



**SPORT EXPLANATORY BROCHURE  
SPORT-SPECIFIC INFORMATION**

**BASKETBALL**

**BLAZING THE TRAIL  
OUVRIR LA VOIE**



**The information provided in this publication is accurate at time of production.**

**For updates, please refer to the IOC-NOC Extranet.**

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## 1 Key Contacts

### 1.1 INTERNATIONAL BASKETBALL FEDERATION (FIBA)

Please refer to <http://www.fiba.com> for up to date contact details.

### 1.2 BASKETBALL ASSOCIATION OF SINGAPORE (BAS)

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## 2 Key Dates & Activities

Activities	Date	Venue	Time
Official Draw	TBC	TBC	TBC
Team Managers' Meeting	14 Aug 2010	Youth Olympic Village	09:00

## 3 Events & Quotas

### 3.1 EVENTS

Boys' Events (1)	Girls' Events (1)
3 on 3 Basketball, 20-team tournament	3 on 3 Basketball, 20-team tournament

### 3.2 QUOTAS

Category	Qualified via IF	NOC Universality Places	Host Country Places	Total
Boys	64	12	4	80
Girls	64	12	4	80
Total	128	24	8	160

### 3.3 NOC QUOTA

Maximum of one (1) Boys' team (4 athletes) and one (1) Girls' team (4 athletes) per NOC.



## 4 Qualification System

### 4.1 ATHLETE ELIGIBILITY

Athletes must have been born between 1 January 1993 and 31 December 1994.

### 4.2 PERFORMANCE & CONTINENTAL REPRESENTATION

The tournaments for Boys and Girls will be composed of the host NOC team, three NOC Universality Place teams (UP), the four best-placed teams in the respective FIBA gender ranking (Performance Representation, PR) as of May 2009 and 12 teams selected by FIBA, with a minimum of one team per continent.

	Tournament for Boys (20 teams)	Tournament for Girls (20 teams)
Host	1	1
Universality (UP)	3	3
Performance (PR)	4	4
FIBA selected teams	12	12

#### 4.2.1 Selection Criteria for 12 Teams Selected by FIBA

- NOCs whose National Federation belongs to A, B or C membership category in FIBA (as defined in the Internal Regulations of FIBA) and has good results in both senior and youth official competitions, or;
- NOCs whose National Federation has participated at least once in an official FIBA competition (at either Subzone or Zone level) within the past three years, or;
- NOCs where Basketball is an emerging sport in the country.

### 4.3 HOST COUNTRY REPRESENTATION

The host country will automatically qualify one team in each of the Boys' and Girls' tournaments.

### 4.4 REALLOCATION OF UNUSED QUOTA PLACES

#### 4.4.1 Unused IF Quota Places

If an NOC elects to not use a qualification place obtained, FIBA will reallocate the unused quota place by using the reserve list of selected NOCs.

#### 4.4.2 Unused Host Country Places

If the host country NOC elects to not use the qualification places it is allocated, FIBA will reallocate the unused place by using the reserve list of selected NOCs.

#### 4.4.3 Unused NOC Universality Places

Any unused places within the reserved FIBA quota of universality places will be reallocated by using the reserve list of selected NOCs.



## 5 Qualification Timeline

Date	Milestone
13 Dec 2009	FIBA decision on the Performance Representation – 4 boys' teams and 4 girls' teams
13 Dec 2009	FIBA decision on the Continental Representation – 12 boys' teams and 12 girls' teams
Jun – 14 Jul 2010	Reallocation of unused NOC universality places and final reallocation period for unused quota places
15 Jul 2010	Entries deadline (by name) for all sports



## 6 Competition Format

The Youth Olympic Basketball competition comprises Girls' and Boys' events. Both events have the same format and rules. 20 teams are divided into four groups of five teams. Each team plays every other team in its group. Teams placed 1st and 2nd in each group will play elimination games in Quarter-Finals, Semi-Finals and Finals (1st to 8th place), teams placed 3rd and 4th in each group will play the same system (9th to 16th place) and teams placed 5th in each group will play in a round robin (17th to 20th place).

### 6.1 DIFFERENCES BETWEEN THE FIBA U19 (U17) WORLD CHAMPIONSHIPS AND THE YOUTH OLYMPIC GAMES

The FIBA U19 (U17) World Championships use a standard game (5 vs. 5) while the Youth Olympic Games use the 3-on-3 game (3 vs. 3).



