

**SINGAPORE PRIMARY SCHOOLS SPORTS COUNCIL  
NATIONAL SCHOOL GAMES JUNIOR DIVISION 3x3 BASKETBALL  
RULES AND REGULATIONS 2022**

**PREAMBLE**

*This document outlines the rules and regulations for the conduct of and participation in the National School Games (NSG). These rules and regulations should be interpreted and implemented in alignment to the spirit of the SPSSC's Mission, Motto and Aspirations (Ref **Annex A**).*

**SECTION A – ADMINISTRATIVE RULES & REGULATIONS**

**1 RULES AND REGULATIONS**

1.1 The Singapore Primary Schools Sports Council's (SPSSC's) National School Games (NSG) for 3x3 Basketball shall be conducted according to the:

1.1.1 General Rules and Regulations of the SPSSC.

1.1.2 International Basketball Federation's (FIBA's) Official Basketball Rules for 3x3 Basketball.

1.1.3 Baseline Safety Standards for National School Games.

1.2 NATIONAL SCHOOL GAMES ORGANISING COMMITTEE (NSGOC)

1.2.1 COMPOSITION

The NSGOC shall consist of the following:

- a) The National Convenor,
- b) The Game Advisor,
- c) The Zonal Convenors,
- d) Organising Secretaries and
- e) Any other co-opted members deemed necessary

1.2.2 The NSGOCs are empowered to appoint sub-committees and individual members to assist in the organisation and running of the NSG competitions as and when required.

1.2.3 DUTIES (Terms of Reference for NSGOCs are given in **Annex B**)

The NSGOCs shall have sub-committees to perform the following roles and responsibilities:-

- a) Technical: Establish, review and update competition rules and regulations for the competitions and other matters necessary to provide for developmentally appropriate NSG competitions.
- b) Competitions: Organise and conduct the competition according to the rules and regulations, and established safety standards.
- c) Recognition, Appeal and Discipline: Manage recognition and discipline structures to support the desired outcomes of the NSG.
- d) Other functions necessary for the successful completion of the NSG sport that the NSGOC is in charge of.

## 2 AGE GROUPS / DIVISIONS

- 2.1 NSG 3x3 Basketball is applicable only to Girls and Boys teams in the Junior Division. The Junior Division age groups for 2022 are as follows:

1 Jan 2014  
1 Jan 2013 --- 31 Dec 2013  
1 Jan 2012 --- 31 Dec 2012  
2 Jan 2011 --- 31 Dec 2011

- 2.2 Age dispensation is **NOT** applicable to NSG 3x3 Basketball.

## 3 ENTRIES

- 3.1 Each school is eligible to enter only one team in each of the following divisions:

- a) Boys Junior Division
- b) Girls Junior Division

- 3.2 There must be a minimum of three (3) registered teams from three (3) different schools before the NSG 3x3 Basketball competition can be organised.

- 3.3 All entries must be submitted through the SPSSC e-Registration portal at <https://nsg.moe.edu.sg/nis/#!/login> on or before the stipulated closing date. This includes details of players along with the necessary supporting documents:

- a) Baseline Safety Standards Acknowledgement Form
- b) Supporting documents for Special/Transfer case students
- c) Other forms as required by the NSGOC

## 4 REGISTRATION OF PLAYERS

- 4.1 Each team shall comprise a minimum of 10 players and a maximum of 15 players.

- 4.2 If a school chooses not to register the maximum number of players allowed at the time of registration, the school shall not be permitted to register additional players subsequently.

- 4.3 The school shall be allowed to **replace player(s) only** in the event that any registered player(s) is/are no longer a registered student of the school. In such cases,

4.3.1 Schools must write through the Principal to inform the Convenor(s) of the replacement at least one (1) working day before the next match.

4.3.2 However, no replacement of player(s) is allowed after 3 games have been played.

## **SECTION B – COMPETITION RULES & REGULATIONS**

## 5 COMPETITION FORMAT

- 5.1 Each team shall be divided into 3 sub-teams for the competition as stated in para. 24.

- 5.2 The competition format for the SPSSC Junior Division 3x3 competition will be determined based on the number of participating teams for that year as given in the following table (Ref **Annex C** for details).

<b>Number of Participating Teams</b>	<b>Competition Format</b>
3 to 5 teams	1 Group Round Robin x 2
6 to 7 teams	1 Group Round Robin
8 to 29 teams	2-Tiered Group Competition
30 to 96 teams	3-Tiered Pool Competition

## **6 AWARD OF LEAGUE POINTS**

6.1 A match between 2 teams will consist of 3 sub-matches (Refer to Para. 24 for details on how matches are structured). League points shall be awarded to the team for every sub-match played.

6.2 The following scoring system shall apply:

- 3 points for a win
- 2 points for a draw
- 1 point for a loss
- 0 point for conceding a walk-over

## 7 PRIZES

- 7.1 Prizes will be awarded to teams (all 3 sub-teams) based on the total league points accumulated by the sub-teams. The number of prizes to be awarded in each group shall be as follows:

Number of Participating Teams	Competition Format	Prizes Winners
3 to 5 teams	1 Group Round Robin x 2	<ul style="list-style-type: none"><li>• 3 to 4 teams: Top 2 teams</li><li>• 5 teams: Top 3 teams</li></ul>
6 to 7 teams	1 Group Round Robin	<ul style="list-style-type: none"><li>• 6 teams: Top 3 teams</li><li>• 7 teams: Top 4 teams</li></ul>
8 to 29 teams	2-Tiered Group Competition	<b>Classification Round</b> <ul style="list-style-type: none"><li>• Top 2 teams of each group receive an achievement pin</li></ul> <b>Tiered Round</b> <ul style="list-style-type: none"><li>• 5 or less teams in a group: Top team of each group</li><li>• 6 or more teams in a group: Top 2 teams of each group</li></ul>
30 to 96 teams	3-Tiered Pool Competition	<b>Classification Round</b> <ul style="list-style-type: none"><li>• Top 2 teams of each group receive an achievement pin</li></ul> <b>Tiered Round</b> <ul style="list-style-type: none"><li>• Top team of each group</li></ul>

## 8 GRACE PERIOD

- 8.1 Fifteen minutes (15 min) grace is allowed. The Convenor or his/her representative may at his/her discretion extend this grace period if he/she thinks the extension of grace period is justifiable (e.g. in special cases when delay may be caused by traffic jams, etc). **However, the team concerned must contact the Convenor or his/her representative at the venue concerned to inform him/her of the delay.** Teams must abide by the decision of the Convenor or his/her representative.

