

SINGAPORE SCHOOLS SPORTS COUNCIL SEPAKTAKRAW RULES AND REGULATIONS 2022

PREAMBLE

This document outlines the rules and regulations for the conduct of and participation in the National School Games (NSG) 2022. This is subject to possible changes in prevailing national posture. Updates will be communicated to participating schools when required.

These rules and regulations should be interpreted and implemented in alignment to the spirit of the SSSC Mission, Aspirations and Motto (Ref Annex A).

SECTION A – ADMINISTRATIVE RULES & REGULATIONS

1 RULES AND REGULATIONS

The National School Games (NSG) for Sepaktakraw shall be conducted;

- 1.1 as governed by the Rules and Regulations of the Singapore Schools Sports Council (SSSC).
- 1.2 according to the rules established by International Sepaktakraw Federation (ISTAF), Asian Sepaktakraw Federation (ASTAF) and Singapore Sepaktakraw Federation (PERSES).
- 1.3 in the event that the rules and regulations are modified for safety /developmental reasons to suit the level of our students, it must be clearly stated in the game rules and regulations.
- 1.4 in the absence of a set of recognized rules to govern the occurrence of situations during the competition, the National Organising Committee for Sepaktakraw (NSGOC) shall make the final decision.
- 1.5 adhering to the Baseline Safety Standards for National School Games.

2 NATIONAL SCHOOL GAMES ORGANISING COMMITTEE (NSGOC)

2.1 COMPOSITION

2.1.1 The National School Games Organizing Committee shall consist of the following:

- a. The National Convenor,
- b. The Game Advisor,
- c. The Zone Convenors
- d. Organizing Secretaries and
- e. Any other co-opted members deemed necessary.

- 2.1.2 The NSGOC is empowered to appoint sub-committees and individual members to assist in the organization and running of the championship as and when required.

2.2 **DUTIES**

The NSGOC shall have the following roles and responsibilities:

- 2.2.1 to draw fixtures
- 2.2.2 to fix venues, dates and times
- 2.2.3 to arrange for equipment and facilities, and perform any other tasks for conducting the championships
- 2.2.4 to conduct RAMS for the championships
- 2.2.5 to ensure that venue managers conduct RAMS for the respective championship venues
- 2.2.6 to appoint Official referees and linesmen
- 2.2.7 to incur expenditure within the allocated budget approved by the SSSC
- 2.2.8 to select players to represent SSSC in approved local and overseas championships; and also, to appoint coaches to take charge of the teams
- 2.2.9 to nominate players for SSSC's Colours Award
- 2.2.10 to deal with matters pertaining to discipline, protest and other aspects of the championship;
- 2.2.11 to source for coaching and officiating courses to upgrade the technical knowledge and expertise of teachers-in-charge.
- 2.2.12 to implement the Baseline Safety Standards in the organization of the National School Games.

SECTION B – COMPETITION RULES & REGULATIONS

3 DIVISION

- 3.1 All students shall compete in their respective divisions according to their year of birth as follows except for the conditions as stipulated in this paragraph.

B Division – 1 Jan 2005 (subject to conditions laid out in para 3.2)

2 Jan 2005 – 31 Jan 2005

1 Jan 2006 – 31 Dec 2006

1 Jan 2007 – 31 Dec 2007

1 Jan 2008

C Division – 1 Jan 2008 (subject to conditions laid out in para 3.2)

2 Jan 2008 – 31 Dec 2008

1 Jan 2009 – 31 Dec 2009

1 Jan 2010

- 3.2 All students shall compete in the respective divisions set out in 3.1 *with the exception of those born on 1st Jan 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.

3.2.1 With effect from 2021, students who are born on 1st Jan and have participated in NSG previously shall follow the rules stated in Para 3.2. This rule will supersede all previous decisions.

3.2.2 This exception in Para 3.2 does not apply to students who are born on 1st Jan and have repeated a year of study.

3.3 Championships for both divisions will be organized at direct National levels. However, it would be dependent on the number of entries.

