



**SINGAPORE PRIMARY SCHOOLS SPORTS COUNCIL  
RULES AND REGULATIONS FOR  
NATIONAL SCHOOL GAMES JUNIOR DIVISION NETBALL  
COMPETITIONS 2024**

*(Updated as of 3 May 2024)*

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## PREAMBLE

This document outlines the rules and regulations for the conduct of and participation in the National School Games (NSG). These rules and regulations should be interpreted and implemented in alignment to the spirit of the SPSSC's Mission, Aspirations and Motto (**Refer to Annex A**).

### **SECTION A – ADMINISTRATIVE RULES AND REGULATIONS**

#### **1. ORGANISATION STRUCTURE AND GOVERNING BODIES**

1.1 The National School Games (NSG) shall be conducted:

- 1.1.1 as governed by the General Rules and Regulations of the Singapore Primary Schools Sports Council (SPSSC).
- 1.1.2 according to the sport-specific rules and regulations that are modified to suit the level of our school students for safety / developmental reasons.
- 1.1.3 in adherence to the Baseline Safety Standards for the NSG.
- 1.1.4 according to the laws / rules established by the International Netball Federation (INF).

1.2 National School Games Organising Committee (NSGOC)

1.2.1 The NSGOC shall consist of the following:

- a) Lead Convenor
- b) Convenors
- c) Lead Organising Secretary
- d) Organising Secretaries
- e) Game Advisor
- f) Game Manager / Game Executive
- g) Technical Committee
- h) Any other co-opted members deemed necessary

1.2.2 The NSGOC are empowered to appoint sub-committees and individual members to assist in the organisation and running of the NSG competitions as and when required.

1.2.3 The NSGOCs shall have sub-committees to perform the following roles and responsibilities (**Refer to Annex B**):

- a) Competitions: Organise and conduct the competition according to the rules and regulations, and established safety standards.
- b) Technical: Establish, review and update competition rules and regulations for the competitions and other matters necessary to provide for safe and developmentally appropriate NSG competitions.
- c) Recognition, Protest and Discipline: Manage recognition and discipline structures to support the desired outcomes of the NSG.
- d) Other functions necessary for the successful completion of the NSG sport that the NSGOC is in charge of.

## 2 AGE GROUPS / DIVISIONS

2.1 For Netball, the following age group division shall apply:

Junior Division
1 Jan 2016
1 Jan 2015 - 31 Dec 2015
1 Jan 2014 - 31 Dec 2014
2 Jan 2013 - 31 Dec 2013
1 Jan 2013*

2.2 All students shall compete in the respective divisions set out in the Para. 2.1 **with the exception of those born on 1 January who have been given approval for deferment by MOE during P1 registration.** These students will compete in the division with the cohort that they are studying with.

2.2.1 With effect from 2021, students who are born on 1 January and have participated in NSG previously shall follow the rules stated in Para 2.2. This rule will supersede all previous decisions.

2.2.2 This exception in Para 2.2 does not apply to students who are born on 1 January and have repeated a year of study.

2.3 All students can only be registered in one division of a sport within the same year.

## 3. ENTRIES

3.1 Each school is eligible to enter only one team in the Junior Division Netball Pool and Tier Competitions.

3.2 All entries for Junior Division Netball Pool and Tier Competitions must be submitted by the PE/CCA Key Personnel via FormSG by **2 January 2024**.

3.2.1 Requests for late / withdrawal of entries must be sent via email through the Principal to the Lead Convenor by the Team Managers' (TMs) Briefing.

## 4. REGISTRATION OF PARTICIPANTS

4.1 Eligibility

4.1.1 Only official students of the school can represent the school.

4.1.2 Students requesting for a transfer may only represent their new school when the transfer has been officially effected.

4.1.3 International students can only be registered to compete for their school **after** they have been issued with the student passes from the Immigration and Checkpoints Authority (ICA).

4.1.4 Students who are in the schools on exchange programmes are not allowed to represent the school.

4.1.5 Students granted Leave of Absence (LOA) by MOE are allowed to represent the school.

4.1.6 Registration constitutes representation, that is, once a student is registered to compete for a school, he or she is deemed to have represented his or her school. Hence, the student is not allowed to represent another school in the same sport in the same year.

4.1.7 The fielding of unregistered players will result in a forfeiture of the matches / events concerned (**Refer to Para. 10**).

#### 4.2 Registration Process

4.2.1 All registration must be submitted through the NSG Integrated system (NIS) Registration Module at <https://nsg.moe.edu.sg/nis/#!/login> by the stipulated closing date. This includes details of participants along with the necessary supporting documents including:

- a) Baseline Safety Standards Acknowledgement Form
- b) Supporting documents for Special / Transfer case students
- c) Other forms as determined by the respective NSGOCs

4.2.2 Any requests for amendments or late registration after the closing date must be sent via email through the Principal to the Lead Convenor.

4.2.2.1 Match-based (Team) Sports: 1 working day before the team's next match

#### 4.3 Registration Numbers

4.3.1 The total number of participants to be registered shall be a minimum of 10 players and a maximum of 15 participants for the Junior Division Pool and Tier competitions.

#### 4.4 Replacement and addition of participants

4.4.1 Replacement of a registered participant is only allowed when that participant is no longer an official student of the school and if the school has maximised their registration numbers.

4.4.2 Addition of participants is only allowed for students who have joined the school after registration has closed and if schools have not maximised their registration numbers.

4.4.3 Any request for replacement (Para. 4.4.1) or addition (Para. 4.4.2) after registration has closed, must be sent via email through the Principal to the Lead Convenor at least one (1) working day before the next match.

4.5 In competitions where there is a Pool Round for Tier Competitions, teams will progress automatically to the Tier round with no further registration required.

## **SECTION B – COMPETITION RULES & REGULATIONS**

### **5. COMPETITION FORMAT (Refer to Annex C)**

5.1 All sports competition formats shall be that as approved by the SPSSC's Standing Committee and stated in the specific sport's rules and regulations.

5.2 The Junior Division Netball competitions will be organised in the Pool to Tier format.

5.3 For a competition / event to be organised:

5.3.1 There must be a minimum of three (3) registered teams from three (3) different schools for Team Sports.

5.4 For Match-based sports:

5.4.1 Each team shall play a minimum of six (6) matches<sup>1</sup> unless otherwise approved by the SPSSC Standing Committee.