## 7 Competition Rules & Procedures

### 7.1 3 ON 3 BASKETBALL GAME DESCRIPTION

The rules of 3 on 3 Basketball are quite simple. A team consists of four players (three players are on the court and one is a substitute) and one coach. The game is played on a half court, on one basket, in three periods of five minutes each. Most of the FIBA rules regarding scoring and fouling are valid. The team first scoring 33 points or leading the game after the regular game time is the winner. If the score is tied at the end of the last period, the game shall continue with as many extra periods of two minutes as is necessary to break the tie.

A player who has committed five fouls must leave the game. A team is in a penalty foul situation when it has committed three fouls in a period. The team must attempt a shot for a field goal within 14 seconds.

Substitution is permitted when the ball becomes dead and the game clock is stopped. There are no time-outs granted to any team at any time.

### 7.2 CLASSIFICATION AND TIE-BREAKING RULES

#### Different system of classification during and at the end of the preliminary round

It must be noted that at the end of the preliminary round (all four games played), a slightly different system is used to classify the teams than is employed during the preliminary round.

#### 7.2.1 During the Preliminary Round

Teams are ranked by classification points. If two or more teams have the same number of classification points, only the goal average (points scored divided by points received) is used to determine the classification (neglecting the head to head of tied teams even if the tied teams have already played each other).

#### Example:

Before the preliminary round is completed, only the goal average (neglecting the head to head of tied teams) is used to determine the classification.

Team	Games Played	Win-Loss Record	Class. Points	Goal Average
B	3	2-1	5	1.0666
A	3	2-1	5	1.0432
C	3	2-1	5	1.0132
E	3	1-2	4	0.9766
D	2	0-2	2	0.9453

Even though Team C and Team A have already played, with Team C beating Team A by five points, this is not taken into consideration. Team A is higher than Team C in the classification, because their goal average is better than Team C's.





### 7.2.2 At the End of the Preliminary Round

Teams shall be ranked according to their win-loss records, namely two classification points for each game won, one classification point for each game lost (including games lost by default) and zero classification points for a game lost by forfeit.

**Example: Teams are awarded 2 points for a win and 1 point for a loss**

Team	Games Played	Win-Loss Record	Class. Points
B	4	4-0	8
A	4	3-1	7
C	4	2-2	6
E	4	1-3	5
D	4	0-4	4

- a. If there are two teams in this classification with equal classification points, the result(s) of the game(s) between the two teams involved will be used to determine the standings (head to head).

**Example: Two teams have the same number of points in one group**

Team	Win-Loss Record	Class. Points
B	3-1	7
A	3-1	7
C	2-2	6
E	1-3	5
D	1-3	5

- a. In the case above, Team B and Team A finished the preliminary round with the same number of points. In this case, the game between these two teams (or the "head to head" game) is taken into account and used to classify the teams. Team B beat Team A in their head to head and is therefore classified higher (this also applies for Team E and Team D).
- b. If there are more than two teams in this classification with equal classification points, the classification points of the game(s) between the tied teams will be used to determine the standings (head to head).
- c. If there are still teams tied after the previous procedure, the goal average (points scored divided by points received) of the games between the tied teams will be used to determine the standings.



**Example: Three teams have the same number of points in one group**

Team	Win-Loss Record	Class. Points
B	3-1	7
A	3-1	7
C	3-1	7
E	1-3	5
D	0-4	4

If three teams finish a group with the same number of points, a further points table is established taking into account the head to head games between those three teams:

Team	Win-Loss Record	Class. Points	Goal Difference	Goal Average
B	1-1	3	159-155	1.0258
A	1-1	3	163-159	1.0251
C	1-1	3	157-165	0.9515

In this scenario, each team has beaten the other once in their head to head games and all have the same number of points. Therefore the goal average is used to classify the teams. If the goal average is the same in the head to head games, the goal average of these teams in all their group games is calculated. The team with the higher goal average over the four games will be classified highest.

- a. If there are still teams tied after the previous procedure, the standings will be determined using goal average of all the games played in the group of tied teams.
- b. If teams remain tied after the above procedure, the standings in the pool will be determined by a draw in accordance with FIBA rules.

### 7.3 PENALTIES / DISQUALIFICATION RULES

Players or teams may be disqualified from a game. The provisions of the FIBA Statutes, FIBA Internal regulations and FIBA Basketball rules will be applied.

### 7.4 PROTESTS / APPEALS

The teams may lodge a protest against decision(s) of the officials. The provisions of the FIBA Statutes, FIBA Internal regulations and FIBA Basketball rules will be applied.