4 ENTRIES

4.1 Each school is eligible to enter one boys' team for:

- a) the B Division
- b) the C Division

4.2 All entries must be submitted through the SSSC NIS portal <https://nsg.moe.edu.sg/nis/#!/login> on or before the stipulated closing date. This includes details of players along with the necessary supporting documents.

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

4.3 Appeals for late/ erroneous entries submitted by schools will be accepted on a case-by-case basis with consensus from the NSGOC. (Please refer to Annex A). Schools must write in through the Principal, to inform the Convenors of any appeal at least one (1) working day before the next event.

5 REGISTRATION OF PLAYERS

5.1 The total number of players to be registered shall not be less than twelve (12) players and up to eighteen (18) players (inclusive of 3 additional players) for the National Championships. The list of players registered is Final.

5.2 Registration of players will be done through the SSSC NIS Portal. Team Managers are to ensure the registration is complete and all documents are acknowledged

5.3 Students requesting for a transfer after the Joint Admission Exercise may not represent their new school until the transfer has been officially effected.

- 5.4 Only in the event that any of the player(s) registered is/are transferred or has/have to leave school during the preliminary rounds, schools shall be allowed to replace the affected player(s).
- 5.4.1 Schools must write in to inform the NSGOC of the replacement at least one (1) working day before the next match.
- 5.4.2 However, no replacement of player is allowed once the Championship reaches the semi-final stage or after 2 games have been played by a team in a single group round league.
- 5.5 If a school chooses not to register the maximum of fifteen (15) players, at the time of submitting the registration form to the NSGOC, the school shall not be permitted to register additional players subsequently.
- 5.6 International students can only be registered to play for their school after they have been issued with the student passes by the Immigration and Checkpoints Authority (ICA).
- 5.7 International students who are in the schools on exchange programme are not allowed to represent the school.
- 5.8 Students granted Leave of Absence (LOA) by MOE will be allowed to represent the school (eg. student who is accompanying parents for overseas attachment but name is still in school cockpit is allowed to represent school as long as he/she is in Singapore).
- 5.9 Registration constitutes representation, that is, once a student is registered to play 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/game.
- 5.10 The line-up of players must be submitted to the Venue Manager/Referee by the team manager at least 15 minutes before the commencement of the day's game.
- 5.11 In the event of postponed games that had commenced, only players from the original registered line-up can be used.

6 THE PLAYERS

- 6.1 The game is played between two "Regus" consisting of three players on each side.
- 6.2 One of the three players shall be at the back, and he is called "Back" (Tekong)
- 6.3 The other two players shall be in front, one on the left and the other on the right. The player on the left is called "Left Inside" and the player on the right is called "Right Inside".

7 PLAYER'S ATTIRE

- 7.1 The players shall wear jerseys/T-shirts, shorts and sports shoes with rubber soles. It is forbidden for players to wear anything that endangers themselves or the opponents during the game. In case of cold weather, the players are permitted to use track-suits.
- 7.2 The entire apparel of a player is regarded as part of his body. All jerseys/T-shirts shall be tucked in.
- 7.3 Anything that helps to speed the ball or that helps the movement of a player is not allowed.
- 7.4 Captain of each "Regu" shall wear an arm band on the left arm. (compulsory)
- 7.5 All jerseys/T-shirts shall be numbered on the on the front and back. A player shall be assigned with a permanent number throughout the Championship. Only numbers 1-15 are allowed to be used by each participating team. The size of the number shall not be less than 19 cm in height at the back. The size of the number in front should be 10 cm in height (centre chest area).
- 7.5 The jerseys/T-shirts must display the school's name on the back.
- 7.6 The players shall not wear any form of head gear, head band, bandana, etc.

8 CHAMPIONSHIP FORMAT

- 8.1 For Team Games, there must be a minimum of three (3) registered teams from three (3) different schools before a team championship can be organized.
- 8.2 The championships at the preliminary rounds for Team Games shall be organized on an inter-school league.
- 8.3 **The preliminary round of the direct National Championship shall use a four-group championship format.** The champion of the preceding tournament shall be seeded in Group A, the runner-up, third placed and the fourth placed teams in Group B, Group C and Group D respectively. **The top 2 teams of each group will proceed to compete in the 2-Groups format of Quarterfinals of the National Championship.** The groups shall be determined by drawing of lots. (Refer to Annex B)
- 8.4 Winners of the Quarterfinals, will then contest the semi-finals. The losers will be eliminated.
- 8.5 The winners of the two semi-finals shall then play at the final to decide the Champion and Runner-up. The losers of the two semi-finals will play for 3rd and 4th positions.