5.4.2 Where entries are grouped, each group shall have a minimum of **four (4)** participants / teams for all divisions.

5.5 Seeding and Placing

5.5.1 The preceding year's results shall be used for seeding in the first round of all competition formats.

5.5.2 The seeding and placing approaches for Pool to Tier Competitions in these scenarios shall be as follows:

a) Barred / Withdrawn Teams

If any team discontinues participation in the competition during Pool Round, they will be placed last in the group. The team will be treated as a "ghost" entry in the next lower Tier and placed last there.

b) Missing Teams

Where there are any missing teams in the Pool Round prior to the draw, additional team(s) will be drawn from the next lower Pool based on the preceding year's Tier position.

c) New Teams

The placement of new teams will be done as follows:

<b>New Team</b>	<b>Placement</b>
One new school	Lowest Pool
Two new schools (Combined Teams)	Lowest Pool
Current school + new school (Combined Teams)	Based on the current school's Tier placing
Two current schools (Merging / Combined Teams)	Based on the school with the higher Tier placing

## 6. AWARD OF LEAGUE POINTS

6.1 Junior Division

6.1.1 The following scoring system shall apply:  
For games which can end in a draw:

<b>Result</b>	<b>Point</b>
Win	3
Draw	1
Loss / Foreiture	0

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<sup>1</sup> Except for sparring sports and sports with only 3 participating teams

## 6.2 Tie-break

- 6.2.1 In the event that teams have equal league points, their positions shall be determined by the tie-breaker sequences stated in 6.2.2 to 6.2.4. If any team involved in the tie had forfeited any match, it shall be placed last among the tied teams before the tie-breaking sequence is applied to the remaining teams.
- 6.2.2 In the event of a tie in league points between two (2) teams, the winner of the match that was played between them shall be ranked higher, followed by the next levels of tie-break rules as stated in the following sequence:
  - 6.2.2.1 Head-to Head (The winner of the match between these two teams shall be awarded the higher placing)
  - 6.2.2.2 Goal difference (all teams in the group)
  - 6.2.2.3 Goals Scored (all teams in the group)
  - 6.2.2.4 Drawing of Lots (between these two teams)
- 6.2.3 In the event of a tie in league points between three (3) or more teams, the tie shall be resolved by considering the results amongst the tied teams first before considering the results of the group following the sequence as follows:
  - 6.2.3.1 Goal Difference (only among the tied teams)
  - 6.2.3.2 Goals Scored (only among the tied teams)
  - 6.2.3.3 Goal Difference (all teams in the group)
  - 6.2.3.4 Goals Scored (all teams in the group)
  - 6.2.3.5 Drawing of Lots (only among the remaining tied teams)
- 6.2.4 If only two teams remain tied after applying 6.2.3.1 to 6.2.3.4, the winner of the match between these two teams shall be awarded the higher placing (Head-to-Head). If these two teams remain tied after applying Head-to-Head, the tie-breaker sequence (6.2.3) shall continue.
- 6.2.5 The results of any team that is not involved in a tie in league points and has forfeited a match shall be disregarded in the calculation of tie-breaks.

## 7. AWARDS

### 7.1 Tier Competitions (for Junior Division)

7.1.1 Up to the top 40% of participants / teams of each group within a tier can be awarded with prizes.

7.1.2 The number of prizes to be awarded for groups in Tier competitions shall be as follows:

No. of Participants / Teams	Positions Awarded
4	1
5 - 7	2

7.1.3 Within each tier, the absolute number of medals awarded across groups should be the same.

## 7.2 Achievement Pins (for Junior Division)

7.2.1 Achievement pins shall be awarded up to the top 50% of participants in each Pool groupings.

## 8. REPORTING AND GRACE PERIOD

8.1 Participants are to report punctually according to the time stated by the NSGOC.

8.2 Participants who are unable to report on time, must inform the NSGOC or their representatives at the competition venue of the delay. Where applicable, specific sports can allow for a grace period of fifteen (15) minutes. The NSGOC may extend this grace period if deemed justifiable.

## 9. POSTPONEMENT AND ABANDONMENT

9.1 Any postponement or abandonment<sup>2</sup> of a match / event shall be determined by the NSGOC only.

## 10. WITHDRAWAL AND FORFEITURE

10.1 Any withdrawal<sup>3</sup> or forfeiture<sup>4</sup> can be considered contrary to the spirit of the NSG and can result in a walkover when the fixtures / competition schedule has been issued.

10.1.1 In the event that the withdrawal causes unevenness in the fixtures / competition, the NSGOC may conduct a full / partial re-draw.

10.2 For each withdrawal or forfeiture, a written explanation duly endorsed by the Principal shall be submitted to the Lead Convenor and copied to the Game Advisor within one (1) working day.

10.3 For withdrawals, all results involving the team will be null & void.

10.4 For forfeitures, the team will concede a walkover and the results of a match shall be based on the netball rules and regulations.

10.5 In any play-off for top 8 placings, schools involved in a withdrawal or forfeiture without a valid reason will not be placed.

<sup>2</sup> Abandonment refers to any match / event that has started but cannot reach a natural conclusion and may be postponed or cancelled.

<sup>3</sup> Withdrawal refers to discontinuing participation in the competition.

<sup>4</sup> Forfeiture refers to inability to start or complete a match / event.



## 11. WALKOUT<sup>5</sup>

- 11.1 Staging a walkout is considered a serious breach of conduct and contrary to the spirit of NSG.
- 11.2 Participants that stage a walkout shall be subject to disciplinary action (**Refer to Para 19**).
- 11.3 A written explanation from the school(s) duly endorsed by the Principal shall be submitted to the Lead Convenor and copied to the Game Advisor within one (1) working day.
- 11.4 The competition officials shall submit a written report to the NSGOC within one (1) working day.

## 12. CLARIFICATION AND PROTEST (Refer to Annex D)

### 12.1 Clarification

- 12.1.1 Team Managers (TMs) are allowed to seek clarification with the competition officials / NSGOC during intervals or appropriate times as stated in the sport-specific rules. Upon completion of clarification, the match / event shall proceed based on the decision of the competition officials / NSGOC.
- 12.1.2 If the clarification were to result in any disruption / interference of the competition, the matter shall be brought to the attention of the NSGOC for follow up action.

### 12.2 Competing Under Protest

- 12.2.1 If the TM has strong justification against the decision of the competition officials / NSGOC, the TM shall indicate their intention to compete under protest to the NSGOC or their representatives, who will inform all Competition officials and TMs involved in the affected match / event. These shall be done as soon as possible without disrupting the competition.
- 12.2.2 Any competition under protest and / or intent to lodge an official protest shall be officially recorded according to the sport-specific rules and regulations.

### 12.3 Protest

- 12.3.1 Following from Para. 12.2, the TM concerned may submit an official protest to the NSGOC via email. The protest must fulfil all the following conditions:
  - a) Be sent through the Principal.
  - b) Reach the NSGOC within one (1) working day after the match / event unless stipulated otherwise in the respective sport-specific rules.
  - c) Provide reasons and evidence for the protest.
  - d) Meets the requirements as stated in Para. 12.2.2.

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<sup>5</sup> Wilful refusal to compete against the NSGOC's advice.

- 12.3.2 Protests based solely on a decision involving the accuracy of judgement on the part of an umpire / referee / judge shall not be considered by the NSGOC.
- 12.3.3 A protest panel chaired by a Convenor will be formed within the NSGOC to deliberate on protests that have met all conditions in 12.3.1. Where there may be potential conflict of interest, the schools involved will not sit in the panel.
- 12.3.4 The decision of the protest panel will be made known in writing to the schools concerned within five (5) working days.
- 12.3.5 A protest fee of \$150 will be paid by the school that raised the protest (within 30 days from notification of outcome) if the protest is overruled.