## 9 POSTPONEMENT

- 9.1 The Convenor or his/her representative shall, at his/her discretion, decide to postpone a match if he thinks the venue is unfit for play, or for any other valid reasons for which he deems a postponement is in order. Teams must abide by the decision of the Convenor.

## **10 WITHDRAWAL AND WALK-OVER**

- 10.1 Any withdrawal or walk-over is considered contrary to the spirit of the game.
- 10.2 Schools participating in the competition should not withdraw or concede a walk-over.
- 10.3 Any walkovers that are declared should be done so with the approval of the Convenor.
- 10.4 For each withdrawal or walk-over, a written explanation duly endorsed by the Principal shall be submitted to the Convenor and the Game Advisor within **2** working days.
- 10.5 For each withdrawal or walk-over of a sub-match, a score of 0-10 will be awarded to the other team. This should be recorded on the scoresheet and signed off by the following:
  - Court manager
  - 1<sup>st</sup> Referee for the game
  - Teacher in-charge of the team that won the game
  - Teacher in-charge of the team that conceded the walkover (if present)

## **11 ABANDONED GAME**

- 11.1 The referee and/or court manager is required to submit a written report on an abandoned game within one (1) working day.
- 11.2 For decision on abandoned game, refer to Para 20 on disqualifications.

## **12 PROTEST**

- 12.1 Any clarification on points of rules, must be lodged immediately by the Team Manager (TM) to the referee. The decision taken by the referee will be final.
- 12.2 All protests shall be referred to the NSGOC. The protest(s) must reach the NSGOC within one (1) working day following the match. The protest must be in writing and duly signed or emailed by the principal.
- 12.3 A protest fee of one hundred and fifty-dollars (\$150)<sup>1</sup> will be deducted from the protesting school's account, via IFAAS if the protest is overruled.
- 12.4 The NSGOC will deliberate on the protest within three (3) working days. The decision will then be made known in writing to the school concerned by the next day.
- 12.5 When there is any conflict of interest, the school(s) involved will not sit in the committee considering the protest.

## **13 APPEAL**

- 13.1 Upon the release/disclosure of the decision of the NSGOC, only schools may appeal to the Council.
- 13.2 Notices of appeal shall be lodged with the Secretary/Secretariat of the Zone/Central Council within 2 working days upon receiving the NSGOC's decision. The appeal must be in writing and duly signed or emailed by the Principal.
- 13.3 An appeal fee of three hundred dollars (\$300)<sup>1</sup> will be deducted from the appealing school's account, via IFAAS if the appeal is overruled.

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<sup>1</sup> Amount is inclusive of GST.

- 13.4 The Board of Appeal will deliberate on the appeal. The decision of the Board of Appeal shall be final. (Please refer to **Annex D**).

## **14 SUSPENSION**

- 14.1 Player(s) suspended by any one of the following bodies is barred from the competition for the period of suspension:
- d) The School
  - e) The Zone Council
  - f) The Singapore Primary Schools Sports Council
  - g) The Basketball Association of Singapore (BAS)

## **15 TEAM MANAGER (TM)**

- 15.1 Each participating team must be accompanied by a TM (**Ref Annex E**) who shall remain with the team throughout the duration of play. The TM shall be a teacher appointed by the participating school.
- 15.2 TMs are not allowed to interfere with the final decision taken by the referee(s)/official(s) on points of rules after clarification has been sought. If such interference results in disruption of any match, a report shall be made by the Convenor and the matter brought to the attention of the NSGOC for appropriate action.
- 15.3 TMs are to ensure that there is only one adult (TM or coach) from the player's bench who is standing when the game is progress.

## **16 REFEREES / UMPIRES / OFFICIALS**

- 16.1 All participating schools must make payment for referees and table officials arranged by the Convenor for the preliminary rounds.
- 16.2 When the BAS is unable to provide sufficient trained officials for the preliminary rounds of the games, each participating school must provide a table official for every game that the school is playing in. The table official sent by the school should be a member of the school staff.
- 16.3 When such table officials are required, all participating schools should send at least one representative to attend the table officials' workshop that will be conducted by the NSGOC.

## **17 COACHES**

- 17.1 Coaches are expected to conduct themselves with decorum during competitions (Please refer to **Annex E1**).
- 17.2 Coaches are not allowed to approach the officials to query their decisions. Only TMs are allowed to approach officials to seek clarifications.
- 17.3 Schools must ensure that their coaches adhere to the SPSSC Rules and Regulations and the Code of Conduct (Please refer to **Annex E2** for coaches' oath).

## **18 SUPPORTERS**

- 18.1 Schools sending supporters to any competition shall ensure that their students are in proper school uniform and that there are sufficient teachers present for student care and management.
- 18.2 All supporters are required to remain within the stipulated area for supporters throughout the competition. They are not allowed to be in the competition arena.
- 18.3 Participating schools must ensure that their supporters attending the competition(s) conduct themselves to the best of their abilities (Refer to **Annex F**). In the event that unsportsmanlike behaviour is observed, the Convenor may, at his / her discretion, issue an eviction of the spectator from the training / competition venue.

