

St. Joseph's Primary School
G&WJC (Basketball) 5x5
Mode of the Game

- 1 The SJPS Team and 11 Class Teams have been invited to participate in the tournament
- 2 Maximum number of players per team is 14. Each team can register 2 Special Players who are either SJPS graduates from different SJPS graduating classes or SJC graduates.
Special Waiver / Wild Card Invitation for graduating classes with players at 50 years old or above: not subject to the 'Special Player' limit but must ensure that all players satisfy the age requirement.
- 3 Team Player Registration:
 - (1) 14 SJPS graduate players of the same graduate year, **or**
 - (2) 13 SJPS graduate players of the same graduate year + 1 SJPS graduate player from different year, **or**
 - (3) 12 SJPS graduate players of the same graduate year + 2 SJPS graduate players from different years, **or**
 - (4) 12 SJPS graduate players of the same graduate year + 1 SJPS graduate player from different year + 1 SJC graduate player, **or**
 - (5) 12 SJPS graduate players of the same graduate year + 2 SJC graduate players who are eligible to fill the vacancies if no SJPS graduate players from same year/different years register.

*** Number of specially registered players per team is fixed to be 2 at most no matter the number of SJPS graduate players is 12 or less.

***No more than 1 player of this category should be on the playing court at any time in a match.
- 4 Each player can only register for **ONE** team.
- 5 A team shall lose the game by forfeit if the team is unable to field 5 players ready to play 1 minute after the game is scheduled to begin or its actions prevent the game from being played.

The game is awarded to the opponents and the score shall be 20 to 0. Furthermore, the forfeiting team shall receive 0 points in the classification.

- 6 A team shall lose a game by default if, during the game, the team has fewer than 3 players on the playing court ready to play.
If the team to which the game is awarded is ahead, the score shall stand as at the time when the game was stopped. If the team to which the game is awarded is not ahead, the score shall be recorded as 2 to 0 in its favour. The defaulting team shall receive 1 point in the classification.
- 7 There will be no extra periods if the score is level at the end of a match. Winning team is determined by one-on-one free throws.
Only players who are on the playing court at the end of the match are eligible to take throws from free-throw line.
- 8 One-on-one free throw:
If the scores are level, throws continue until 1 team has scored a point more than the other from the same number of throws.

Preliminary Round (Group Stage): Round Robin

- 1 There will be 3 groups (Group A, B and C), with each group consisting of 4 teams.
- 2 Each team will play 3 rounds of Round-Robin matches.
Classification of teams: 2 points for a Win, 1 point for a Loss, 0 point for a Loss by forfeit
- 3 Time of a match in the preliminary round is **8** minutes.
- 4 Final Standing - If same points, will be determined in the following tie-breakers:
a) Head-to-Head results, b) Goal difference & c) Goal For

Finals: Round Robin

- 1 The first of each preliminary group compete for the **Cup**. The second for the **Plate**. The third for the **Bowl** and the fourth for the **Shield**.
- 2 Time of a match in the final round is **8** minutes.
- 3 Each team in every final group will play 2 matches.
Classification of teams: same as in the Preliminary Round-Robin.
- 4 Final Standing - If same points, will be determined in the following tie-breakers:
a) Head-to-Head results, b) Goal difference & c) Goal For