### **13. APPEAL (Refer to Annex D)**

- 13.1 Schools may appeal against the outcome of a protest to the Council. The appeal must fulfil all the following conditions:
  - a) Be sent through the Principal
  - b) Reaches the respective Honorary Secretary for zonal competitions, or Secretariat of the main council for national competitions within two (2) working days upon receiving the protest sub-committee's decision
  - c) Provides reasons and evidence for the appeal
- 13.2 The Board of Appeal (BoA) will be convened to deliberate on the appeal within ten (10) working days. Where there may be potential conflict of interest, the schools involved will not sit in the BoA. The decision of the BoA shall be final.
- 13.3 An appeal fee of \$300 will be paid by the schools that raised the appeal (within 30 days from notification of outcome) if the appeal is overruled.

### **14. BARRED PARTICIPANTS**

- 14.1 Participants barred by any one of the following bodies are not allowed to participate in the NSG for that sport:
  - a) School
  - b) Singapore Primary Schools Sports Council (SPSSC)
  - c) National Federation (NF) of the sport, with endorsement from SPSSC

### **15. TEAM MANAGER (TM)**

- 15.1 The Team Manager (TM) will represent the school on all matters pertaining to the duty of care, student management and competition matters relating to the teams from their school (**Refer to Annex E**).
- 15.2 Teams must be accompanied by a TM who shall remain with the team throughout the duration of play. The absence of a TM will result in a forfeiture of the matches concerned (**Refer to Para. 10**).
- 15.3 TMs are expected to conduct themselves with decorum at all times and strive towards Aspiration 2 (**Refer to Annex A**).

- 15.4 TMs must ensure that their coaches adhere to the rules and regulations and the Code of Conduct (**Refer to Annex F**).

## 16. COACHES

- 16.1 Coaches are expected to conduct themselves with decorum in alignment to the Code of Conduct (**Refer to Annex F**) and strive towards Aspiration 2 at all times (**Refer to Annex A**).
- 16.2 Coaches are not allowed to approach the officials to query their decisions. Only TMs are allowed to approach officials to seek clarifications.

## 17. COMPETITION OFFICIALS

- 17.1 Where required, participating schools shall provide competition officials based on the requirements of the sport-specific rules.
- 17.2 School staff<sup>6</sup> can serve as officials when required by Para. 17.1.
- 17.3 Schools should ensure that the appointed competition officials are present to fulfil their duties as scheduled by the Convenor and in alignment to Aspiration 3 (**Refer to Annex A**). Three (3) points shall be deducted from the school that fails to provide an umpire at the start of the game.
- 17.4 Where required by sport-specific rules and regulations, competition officials should declare any potential conflict of interest to the NSGOC before the start of the competition.

## 18. SPECTATORS

- 18.1 Participating schools must ensure that spectators from their school attending the competitions are aligned to Aspiration 5 (**Refer to Annex A**) and cooperate with the officials.
- 18.2 Schools sending spectators to the competition shall ensure that their students are in proper school attire and that there are sufficient teachers present to be responsible for their management and well-being.
- 18.3 Spectators may not be allowed to enter the competition venue if they fail to comply with the venue's SOP.
- 18.4 All spectators should remain within their stipulated area throughout the competition and are not allowed to interfere with competition proceedings.
- 18.5 In the event of disruptive or unsportsmanlike behaviour, the NSGOC or its representatives may at their discretion, stop the disturbance and evict the spectators from the competition venue.

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<sup>6</sup> For competition officials, Education Officers, Contract Adjunct teachers, Flexi-adjunct teachers, Allied Educators, Relief teachers and Untrained teachers can be deployed.

## 19. SERIOUS BREACH OF CONDUCT

- 19.1 A Disciplinary Panel comprising members of the NSGOC will be formed to investigate the breach.
- 19.1.1 A convenor of the NSGOC shall be appointed as the Chairperson of the panel.
- 19.1.2 The panel may co-opt members from outside the NSGOC, including personnel from the National Federation (NF) to provide technical advice where necessary.
- 19.2 Any individual found guilty of serious breaches of conduct, such as an attempt to inflict, or has inflicted physical harm, or the threat of such on another person, shall be expelled from the NSG, and be banned from it for the calendar year of the NSG. The disciplinary panel can also recommend punishment beyond the calendar year if the breach occurs during the final stages of the competition. This shall also apply to all such behaviours traced to an NSG competition before, during or after the competition.
- 19.3 An appeal against the decision of the Disciplinary Panel can be submitted by the school (for participants, coaches, and TMs) and / or the official to the Council, whose decision shall be final (**Refer to Para. 13**).

## 20. ATTIRE

- 20.1 All participants must be in suitable attire bearing the school crest / name where possible and in accordance with the sport-specific rules and regulations.

## 21. PLAYING TIME

- 21.1 The playing and interval time for the Junior netball competitions will be as follows:

	<b>Entire Competition</b>
<b>Playing Time</b>	Four quarters of seven (7) minutes
<b>Interval Time</b>	Three (3) minutes, three (3) minutes and three (3) minutes between the first and second quarters, second and third quarters and third and fourth quarters respectively

## 22. TEAM BENCH AREA

- 22.1 Only the registered participants, TM and registered coaches (a maximum of two) are allowed to sit on the team bench (only the names reflected on the team's score card for the respective game). No unregistered participants, school key personnel, coaches, parents, ex-students or supporters will be allowed on the team bench during the game.

## 23. COACHING DURING THE GAME

- 23.1 TM, registered coach and bench players may coach while play is in progress provided that they remain seated or stand at their Team Bench. Coaching is also allowed during intervals and during stoppages but TM, registered coach and bench players may not indulge in appropriate comments or behaviour.

## **24. STOPPAGE FOR INJURY**

- 24.1 Requests for injury time may be made at the discretion of the teacher in-charge/ team captain/ player. Only the Teacher in-charge and/ or the First Aider may go on court. Aligned to INF 2016, all stoppages for illness/ injury or blood on the player are now 30 seconds and the player concerned must leave the court.
- 24.2 Coaching is permitted during any stoppage and the TM or registered coach who may approach the players at the side line but play must restart in 30 seconds. Bench players may approach the side line if coaching occur or to provide drinks for hydration to the players.
- 24.3 Injured players can only be replaced by registered players who have yet to take the court and this will not constitute as a mandatory substitution.

## **25. SPSSC RULES NOT IN ACCORDANCE TO THE INF RULES 2018**

- 25.1 With reference to INF 2018 Rule 7.1.3 (iv), for SPSSC Netball, the player taking a penalty pass has to wait until the infringer stands out of play. A player who did not wait until the penalty is 'set' will be penalized.
- 25.2 With reference to INF 2018 Rule 10.2 (ii) (b), for SPSSC Netball, a defender may not deflect a shot at goal on its downward path towards the ring (this includes touching the ball up through the net). However, a defending player may not be lifted to deflect a shot.
- 25.3 With reference to INF 2018 Rule 5.1.2 (i), for SPSSC Netball, a team may have up to three team officials – Team Manager, Coach, and First Aider. The captain is no longer listed as a 'team official'.
- 25.4 With reference to INF 2018 Rule 5.1.2 (ii), for SPSSC Netball, the Teacher-in-charge is responsible for advising an umpire if a player is too ill/injured to leave the court within 30 seconds.

