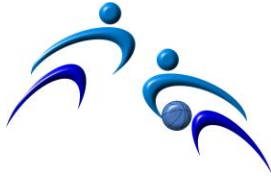


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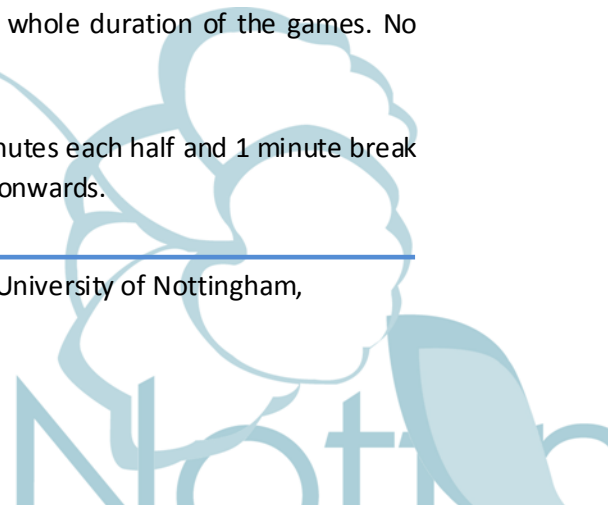


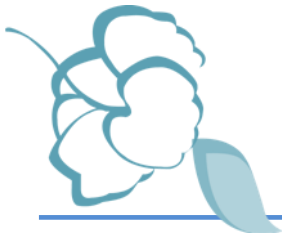
MEN'S BASKETBALL

1. Teams and players are expected to follow all rules and regulations. No physical or verbal abuse allowed. Failure to do so will result in severe penalty, possibly **disqualification**.
2. Referee's decision must be respected. **Head Official's decision is final**. Any appeals shall be lodge towards the NMS main committee.
3. Matches will be played in the order scheduled. No requests for amendments will be entertained, with exception to valid/reasonable cases.
4. Every team must be available for their game at least 10 minutes earlier before it starts. Do note that no warm up time is given and each team is responsible of their own warm ups.
5. Team which fails to provide 5 players when game starts are automatically disqualified unless the Head Official is informed about it with acceptable reason beforehand.
6. Each team **MUST** provide at least **1 referee**. Captains must ensure referee provided is available for the match they are in charge. Failure to do so will result in **1 game score reduction** as much as **10 points**.
7. Captains are advised to provide the Head Official their contact numbers at 8.50a.m. to ease communications. Captains must be aware of any time changes and the Officials are not responsible if the captains are not informed.
8. Nottingham Malaysian Games committee reserves the rights to alter any of the rules and regulations at any given time to ensure the smooth running of the tournament
9. Standard rules of basketball apply except for the amendments mentioned in the next section.

Tournament Format

- I. Players that registered during registration shall play for the whole duration of the games. No swapping of players would be allowed between matches.
- II. Every game will be played for 15 minutes with 2 halves, 7 minutes each half and 1 minute break in between. 1 timeout per half is only given in Quarter-Finals onwards.





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III. Preliminary rounds (Group Stage)

- a. Teams will be divided into 8 groups randomly, and each group consists 3/4 teams.
- b. The winner of respective groups will be qualified to proceed to the quarter finals.
- c. *Definition of Group Winner:*
 - i. Wins both group games, or at least a game under circumstances below
 - ii. If A wins B, B wins C, A draws C, A is winner
 - iii. If each team wins one game, point difference (Points scored minus Points against) determines the winner.
 - iv. If all teams draw, team with highest total point scored will be the winner
- d. No timeouts will be given at this stage. No overtime given if tie when game ends.

