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### LEAGUE OBJECTIVE

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To provide a platform to share the gospel & impart biblical values to both Christians and non-Christians

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### THE TEAM

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1. Each team must register a minimum of 7 and a maximum of 15 male players for the league.
  2. New players can be registered no later than 1 month from the date of commencement of the league if the team has not reached the maximum of 15 players.
  3. No players can be deregistered while the league is in progress.
  4. At least 25% of registered players must be non-Christians and 25% Christians.
  5. There is no age limit on the players
  6. Each team must submit a minimum of 5 and a maximum of 12 registered players for each match; their names will be reflected on the Match Day Team Sheet.
  7. Registered players who are not on the Match Day Team Sheet are not allowed to play or act as substitutes on that particular match day even if the team is short-handed due to injury or expulsion.
  8. The Team Manager is the sole spokesperson for the team.
  9. All participating teams must be affiliated or accountable to a church or Christian organization.
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### TEAM COMMITMENTS

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1. Each team must have a matured Christian Team Manager committed to:
  - a. impart biblical values and share the gospel
  - b. carry out the curriculum
  - c. provide end-season report on actions, responses of players and evaluation
2. Each team must prepare their players to do a short sharing (maximum 10 minutes) on what they have learned from the curriculum or the training sessions or participation in this league.
3. One registered player from one of the two teams is to do the sharing before the start of the match they are involved in.



4. The player is selected by the Team Manager from the appointed team according to the League Fixture; this player need not be on the Match Day Team Sheet for that particular day.
5. **All registered players of every team are to be present for the mid-season event. Minimum 70% attendance from the team expected. Otherwise, 2 points will be deducted from league standing.**

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### LEAGUE SYSTEM

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1. Teams will be grouped (by choosing of lots) into 2 different tables. The number of teams in each table is dependent on the total number of participating teams.
2. The top two teams of each group will proceed to the semi-finals. The losers of the semi-finals will proceed to the 3rd/4th ranking while the winners of the semi-finals proceed to the Final.1
3. Points system during round-robin as follows:
  - a. Win – 3 Points
  - b. Draw – 1 Point
  - c. Lose – 0 Point
4. At the end of the round-robin within a group, if two or more teams share the same points, their ranking will be decided as follows:
  - a. Head to head match result; the team that wins in the corresponding fixture ranks higher.
  - b. The points scored - points against difference in all matches within the group; the team with greater point differences ranks higher.
  - c. The number of points scored in all matches within the group; the team with more points scored ranks higher.
  - d. The number of points against in all matches within the group; the team with fewer points against ranks higher.
5. Drawn games during the knock-out phase will have an extra 5 minutes period to decide the winner. If game is still tied after that, another extra 5 minutes period will be played and so on until a winner is decided.



6. Team Manager must attend the Team Managers' meeting scheduled before the commencement of the league. Otherwise, the team will not be allowed to participate in the league.
7. Team Manager must attend the scheduled Monthly Team Managers' meeting. A representative must be sent in lieu if Team Manager is unable to attend. Teams whose representatives fail to attend the monthly meeting would have 2 points deducted from their league standing.

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### REGISTRATION/REPORTING

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1. Players are subject to random checks and are to present one of their personal IDs as stated below:
  - a. Passport
  - b. Student Pass
  - c. Identity Card
  - d. EZ link card
  - e. Driving license
2. Teams that register players using false IDs will be disqualified from the league.
3. Teams that are late for registration / reporting may be disqualified or penalized at the discretion of the Organizers.
4. Teams are to report to competition venue **at least 30 minutes before the match starts** (to report, warm-up and prepare team sharing).

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### GROUND-RULES

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1. Referee has the final say. Any appeal can only be done through the Team Managers.
2. Players are to be in proper sports attire for the games with no dangling accessories on them.
3. Players are to conduct themselves properly throughout the entire league.



