ActiveSG Cup 3x3 Basketball November 2026



LIVE BETTER THROUGH SPORT

ActiveSG Cup 3x3 Basketball

Agenda

1. Overview
2. Eligibility & Number of Teams
3. Event Crew
4. Registration Matters
5. Tournament Format
6. Players' Equipment
7. Tournament Rules
8. Protest & Appeal
9. Telegram Channel, Fixtures & Results
10. Venue & Check-In on Event Day
11. Important Notes to Team Managers
12. Haze Management Protocol
13. Queries Matters

ActiveSG Cup 3x3 Basketball

Overview

Category	Stage	Date	Time	Venue
• 10U Boys & Girls • 12U Boys & Girls • 14U Boys	Group Stage	31st Oct 2026	8am – 10pm	**Punggol Sport Centre** Level 3, Team Sport Hall
• 10U Boys & Girls • 12U Boys & Girls • 14U Girls • 19U Boys (Group A & B) • 19U Girls	Group Stage 14U Girls 19U Boys (Group A & B) 19U Girls Plate & Cup League 10U Boys & Girls 12U Boys & Girls	1st Nov 2026	9am – 8pm	
• 14U Boys & Girls • 19U Boys (Group C to P)	Group Stage 19U Boys (Group C to P) Plate League 14U Boys & Girls	7th Nov 2026	9am – 7pm	
• 14U Boys & Girls • 19U Boys & Girls	Plate & Cup League 19U Boys & Girls Cup League 14U Boys & Girls	8th Nov 2026	9am – 7pm	

Important to Note:

1. Venue Changed from Clementi Sport Hall to **Punggol Sport Centre, Level 3, Team Sport Hall**
2. **Added** Contingency Venue & Date: **Bukit Canberra Sport Hall, 14 & 15 Nov**

Eligibility & Number of Teams

Category	Year	Max. Teams
10U Girls	Born 2016 or later	12
10U Boys	Born 2016 or later	20
12U Girls	Born 2014 or later	16
12U Boys	Born 2014 or later	32
14U Girls	Born 2012 or later	16
14U Boys	Born 2012 or later	64
19U Girls	Born 2007 or later	16
19U Boys	Born 2007 or later	80

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Event Crew

Event Crew Attire



Competition Manager



Leslie Yeo

Floor Manager



Tan Jun Heng

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Registration Matters

- Each Team shall consist of minimum 3 players and maximum 5 players. This will include 3 players on the court and 2 reserves.
- Ensure that players are registered to only one (1) team.
- Please ensure that ALL players have done their Terms and Conditions for Participation (T&C) Form before the start of the games.
- **No changes shall be made to the team roster throughout the course of the Tournament.**
- Teams to **arrive at least 30 minutes before their game** to register onsite at the registration booth. Ensure players bring their student passes, passport or NRIC for verification and registration.

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Tournament Format

- The teams participating in the competition are divided into groups of 4 (except for 19U Boys, where they are divided into groups of 5)
- A randomised draw was conducted for the purpose of determining the placement of the teams in the groups.
- Single Round Robin Format with Point System to determine placings within the group for the Group Stages:

GROUP A	POINTS
TEAM 1	6
TEAM 2	5
TEAM 3	4
TEAM 4	3

WIN = 2 points
LOSE = 1 point
WALKOVER = 0 point

For example, Team 1 (3-0) manage to win all 3 games, thus awarded 6 points in total. Team 1 will be the 1st in the grouping, followed by Team 2, Team 3, then Team 4.

**in a case of a 2 team tie, head-to-head match-up results will determine the winner. If 3 or more teams tie, will first check record of each tied team against the other tied teams. If still tie, will look at points differential in each match against other tied teams. Team with largest point differential will win.*

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Tournament Format

10U Boys

- Top 2 of each Grouping will proceed to the Cup League, where they will go through a 8 Team Single Elimination Bracket.
- Bottom 3 of each Grouping will proceed to Plate League, where they will go through a 12 Team Single Elimination Bracket. 3rd in each Grouping will immediately be placed in the next round of the bracket.