- 8.6 Any deviation from the championship format requires approval from the Council or the Standing Committee and must be clearly stated in the rules and regulations.

9 SUBSTITUTION

- 9.1 Substitution of a player is allowed at any time on request made by the Team Manager (TM) to the Official Referee when the ball is not in play.
- 9.2 In addition to the three (3) starting players, each “Regu” is allowed to nominate a maximum of **two** reserve players, to be substituted at any set.
- 9.3 In any set, each Regu may make up to a maximum of two (2) substitutions (total of 6 substitutions per match). The player who has been substituted earlier shall be allowed to re-enter the same set. One or two substitution may be made at the same time.
- 9.4 A player who is sent off by the referee during the game shall be allowed to be substituted, provided the substitution has not been made.
- 9.5 Any player having played in any “Regu” whether in the starting line-up or as a substitute shall not be allowed to play in another “Regu” for the team in the current game.
- 9.6 Any “Regu” having less than 3 (three) players after having utilized all the substitutions shall not be allowed to continue the game and will be considered as having lost resulting in a walkover. The set difference is (0-3) and the score difference is (0-15) per set between the loss (walkover) regu and the opposing regu. (Refer to 27.1 for award of league points)**

10 THE COIN TOSS AND WARM UP

- 10.1 Immediately before the start of a Regu, the Referee will toss a coin or disc in the presence of the opposing Captains. The Captain who calls correctly may choose to either (i) begin with the serve or (ii) choose the playing court to start the match from. Both teams will abide with the Referee’s instructions.
- 10.2 The side which won the toss shall ‘warm-up’ first for 2 minutes followed by the opposing team. Only 5 persons are allowed to move freely in the court with the official ball.

11 OFFICIALS

- 11.1 **Championship Officials:**
The game shall be managed by the following Championship Officials:
- a) The NSGOC or their appointed Representative/s
 - b) Venue Manager
 - c) 1 or 2 Official Referees

11.2 Team Officials:

- a) Each school can register a maximum number of 3 team officials. The names and designations are to be submitted together with the team registration form.
- b) Team officials shall be managed by the Team Manager of the school team.

12 POSITION OF PLAYERS DURING SERVICE

- 12.1 At the start of play, the players of both “Regus” shall be in their respective courts in ready position.
- 12.2 The Serving “Back” (Tekong) player shall have one of his feet inside the serving circle. The other foot, shall be outside the circle to kick the service ball.
- 12.3 Both of the “Inside” players of the serving side, shall be in their respective quarter circles.
- 12.4 The opponent or receiving Regu is free to be anywhere within its court.

13 SERVICE AND PLAY

- 13.1 The side that chooses to start the game, shall start the first set.
- 13.2 The throw shall be executed as soon as the Referee calls the score. If any of the “Inside” player throws the ball before the call is made, it shall be a re-throw and a warning shall be given to the thrower.
- 13.3 During the service, as soon as the ball is kicked by the server, all the players are allowed to move about in their respective court.
- 13.4 The service is valid if the ball passes over the net, whether it touches the net or not and falls inside the opponent court.
- 13.5 The execution of the serving by the “Back” (Tekong) player can be kicked in any manner, provided one of his feet shall be always touching the ground in the service circle.
- 13.6 The side which serves first will serve first for three (3) consecutive service, following which the other side will also serve for the next three (3) consecutive service.
- 13.7 Service will alternate thereafter every three (3) points, regardless of which side wins a point.
- 13.8 At deuce (when both sides reach 14-14), the service shall alternate on every point.

- 13.9 The side which receives first in any set shall serve first in the subsequent set.
- 13.10 Players shall change sides before the start of each set.

