not have the 5 players required to start the game, the game will be declared as a walkover. The game will be awarded to the opponents 20 - 0 and no League points will be awarded to the team who failed to field a full team.

3.8.2

If a team decides to **abandon the game** for whatever reason, without the approval of the other team and / or the referee, it will be viewed as a 'no show' in terms of the result. Points may also be deducted depending on the circumstances.

3.8.3

If the **game is stopped** by both Coaches/Team Managers and the Referees due to, but not limited to emergency evacuation of the building, player fighting, referee being threatened etc, and the 3rd quarter has commenced then the result will stand. However, the whole game will be replayed at a later date/time, if the 2nd quarter has not finished unless the APC Tournament Director determines otherwise, or both Coaches/Team Managers determine otherwise.

3.9 Team Withdrawal from APC Competition

Should a team withdraw from the Tournament for any reason/or should a team be requested to leave the APC due to disciplinary reasons or other, the following procedures will apply:

3.9.1

If the team concerned has NOT played each team already, all games will be classed as void.

3.9.2

Should a team leave/withdraw from the APC, all forwarded payments made by that team will not be reimbursed.

3.9.3

If a coach/club has two teams in one division and wants to withdraw one team this team must be the less successful of the two teams in the division (as judged by the APC Tournament Director)

3.10 Scorekeeping

3.10.1

Any errors or mistakes in scorekeeping by the scorekeeper or timekeeping by the timekeeper involving the score, number of fouls, number of time-outs or time consumed or omitted, may be corrected by the officials at any time (but generally before any other play continues) or before the referee blows the final whistle.

3.10.2

Should the teams concerned have any doubts on the above mentioned, coaches should approach the officials before the final whistle. The APC shall not entertain an appeal after the teams have left the courts.

3.10.3

A team given or receiving a 'walkover' will receive three match points and will have the score recorded as 20 – 0. The team giving a 'walkover' will receive no match points.

3.11 Wet Courts

Should the basketball floor become wet, a team may request the referee to stop play whilst the floor is dried. There will be mops or old towels to mop the floor provided. Under no circumstances should the officials be asked to mop the floor.

4. Team and Player Registration

4.1 Number of Team Players

Each team may register up to 16 players for each team, but may only involve a maximum of 12 registered players for each game.

4.1.1

One Coach and an Assistant Coach or Team Manager are permitted to sit on the team bench. A statistician, who may be a registered player, NOT in uniform may also sit on the bench, who are bound by all rules related to the code of conduct for coaches.

4.1.2

All other people must sit in the designated spectator's area.

4.1.3

Players are NOT allowed to play for multiple clubs/schools within the APC in the same age group, but may if in different age groups.

4.2 Team Registration

4.2.1

Each team entered must send in a **Player Registration Form** at least a week <u>before their *first* game is played</u>, including full names and dates of birth.

4.2.2

Teams can add to the player registration form at any time up to the commencement of the Tournament, but may not use a player until he/she is registered.

4.2.3

All registered players are required to provide a **copy of an identifying document that contains name**, **photograph and date of birth e.g. photocopy of passport, school ID**, **Singapore IC etc.** Any players who do not submit a document are not permitted to play in the APC.

4.2.4

Any player details kept by the APC Administrator will not be shared with any other entity.

4.3 Girls playing in Boys Leagues

A female may play within a boys' team in the 13 & Under APC provided team coaches are confident that the player concerned is able to cope with the increased physical and mental demands, and have the consent of the players' parents. This consent may be required in writing by the APC Tournament Director if anyone is concerned for the child's wellbeing.

5. Competition Format

5.1

Teams in each division will usually compete in a round format, followed by quarter finals (if required), and/or semifinals and finals to decide the age division winners, runner ups and third placed teams. However, this will be subject to the number of teams entered and other formats will be used if deemed necessary by the Tournament Director.

5.2

Three points shall be awarded for a win, one point for a loss and nil points for a forfeit.

5.3

A forfeiting team will receive no points and the scores will be recorded as '20–0' to the other team.

5.4

Final table positions will be using the FIBA method for league positioning.

6. APC Competition Prizes and Awards

6.1

The winning team of each age group League (Division) will be awarded the Asia Pacific Cup Championship Trophy, with players and coaches from the first, second, third and fourth placed teams receiving gold, silver and bronze medals. All players will receive a certificate of participation.

6.2

Should a team require more medals than provided these can be obtained at additional cost to the club/school.

7. APC Competition Regulations

7.1

By registering with the APC, all participating teams/clubs/schools are to abide by all APC rules, regulations, and code of conduct. All teams will be expected to sign a copy of our Codes of Conduct and return them before your team will be allowed to step onto the court.

7.2

The "HOME" team shall wear a light color uniform where possible.