## **19 BREACH OF CODE OF CONDUCT BY TMS / PLAYERS / OFFICIALS / COACHES**

- 19.1 A Disciplinary Panel comprising members of the NSGOC will be formed to investigate the breach, presided by a Principal, who is the Chairman of the Discipline and Recognition Sub-Committee. The Panel may co-opt members outside the NSGOC, including personnel from BAS, to provide technical advice.
- 19.2 Appeal against the decision of the Disciplinary Panel may be submitted by the school (for players, coaches, and TMs and/or the official, to the Council, whose decision shall be final (Please refer to Para 13 with regards to the Appeal process).
- 19.3 Any individuals suspended / barred by any one of the following bodies is barred from the NSG for that sport for the period of suspension:
  - a) The School
  - b) The Zone Council
  - c) The SPSSC
  - d) The BAS

## 20 DISQUALIFICATION

20.1 A school will be disqualified if:

- a) it fields an ineligible participant who is:
  - i. an overaged participant
  - ii. an underaged participant
  - iii. an unregistered participant
  - iv. a suspended participant
  - v. a participant without a valid student pass
  - vi. a non-bona fide student
- b) its participants are not accompanied by a TM
- c) its participants causes a game / match to be abandoned

20.2 All results involving the team which has been disqualified will be considered null and void.

## 21 ATTIRE

21.1 Players of each team shall wear jerseys of the same colour.

21.2 Each team shall have two sets of jerseys - one white 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 white. The other team shall wear the dark coloured.

21.3 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.

21.4 Teams should be numbered from 1 to 99.

21.5 The team failing to comply with the above-mentioned rules shall be barred from playing the match unless the non-offending team agrees to proceed with the game.

21.6 Players are not allowed to change their playing numbers from match to match.

21.7 Playing jerseys must be tucked in.

21.8 The use of jewellery or any ornament on the body is not allowed throughout the game.

21.9 Players with long finger-nails will not be permitted to play.

21.10 Players shall use rubber-soled shoes during the game. Bare-footed players will not be allowed to play.

## SECTION C – GAME RULES & REGULATIONS

## 22 PLAYING COURT

22.1 The game shall be played on one-half of a basketball court with the following dimensions:

	Minimum	Maximum
Width	13m	15m
Length	12m	14m

22.2 The ring shall be 2.60 metres above the floor.



- 22.3 The free throw line shall be 4.00 metres from the backboard.
- 22.4 The court should have a 3-point arc for the purposes of starting and clearing the ball (Refer to Para. 27 for related rules on this).

## 23 TOURNAMENT BALLS

- 23.1 Size 5 tournament mini-basketballs shall be used.

## 24 GAME FORMAT

- 24.1 A match between 2 participating schools shall consist of 3 sub-matches and played in the following order with each sub-match being played upon the completion of the previous sub-match on the same day.

Sub-Match 1	School A Sub-team 1 (A1) vs School B Sub-team 1 (B1)
Sub-Match 2	School A Sub-team 2 (A2) vs School B Sub-team 2 (B2)
Sub-Match 3	School A Sub-team 3 (A3) vs School B Sub-team 3 (B3)

- 24.2 A match shall not start unless there are at least 2 sub-teams from each school present and able to play. A walk-over will be declared on any team that does not have at least 2 sub-teams able to play.
- 24.3 The scores of each sub-match are independent of the scores of other sub-matches and each sub-team will gain league points that goes to the total points of the school.
- 24.4 A school may play up to 2 matches on each match day.

## 25 PLAYING TIME AND TIME-OUTS

- 25.1 Each sub-match shall consist of two halves of 6 minutes each, with an interval of 1 minute between them.
- 25.2 Each sub-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).
- 25.3 Each sub-match will be played to the full match time or when 1 of the teams reaches 21 game points, whichever occurs first.
- 25.4 Each sub-team will have 1 time-out of 1 minute in each half of the sub-match. If the time-out is not used in the first half, it cannot be carried over to the second half.
- 25.5 A time-out can only be called by the TM or Coach in a dead ball situation.

## 26 PLAYERS AND SUBSTITUTES

- 26.1 All teams must submit the lists of the 3 sub-teams (Ref **Annex G**) to the table officials 10 minutes before the start of the first sub-match of every match. All players in the lists must be registered players.
- 26.2 Each sub-team should have a minimum of 3 players and a maximum of 5 players.
- 26.3 All sub-matches shall not start or continue unless there are 3 players from each sub-team on the court and able to play. A walk-over will be declared on any sub-team that does not have 3 players able to play.

- 26.4 Once a player is registered to a sub-team, he/she can only play for that sub-team and shall not change sub-team for that match except for the situation described in para. 26.5.
- 26.5 In the event of a disqualification or serious injury where a player cannot continue to play, schools may substitute the injured player with a player from another sub-team **only** if there are no other remaining players in the affected sub-team. In such a case, the substitute player **must not** have played for another sub-team in that match. The substitute player will not be allowed to play for another sub-team for that match. The injured player will also not be allowed to play for the rest of that match-day.
- 26.6 No substitutions are allowed in the first half of every sub-match, except if a player is disqualified (Ref para. 29.3) or in the event of a serious injury where a player cannot continue to play. In such cases, the injured player will not be allowed to play for the rest of that match-day.
- 26.7 Substitutions are allowed during the interval at half time and in the second half of the sub-match. Where a sub-team has 4 or more players, at least 1 player that did not play in the first half must play the whole of the second half.

## 27 PLAYING THE BALL

- 27.1 The team listed in front on the fixtures shall start the ball in the first half of the sub-match and the other team shall start the ball in the second half.
- 27.2 At the start of the sub-match and after a field goal or successful free throw, the ball will be started from the top of the 3-point arc (both feet of the player should be outside of and not touching the 3-point arc).
- 27.3 When the ball is started at the top of the 3-point arc, all players in the defending team must be inside the 3-point arc and all players from the attacking team must be outside the 3-point arc until a pass has been made by the player starting the ball.
- 27.4 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).
- 27.5 After the check ball, the player starting the ball must pass to a teammate who shall be outside the 3-point arc (refer to para. 27.3) before the team can attempt a field goal.
- 27.6 After a successful field goal or free throw, a player from the non-scoring team (change of possession) will start the ball.
- 27.7 When the ball goes out of bounds or if there is a violation (where no free throw is awarded), the ball shall be started from the sideline. In such situations, the players from both teams can stand anywhere on the court and no check ball is required.
- 27.8 Whenever there is a change in team possession of the ball, the ball must be brought out of the 3-point arc (**clearing the ball**) by passing or dribbling (both feet of the player should be outside of and not touching the 3-point arc) before a field goal can be attempted.
- 27.9 In all **jump ball** situations, teams will alternate possession of the ball and the ball shall be started from the sideline.
- 27.10 If a team is seen to be **stalling** (not sufficiently trying to attack the basket), the referee shall give them a warning by counting the last 15 seconds. If no attempt at a field goal is made after the 15 seconds, the possession of the ball will go to the defending team.