14 FAULTS

14.1 The Serving Side During Service

- a) The “Inside” player who is making service throws, plays with the ball (e.g. throwing/bumping etc) after the call of score has been made by the Official Referee.
- b) The “Inside” player lifts his feet, steps on/crosses the line or touches the net while throwing the ball.
- c) The “Back” (Tekong) player jumps off the ground to execute the service or standing footsteps on the service circle line before and during the service.
- d) The “Back” (Tekong) player does not kick the ball on the service throw.
- e) The ball touches own team player before crossing to the opponent’s court.
- f) The ball does not cross over to the opponent side.
- g) A player uses his hand or hands, or any other part of his arms to facilitate the execution of a kick even if the hand or arm does not directly touch the ball, but it touches other objects or surfaces instead when doing so.
- h) The Thrower of the serving Regu throws the ball before the referee calls the score, for the second or subsequent time during the match.

14.2 Receiving Side During Service

- a) To distract opponents through disruptive behaviors (eg. loud noise or shouting).

14.3 For Both Sides During the Game

- a) Stepping on the center line.
- b) Any player who touches the ball on the opponent’s court.
- b) Any part of player’s body crossing over the opponent’s court whether above or under the net except during the follow-through ball.
- c) Playing the ball more than three (3) times in succession.

- d) The ball touches the arm of a player.
- e) Stopping or holding the ball using any body parts (e.g. under the arm, between the legs).
- f) Any part of the body or player's outfit (e.g. shoes, head band etc.) touches the net, the post, the referee chairs or falls into the opponent's court.
- g) The ball touches the ceiling roof, the wall or any objects outside the playing court.
- h) Any player who delays the game unnecessarily.
- i) Any player who uses the aid of any external object as a form of support to facilitate the execution of a kick.

15 TIME OUT

- 15.1 Each side will be entitled to one (1) tactical time-out in each set, each such time-out to last a maximum of one (1) minute.
- 15.2 Time-outs may only be called by the team manager or coach between points, when the ball is not in play.
- 15.3 Only 3 persons (including TM and Instructor) from each side are allowed at the baseline during the time-outs.
- 15.4 There will be no automatic time-out.

16 SCORING SYSTEM

- 16.1 When a side commits a fault, one (1) point is awarded to the opponent side.
- 16.2 Each set is won by the side which scores fifteen (15) points with a minimum lead of two (2) points.
- 16.3 In the event of a 14-14 tie, the set shall be won by the side which gets a lead of two (2) points, or when a side reaches 17 points (whichever occurs first).
- 16.4 When the score is tied at 14-14, the Official Referee will announce "setting up to 17 points".
- 16.5 Each Regu will be determined on the basis of a best-of-3-sets format, with 2-minute breaks between sets. Sets will be referred to as the first, second and third sets.
- 16.6 During the third set, sides will change ends when one "Regu" reaches **8** points.

17 TEMPORARY SUSPENSION OF PLAY

- 17.1 The Official Referee can suspend play temporarily in the event of obstructions, disturbances or any injury to player which need immediate treatment, for not more than five (5) minutes. If after five (5) minutes and the player is unable to continue, a substitution shall be made, provided that substitution has not been made by the team. If the injured player's team has already made a substitution, the match will be declared a forfeit in favor of the opposing team.
- 17.2 In the course of such suspension, all players will not be allowed to leave the court to receive drinks or any form of assistance.

18 PENALTY

Players committing the following offences shall be penalized by the Official Referee.

- 18.1 Showing dissent by words or action towards any officials, with regards to any decision and to any players or spectators.
- 18.2 Using foul or abusive language to any officials, players or spectators.
- 18.3 To take any improper step or action in order to influence any decision made by the officials.
- 18.4 To leave the court without the permission of the Official Referee.
- 18.5 To give the ball to his opponent with his feet.
- 18.6 To display unsportsmanlike conduct, gesture or any action towards the officials, opponents, team-mates or spectators.
- 18.7 To disobey orders and rules of play.
- 18.8 Misconduct by an athlete towards officials, opponents, team-mates or spectators may be classified in three categories according to the seriousness of the offence.
- a) Rude conduct: action contrary to good manners or moral principles
 - b) Offensive conduct: defamatory, insulting words or rude gestures or any action expressing contempt
 - c) Aggression: actual physical attack or aggressive or threatening behavior

According to the judgment of the referee and depending on the seriousness of the offence, the referee may issue

- Verbal Warning OR
- YELLOW CARD OR
- RED CARD to player concerned

18.9 RED CARD shall be given to the following offences committed "INTENTIONALLY".

- a) Persist in misconduct after receiving a caution.
- b) Violent conduct (e.g. striking, kicking, spitting, etc)
- c) Using foul or abusive language.