## 8 Equipment & Clothing

Equipment used or clothing worn by athletes and other participants at the Youth Olympic Games Basketball competition must comply with the FIBA Internal Regulations and Basketball Rules and with the Rule 51 of the Olympic Charter.

## 9 Doping Control

The Singapore Youth Olympic Games Organising Committee (SYOGOC), under the guidance of International Olympic Committee (IOC), will be responsible for the Doping Control Programme during the Singapore 2010 Youth Olympic Games. The Doping Control Programme will be implemented in accordance with the IOC Anti-Doping Rules, the World Anti-Doping Code and its relevant International Standards.

Doping Control stations will be set up at competition venues and the Polyclinic within the Youth Olympic Village, where in-competition testing will be conducted. The Test Distribution Plan and criteria for athlete selection for each sport will comply with the Doping Control protocol established by the IOC, IFs and SYOGOC. Doping Control procedures will be implemented according to the WADA's International Standards for Testing.

Sample analysis will be performed at a WADA-accredited laboratory or as otherwise approved by WADA.



## 10 Competition Venue

### \*scape YOUTH SPACE

#### 10.1 LOCATION

Located in the heart of Singapore's major shopping district of Orchard Road, the \*scape Youth Space is a two-hectare land space that has been set aside as an iconic community space for youth. \*scape Youth Space is next to Cineleisure Orchard, a lifestyle complex frequent by young people.



#### 10.2 HISTORY

Called the \*scape Youth Space, it comprises the \*scape Youth Park, \*scape Skate Park, \*scape Youth Centre, and \*scape Field. It is an outdoor playground for street sports and performances that was set up in response to the needs of Singaporean youth in 2004. \*scape Youth Space aims to be a hub for youth cultural and community activities. \*scape is packed with roller-blading and skating enthusiasts on weekends.

It is also commonplace for youth-related events such as the Singapore Drum Fest in 2008, alongside creative works exhibitions, showcases of local music bands and street sports and performances.

A new five-storey urban community space extension of \*scape will encompass the conceptual spaces of Grid, Warehouse, Studio, Cache, Playground and Street+Market, making it the place for youth to congregate and network.

The Youth Olympic Games' 3 on 3 Basketball will be the first international street basketball event to be held in the \*scape Youth Space. It will also be one of the venues for Culture and Education Programme.



## 11 Competition Schedule by Day

Date	Time
15 Aug 2010	09:00 – 12:00 13:00 – 16:00
16 Aug 2010	09:00 – 12:00 13:00 – 16:00
17 Aug 2010	09:00 – 12:00 13:00 – 16:00
18 Aug 2010	09:00 – 12:00 13:00 – 16:00
19 Aug 2010	09:00 – 12:00 13:00 – 16:00
20 Aug 2010	Rest Day
21 Aug 2010	08:00 – 11:45 12:45 – 16:30
22 Aug 2010	08:00 – 11:45 12:45 – 16:30
23 Aug 2010	08:00 – 11:45 12:45 – 17:45

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*Competition Schedule by Session will be provided during the Chef de Mission Seminar in March 2010.*



## 12 Games-Time Training

### 12.1 TRAINING VENUES

- \*scape YOUTH SPACE
- Youth Olympic Village (YOV) Basketball Courts
- Nanyang Technological University (NTU) Basketball Courts

### 12.2 TRAINING SCHEDULE

#### 12.2.1 Familiarisation Training

**Venue** : \*scape YOUTH SPACE  
**Number of Courts** : 2 Competition Courts  
**Date** : 12 & 13 August 2010  
**Time** : 08:00 – 18:00  
**Length of Session** : 50 minutes

#### 12.2.2 Pre-Competition

**Venue** : YOV Basketball Courts  
NTU Basketball Courts  
**Number of Courts** : 4 Half-Courts at each venue  
**Date** : 10 - 13 August 2010  
**Time** : 08:00 – 18:00  
**Length of Session** : 1 hour 15 minutes

#### 12.2.3 Pre-Competition (Opening Ceremony Day)

**Venue** : YOV Basketball Courts  
NTU Basketball Courts  
**Number of Courts** : 5 Half-Courts at each venue  
**Date** : 14 August 2010  
**Time** : 08:00 – 12:00  
**Length of Session** : 50 minutes

#### 12.2.4 Competition

**Venue** : YOV Basketball Courts  
NTU Basketball Courts  
**Number of Courts** : 4 Half-Courts at each venue  
**Date** : 15 - 22 August 2010  
**Time** : 08:00 – 18:00  
**Length of Session** : 1 hour 15 minutes