## 28 SCORING

28.1 Every field goal shall be awarded 2 points.

28.2 Every free throw shall be awarded 1 point.

## 29 FOULS AND PENALTIES

29.1 **Team Fouls** – A team is in a penalty situation after it has committed 3 team fouls and 2 free throws will be awarded to the player who was fouled from the 4th team foul onwards. Team fouls for both teams shall start from zero in the second half of the sub-match.

29.2 **Personal Fouls** – No personal fouls will be recorded for individual players.

29.3 Any player committing **a technical or an unsportsmanlike foul** (as defined by FIBA Official Basketball Rules) will be disqualified from that sub-match and any other sub-match for that game-day. All such fouls will be awarded with 2 free throws and possession of the ball to the team that was fouled.

29.4 A player that is disqualified as described in para. 29.3 can be substituted subjected to the conditions stated in para. 26.

## 30 GAME OFFICIALS

30.1 Each game will be officiated by 1 referee and 1 table official who shall take charge recording on the scoresheet and time-keeping.

## **SECTION D – AMENDMENTS AND MATTERS NOT PROVIDED FOR**

### **31 MATTERS NOT PROVIDED FOR**

- 31.1 All matters not provided for in these Rules & Regulations shall be dealt with by the NSGOC.

### **32 AMENDMENTS**

- 32.1 The Schools Primary Schools Sports Council shall have the right to delete, add or amend the rules and regulations laid down herein.

### ***NSGOC for BASKETBALL*** ***SINGAPORE PRIMARY SCHOOLS SPORTS COUNCIL***

#### List of Annexes

- A SPSSC Mission, Motto & Aspirations
- B Terms of Reference for NSGOC
- C Junior Division Competition Format
- D SPSSC Appeals Workflow
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- G Spectators' Creed
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**SINGAPORE PRIMARY SCHOOLS SPORTS COUNCIL (SPSSC)  
AND SINGAPORE SCHOOLS SPORTS COUNCIL (SSSC)**

**Mission, Motto and Aspirations**

Mission Statement

*“To provide quality competition experience to our school athletes to support character development through the pursuit of sporting excellence”*


Motto

*“Character in Sporting Excellence”*

**Aspiration 1:** *Every athlete an honourable sportsman*

**Guiding Principle:**

The athlete abides by the rules of the sport, gives his best in training and competitions, wins humbly and loses graciously. He participates actively and is committed to the skills development in his sport. He respects his opponents, teammates, coaches, teachers and officials, and displays exemplary conduct both on and off court.



**ATHLETES' OATH**

**“In the name of all competitors  
we promise that we shall take part  
in these National School Games,  
respecting and abiding by the rules which govern them,  
committing ourselves to the true spirit of sportsmanship,  
without doping and without drugs,  
for the glory of sport  
and the honour of our teams.”**

*(Revised version 2015; Adapted from the Olympic Athletes' Oath, 1999)*

**Character in Sporting Excellence**

**Aspiration 2:** *Every teacher and coach an inspiring role model and mentor*

**Guiding Principle:**

The teacher/coach endeavours to develop each athlete to his fullest potential. He focuses on student-centric and values-driven coaching. He maintains a professional relationship with the athletes and ensures their safety and well-being at all times. As a positive role model, he inspires and motivates the athletes towards greater heights.



## **COACHES' OATH**

*In the name of all the coaches,  
we promise to respect all athletes,  
officials and coaches in these  
National School Games.*

*We shall act in the best interest of the  
athletes and schools,  
without doping and without drugs.*

*We commit ourselves to ensure that the  
spirit of sportsmanship and fair play is  
fully adhered to and upheld always."*

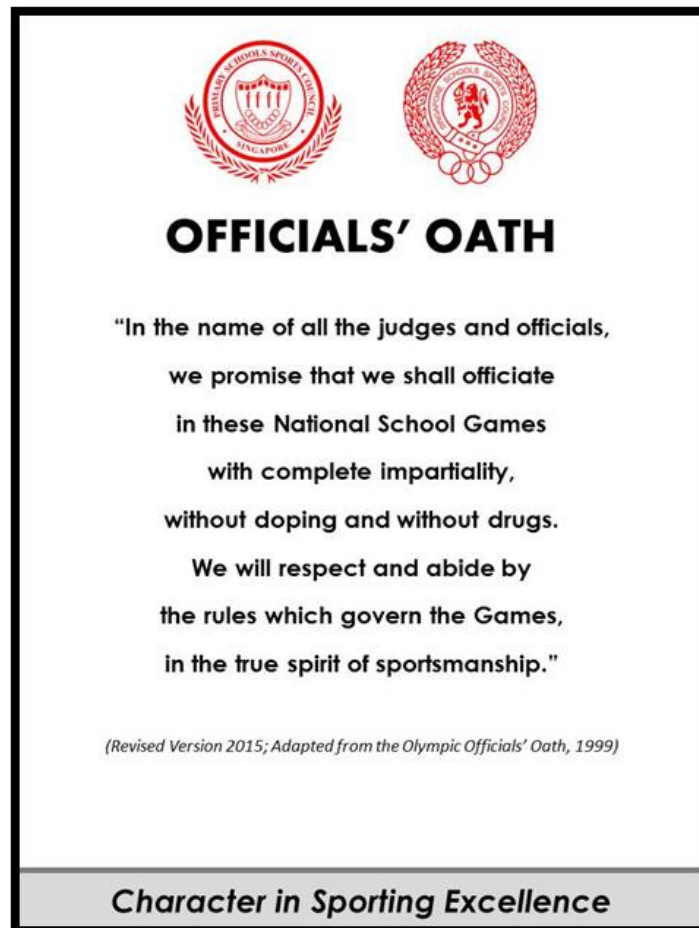
*(Revised 2016; Adapted from the Olympic Coaches' Oath, 2012)*

**Character in Sporting Excellence**

**Aspiration 3:** *Every official a fair, respectable and competent authority*

**Guiding Principle:**

The official is well-versed in the rules of the sport, and enforces the laws of the sport with impartiality. He is alert and acts decisively when required. He ensures safety for all athletes and explains the rules when required. He upholds the professionalism of the sport.