Note: Any player who is shown a red card shall be sent off the court and disciplinary action shall be taken against him. The player concerned shall not be allowed to play in any game until the Championship Organizing Committee has met and decide on the action to be taken.

19 MODE OF DECIDING WINNERS

19.1 In the league championship, the winner shall be the team with the highest number of points scored from all matches played.

19.2 In the event of two or more teams equal in points at the end of the league, the tie shall be broken in the following order:

- a) The "Regu" difference of the matches played by each of the team shall be decisive.
- b) The set difference between the total scored "for" and "against" shall be decisive.
- c) The score difference of all the matches played by the teams shall be decisive. Score difference is obtained by deducting the total score "against" from the total score "for".
- d) If these three alternatives are all found to be the same, then the results of the match played previously between the two teams shall decide.

20 GRACE PERIOD

20.1 Fifteen (15) minutes of grace period is allowed. The NSGOC or their appointed Venue Manager may at his/her discretion extend this grace period if he/she thinks the extension of grace period is justifiable (e.g. when delay may be caused by traffic jams, floods, etc). However, the team concerned must contact the NSGOC or their appointed Venue Manager to inform him/her of the delay. Teams must abide by the decision of the NSGOC or the representative.

21 POSTPONEMENT

21.1 The NSGOC or their appointed Venue Manager shall, at his/her discretion, decide to postpone a match if he/she thinks the venue is unsuitable for play, or for any other valid reasons for which he/she deems a postponement is in

order (e.g. safety concerns). Teams must abide by the decision of the Zone/National Convenor or the representative.

22 WITHDRAWAL AND WALK-OVER

- 22.1 Any withdrawal or walk-over is considered contrary to the spirit of the game.
- 22.2 Schools participating in the championship should not withdraw or a give walk-over.
- 22.3 For each withdrawal or walk-over, a written explanation duly endorsed by the Principal shall be submitted to the NSGOC and the Game Advisor within two (2) working days.
- 22.4 A team that concedes a walkover will get (0 point). The opposing team will be awarded (2 points). The Regu difference is (0-3), the set difference is (0-6) and the score difference is (0-21) per set between the walkover team and the opposing team.
- 22.5 In play-off for top 4 placing, a walk-over will disqualify the team from being placed.

23 ABANDONED GAME

- 23.1 The Official Referee and Venue Manager are required to submit a written report to NSGOC on an abandoned game within one (1) working day.
- 23.2 For decision on abandoned game, refer to Para 37 on disqualification.

24 PROTEST

- 24.1 Any clarification on points of laws/rules, must be lodged immediately by the Team Manager to the Official Referee. Any decision taken by the Official Referee will be final.
- 24.2 All protests shall be referred to the NSGOC. The protest(s) must reach the NSGOC within one (1) working day following the affected match. The protest must be in writing and duly endorsed by the Principal.
- 24.3 The NSGOC will meet to deliberate on the protest within seven (7) working days. The decision will then be made known in writing to the school concerned.
- 24.4 A protest fee of \$150 to be paid by the school via IFAAS (within 30 days from notification of outcome) if the protest is overruled.
- 24.5 In the event that the members of the NSGOC are involved in a protest, the affected school concerned will inform the SSSC Secretary and shall not be involved in any further deliberations on the matter.

25 APPEAL

- 25.1 Upon the release/disclosure of the decision of the NSGOC, only schools may appeal to the Central Council.
- 25.2 Notices of appeal shall be lodged with the Secretary of the Central Council within two (2) working days upon receiving the NSGOC's decision. The appeal must be in writing and duly endorsed by the Principal.
- 25.3 An appeal fee of \$300 to be paid by the school via IFAAS (within 30 days from notification of outcome) if the appeal is overruled
- 25.4 The Board of Appeal will deliberate on the appeal and its decision shall be final (Please refer to Annex A).