## **26. SUBSTITUTION**

- 26.1 All participating teams will need to make three (3) compulsory substitutions for each game. These three (3) compulsory substitutions will be fulfilled by substituting a new player to play as the 'Goal Shooter' at the start of the 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> quarter respectively. This will be accompanied with each player moving forward one position forward in accordance to the attacking and defending line-ups.
- 26.2 Teams will be allowed to make one (1) additional team change<sup>7</sup> in addition to the mandatory substitution during each interval. This additional team change must involve substituting a player who has yet to take the court for the game concerned.
- 26.3 Participating teams that do not adhere to the guidelines stipulated for the 'Substitution' rule will have a deduction of three (3) league points upon the issue

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<sup>7</sup> The additional team change refers to substituting another player to play in one of the following positions: Goal Attack, Wing Attack, Centre, Wing Defence, Goal Defence or Goal Keeper in the subsequent quarter concerned.

of the first warning. A subsequent violation will result in a disqualification of the team from the competition.

**27. PLAYING THE BALL**

27.1 In the Junior Division games, a player who has caught or held the ball shall play it or shot for goal within four (4) seconds.

**28. EQUIPMENT FOR THE COMPETITION**

28.1 For the Junior Division games, the size 4 ball and the goal post height of 2.6m will be used.

**29. MATTERS NOT PROVIDED FOR**

29.1 All matters not provided for in these Rules and Regulations shall be dealt with by the respective NSGOCs.

**30. AMENDMENTS**

30.1 The SPSSC shall have the right to delete, add or amend the rules and regulations laid down herein.

**31. LIST OF ANNEXES**

A	SPSSC Mission, Aspirations and Motto
B	NSGOC Terms of Reference
B1	PDPA Notification
C	Competition Format
D	Clarification, Protest and Appeal Overview
E	Role of Team Managers
F	Code of Conduct for Coaches
G	Management of Different Phase and Scenarios

**SINGAPORE PRIMARY SCHOOLS SPORTS COUNCIL (SPSSC)  
AND SINGAPORE SCHOOLS SPORTS COUNCIL (SSSC)**

**MISSION, MOTTO AND ASPIRATIONS**

Mission

*“To provide quality competition experiences for our student-athletes to support character development through the pursuit of sporting excellence”*

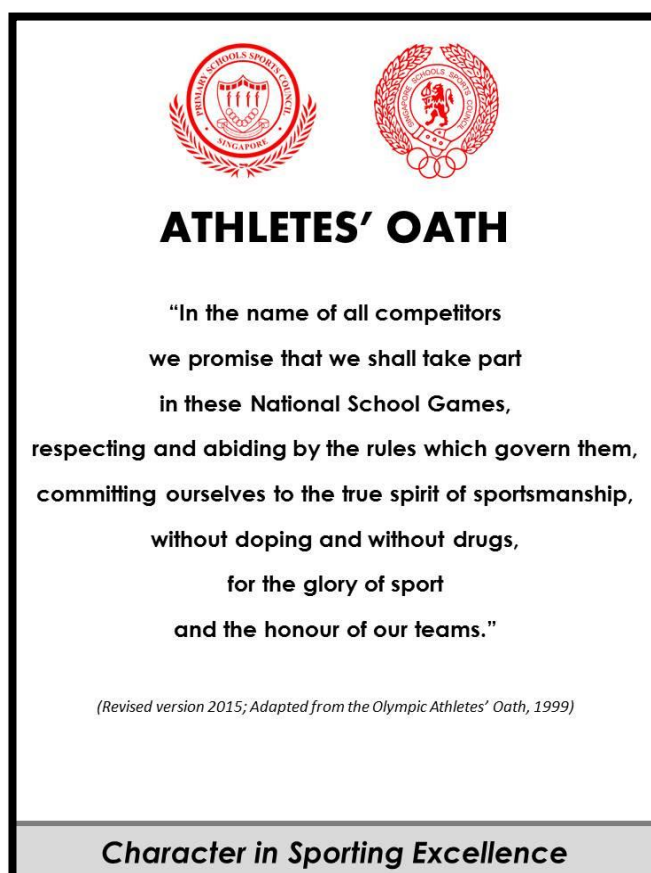
Motto

*“Character in Sporting Excellence”*

**Aspiration 1:** *Every athlete an honourable sportsperson*

**Guiding Principle:**

Athletes abide by the rules of the sport, give their best in training and competitions, win with integrity and humility, and lose with confidence and grace. They participate actively and are committed to being better in their sport. They respect their opponents, teammates, coaches, teachers and officials, and display exemplary conduct both on and off court.



**Aspiration 2:** *Every teacher and coach an inspiring role model and mentor*

**Guiding Principle:**

The teacher / coach endeavours to develop all athletes to their fullest potential. He focuses on student-centric and values-driven coaching. Teachers / coaches maintain a professional relationship with the athletes and ensure their safety and well-being at all times. As positive role models, they inspire and motivate the athletes towards greater heights.



## **COACHES' OATH**

*In the name of all the coaches,  
we promise to respect all athletes,  
officials and coaches in these  
National School Games.*

*We shall act in the best interest of the  
athletes and schools,  
without doping and without drugs.*

*We commit ourselves to ensure that the  
spirit of sportsmanship and fair play is  
fully adhered to and upheld always."*

*(Revised 2016; Adapted from the Olympic Coaches' Oath, 2012)*

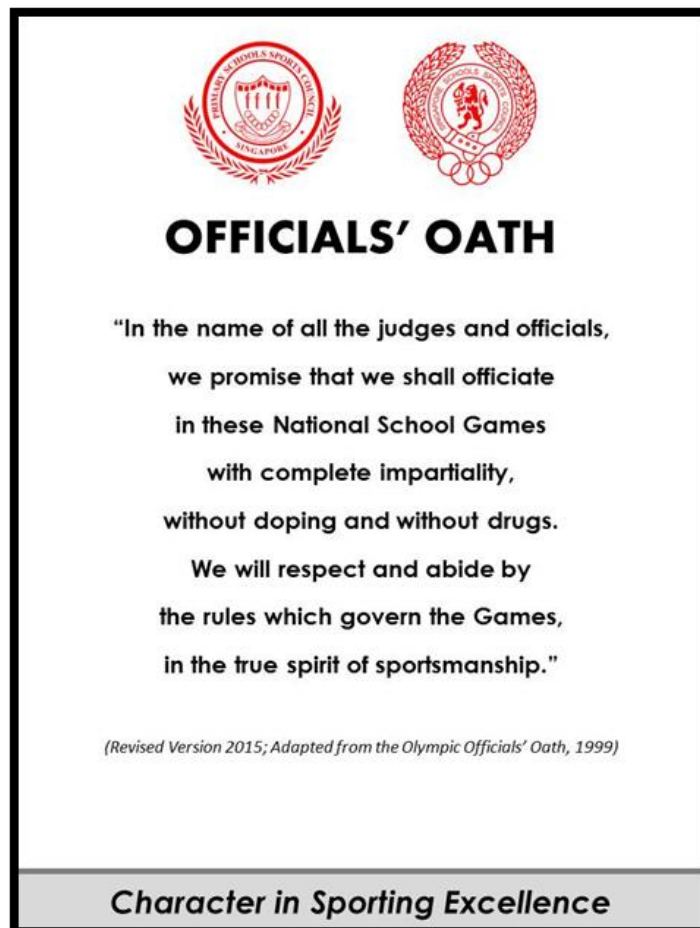
**Character in Sporting Excellence**



**Aspiration 3:** *Every official a fair, respectable and competent authority*

**Guiding Principle:**

The official is well-versed in the rules of the sport, and enforces the laws of the sport with impartiality. They are alert and act decisively when required. They ensure safety for all athletes and explain the rules when required. They uphold the professionalism of the sport.