**Aspiration 4:** *Every parent a supportive partner*

**Guiding Principle:**

The parent takes interest in his child's training and competitions. He ensures proper nutrition and rest, and actively enquires on his child's progress and development. He works with the teacher and coach, attends competitions and respects the referee's decisions.

**Aspiration 5:** *Every spectator a respectful, responsible and caring motivator*

**Guiding Principle:**

The spectator makes the effort to applaud excellence and fair play. The spectator shows appreciation for the efforts of all athletes, teachers, coaches, officials and organisers. He should cheer to encourage and motivate as well as care for the athletes' well-being. The parent takes interest in his child's training and competitions. He is responsible and keeps the venue safe and comfortable for all.



## **SPECTATORS' CREED**

**Be a Respectful Supporter**

- Applaud excellence and fair play
- Appreciate the efforts of all athletes, teachers, coaches, officials and organisers

**Be a Caring Motivator**

- Cheer to encourage and motivate
- Care for athletes' well-being

**Be a Responsible Spectator**

- Keep the venue safe and comfortable for all
- Keep the venue clean

**Character in Sporting Excellence**

**Aspiration 6:** *Every game a safe and enriching learning experience*

**Guiding Principle:**

The format of competition is developmental and age-appropriate. The games provide athletes with the opportunity to display their sporting prowess, and be recognised for their achievements. Athletes enjoy the competitions, which are conducted under safe and conducive environments.



**TERMS OF REFERENCE FOR SPSSC/SSSC  
NATIONAL SCHOOL GAMES ORGANISING COMMITTEES (NSGOCs)**

The NSGOCs shall have sub-committees to ensure the successful organising and completion of their respective sports that includes, but is not limited to the following functions:

### 1. TECHNICAL

- a. Establish competition rules and regulations for the sport to ensure age appropriateness and opportunities for skills development, including, but not restricted to:
  - o Age grouping / division
  - o Format of competition
  - o Permitted equipment
  - o Field of play
  - o Duration of play; intervals
  - o Number of participants
  - o Substitution rules, etc.
- b. Identify and appoint the technical director and officials for each competition.
- c. Monitor and review baseline safety standards for the competition.
- d. Review and update competition rules and regulations annually and submit Games Recommendations to National School Games Organising Committee or Council Standing Committee for approval, where appropriate.

### 2. COMPETITION

Plan and execute the competition according to the rules and regulations, as well as the established safety standards:

- a. Organising Efficiency:
  - i. Work out the competition schedules, fixtures and venues required.
  - ii. Communicate with participating teams on all competition matters, including, but not limited to: rules, dates, fixtures, venue, etc.
  - iii. Identify and appoint Competition Director for deployment of officials.
  - iv. Secure competition officials, venues, equipment, medical cover and logistics for effective and efficient conduct of the competition.
- b. Risk Assessment and Management:
  - i. Carry out risk assessment and management planning for each venue, including adherence to the baseline safety standards.
  - ii. Procure 3rd party liability insurance, if necessary.
  - iii. Communicate relevant parts of the risk assessment and management plan to all relevant parties.
  - iv. Monitor and manage safety and security issues at the competition venue.
- c. Venue Organisation:
  - i. Organise competition venue, such as proper allocation of spaces for assembly, warm-up, match, rest areas, spectators, where appropriate.
- d. Results Processing:
  - i. Compile competition results in a timely manner for communication and uploading onto the Council's website.

- e. Protest Management:
  - i. Respond to query(ies)/protest(s) by participating school(s) during the competition.
  - ii. Conduct investigations and resolve the query(ies)/protest(s) within the duration of the competition.

### **3. RECOGNITION, APPEAL AND DISCIPLINE**

- a. Recognition
  - i. Develop and implement appropriate recognition (including recognition criteria), to support the desired outcomes of the National School Games, such as Sportsmanship Award, Colours Award (for SSSC).
  - ii. Collect and communicate good stories to relevant party(ies), including participating schools, MOE HQ and the media where appropriate.
  - iii. Plan and organise prize-giving ceremonies for the competition.
- b. Appeal
  - i. Work with Competition and Technical Sub-Committees to conduct investigations with all parties involved, in consultation with the Games Advisor and Vice-Chairman of the Standing Committee where relevant.
  - ii. Resolve all appeals and respond to relevant party(ies) on the outcome within a week of incident reported.
  - iii. Update SPSSC/SSSC Standing Committee on the outcome of the queries / protests / appeals, where warranted.
- c. Discipline
  - i. Work with Competition and Technical Sub-Committees to conduct investigations pertaining to disciplinary case(es) with all parties involved, in consultation with the Games Advisor.
  - ii. Resolve all disciplinary case(es) and respond to relevant party(ies) on the outcome within a week of the case(es).
  - iii. Develop disciplinary policies and systemise processes to manage the student(s), teacher(s), coach(es) and umpire(s) for alignment to the Councils' mission, motto and aspirations.

**Singapore Primary Schools Council  
Junior Division 3x3 Basketball  
Competition Format**

The competition format for the SPSSC Junior Division 3X3 competition will be determined based on the number of participating teams for that year as given in Table B1.

