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## Jumpshot Guarded Five

### Rules & Regulations

#### A. Event Background

Jumpshot Guarded Five is the league's community basketball tournament in Singapore. To be held from 15 September 2023 to 28 September 2023, Jumpshot Guarded Five (hereinafter referred to as the "**Event**") is organised by Jumpshot Singapore in partnership with Kallang Alive Sport Management Co Pte. Ltd. (collectively referred to as the "**Organisers**" with its respective parent companies, subsidiaries, and affiliated parties).

The Event aims to develop a local basketball league that caters to the needs of Singapore's community. The Event will be the first installation to an annual tournament seeking to provide players with the exposure and experiences required to compete at an elite level on the international stage.

For more information on Event schedules and format, please refer to Section J.

#### B. Eligibility

1. Each player is allowed to register in only ONE (1) Team, change of team is not allowed during the event period.
2. There are no restrictions on the Nationality, anyone with a valid entry visa to Singapore can form a team to participate.
3. Professional current and retired players who have registered in professional basketball leagues, including but not limited to ASEAN Basketball Association (ABL), other basketball associations in other countries and regions, are not eligible to participate in the Event. The Organisers will not be responsible or in any way liable in the event of any dispute arising between the player(s) and / or any organisations (including but not limited to International Basketball Association and Sports Federations of all industries), due to their national or registered eligibility being challenged during the participation of the Event. In the event that a player is identified as a current/retired professional, the team will be disqualified.
4. Participants must be physically fit and are not suffering from any chronic or infectious diseases that may endanger other participants.
5. Participants must be aged eighteen (18) and above. The participant's birthday must fall on or before 11 September 2005.
6. The Organisers reserves the right to repudiate the registration of any team or player(s) at its discretion.
7. Upon entering the Event, participants must agree and accept all rules, procedures, policies, conditions of entry, and terms (collectively or separately referred to as "**the Rules**"). The

Organisers reserve the right to disqualify any players or teams for infractions of tournament rules and policies.

8. In the event of any question or matter arising out of or in connection with player(s) eligibility which is not expressly provided for in any of the rules governing this tournament, the decision made by the Organisers will be final.

### **C. Composition of Teams**

1. The team will comprise of minimum of eight (8) and a maximum of ten (10) players with only five (5) allowed on the court. Every player must have available, for each game, their original photo identification document to verify their age. Refer to sections B(2) and D(6) for rules on foreign players.
2. Each team must assign a Team Liaison as the main liaising point with the Organisers on all tournament related matters. It is the teams' / players' own duty to be familiar with the Rules & Regulations governing this tournament.

### **D. Team Registration**

1. Registration information on the Event is available on Jumpshot Singapore official website at <https://jumpshot.sg/>. Registration opens from August 18 - September 11, 2023; Teams will be placed into groups within each category. The list of finalised teams and groups for the Tournament will be announced on Jumpshot Singapore's social platforms.
2. Registration fee is \$400/per team, is non-refundable and must be paid upon registration on Jumpshot Singapore's website.
3. Team names must comply with the principle of public order and good custom, not contain slander, discrimination, or infringement of interests of any third party, and cannot be randomly changed. In addition, the team's name shall not be identical with or similar to the name, trademark, trade name and product name of any well-known enterprise (except for legally authorised names or self-owned trademarks). Should any team name be deemed inappropriate by an Organiser, teams shall make immediate alteration.
4. To avoid change of players, during registration, the team must provide a list of 8-10 players' names. No substitution, de-registration or inclusion of players will be allowed after the closing date of registration unless approved by the Organisers.
5. It is the sole responsibility of the Team Liaison to ensure that the team does not consist of any professional or retired players. Submission of ineligible players will result in disqualification of the team from the tournament.
6. Any foreign player in the team must be a holder of a valid passport with an appropriate entry visa issued by the Immigration and Checkpoints Authority of Singapore (ICA). The information of the foreign players' passport, visa and latest entry date should be provided during registration.

7. Each participant is required to have his/her own insurance (health and accidental). The Organisers and all its respective appointed vendors, agents and employees will not be liable for any injury, accidents, or mishaps throughout the duration of the Event.