**Aspiration 4:** *Every parent a supportive partner*

**Guiding Principle:**

Parents take interest in their child's training and competitions and prioritise their long-term development over winning competitions. They ensure proper nutrition and rest for their children, and actively enquire on their progress and development. They work with the teacher and coach, attend competitions and respect the decisions of competition officials.

**Aspiration 5:** *Every spectator a respectful, responsible and caring motivator*

**Guiding Principle:**

Spectators applaud excellence and fair play from all athletes regardless of which team they represent. Spectators show appreciation for the efforts of all athletes, teachers, coaches, officials and organisers. They should cheer to encourage and motivate as well as care for the athletes' well-being. Spectators are responsible and keep the venue safe and comfortable for all.



**SPECTATORS' CREED**

**Be a Respectful Supporter**

- Applaud excellence and fair play
- Appreciate the efforts of all athletes, teachers, coaches, officials and organisers

**Be a Caring Motivator**

- Cheer to encourage and motivate
- Care for athletes' well-being

**Be a Responsible Spectator**

- Keep the venue safe and comfortable for all
- Keep the venue clean

**Character in Sporting Excellence**

**Aspiration 6:** *Every game a safe and enriching learning experience*

**Guiding Principle:**

The format of competition is developmental and age-appropriate. The games provide athletes with the opportunity to display their sporting abilities, and be recognised for their achievements. Athletes enjoy the competitions, which are conducted under safe and conducive environments.

## TERMS OF REFERENCE FOR SPSSC / SSSC NATIONAL SCHOOL GAMES ORGANISING COMMITTEES (NSGOCS)

The NSGOCS shall have sub-committees to ensure the successful organising and completion of their respective sports that includes but is not limited to the following functions:

### 1. COMPETITION

Organise the competition according to the rules and regulations, and established safety standards, including:

- a. Planning and Execution:
  - i. Work out the competition schedules, fixtures and venues required.
  - ii. Communicate with participating teams on all competition matters, including, but not limited to rules, dates, fixtures, venue, etc.
  - iii. Identify and appoint Competition Director (if applicable) for deployment of officials.
  - iv. Manage competition officials, venues, equipment, medical cover and logistics for effective and efficient conduct of the competition.
  
- b. Risk Assessment and Management:
  - i. Carry out risk assessment and management planning for each venue, including adherence to the baseline safety standards.
  - ii. Communicate relevant parts of the risk assessment and management plan to all relevant parties.
  - iii. Monitor and manage safety and security issues at the competition venue.
  
- c. Venue Management:
  - i. Ensure competition venues (including hosting schools and external venues) have the following in good condition to support the competition:
    - o Equipment
    - o Line Drawings (if applicable)
    - o Consumables
  - ii. Inform hosting Schools of competition schedule.
  - iii. Disseminate competition fixtures to all hosting and participating schools once fixtures are confirmed.
  - iv. Inform hosting and participating schools at least three (3) working days before should there be any changes to/ of venue or fixtures.
  - v. Ensure that competition officials and medical support (if applicable) arrive at stipulated time at the competition venue.
  - vi. Remind TMs during briefing:
    - o To check the latest hosting venues' SOPs before each competition
    - o To inform their fellow colleagues and SAR who may be accompanying their students for the competitions on their behalf
  - vii. Prepare the competition venue, such as display of PDPA notifications (**Refer to Annex B1**), proper allocation of spaces for assembly, warm-up, match, rest areas, spectators, where necessary.
  
- d. Results Processing:
  - i. Ensure competition results are promptly and accurately sent to the NSGO for uploading to the NSG website.

- e. Protest Management:
  - i. Respond to clarifications / protests from participating schools during the competition.
  - ii. Conduct investigations and resolve the clarifications / protests relating to the competition.

## **2. TECHNICAL**

- a. Establish competition rules and regulations for the sport to ensure age appropriateness and opportunities for skills development, including, but not restricted to:
  - o Age grouping / division
  - o Format of competition
  - o Permitted equipment
  - o Field of play
  - o Duration of play; intervals
  - o Number of participants
  - o Substitution rules, etc.
- b. Identify and appoint the technical director and officials for each competition.
- c. Monitor and review baseline safety standards for the competition.
- d. Review and update competition rules and regulations annually and submit Games Recommendations to NSGOC or Council Standing Committee for approval, where necessary.

## **3. RECOGNITION, PROTEST AND DISCIPLINE**

- a. Recognition
  - i. Develop and implement appropriate recognition (including recognition criteria), to support the desired outcomes of the National School Games (NSG), such as Sportsmanship Award.
  - ii. Collect and communicate good stories to relevant parties, including participating schools, MOE HQ and the media where appropriate.
  - iii. Plan and organise prize presentations for the competition.
- b. Protest
  - iv. Conduct investigations with all parties involved, in consultation with the Game Advisor and Lead Convenor.
  - v. Resolve all protests and respond to relevant parties on the outcome within a week of incident reported.
  - vi. Update SPSSC / SSSC Standing Committee on the outcome of the clarifications / protests, where necessary.
- c. Discipline
  - i. Conduct investigations pertaining to disciplinary cases with all parties involved, in consultation with the Game Advisor.
  - ii. Resolve all disciplinary cases and respond to relevant parties in a timely manner.

- iii. Develop disciplinary policies and systemise processes to manage students, teachers and coaches and competition officials for alignment to the Councils' mission, motto and aspirations.



## National School Games Photography & Video Recording Notice



The Ministry of Education (MOE), its authorized photographers and videographers, and approved media broadcasters will be conducting photography and video recording at this event. The photographs and videos may be used by MOE for internal publication or publicity materials. Video footage of the event may be live-streamed on MOE's and the broadcasters' media platforms.

By entering this venue and taking part in this event, you consent to the collection, use, and/or disclosure of photographs and videos containing your personal data by MOE and the approved media broadcasters for the above purposes.

## COMPETITION FORMAT

In determining the format for the competition, NSGOC should aim to provide meaningful<sup>1</sup> competition experiences for participating teams. The suggested competition formats highlighted in this Annex are options that the NSGOC can consider when drawing up their fixtures. The selected competition format should be standardised within the same sport (i.e., across zones; and from year to year).

### 1. Grouping

The grouping approach should be determined based on the number of participants / teams in the competition, with the aim to allow teams to have sufficient playing opportunities while optimising resources (venue, officials, time, workload). Each group should comprise 4 to 6 teams with the exception of a single round robin for 7 teams.