<b>Number of Participating Teams</b>	<b>Competition Format</b>
3 to 5 teams	1 Group Round Robin x 2
6 to 7 teams	1 Group Round Robin
8 to 29 teams	2-Tiered Group Competition
30 to 96 teams	3-Tiered Pool Competition

**1-Group Round Robin x 2 (3 to 5 Teams)**

- All teams will in 1 single group and will play against all other teams twice.
- The first round of the round robin will be completed before the second round is played.
- The total league points accumulated in the two round robins will be used to determine the results of the competition.
- Medals will be awarded as follows:
  - 3 to 4 teams – Top 2 teams receive a medal
  - 5 teams – Top 3 teams receive a medal

**1-Group Round Robin (6 to 7 Teams)**

- All teams will in 1 single group and will play against all other teams once.
- The total league points accumulated in the round robin will be used to determine the results of the competition.
- Medals will be awarded as follows:
  - 6 teams – Top 3 teams receive a medal
  - 7 teams – Top 4 teams receive a medal

**2-Tiered Group Competition (8 to 29 teams)**

- The competition will include a classification round followed by a tiered round with 2 tiers (Tier 1 and Tier 2).
- The round robin format will be used in both the classification and tiered rounds.
- Advancement to the Tiered Round
  - The top 2 teams of each group in the classification round will advance to Tier 1.
  - All other teams will advance to Tier 2.
- Groups in the classification round will be formed based on proximity and seeding based on the results of the previous year's competition.

- The grouping format for classification and tiered rounds will be as follows based on the number of participating teams:

\* Groups in the table are indicative entities only and might not have the number of teams as specified below. For example, when there are 11 teams, there will be 1 group of 6 teams and 1 group of 5 teams. However, G1 might be the group with 5 teams instead of G2.

No. of Teams	Classification					Tier 1		Tier 2			
	Groups					G1	G2	G1	G2	G3	G4
	G1	G2	G3	G4	G5						
8	4	4				4		4			
9	5	4				4		5			
10	5	5				4		6			
11	6	5				4		7			
12	6	6				4		4	4		
13	5	4	4			6		7	0		
14	5	5	4			6		4	4		
15	5	5	5			6		5	4		
16	6	5	5			6		5	5		
17	6	6	5			6		6	5		
18	5	5	4	4		4	4	5	5		
19	5	5	5	4		4	4	6	5		
20	5	5	5	5		4	4	4	4	4	
21	6	5	5	5		4	4	5	4	4	
22	6	6	5	5		4	4	5	5	4	
23	6	6	6	5		4	4	5	5	5	
24	6	6	6	6		4	4	4	4	4	4
25	5	5	5	5	5	5	5	5	5	5	
26	6	5	5	5	5	5	5	6	5	5	
27	6	6	5	5	5	5	5	6	6	5	
28	6	6	6	5	5	5	5	6	6	6	
29	6	6	6	6	5	5	5	5	5	5	4

- As far as possible, the teams will be distributed evenly to the groups in each tier based on their positions attained in the classification round. Where this is not possible, the affected teams will be assigned based on the drawing of lots.
- Prizes will be awarded as follows:
  - Classification Round
    - Top 2 teams of each group will receive an achievement pin each.
  - Tiered Round
    - Where there are 5 or less teams in a group, the top team in each group will receive a medal.

- Where there are 6 or more teams in a group, the top 2 teams in each group will receive a medal.

### 3-Tiered Pool Competition (30 to 96 teams)

- The competition will include a classification round followed by a tiered round with 3 tiers (Tier 1, Tier 2 and Tier 3).
- The round robin format will be used in both the classification and tiered rounds.
- Advancement to the Tiered Round
  - The top 2 teams of each group in the classification round will advance to Tier 1 of the same pool.
  - The 3<sup>rd</sup> and 4<sup>th</sup> teams of each group in the classification round will advance to Tier 2 of the same pool.
  - All other teams will advance to Tier 3.
- Pools in the classification round will be formed based on proximity and seeding based on the results of the previous year's competition.
- Each pool will comprise 2 groups.
- The grouping format for classification and tiered rounds will be as follows based on the number of participating teams:

\* Pools and groups in the table are indicative entities only and might not have the number of teams as specified below. For example, when there are 32 teams, there will be 2 pools with 1 group of 6 teams and 1 group of 5 teams, and 1 Pool with 2 groups of 5 teams. However, Pool A might be the pool with 2 groups of 5 teams instead of Pool C.

No. of Teams	Pools																Tier 1								Tier 2								Tier 3							
	A		B		C		D		E		F		G		H		A	B	C	D	E	F	G	H	A	B	C	D	E	F	G	H								
	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2	A	B	C	D	E	F	G	H	A	B	C	D	E	F	G	H								
30	5	5	5	5	5	5										4	4	4						4	4	4						6								
31	6	5	5	5	5	5										4	4	4						4	4	4						7								
32	6	5	6	5	5	5										4	4	4						4	4	4						4	4							
33	6	5	6	5	6	5										4	4	4						4	4	4						5	4							
34	6	6	6	5	6	5										4	4	4						4	4	4						5	5							
35	6	6	6	6	6	5										4	4	4						4	4	4						6	5							
36	6	6	6	6	6	6										4	4	4						4	4	4						4	4	4						
37	7	6	6	6	6	6										4	4	4						4	4	4						5	4	4						
38	7	6	7	6	6	6										4	4	4						4	4	4						5	5	4						
39	7	6	7	6	7	6										4	4	4						4	4	4						5	5	5						
40	5	5	5	5	5	5	5	5								4	4	4	4					4	4	4	4					4	4							
41	6	5	5	5	5	5	5	5								4	4	4	4					4	4	4	4					5	4							
42	6	5	6	5	5	5	5	5								4	4	4	4					4	4	4	4					5	5							
43	6	5	6	5	6	5	5	5								4	4	4	4					4	4	4	4					6	5							



\* Pools and groups in the table are indicative entities only and might not have the number of teams as specified below. For example, when there are 32 teams, there will be 2 Pools with 1 group of 6 teams and 1 group of 5 teams, and 1 Pool with 2 groups of 5 teams. However, Pool A might be the pool with 2 groups of 5 teams instead of Pool C.