#### **E. Tournament Precautionary Terms**

1. Teams are required to arrive at game venue one (1) hour before their game for registration and shall inform the Organisers in advance in the event of change in schedule.
2. The Organisers, at their discretion, reserve the right to determine the date, time, and venue of the fixtures for the tournament. All teams shall abide by Organisers' arrangements, and teams shall not raise objections regarding the arrangements. Teams will concede a walkover, if they fail to have at least five (5) of their players present at their allocated court twenty (20) minutes before the scheduled start time.
3. It is mandatory for teams to prepare two (2) sets of numbered jerseys: dark and light (white only). Teams must wear identical coloured shorts and tops. Light tops and dark shorts are allowed. Any players that wear conflicting branded gears are not allowed to play on court.
4. If for any reason the team is unable or voluntarily gives up their rights to participate in the next round, the Organisers reserve the right to substitute the team with another team based on its ranking in competition.
5. The Organisers reserve the right to impose punishment or disqualification including but not limited to revoking all team players from participating in any Jumpshot Singapore events, as it deems fit.
6. No substitution is allowed for the team, in the event any disqualification in the team.

#### **F. Event Prize**

1. The prize per team for the Event is as follows:

<b>Ranking</b>	<b>Prize</b>
Champion	Team Trophy

#### **G. Rights Exemption**

1. By entering the tournament, participants agree to irrevocably and perpetually grant each Organiser and its respective parties the right to use all the personal information and all other materials provided or generated by participants in connection with the Event in an unconditional and free manner, including but not limited to participants' names, stage names, portrait, photos taken on site, videos, interview footages, comments and remarks on the Event, team names, marks, and team logos (hereinafter referred to as "**Materials**").
2. The usage of Materials includes but is not limited to copying, editing, encoding, storage, recording, distribution, rental, exhibition, screening, performance, broadcast, online

dissemination, filming, adaptation, translation, compilation, and modification. Each Organiser reserves the right to delete the Materials during or after the Event and is not responsible for returning them in any form.

## H. Conflict of Rights

Teams/participants are not allowed to arrange / enter into any commercial endorsement agreement with any brands or participate in any brand endorsement activities during the Event without prior written consent from the Organisers. Failure to do so may result in a team's disqualification and the Organisers are not responsible for any direct or indirect losses caused thereby.

## I. Supplementary Rules

1. If any part of the Event is cancelled or postponed due to rule or order from government or judicial authority whether valid or not or any other cause beyond the reasonable control of any Organiser, the Organisers shall notify the teams / participants accordingly.
2. No refunds or transfers will be made once payment has been collected or registration has been confirmed. Unless otherwise stated in these Rules and Regulations or by the Organisers, no compensation will be made under any circumstances, including inclement weather or no-shows by teams or participants to the Event.
3. The Rules and Regulations as depicted are current at the time of printing. The Organisers reserve the right to add, delete and / or amend the said Rules and Regulations at any time as deemed fit. The Organisers reserve the right of final interpretation on all the rules, procedures, and annexes.

## J. Event Schedules and Format

Date	Venue
15 - 18 & 26 - 28 September 2023	Singapore Sports Hub, Hard Courts (Outdoor)

*\* Event schedule and venue are subject to the Organisers' sole discretion.*

1. Tournament Type: A 5-on-5 tournament
2. Number of Teams: Up to 32 teams
3. Tournament Format:

First Round - Round Robin

Second Round - Single Elimination, Teams draw lots to determine their seeding and put into the brackets, refer to bracket below.



At the end of each game, Team Captains from both teams shall review and sign the official scoresheet as verification that the game score and winning team are accurate. Failure to complete this process immediately upon conclusion of the game will be considered an acknowledgment that the score and winning team have been accurately recorded. Once the game results are established, the recorded information is not subject to change unless approved in writing by a designated tournament official.

#### 4. Game Rules

- a. Games are played in 10-minute quarters net time for only 2 halves.
- b. Timeouts – Each team is entitled to 2 single one-minute timeouts for the first half and 2 single one-minute timeouts for the second half.
- c. Points doubling in the last minute of a game (2nd half) with a jumpshot -
  1. Scoring rule: In the last one minute of the basketball game, points scored from jumpshots will be doubled. This rule applies at the discretion of the official referees.
  2. Points Inside the 3-Point Arc: If a player makes a jumpshot within the 3-point arc during the last minute of the game, they will be awarded 4 points instead of the usual 2 points.
  3. Points Outside the 3-Point Arc: If a player makes a jumpshot from outside the 3-point arc during the last minute of the game, they will be awarded 6 points instead of the usual 3 points.
  4. Exceptions: This scoring rule does not apply to jumpshots made during free throws that are awarded after a foul. In other words, if a player is fouled and goes to the free-throw line, this rule does not affect the points they can score from those free throws.
- d. Tiebreaker Rule – If the scores are tied, two teams jump the ball and the 1st team who makes the score will win the game.
- e. FIBA Rules of the Game will be implemented.