### 2. Seeding

Seeding is done based on the preceding year's results and the seeding approach will differ according to the competition format chosen based on the following table:

*Table 1: Recommended seeding approaches for different competition formats*

<b>Zonal / Direct National Competitions</b>	<b>Pool – League Competitions</b>	<b>Pool – Tiered Competitions</b>	<b>Other Competitions</b>
Objectives of Seeding: <ul style="list-style-type: none"> <li>To evenly distribute the top teams from the preceding year into different groups</li> </ul>	Objectives of Seeding: <ul style="list-style-type: none"> <li>To group teams to increase opportunities for them to play with teams of relatively similar abilities</li> </ul>	Objectives of Seeding: <ul style="list-style-type: none"> <li>To group teams to increase opportunities for them to play with teams of relatively similar abilities</li> </ul>	Event-based Competitions / Individual Match-based Competitions (e.g. Table Tennis Junior Division) <ul style="list-style-type: none"> <li>Adopt sports specific seeding approach that would meet the competition needs.</li> </ul>

<sup>1</sup> Each participating team should minimally play 3 matches (i.e., cumulative across Zonal and National competitions; where applicable) in the course of competition. For Tiered and League competitions, teams should minimally play 6 matches. This is to allow for more equitable playing opportunities for all teams.

<ol style="list-style-type: none"> <li>1. The top 4 teams from preceding year's National results will be seeded and distributed to different groups.</li> <li>2. The remaining quarterfinalists will then be seeded and drawn into the different groups.</li> <li>3. The remaining teams will be drawn / placed into groups.</li> </ol>	<p><u>Pool</u></p> <ol style="list-style-type: none"> <li>1. Using preceding year's result, snake seeding will be used for Pool groupings.</li> <li>2. The remaining teams will be drawn / placed into different Pool groups.</li> <li>3. Refer to the table below which illustrates snake seeding.</li> </ol> <table border="1" data-bbox="600 459 1039 847"> <thead> <tr> <th>Group One</th> <th>Group Two</th> <th>Group Three</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>2</td> <td>3</td> </tr> <tr> <td>6</td> <td>5</td> <td>4</td> </tr> <tr> <td>7</td> <td>8</td> <td>9</td> </tr> <tr> <td>12</td> <td>11</td> <td>10</td> </tr> </tbody> </table> <p><i>*The number indicates the ranking position.</i></p>	Group One	Group Two	Group Three	1	2	3	6	5	4	7	8	9	12	11	10	<p><u>Pool</u></p> <ol style="list-style-type: none"> <li>1. Using preceding year's result, the top teams will be seeded in Pool groupings.</li> <li>2. The remaining teams will be drawn / placed into different Pool groups.</li> </ol>	
Group One	Group Two	Group Three																
1	2	3																
6	5	4																
7	8	9																
12	11	10																
	<p><u>League</u></p> <ul style="list-style-type: none"> <li>• Using Pool's result, the top teams will be seeded in different groups within each League.</li> <li>• The remaining teams will be drawn / placed into different groups.</li> <li>• Teams from the same group in the Pool Round will not be drawn / placed into the same group in League Round.</li> </ul>	<p><u>Tiered</u></p> <ul style="list-style-type: none"> <li>• Using Pool's result, the top teams will be seeded in different groups within each Tier.</li> <li>• The remaining teams will be drawn / placed into different groups.</li> <li>• Teams from the same group in the Pool Round will not be drawn / placed into the same group in Tiered Round.</li> </ul>																



## SUGGESTED CHAMPIONSHIP FORMATS FOR POOL-LEAGUE COMPETITION

### Multiple-Groups Championship Format

NSGOCs should leverage on existing competition structures and mechanisms to implement a consistent seeding approach to seed and place them in different groups in the Pool Round using preceding year’s results. Teams of similar ability are grouped together in all stages of the competition while ensuring porosity between leagues every year through promotion and relegation.

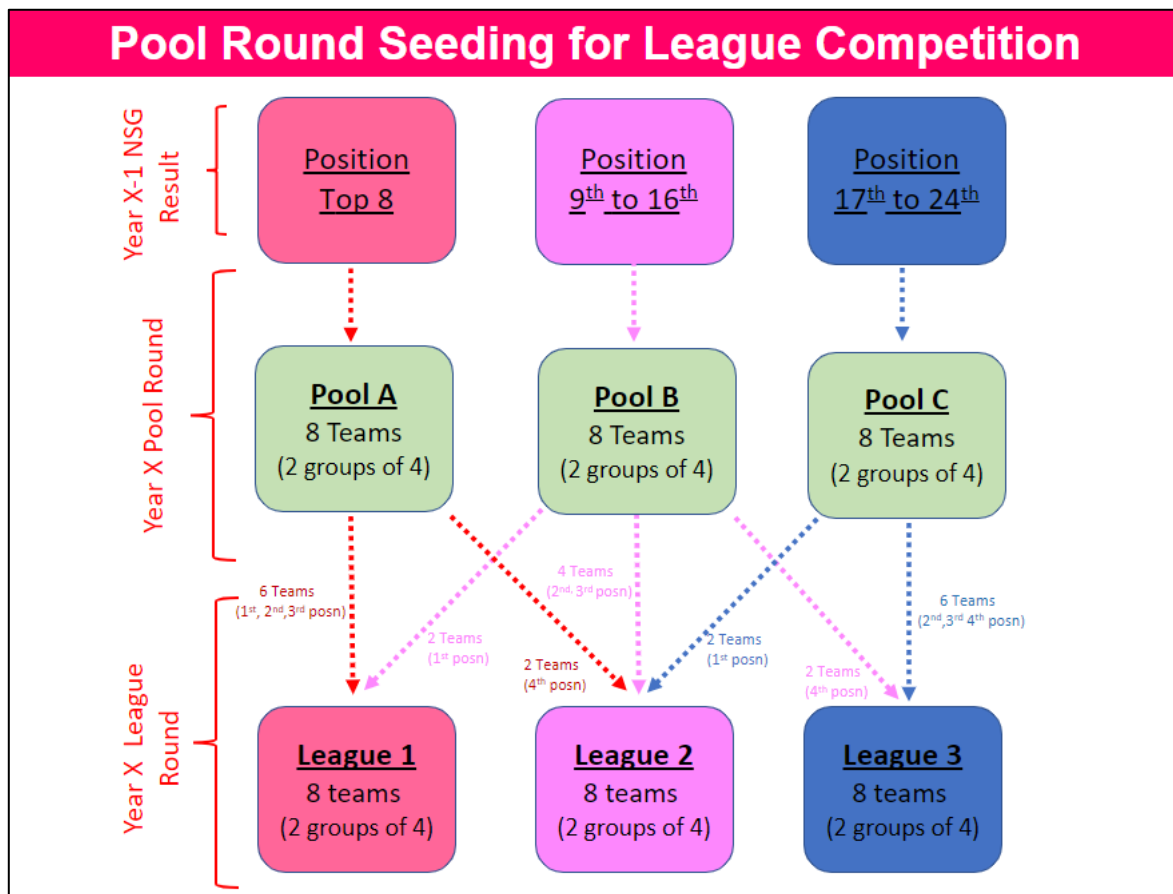
### Examples to illustrate for League Competition

Example 1: For sports that are moving from Zonal-National to the Pool-League format

Using preceding year’s National Competition result for seeding. *(This example will be removed in 2025)*