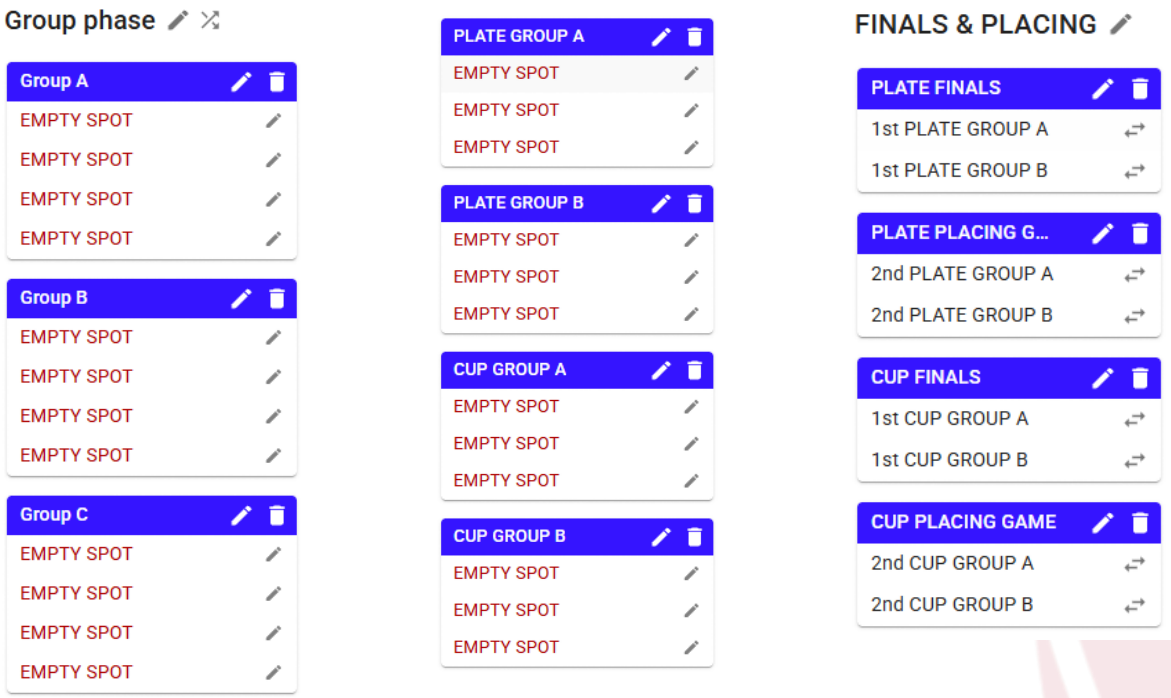


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Tournament Format

10U Girls

- Top 2 of each Grouping will proceed to the Cup League, where they will go through another 2 groups of 3 teams round robin. 1st in each Cup League Group will go to the finals, and 2nd in each Cup League Group will play for 3rd place.
- Bottom 2 of each Grouping will proceed to the Plate League, where they will go through another 2 groups of 3 teams round robin. 1st in each Plate League Group will go to the finals, and 2nd in each Plate League Group will play for 3rd place.



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Tournament Format

12U Boys

- Top 2 of each Grouping will proceed to the Cup League, where they will go through a 16 Team Single Elimination Bracket.
- Bottom 2 of each Grouping will proceed to Plate League, where they will go through a 16 Team Single Elimination Bracket.



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Tournament Format

12U, 14U, & 19U Girls

- Top 2 of each Grouping will proceed to the Cup League, where they will go through a 8 Team Single Elimination Bracket.
- Bottom 2 of each Grouping will proceed to Plate League, where they will go through a 8 Team Single Elimination Bracket



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Tournament Format

14U Boys

- Top 2 of each Grouping will proceed to the Cup League, where they will go through a 32 Team Single Elimination Bracket.
- Bottom 2 of each Grouping will proceed to Plate League, where they will go through a 32 Team Single Elimination Bracket.



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Tournament Format

19U Boys

- Top 2 of each Grouping will proceed to the Cup League, where they will go through a 32 Team Single Elimination Bracket.
- Bottom 3 of each Grouping will proceed to Plate League, where they will go through a 48 Team Single Elimination Bracket. 3rd in each Grouping will immediately be placed in the next round of the bracket





ActiveSG Cup 3x3 Basketball

Tournament Format

19U Boys

- Top 2 of each Grouping will proceed to the Cup League, where they will go through a 32 Team Single Elimination Bracket.
- Bottom 3 of each Grouping will proceed to Plate League, where they will go through a 48 Team Single Elimination Bracket. 3rd in each Grouping will immediately be placed in the next round of the bracket





Players' Equipment

- Appropriate playing attire (basketball shoes, shorts and tops)
  - Home (Light coloured)
  - Away (Dark coloured)
  - No jewelleries, watches & loose items
- All team members MUST wear the same uniform (e.g. same school jersey, class tee, etc.). If that is not possible, players will be asked to wear the bibs provided.