26 SUSPENSION

- 26.1 A player suspended by any one of the following bodies is barred from participating in SSSC championships for that sports/games for the period of suspension:
- i the School
 - ii the Zone Council
 - iii the Schools Sport Council
 - iv the National Association of the sport/game

27 AWARD OF LEAGUE POINTS

- 27.1 The following scoring system shall apply:
- a) 2 points for a win
 - b) 1 point for a loss or a loss (walkover)
 - c) 0 point for a walkover

28 PRIZES

- 28.1 The number of prizes and plaques (for team championships only) to be awarded at the Zone and National Championship shall be as follows:
- i 3 teams - 2 team prizes
 - ii 4 teams - 3 team prizes
 - iii 5 or more teams - 4 team prizes

29 TEACHER-IN-CHARGE OF TEAM (Team Manager)

- 29.1 Each participating team must be accompanied by a **Team Manager (Education Officer or a Contract Adjunct Teacher only)** who shall remain with the team throughout the duration of play and shall only leave the venue

after the departure of his team. Failure to comply shall lead to the disqualification of the team. (Refer to Annex C)

29.2 Team Managers are not allowed to interfere with the final decision taken by the Official Referee on points of laws/rules after clarification has been sought. If such interference results in disruption of any match/game, a report shall be made by the Organising Secretary and the matter brought to the attention of the NSGOC for appropriate action.

29.3 The team manager will also do the following:

- a) submit team registration list and line-up forms
- b) be responsible for the accuracy of the players' particulars in the registration list and line-up forms.
- c) attend meetings called by the NSGOC.
- e) take note of game fixture and schedules
- f) make transport arrangement for the teams
- g) accompany the teams for all games
- h) be responsible for the conduct and behavior of the accompanying teachers/staff, external instructors, players and supporters
- i) represent the school in matters pertaining to protest and appeal
- j) accompany players to any disciplinary board meeting.

30 PAYMENT FOR OFFICIAL REFEREES

31.1 The payment for official referees will be paid centrally through MOE National School Games Office (NSGO).

31 EXTERNAL INSTRUCTORS

31.1 External instructors are expected to conduct themselves with decorum during games. (Refer to Annex D)

31.2 Schools must ensure that their external instructors adhere to the following regulations:

- a) The external instructors will not make any representation on behalf of the school in any capacity. (Only the teacher-in-charge shall sign and endorse the Team Line-up Form and submit it to the NSGOC or their appointed Venue Manager).

- b) The external instructors will not stand in as the teacher-in-charge of the Team.
- c) The external instructors are not allowed to approach any official for clarification. Only the team manager is allowed to do so.
- d) The external instructors must not interfere with the organization of the championship.

31.3 Should the external instructors breach any of the regulations mentioned above, the appointed Venue Manager and members of the Technical Sub-Committee (ie. the Referees and members of the NSGOC) may take the following actions:

- a) A verbal warning would be issued in the first instant of the offence.
- b) The external instructors will be asked to leave the games venue after the 2nd verbal warning has been issued.
- d) The Technical Sub-Committee will issue a written letter of complaint to the school concerned. If the problem persists, then the Sub-Committee may bar the external instructors from the championship venue for a period of time to be decided at a meeting.
- e) External instructors are also expected to uphold the dignity and decorum of the game by being appropriately dressed (i.e. no slippers/sandals).

32 COACHING DURING THE GAME

32.1 Team Officials are allowed to coach while play is in progress. All coaching must be performed at the team bench only.

33 BREACH OF CODE OF CONDUCT BY PLAYERS/ OFFICIALS/ EXTERNAL INSTRUCTORS/COACHES

33.1 A Disciplinary Panel comprising members of the NSGOC will be formed to investigate the breach, presided by a Principal, who is the Chairman of the Discipline and Recognition Sub-Committee. The Panel may co-opt members outside the NSGOC, including personnel from the national sports association, to provide technical advice.

33.2 Any appeal against the decision of the Disciplinary Panel may be submitted by the school (for players, coaches, and school team managers) and/or the official, to the Council, whose decision shall be final. Please refer to Para. 25 with regards to the Appeal process.