Pool A	<ul style="list-style-type: none"> <li>• The National Top 8 will be placed in Pool A.</li> <li>• The top 4 teams will be seeded and placed in 2 different groups within Pool A.</li> <li>• No more than two seeded teams shall be drawn into the same group.</li> <li>• The remaining 4 teams will be randomly drawn into groups within Pool A.</li> </ul>
Pool B	<ul style="list-style-type: none"> <li>• The next 8 teams (Position 9<sup>th</sup> to 16<sup>th</sup>) will be placed in Pool B and will be randomly drawn into the groups.</li> </ul>
Pool C	<ul style="list-style-type: none"> <li>• The remaining teams (Position 17<sup>th</sup> to 24<sup>th</sup>) will be placed in Pool C and will be randomly drawn into the groups.</li> </ul>

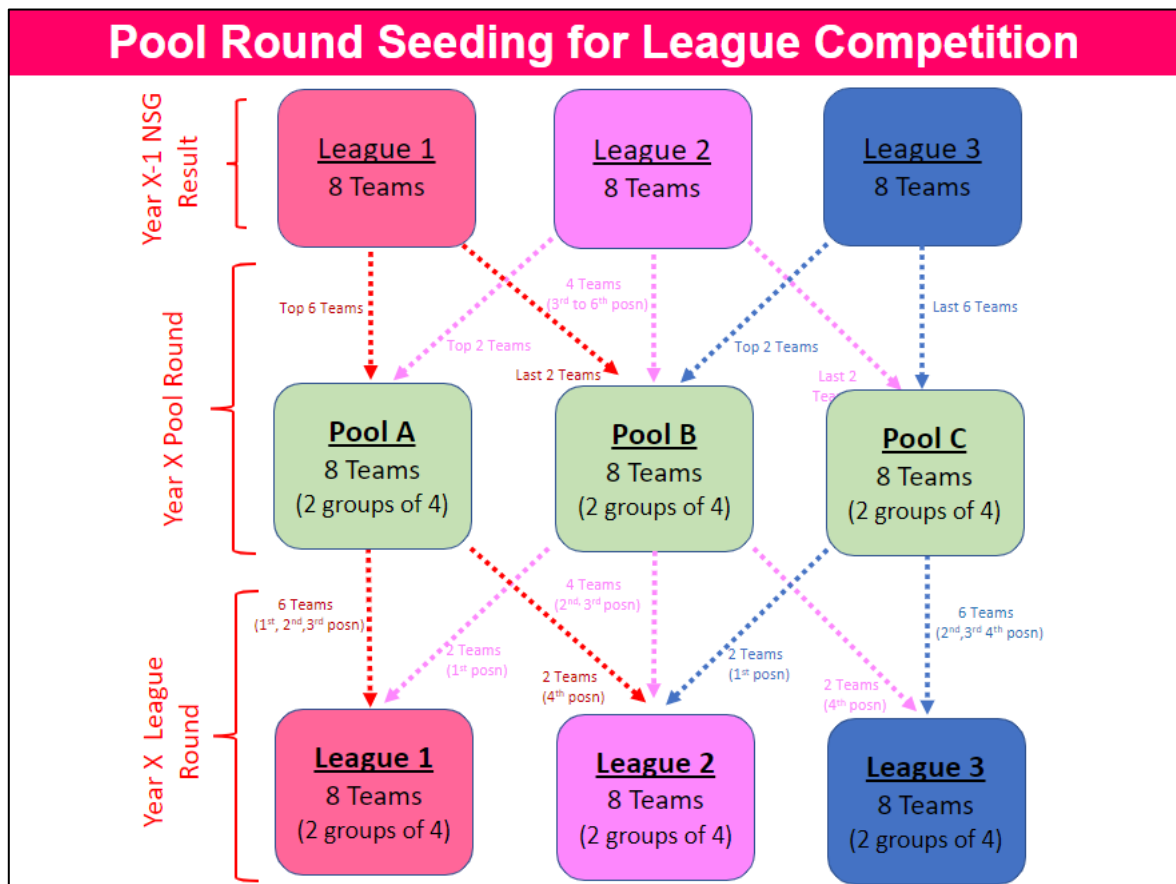
**For a National Competition with 24 teams, seeding in the Pool round should be as shown below.**



Example 2: For sports which have adopted the League system

Using preceding year's League result for seeding

**For a competition with 3 Leagues of 24 teams, porosity to Pool round should be in place as shown below.**



In determining the competition format after the Pool Round, NSGOCs should refer to the suggested competition format based on the number of teams in each league.

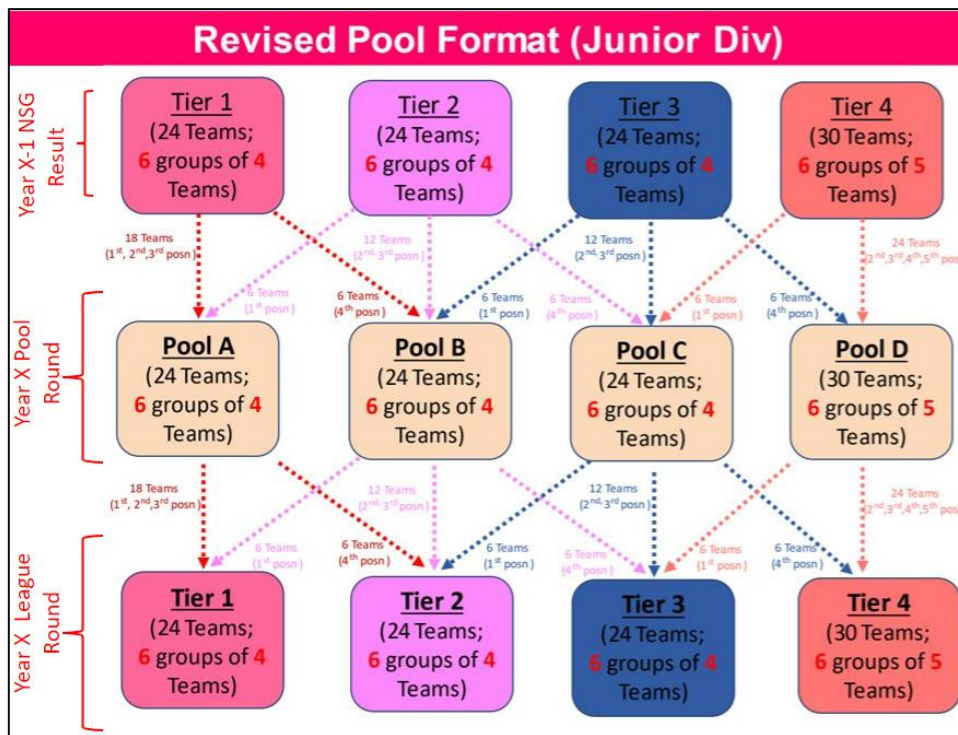
## SUGGESTED COMPETITION FORMATS FOR POOL-TIERED COMPETITION

### Multiple-Groups Competition Format

NSGOCs should leverage on existing competition structures and mechanisms to implement a consistent seeding approach to seed and place them in different groups in the Pool Round using preceding year's results. Teams of similar ability are grouped together in all stages of the competition while ensuring porosity between leagues every year through promotion and relegation.

Example: To illustrate using preceding year's Tiered result for seeding

For a competition with 4 Tiers, porosity to Pool round should be in place as shown below.



In determining the competition format after the Pool Round, NSGOCs should refer to the suggested competition format based on the number of teams in each tier.