8. Coach/Team Manager Duties & Responsibilities

8.1

Before all games the Coach/Team Manager must write on the score sheet the 'full' names of all their players who will play in their team on game day, including the player number. This should be completed 5 minutes before the match commences so that the game can tip off on time. Our staff will be looking for you to complete this but should it not be done then this serves as an official 'walk-over' with a 20-0 score.

8.2

All coaches/team managers must adhere to the CBL Coaches' Code of Conduct, and ensure that all players, parents and school administrators fully understand the CBL Codes of Behavior its objectives, rules and penalties.

9. Competition Infringements & Penalties

9.1

Teams shall always act in a sporting manner and should respect the officials' decisions. When a team acts persistently against the APC Rules and Regulations, the APC Tournament Director has the right to **remove an offending team's invitation/participation** to any APC competition.

9.2

The APC does not condone nor permit swearing at referees. Such incidents are considered un-sporting and unacceptable, and the referees are instructed to **dismiss players** for such acts. This rule extends to players, officials and spectators who are not on the court of play.

9.3

APC officials and coaches are encouraged to inform the APC Tournament Director of any player, coaches or spectators who persistently breach the 'APC Codes of Conduct'. In such circumstances the referees will complete an incident report. Should a referee feel the need to report a player, the player will be brought before the APC Disciplinary Committee.

9.4

Any team playing an **unregistered player** will result in the game being awarded to the opposition 20 - 0. This is an automatic process without warning.

9.5

Any team playing an **ineligible player** will result in the game being awarded to the opposition 20 - 0. In addition, the infringing team will be deducted a further penalty of three points and the incident will be forwarded to the Disciplinary Committee.

9.6

A player who is ejected from a game (excluding 5 personal fouls) or receives an ejection foul may be required to face the APC Disciplinary Committee before their next game. Coaches/Team Managers must report a player who was ejected from a game straight after the completion of any game where this happens.

9.7

Should a Coach be ejected during a game, the Coach will be allowed to coach the next game however, should a Coach be thrown out twice in the Tournament the Coach will not be banned for the remainder of the Tournament.

9.8

Any team playing a suspended or an unregistered player will result in the game being awarded to the opposition 30 - 0. In addition, the infringing team may be deducted a further penalty of up to three points or higher if the APC Tournament Director decides so.

10. Appeal Process

10.1

Any individual, referee or team may file an appeal with the APC Tournament Director related to incidents which occurred before, during or after an APC game.

10.2

Each appeal must contain full details of the alleged incidences and must conclude with a recommendation or request for disciplinary action. In addition, the following conditions and process applies:

10.2.1

The appeal must be filed with the APC Tournament Director within 2 hours following the game.

10.2.2

Appeal must be accompanied by cash or a cheque for SGD\$250.00 payable to SG Basketball Pte. Ltd. The APC Chair will decide the process required based on the relevant circumstances after consulting the APC Committee. The SGD\$250.00 will be refunded if the appeal is upheld and is not refundable if the protest is dismissed.

10.2.3

Following the receipt of the appeal, the game referees and all other team representatives will be invited to submit their views.

10.2.4

Views must be submitted to the Committee within 1 hour.

10.2.5

Disciplinary action may include, but will not be limited to, game bans for individual players, points deducted from teams and/or team participation in CBL being withdrawn.

11. CBL Code of Conduct

Generally, all Coaches and team officials shall be responsible for signing and returning the code of conduct of all players, supporters and team officials. However, the following codes of conduct have been issued and should be circulated to the relevant persons respectively.

- -Coaches Code of Conduct
- -Players' Code of Conduct
- -Spectators/Parents Code of Conduct

12. Liability

12.1

All Coaches/Team Managers are fully aware and agree that although a medically trained official is provided at all APC games and many of our staff are first aid trained, SG Basketball does not supply an Ambulance and should one be required we will organise one for any need but cost shall not be borne by SG Basketball Pte Ltd.

12.2

All Coaches/Team Managers are fully aware that the APC provides no insurance coverage whatsoever for any players.

12.3

All teams are advised to bring their own first aid kit to every game as no medical tapes will be provided other than when or if an injury occurs.

13. Indemnity

13.1

APC Committee, SG Basketball Pte Ltd, its sponsors and supporters shall be indemnified against all actions, suit, proceedings, claims, demands, costs and expenses whatsoever which may be taken against it, in respect of death, injury, disability or damage in whatsoever nature which may be caused or suffered by reason of participation in the APC.

13.2 By registering and paying the Tournament fees to SG Basketball Pte Ltd, all participants agree to follow all these rules and regulations.
All clubs/teams are requested to have read and understood all of the Rules and Regulations. Prepared by SG Basketball Pte Ltd, updated 24 Augus 2023