36 SUPPORTERS

36.1 No supporters will be allowed to attend any of the matches for this championship in 2022.

37 DISQUALIFICATION

37.1 A school team will be disqualified if it commits any of the following:

- a) fielding over-aged student
- b) fielding unregistered player
- c) fielding an ineligible player (i.e. suspended player)
- d) fielding student without a valid student pass
- e) fielding a non-bona-fide student
- f) team/player not accompanied by a team manager (Education Officer)
- g) team/player which caused a game to be abandoned

37.2 All results involving the team has been disqualified will be considered null and void.

SECTION C – AMENDMENTS AND MATTERS NOT PROVIDED FOR

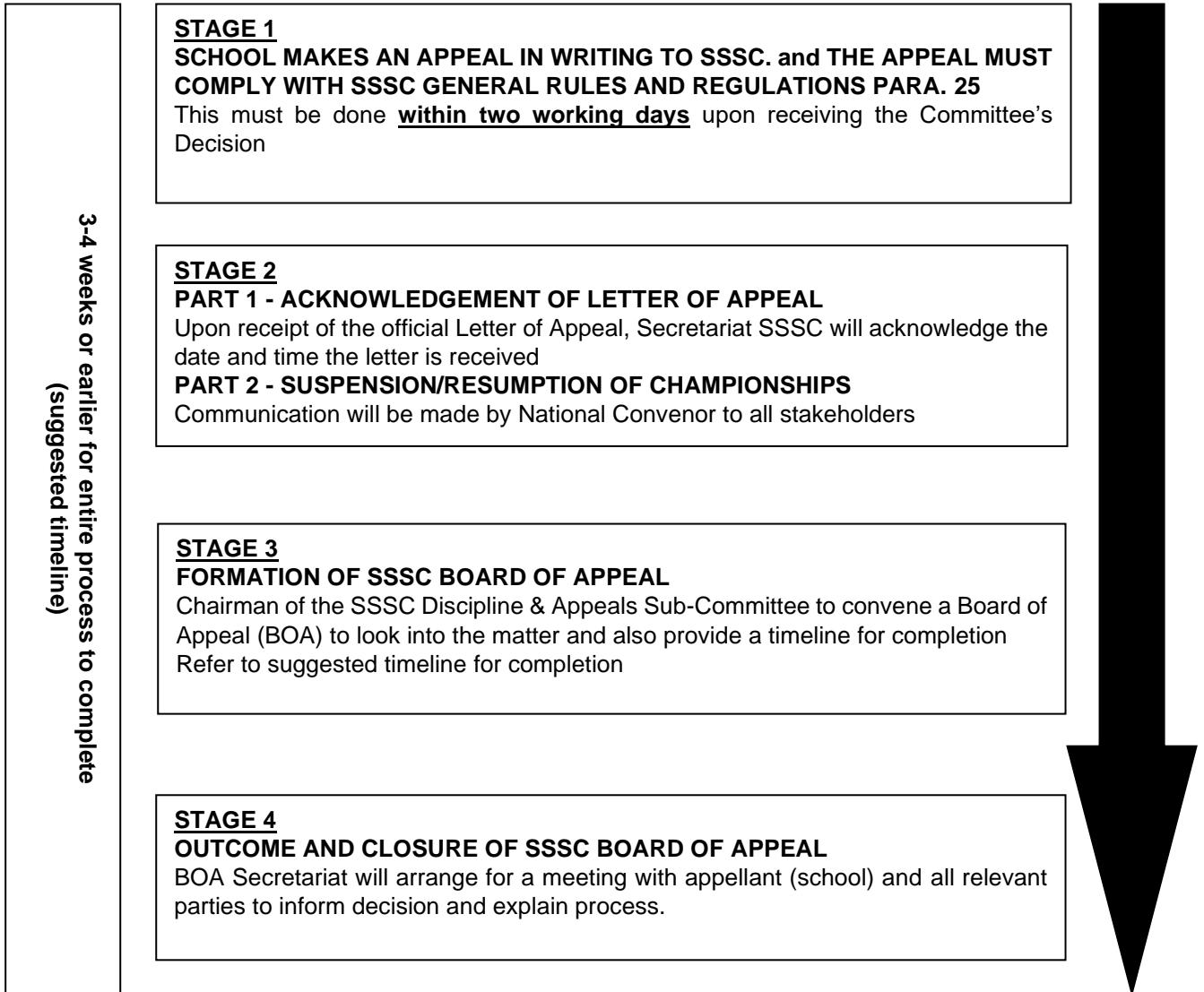
38 MATTERS NOT PROVIDED FOR

38.1 All matters not provided for in these Rules and Regulations shall be dealt with by the NSGOC.

39 AMENDMENTS

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

SSSC PROCEDURE FOR APPEALS WORKFLOW



As in accordance with the SSSC General Rules and Regulations under rule 12.3, the decision of the Board of Appeal or the Standing Committee shall be final.

CHAMPIONSHIP FORMAT

The championships at the preliminary rounds for Team Sports/Games shall be organized on an inter-school league. Where entries are grouped, **each group shall have a minimum of four (4) teams.**

Groupings for 3 to 11 participating teams

Number of Teams	Group A	Group B	Remarks
3 to 7 teams	3 to 7		The championship will be played in a one group round robin format. The top 2 placed teams will playoff for 1 st & 2 nd position and the 3 rd and 4 th placed teams will play-off for 3 rd & 4 th position.
8 teams	4	4	Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
9 teams	4	5	Convenor may draw to determine the number of teams per group. Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
10 teams	5	5	Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
11 teams	5	6	Convenor may draw to determine the number of teams per group. Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.

Groupings for 12 to 15 participating teams

Number of Teams	Group A	Group B	Remarks
12 teams	6	6	Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
13 teams	6	7	Convenor may draw to determine the number of teams per group. Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
14 teams	7	7	Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
15 teams	7	8	Convenor may draw to determine the number of teams per group. Except for the seeded teams,

			grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
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OR