### CLARIFICATION, PROTEST AND APPEAL OVERVIEW

	<b>Clarification (Formal &amp; Informal)</b>	<b>Competing Under Protest (Some Sports Only)</b>	<b>Protest</b>	<b>Appeal</b>
<b>Handled by:</b>	NSGOC Rep and/or Competition Officials	NSGOC Rep and/or Competition Officials	NSGOC	BOA (Council and Zone Vice-Chairpersons)
<b>Who must be Informed:</b>	NSGOC Rep, Competition Officials	NSGOC Rep, Competition Officials, Affected TMs as determined by NSGOC	Principal, Lead Convenor, Lead Org Sec, Game Advisor	Principal, Lead Convenor, Lead Org Sec, Game Advisor and Honorary Secretary (for Zonal), Council Secretariat (for National)
<b>How to Inform:</b>	At competition venue, during appropriate interval without disrupting the game	At competition venue, during appropriate interval without disrupting the game	Indicate intent to protest on scoresheet at end of match and followed by an email sent through the Principal	Sent through the Principal via email
<b>Fees if Overruled:</b>	Nil	Nil	\$150	\$300
<b>Approval Required From:</b>	Nil	Nil	Principal	Principal

## ROLE OF THE TEAM MANAGERS

Team Managers (TMs) will represent the school on all matters pertaining to the duty of care, student management and competition matters relating to the participants from their school. They must be a good role model for the participants and are expected to conduct themselves well in carrying out their duties. They will:

No	Terms of Reference
1	Be the point of contact between the National School Games Organising Committee (NSGOC) and the Principal (school).
2	Perform all necessary administrative duties and attend all briefings and / or meetings called for by the respective NSGOCs.
3	Check, verify and keep updated the fixtures and schedules involving the school.
4	Ensure: <ul style="list-style-type: none"> <li>• Accuracy of participants' particulars in the registration and that participants are not placed in the wrong division.</li> <li>• All participants are adequately prepared for safe participation in the NSG in accordance with the Baseline Safety Acknowledgement Form.</li> </ul>
5	Check and comply with the hosting venue's Standard Operating Procedures (SOPs) and communicate all related the information to all the stakeholders associated with the participating schools.
6	Make transport arrangements for the participants.
7	Chaperone participants to and from the competition venue. TMs who are SAR need only chaperone their own child as Parent Chaperones are responsible for chaperoning their own children.
8	Remain with the participants throughout the duration of play.
9	Arrange for a replacement, in the event that they are not able to perform their duty during the entire competition duration. TMs who are SAR should contact the school for assistance in such situations.
10	Cooperate with NSGOC & officials and abide by the rules and regulations of the competition to facilitate the smooth conduct of the competition and be a good role model for the participants.
11	Submit participant / team list and other necessary documents when required.
12	Manage the coaches, participants and spectators, if any, to ensure that they adhere to the General and sport-specific and rules and regulations Code of Conduct given in the rules and regulations.
13	Perform the duty of care for the participants' safety and well-being including: <ul style="list-style-type: none"> <li>• Checking that participants are well enough to compete,</li> <li>• Reminding students to remain hydrated.</li> <li>• Having a first aid kit available.</li> <li>• For long duration competitions where students will need to consume a meal, the SAR should ensure that students have sufficient time for their meal.</li> </ul>
14	Contact the school immediately in the event of an injury or emergency.

15	Consult school leaders for all media related matters.
16	Represent the school in matters pertaining to clarifications / protests / appeals (as required by the sport).
17	Accompany participants at disciplinary board meetings if the occasion arises.
18	Attend to any other matters pertaining to the duty of care, student management and competition matters relating to the participants from their school.

### CODE OF CONDUCT FOR COACHES

No	Description
1	Coaches must be good role models and are expected to conduct themselves well in carrying out their duties.
2	They are to observe the rules and regulations of the National School Games and honour the Coaches' Oath.
3	They should not replace the role of the Team Manager.
4	They are to prepare the training schedule for the team, in consultation with the Head of Department (HOD) and the teacher-in-charge (i.e., Student Development Programme).
5	It is the responsibility of coaches to adhere to the rules and to be well versed with the competition rules.
6	They are not allowed into the field of play except where the rule of the sport requires the presence of the coach.
7	They cannot represent the school in any matters.
8	They must not interfere with the organisation of the competition.
9	They are not allowed to approach the officials to query their decisions. Only Team Managers are allowed to approach officials to seek clarifications.
10	They must ensure that the student participants have adequate rest and are given water breaks.
11	Coaches should refrain from using foul language or speak in a tone not becoming of proper behaviour.
12	Coaches violating the rules will be asked to leave the competition arena.
13	Action will be taken against the school if the coaches fail to comply with the competition rules.



## MANAGEMENT OF TEAM DURING THE COMPETITIONS

### (A) Before the start of the game

Phase	Activity	Remarks			
Upon arriving at the competition venue	Collect the score card and substitution cards from the organizing committee after settling down your team	<table border="1" style="display: inline-table; border-collapse: collapse;"> <tr> <td style="width: 30px; height: 30px; text-align: center;">1</td> <td style="width: 30px; height: 30px; text-align: center;">2</td> <td style="width: 30px; height: 30px; text-align: center;">3</td> </tr> </table>	1	2	3
1	2	3			
When preparing the team before the start of the game	<ul style="list-style-type: none"> <li>• Fill up the score card and assign 3 players to be GS1, GS2 and GS3 (these 3 pre-determined assignments cannot be changed during the game)</li> <li>• Each of GS1, GS2 and GS3 will get a</li> </ul> <div style="text-align: center; margin-top: 10px;"> <table border="1" style="display: inline-table; border-collapse: collapse;"> <tr> <td style="width: 30px; height: 30px; text-align: center;">1</td> <td style="width: 30px; height: 30px; text-align: center;">2</td> <td style="width: 30px; height: 30px; text-align: center;">3</td> </tr> </table> </div>	1	2	3	
1	2	3			
At the end of 1 <sup>st</sup> , 2 <sup>nd</sup> and 3 <sup>rd</sup> quarter	<p>Both teams will line up on the sideline for rotation of GS and change bibs as shown in the video during the Team Managers' briefing</p> <p>Players coming on court must submit the coloured card to the officials' table</p>	Teams may make an additional team change using reserve players where applicable			

### (B) Additional Information:

#### (i) Team Change in 4<sup>th</sup> Quarter

For teams that have fulfilled the 3 mandatory GS substitutions and utilised both the reserves via team changes during the game, they will be able to make a team change (besides the GS position) in the 4<sup>th</sup> quarter using players who have played previously in the 1<sup>st</sup> to 3<sup>rd</sup> quarters.

#### (ii) Replacement for Any Injured Player

If a player were to get injured during the game and needs to be taken out of the quarter, the team will need to replace the injured player using one of the players on the bench who has not taken the court before. Only in the 4<sup>th</sup> quarter when the team has utilized all the 3 mandatory substitutions, the team will be allowed to replace the injured player with a player who has played previously in the 1<sup>st</sup> to 3<sup>rd</sup> quarters.

(iii) Conceding a Forfeiture

When injuries occur during the game and it results in the team strength to drop below 10 before the 3<sup>rd</sup> GS substitution is utilised, then the team will have to concede a forfeiture.