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Tournament Rules

FIBA 3x3 rules are applied to all situations, unless stated otherwise.

- 5 players in a team, 3 on the court and 2 substitute.
- A team must have 3 players on the court ready to play, when the game begins for 3x3. If teams are late, they have up to 5 minutes grace to report to the court ready. For example, if game in the fixture says it starts at 10.00AM, at least 3 team members have to report and be ready to play by 10.05am. Failure to do so will be a walkover.
- A team shall be disqualified from the competition after its second forfeit or in case of no-show.
- Coaches on the field of play including seats for substitutes and/or remote coaching from outside the court are **not allowed for 14U & 19U categories.**
- For the 10U & 12U categories, **only 1 coach is allowed** on the team bench. Role of a Coach is purely to guide and coach the players. Arguments with the Officials will not be allowed or tolerated.

ActiveSG Cup 3x3 Basketball

Tournament Rules

FIBA 3x3 rules are applied to all situations, unless stated otherwise.

- There are no jump balls at any time in the game, neither is there an alternating possession rule. In any held-ball situation, the defensive team is granted possession.
- Every successful shot inside the arc is awarded 1 point, while every successful shot behind the arc is awarded 2 points.
- The game is made up of 1 period of 10mins.
- Running clock for all games. Game clock will only be stopped during free throws.
- The winner is the first team to score 21 or the team with the highest score at the end of the period.
- A tie in regulation leads to an untimed overtime period, which is won by the first team to score two points in overtime. Note that if a game is tied at 20 at the end of regulation, reaching 21 does not end the game. There shall be an interval of 1 minute before the overtime starts.

ActiveSG Cup 3x3 Basketball

Tournament Rules

FIBA 3x3 rules are applied to all situations, unless stated otherwise.

- At the start of the game and after a dead ball situation (i.e. ball goes out of bounds), 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).
- All balls that are started from the top of the arc should be started with a check ball (exchange of the ball using a bounce pass between the offensive player starting)
- If the defence gains possession of the ball within the arc by a steal, a block, or a rebound, then the team must move the ball behind the arc before being allowed to take a shot.
- After a made goal or free throw (except for technical or unsportsmanlike fouls and team fouls 10 or more), play restarts with a player from the non-scoring team taking the ball directly under the basket and then dribbling or passing it to a point behind the arc. The defence is not allowed to play for the ball inside the block/charge under the basket

ActiveSG Cup 3x3 Basketball

Tournament Rules

FIBA 3x3 rules are applied to all situations, unless stated otherwise.

- An offensive player, after the ball has been cleared, shall not hold the ball and/or dribble inside the arc with his back or side to the basket for more than 5 consecutive seconds.
- Both teams are entitled to request a substitution when the ball becomes dead prior to a check-ball or free throw.
- A team must attempt a shot for a field goal within 12 seconds. The shot clock shall start as soon as the ball is at the disposal of the offensive player. **No shot clock for 10U & 12U Categories.**
- There will be 1 time-out per team. (The officials may stop the game in the event of serious injury or when they deem that safety of the participants is compromised.) All time-outs shall last 30 seconds. A time-out opportunity begins when the ball becomes dead prior to a check-ball or free throw. An unused time-out may be carried over to the overtime.

Tournament Rules

FIBA 3x3 rules are applied to all situations, unless stated otherwise.

- Individual personal foul counts are not kept. In other words, players cannot be disqualified based on personal fouls. However, a player who commits two unsportsmanlike fouls is disqualified.
- Each technical foul count as 1 team foul, while each unsportsmanlike or disqualifying foul counts as 2 team fouls.
- Fouls during the act of shooting inside the arc are awarded one free throw, while fouls during the act of shooting behind the arc are awarded two free throws.
- Team fouls 7, 8 and 9 are awarded two free throws, and team fouls 10 or more are awarded two free throws and possession of the ball. The "bonus" rule specifically supersedes the normal rule for fouls in the act of shooting.
- Technical fouls result in one free throw, with possession going to the team that was entitled to possession at that time.

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Tournament Rules

FIBA 3x3 rules are applied to all situations, unless stated otherwise.