# **BASKETBALL**

## **Rules & Regulations**

**CROSSROAD SPORTS LEAGUE 2016**

4. Players or teams that violate these guidelines may be disqualified from the league at the discretion of the Organizers.
5. At the discretion of the Organizers, when the rules are seriously breached (heavy foul play, foul play on purpose, misconduct towards the referees, the audience or other players), one player or a team may be disqualified from the league.
6. If a whole team is disqualified, all the matches scheduled to be played by that team will be awarded to the opposition with a 0:30 score line.
7. A walkover will be issued to teams that fail to turn up for matches 5 minutes after the official match time. The match will be awarded to the opposition with a 0:30 score line.
8. If Team Manager foresees that the team will not be able to play for a scheduled match, he/she may appeal to the organising committee for re-schedule of match at least one month in advance.

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### **WALKOVER APPEALS**

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1. Appeals are only for potential walkovers that Team Managers foresee.
2. If appeal is made less than one month to the match date, the organizing committee will decide if the request can be accommodated.
3. The competition committee will be in-charge of the walkover appeals.

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### **GAME RULES**

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1. Standard 5v5 Basketball Rules apply but below are some to highlight. In areas where you are not sure, check with the organizers.

#### **GAME FORMAT**

- A game will consist of 4 quarters with 10 minutes running time and stopping of time for every free throw

#### **ALTERNATING POSSESSION**

- In held ball situations, teams will alternate to start the ball.



# BASKETBALL

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CROSSROAD SPORTS LEAGUE 2016

### POINTS

- Points are credited to the team attacking the basket into which the ball has entered as follows:
  - Every successful free throw made counts as **1** point
  - Every successful attempt from the two-point field goal area counts **2** points
  - Every successful attempt from the three-point field goal area counts **3** points

### TIME-OUT

- Each team is given 2 time outs for the first half and 3 time outs for the second half
- The time outs cannot be carried over from the first half to the second
- Each time out will be 30 seconds

### SUBSTITUTIONS

- A team may substitute player(s) whenever the ball is at the disposal of their own teammate for a throw-in.
- A substitute has to go in person to the scorer and ask clearly for a substitution.
- The substitute shall remain outside the boundary line until the official gives the substitution signal.
- Team may make unlimited substitutions

### THREE SECONDS VIOLATION

- An offensive player shall not remain in the restricted area for more than **3** consecutive seconds.
- To establish himself outside the restricted area, the player must place both feet on the floor outside the restricted area.

### FIVE SECONDS DEFENSIVE VIOLATION

- An offensive player while being guarded by an opponent has 5 seconds to make a pass, dribble or shot before being called for violation

### EIGHT SECONDS VIOLATION

- The attacking team has 8 seconds to bring the ball from the backcourt to the frontcourt

### FREE THROWS

- Player awarded with free throw has 5 seconds to get the shot off

### FOULS ON A PLAYER WHO IS NOT IN THE ACT OF SHOOTING

- The game shall be resumed by a throw-in by the non-offending team.

### FOULS ON A PLAYER WHO IS IN THE ACT OF SHOOTING

- If the shot from the field goal area is successful, it shall count and one free throw shall be awarded.
- If the shot from the field goal area is not successful, the player fouled will receive 2 free throws if violation occurred before the 3 point line.
- If the shot from the field goal area is not successful, the player fouled will receive 3 free throws if violation occurred outside the 3 point line.

### DISQUALIFYING FOUL

- A player exhibiting any flagrantly unsportsmanlike behaviour shall be disqualified immediately.
- 2 free throws shall be awarded to the opponent, followed by possession of the ball at midcourt.



# BASKETBALL

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### TECHNICAL FOUL

- Includes all off court fouls like disrespect to referees or taunting of opponents
- 2 free throws shall be awarded to the opponent, followed by possession of the ball at mid court.

### FOUL OUT

- A player who has committed **5** personal and/or **2** technical fouls must leave the game immediately with the team replacing the player with another member of the team.

### Notes:

<sup>1</sup> The actual league format will be decided by the Organizers based on the total number of participating teams after registration closes.

<sup>2</sup> The organizing committee holds the right to decide on any issues raised that are not stated in the Rules & Regulations

<sup>3</sup> The organizing committee has the right to alter the schedules of the League if necessary. Participating teams will be informed of the changes.

<sup>4</sup> Participating teams shall be responsible for their own first aid and medical coverage throughout the League.

<sup>5</sup> The organizing committee and its sponsors shall not be held liable for any accident, injury or loss of personal property during the League.

<sup>6</sup> All decisions made by the organizing committee are final; appeals can only be made to the disciplinary board by Team Manager.