IV. The Quarter-Finals

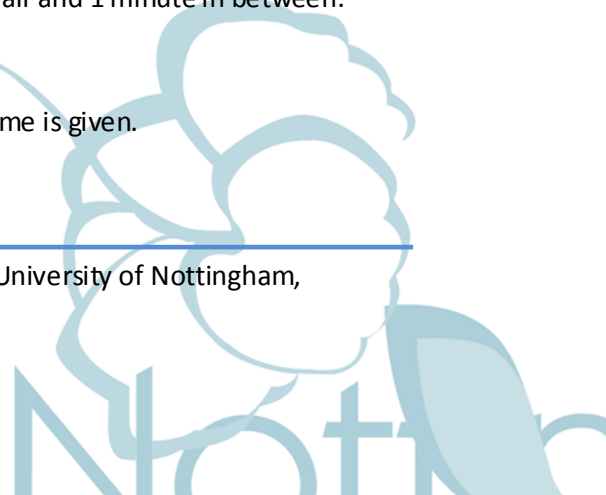
- a. Captain of each Group Winners are expected to gather at 1.40pm to have a draw for the quarter-final matches. Failure to turn up on time will lead to disqualification and qualification is handed to the runner-up of the group.
- b. The quarter-final stage is expected to start at 1.50pm.
- c. A 30seconds timeout is given per half starting from this stage onwards.
- d. If score is tie at the end of the game, 3 minutes extra time is given. In the 3 minutes overtime, if a team is able to open a gap as much as **10 points**, the foresaid team will be proclaimed winner without having to complete the 3 minutes.

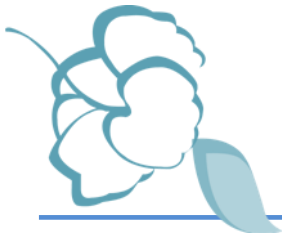
V. The Semi-Finals

- a. 4 winners of quarter finals will proceed to Semi-finals.
- b. The semi-final stage is expected to start at 3.10pm.
- c. Regulations stated in quarter-finals are used.
- d. **All 4 teams of Semi-Finals will proceed to The FINALS with 2 winners playing for 1st and 2nd place and another 2 teams play for 3rd and 4th place.**

VI. The FINALS

- a. Game is played in 21 minutes, with 10 minutes each half and 1 minute in between.
- b. The finals is expected to start at 4.10pm.
- c. A 30 seconds timeout is given per half.
- d. If score is tie at the end of the game, 5 minutes overtime is given.





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RULES

1. Referee of each teams are expected to understand the rules stated before the game.
2. Standard basketball rules of fouls and violation applies, with a little amendment of point and free throw system.
3. For every shooting foul committed, **1 free throw will be given to the team been fouled.**
4. Each team is allowed **4** team fouls per half. Every foul committed after **4** team fouls will result in **1 free throw given to team been fouled. (except for the Finals, where each team is allowed 5 team foul per half)**
5. **First half is started by jump-ball (opening tip). Second half is started by the team that did not get the jump-ball at the first half.**
6. Timeouts and substitutions are only allowed during dead ball situation. Timeout is only allowed to be called by the team in possession.
7. Timing of game runs even when the ball is dead, unless referee requests time to be stopped. Time will be stopped during injuries and timeouts.

***The organizer of the basketball tournament has the right to change the time table and also the format of on the match on that day due to any circumstances. Tournament timetable may change in case of a delay in the start of play.**

Notes for Captains

- Make sure that the team provides at least 1 referee when asked.
- Make sure that the team is on time for each game.
- Responsible for the team's discipline.
- Aware of the time for each game as it may change.
- Understand the rules and regulation stated above.
- Give contact details to the Officials ASAP.
- Be present during draws stated above.
- Acknowledge that the team will prepare to accept penalty for misconduct, unpunctuality and incapable of providing referee on time.

Notes for Referees

- Understand the rules (point system and regulations) **THOROUGHLY.**
- Be on time for the games that you are in charge of.
- Be fair and no bias.
- Be ready to guide inexperienced scorekeeper in recording scores and fouls.
- Can ask for **timekeeper** to stop running dock if needed **and count the time for shot clock violation.**