- The first unsportsmanlike foul against a player results in two free throws for the non-offending team. Any foul that results in disqualification (either a player's second unsportsmanlike foul or a disqualifying foul) results in two free throws and possession.
- Offensive fouls, if not technical, unsportsmanlike, or disqualifying, never result in free throws, regardless of the number of team fouls.
- In the case of a double foul, no free throws are awarded to either team, regardless of team foul count or whether the double fouls were unsportsmanlike.
- Stalling or failing to play actively (i.e. not attempting to score) shall be a violation.
- For 10U & 12U categories, free throw line is shortened and rims lowered to 2.6m.
- Size 5 ball will be used for 10U Boys, 10U Girls & 12U Girls. Size 6 ball will be used for 12U Boys. Official 3x3 Wilson ball will be used for 14U & 19U categories.

Protest & Appeal

A protest is an immediate action to contest the result or conduct of a match.

An appeal may only relate to administrative or regulatory matters.

Protests

- Must be raised with the Chief Official/ Referee **during or immediately** at the end of the match.
- Score sheet must be acknowledged by the Team Captain by signing the score sheet in the space marked 'Game protest requested'.
- Decision is made on the spot and is final - **no video reviews.**
- Teams must continue with scheduled matches regardless of outcome.

Appeal (administrative/regulatory matters only)

- Must be submitted by Team Manager only, not individuals
- Cannot appeal on-field decisions
- Notify Organiser within 1 day, with full written appeal, supporting evidence, and a non-refundable SGD $100 fee.
- Late or incomplete submissions will be rejected; Appeal committee's decision is final.

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Telegram Channel, Fixtures & Results