No. of Teams	Pools																Tier 1								Tier 2								Tier 3														
	A		B		C		D		E		F		G		H		A	B	C	D	E	F	G	H	A	B	C	D	E	F	G	H	A	B	C	D	E	F	G	H							
	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2	A	B	C	D	E	F	G	H	A	B	C	D	E	F	G	H	A	B	C	D	E	F	G	H							
69	6	6	6	6	6	6	6	5	6	5	6	5					4	4	4	4	4	4			4	4	4	4	4	4			5	4	4	4	4										
70	5	5	5	5	5	5	5	5	5	5	5	5	5	5			4	4	4	4	4	4	4			4	4	4	4	4	4	4			5	5	4										
71	6	5	5	5	5	5	5	5	5	5	5	5	5	5			4	4	4	4	4	4	4			4	4	4	4	4	4	4			5	5	5										
72	6	5	6	5	5	5	5	5	5	5	5	5	5	5			4	4	4	4	4	4	4			4	4	4	4	4	4	4			4	4	4	4									
73	6	5	6	5	6	5	5	5	5	5	5	5	5	5			4	4	4	4	4	4	4			4	4	4	4	4	4	4			5	4	4	4									
74	6	5	6	5	6	5	6	5	5	5	5	5	5	5			4	4	4	4	4	4	4			4	4	4	4	4	4	4			5	5	4	4									
75	6	5	6	5	6	5	6	5	6	5	5	5	5	5			4	4	4	4	4	4	4			4	4	4	4	4	4	4			5	5	5	4									
76	6	5	6	5	6	5	6	5	6	5	6	5	5	5			4	4	4	4	4	4	4			4	4	4	4	4	4	4			5	5	5	5									
77	6	5	6	5	6	5	6	5	6	5	6	5	6	5			4	4	4	4	4	4	4			4	4	4	4	4	4	4			5	4	4	4	4								
78	6	6	6	5	6	5	6	5	6	5	6	5	6	5			4	4	4	4	4	4	4			4	4	4	4	4	4	4			5	5	4	4	4								
79	6	6	6	6	6	5	6	5	6	5	6	5	6	5			4	4	4	4	4	4	4			4	4	4	4	4	4	4			5	5	5	4	4								
80	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4									
81	6	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4								
82	6	5	6	5	5	5	5	5	5	5	5	5	5	5	5	5	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4							
83	6	5	6	5	6	5	5	5	5	5	5	5	5	5	5	5	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4							
84	6	5	6	5	6	5	6	5	5	5	5	5	5	5	5	5	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4							
85	6	5	6	5	6	5	6	5	6	5	5	5	5	5	5	5	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4							
86	6	5	6	5	6	5	6	5	6	5	6	5	5	5	5	5	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4							
87	6	5	6	5	6	5	6	5	6	5	6	5	6	5	5	5	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4							
88	6	5	6	5	6	5	6	5	6	5	6	5	6	5	6	5	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	3	3	3	3	3	3	3	
89	6	6	6	5	6	5	6	5	6	5	6	5	6	5	6	5	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	3	3	3	3	3	3	3	
90	6	6	6	6	6	5	6	5	6	5	6	5	6	5	6	5	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	3	3	3	3	3
91	6	6	6	6	6	6	6	5	6	5	6	5	6	5	6	5	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	3	3	3	3	3
92	6	6	6	6	6	6	6	6	6	5	6	5	6	5	6	5	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	3	3	3	3	

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No. of Teams	Pools																Tier 1								Tier 2								Tier 3							
	A		B		C		D		E		F		G		H		A	B	C	D	E	F	G	H	A	B	C	D	E	F	G	H	A	B	C	D	E	F	G	H
	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2	A	B	C	D	E	F	G	H	A	B	C	D	E	F	G	H	A	B	C	D	E	F	G	H
93	6	6	6	6	6	6	6	6	6	6	5	6	5	6	5	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	3	3	3		
94	6	6	6	6	6	6	6	6	6	6	6	6	5	6	5	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	3	3		
95	6	6	6	6	6	6	6	6	6	6	6	6	6	6	5	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	3		
96	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4		

- As far as possible, the teams will be distributed evenly to the groups in each tier based on their positions attained in the classification round. Where this is not possible, the affected teams will be assigned based on the drawing of lots.
- Prizes will be awarded as follows:
  - Classification Round
    - Top 2 teams of each group will receive an achievement pin each.
  - Tiered Round
    - Top team of each group will receive a medal.



**SPSSC WORKFLOW FOR APPEALS**

3-4 weeks or earlier for entire process to complete  
(suggested timeline)

**STAGE 1**

**SCHOOL MAKES AN APPEAL IN WRITING TO SECRETARIAT/SPSSC and THE APPEAL MUST COMPLY WITH THE SPSSC GENERAL RULES AND REGULATIONS PARA. 12**

This must be done **within two working days** upon receiving the NSGOC's Decision.

**STAGE 2****PART 1 - ACKNOWLEDGEMENT OF LETTER OF APPEAL**

Upon receiving the official Letter of Appeal, SPSSC Secretariat will acknowledge the date and time the letter is received.

**PART 2 - SUSPENSION/RESUMPTION OF COMPETITION**

Communication will be made by National Convenor to all stakeholders.

**STAGE 3****FORMATION OF SPSSC BOARD OF APPEAL**

Chairman/SPSSC Discipline & Appeals Sub-Committee to convene a Board of Appeal (BoA) to look into the matter and also provide a timeline for completion.

(Refer to suggested timeline for completion)

**STAGE 4****OUTCOME AND CLOSURE OF SPSSC BOARD OF APPEAL**

BoA Secretariat will arrange for a meeting with appellant (school) and all relevant parties to inform decision and explain process. An appeal fee of three hundred dollars (\$300) will be deducted from the appealing school's account, via IFAAS if the appeal is overruled.