### 12.2.5 Post-Competition

**Venue** : YOV Basketball Courts  
NTU Basketball Courts  
**Number of Courts** : 6 Half-Courts at each venue  
**Date** : 25 August 2010  
**Time** : 08:00 – 12:00  
**Length of Session** : 1 hour 15 minutes

## 12.3 TRAINING POLICIES

### 12.3.1 Familiarisation Training (12 – 13 August 2010)

Familiarisation Training will be conducted on 12 and 13 August 2010. These sessions will be allocated by the Competition Management. Each session will be of 50 minutes duration. Each NOC will be allocated one Familiarisation Training session.

The training schedule will be provided to each participating NOC upon arrival at the YOV, after the training sessions have been allocated by the Competition Management.

NOCs are not required to confirm their training sessions. Training sessions are strictly by allocation; No change and addition of training requests are allowed.

### 12.3.2 Pre-Competition Training (10 – 14 August 2010)

Pre-Competition Training will be conducted on 10 - 14 August 2010 at the YOV Basketball Courts and the NTU Basketball Courts. Training sessions will be allocated by the Competition Management. Each session will be of 1 hour 15 minutes duration. Each NOC will be allocated two sessions per day.

On 12 & 13 August 2010, each NOC will be allocated either:

- a. One Familiarisation Training session for the day; or
- b. Two Pre-Competition Training sessions for the day.

On 14 August 2010, each NOC will be allocated a 50-minute training session in view of the Opening Ceremony.

The training schedule will be provided to each participating NOC upon arrival at the YOV after the training sessions are allocated by Competition Management.

NOCs are not required to confirm their training sessions. Training sessions are strictly by allocation; No change and addition of training requests are allowed.



### **12.3.3 Training during Competition (15 – 22 August 2010)**

Training during Competition will be conducted on 15 – 22 August 2010 at YOYV Basketball Courts and NTU Basketball Courts. Training sessions will be allocated by the Competition Management after the Draw.

Each session will be of 1 hour 15 minutes duration. Each NOC will be allocated one session per day.

The training schedule will be available to each participating NOC at the Sport Information Desk.

NOCs are not required to confirm their training sessions. Training sessions are strictly by allocation; No change and addition of training requests are allowed.

### **12.3.4 Post-Competition Training (25 August 2010)**

Post-Competition training will be available on 25 August 2010 at YOYV Basketball Courts and NTU Basketball Courts

Due to the CEP Island Programme, there will not be any training available on 24 August 2010.

Training sessions will be allocated by the Competition Management. Each session will be of 1 hour 15 minutes duration. Each NOC will be allocated to one training session per day.

The training schedule will be provided to each participating NOC upon arrival at the YOYV, after training sessions have been allocated by the Competition Management.

NOCs are not required to confirm their training sessions. Training sessions are strictly by allocation; no change and addition of training requests are allowed.

## **12.4 BAD WEATHER POLICY**

In case of bad weather, the training venue manager will decide if a training session should continue. There will be no replacement of a cancelled training session due to bad weather.

## **12.5 DISCLAIMER**

FIBA reserves the right to change the Games Time Training Policy and schedule should there be a change in the competition format.





### 13 Medals

The top three winners in the finals will each receive a Gold medal, Silver medal and Bronze medal respectively.

### 14 Victory Ceremonies

Victory Ceremonies (VYC) will be held in accordance with the protocol determined by the IOC to honour the individual and team achievements of the athletes.

They will be held at the respective competition venues following the announcement of the final results. Prior to the commencement of the ceremony, medallists will be ushered to the VYC Holding Area for preparation. They will be briefed by the VYC Team on the ceremony protocol and subsequently escorted to the podium for the medals presentation. Once the ceremony is over, the medallists will be escorted out of the VYC podium area.

Medallists must wear their NOC official sport uniform. They will take their places on the podium and face the Guest Stand upon announcement of their names. The Gold Medallist(s) will stand on a centred, higher platform. The Silver and Bronze Medallists will stand on equal height, to the right and left of the Gold Medallist(s) respectively. Flags of the medallists' delegations will be raised while the abridged version of the Gold-medallist(s)' NOC anthem is being played. During the playing of the NOC anthem and the raising of the flags, medallists shall accord due respect and face the flags when they are raised.

For NOC Team events, the IOC flag will be raised in tandem with the abridged version of the IOC anthem.

 indicates information to be confirmed / determined by the International Federation.