LINK to Telegram Channel

https://go.gov.sg/asgc3x3basketballtelegram



https://go.gov.sg/asgc3x3basketballtelegram

LINK to Competition Website

https://go.gov.sg/asgc3x3basketballfixturesnresults

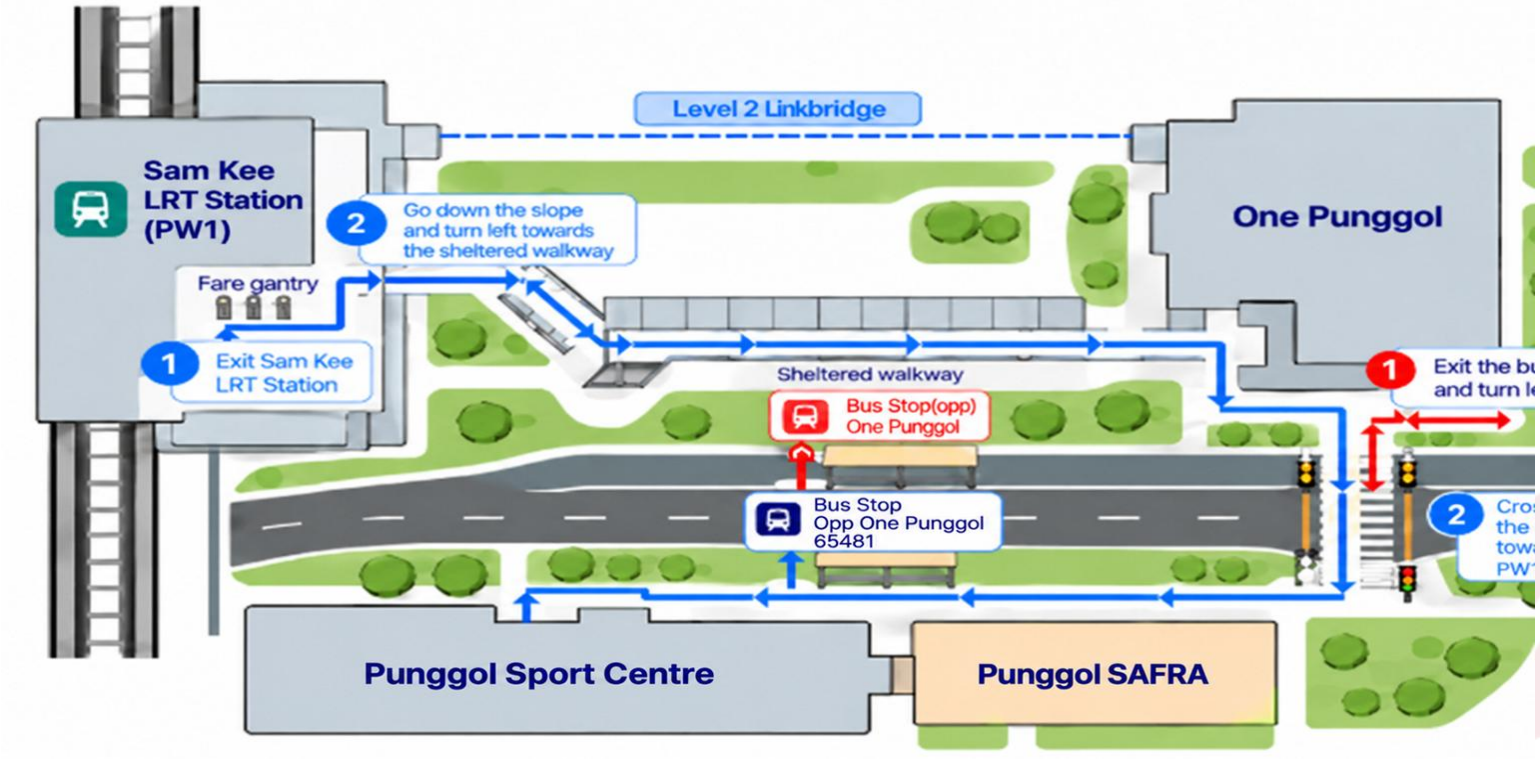


https://go.gov.sg/asgc3x3basketballfixturesnresults

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How to Get There



PUBLIC TRANSPORT	
BUS:	Bus Stop ID: 65481 (Opp One Punggol) Bus Service Number: 84W, 117, 117M, 382, 382G
MRT / LRT:	**LRT:** PW1 Sam Kee LRT (3 Mins Walk) **MRT:** Punggol MRT (10 Mins Walk - 700M)
TAXI/PRIVATE HIRE	Pick-up & Drop off at **Punggol Sports Centre 11 Sentul Crescent Singapore 828656**

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Turn Left to the Middle Fitness Area



Pass through the Fitness Area to the Opposite Side



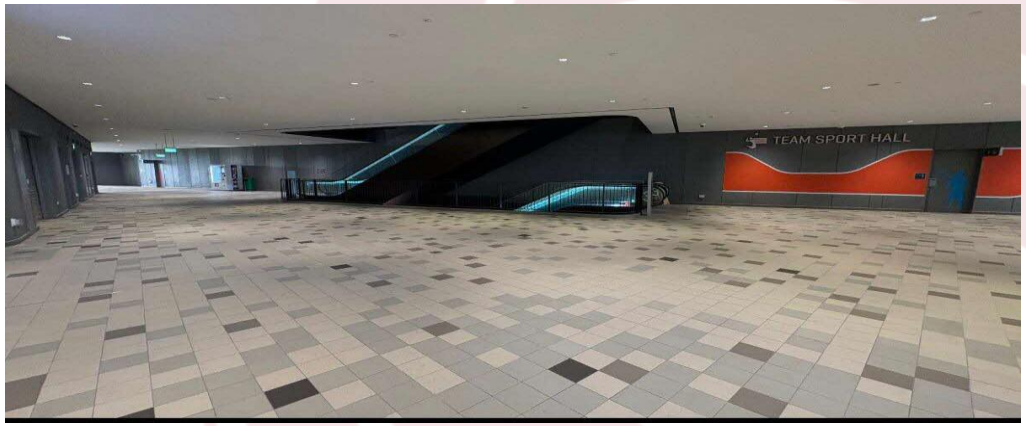
Look for the STADIUM SIGNAGE

Option 1: Take LIFT LOBBY G on the right to level 3, once exit turn right and you will see Team Sports Hall