**As in accordance with the SPSSC General Rules and Regulations under rule 13.3, the decision of the Board of Appeal or the Standing Committee shall be final.**

## SINGAPORE PRIMARY SCHOOLS SPORTS COUNCIL

### Role of The Team Manager

The team manager (TM) will represent the school on all matters pertaining to the duty of care, student management and competition matters relating to the participants from his / her school. He/she must be a good role model for the participants and are expected to conduct themselves well in carrying out their duties. He/she will do the following:

	<b>Terms of Reference</b>
1	Point of contact between the National School Games Organising Committee (NSGOC) and the Principal (school).
2	Attend all briefings and/or meetings called for by the respective NSGOCs.
3	Check & verify the fixtures and schedules involving the school.
4	Ensure the accuracy of participants' particulars in the registration and that students are not placed in the wrong division.
5	Make transport arrangements for the participant(s).
6	To chaperone participant(s) to and from the competition venue and remain with the participant(s) throughout the duration of play.
7	Cooperate with NSGOC & officials and abide by the rules and regulations of the competition.
8	Submit team list & other necessary documents when required to.
9	Manage the coach, participant(s) and supporter(s), if any, to ensure that they adhere to the Code of Conduct as provided in SPSSC Rules & Regulations.
10	Arrange for a replacement, in the event that he/she is not able to perform his/her duty, including when it is halfway through the competition
11	Duty of care for the participant(s) safety and well-being and to ensure that the participant(s) is/are medically covered e.g. first aid kit.
12	Contact the school immediately in the event of an injury or emergency.
13	Do not speak to the media unless with permission from the school
14	Represent the school in matters pertaining to formal appeals/protests (as required by the sport)
15	Accompany participant(s) at disciplinary board meetings if the occasion arises.
16	Any other matters pertaining to the duty of care, student management and competition matters relating to the participants from his / her school.


**Code of Conduct for Coaches**

- 1) Coaches must be good role models for the student athletes and are expected to conduct themselves well in carrying out their duties.
- 2) They are to observe the rules and regulations of the National School Games and honour the Coaches' Oath.
- 3) They should not replace the role of the team manager.
- 4) They are to prepare the training schedule for the team, in consultation with the Principal and the teacher in-charge (i.e. 30-week programme)
- 5) They are not allowed into the competition area except where the rule of the sport requires the presence of the coach e.g. Softball and Gymnastics.
- 6) They cannot represent the school in any matters.
- 7) They must not interfere with the organisation of the competition.
- 8) They are not allowed to approach the officials to query their decisions. Only team managers are allowed to approach officials to seek clarifications.
- 9) Coaches violating the rules will be asked to leave the competition arena.
- 10) Action will be taken against the school if the coaches fail to comply with the competition rules.
- 11) It is the responsibility of coaches to adhere to the rules and to be well versed with the competition rules.
- 12) They must ensure that the student athletes have adequate rest and are given water breaks.
- 13) Coaches should refrain from using foul language or speak in a tone not becoming of proper behaviour.

**Aspiration 2:** *Every teacher and coach an inspiring role model and mentor*

**Guiding Principle:**

The teacher/coach endeavours to develop each athlete to his fullest potential. He focuses on student-centric and values-driven coaching. He maintains a professional relationship with the athletes and ensures their safety and well-being at all times. As a positive role model, he inspires and motivates the athletes towards greater heights.



## **COACHES' OATH**

*In the name of all the coaches,  
we promise to respect all athletes,  
officials and coaches in these  
National School Games.  
We shall act in the best interest of the  
athletes and schools,  
without doping and without drugs.  
We commit ourselves to ensure that the  
spirit of sportsmanship and fair play is  
fully adhered to and upheld always."*

(Revised 2016; Adapted from the Olympic Coaches' Oath, 2012)

**Character in Sporting Excellence**

**Aspiration 5:** *Every spectator a respectful, responsible and caring motivator*

**Guiding Principle:**

The spectator makes the effort to applaud excellence and fair play. The spectator shows appreciation for the efforts of all athletes, teachers, coaches, officials and organisers. He should cheer to encourage and motivate as well as care for the athletes' well-being. The parent takes interest in his child's training and competitions. He is responsible and keeps the venue safe and comfortable for all.



## **SPECTATORS' CREED**

**Be a Respectful Supporter**

- Applaud excellence and fair play
- Appreciate the efforts of all athletes, teachers, coaches, officials and organisers

**Be a Caring Motivator**

- Cheer to encourage and motivate
- Care for athletes' well-being

**Be a Responsible Spectator**

- Keep the venue safe and comfortable for all
- Keep the venue clean

**Character in Sporting Excellence**

**SINGAPORE PRIMARY SCHOOLS SPORTS COUNCIL  
NATIONAL SCHOOL GAMES 3x3 BASKETBALL  
TEAM LIST**

**(to be submitted to the Court Manager 10 minutes before the start of the  
first sub-match of every match)**

Date: \_\_\_\_\_ TM Name: \_\_\_\_\_  
 School: \_\_\_\_\_ Coach Name: \_\_\_\_\_  
 Division:            Junior   Girls / Boys\*  
 \*delete as necessary

**1. Match Number: 1 / 2 / 3 / 4\***

		Sub-Match 1		
No.	Name	1 <sup>st</sup> Half (√)	2 <sup>nd</sup> Half (√)	Remarks

		Sub-Match 2		
No.	Name	1 <sup>st</sup> Half (√)	2 <sup>nd</sup> Half (√)	Remarks

		Sub-Match 3		
No.	Name	1 <sup>st</sup> Half (√)	2 <sup>nd</sup> Half (√)	Remarks

**Points to note:**

- All players listed must be registered players.
- All sub-matches shall not start or continue unless there are 3 players from each sub-team able to play. A walk-over will be declared on any sub-team that does not have 3 players able to play.
- Where a sub-team has 4 or more players, at least 1 player that did not play in the first half must play the whole of the second half.