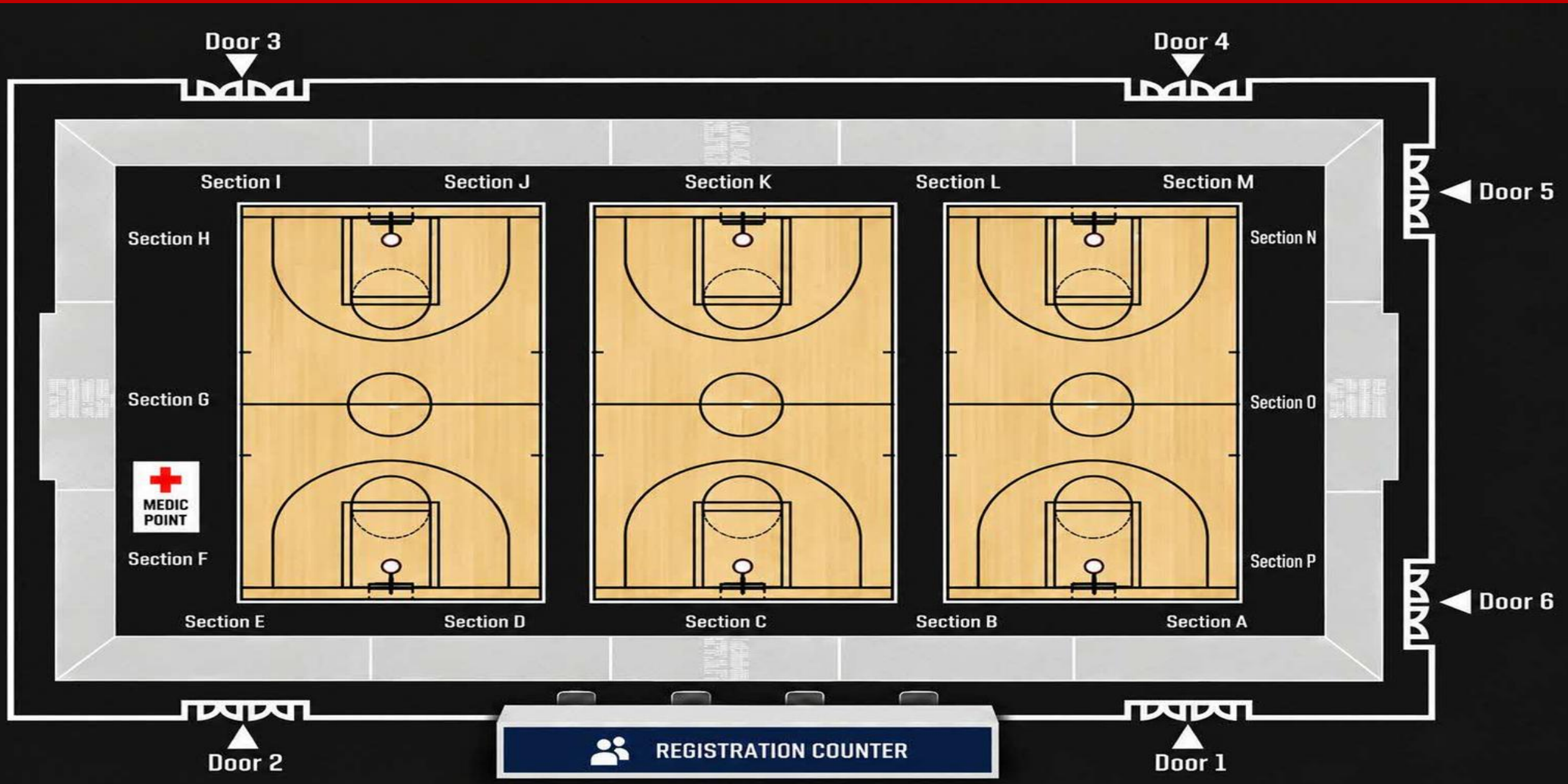




Option 2: Take Escalator to Level 3, the Team Sports Hall is on the left



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ActiveSG Cup 3x3 Basketball | Event Day Check-In

Before you arrive

Complete registration and payment. Ensure all players have signed their waiver forms. Have your team QR code ready

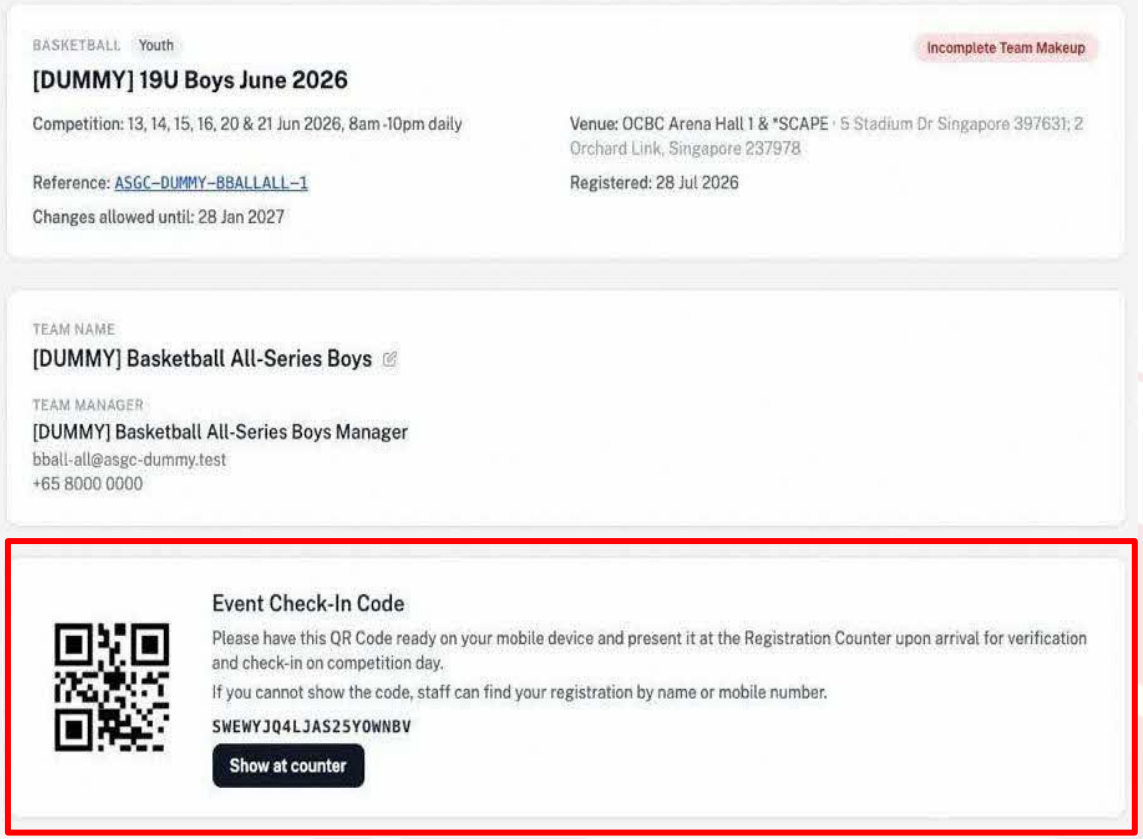
1 Report

- Team Manager / official report to the registration counter with the team members
- Show team QR/code or provide team manager phone details.
- Staff will verify the team, category and event.

2 Check In

- Confirm players who are present only.
- A stamp will be chopped on participants' hands for check-in.
- Players with unsigned waivers will not be able check in.
- Late arrivals can check in separately when they arrive.

Present the QR Code at Check-In



Important

Scanning the QR code does not complete check-in. ALL players' attendance must be completed. No onsite waiver signing or paper-waiver override is available.

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Important Notes to all Coaches, Players and Team Officials

All participants to complete the Get Active Questionnaire (GAQ) for self-assessment before participating in the competition. Do Not Compete If Feeling Unwell.



https://go.gov.sg/ssggetactivequestionnaire

https://go.gov.sg/ssggetactivequestionnaire

ActiveSG Cup 3x3 Basketball

Important Notes to all Coaches, Players and Team Officials

Team Managers and Coaches To Take Note and Share With Parents And Team Members

https://go.gov.sg/ssgheatstressmanagement

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ActiveSG Cup 3x3 Basketball

Important Notes to all Coaches, Players and Team Officials

- *Maintain an environment free from abuse and harassment, and shall be responsible for knowing the prevailing SportSG Safe Sport Policy and behaviours which constitute Misconduct under the Safe Sport Unified Code;*
- *Submit to the resolution process for any alleged breach of the Safe Sport Unified Code, which have been delegated by SportSG to the designated investigative or disciplinary bodies under the Safe Sport Programme.*
- *Any person who witnesses, experiences, or becomes aware of Misconduct under the Safe Sport Unified Code should report it to any of the following channels:*
    - *SportSG appointed Safeguarding Officer(s)*
    - *Safe Sport Commission Singapore online reporting form* Reporting a Concern

HAZE MANAGEMENT PROTOCOL

1. ActiveSG Cup 3x3 Basketball – Haze Management Protocol Deck: https://go.gov.sg/asgcbbhazesopdeck

2. ActiveSG 3x3 Basketball – Haze Management Protocol Infographic: https://go.gov.sg/asgcbbhazesopinfographic

3. Please join the ActiveSG 3x3 Basketball Telegram Community: https://go.gov.sg/asgc3x3basketballtelegram

Questions?