Number of Teams	Group A	Group B	Group C	Remarks
12 teams	4	4	4	Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
13 teams	4	4	5	Convenor may draw to determine the number of teams per group. Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
14 teams	4	5	5	Convenor may draw to determine the number of teams per group. Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
15 teams	5	5	5	Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.

Groupings for 16 or more participating teams

Number of Teams	Group A	Group B	Group C	Group D	Remarks
16	4	4	4	4	Convenor may draw to determine the number of teams per group. Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
17	4	4	4	5	
18	4	4	5	5	
19	4	5	5	5	
20	5	5	5	5	
21	5	5	5	6	
22	5	5	6	6	
23	5	6	6	6	
24	6	6	6	6	
25	6	6	6	7	
26	6	6	7	7	
27	6	7	7	7	
28	7	7	7	7	

SEEDING

For two-group championship format

The champion and the fourth teams of the preceding championship shall be seeded in Group A. The runner-up and the third teams of the preceding championship shall be seeded in Group B.

For three-group championship format

The champion of the preceding championship shall be seeded in Group A, the runner-up and third placed teams in Group B and Group C respectively. In the event that one of the seeded team withdraws from the championship, the fourth placed team of the preceding championship will be seeded.

For four-group championship format

The champion of the preceding championship shall be seeded in Group A, the runner-up, third placed and the fourth placed teams in Group B, Group C and Group D respectively.

SINGAPORE SCHOOLS SPORTS COUNCIL

Role of The Team Manager

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 participants from his / her school. He/she must be a good role model for the participants and are expected to conduct themselves well in carrying out their duties. He/she will do the following:

	Terms of Reference
1	Point of contact between the National School Games Organizing Committee (NSGOC) and the Principal (school).
2	Attend all briefings and/or meetings called for by the respective NSGOCs.
3	Check & verify the fixtures and schedules involving the school.
4	Ensure the accuracy of participants' particulars in the registration and that students are not placed in the wrong division.
5	Make transport arrangements for the participant(s).
6	To chaperone participant(s) to and from the competition venue and remain with the participant(s) throughout the duration of play.
7	Check and comply with the hosting school's Standard Operating Procedures (SOPs) and communicate all the information to all the stakeholders associated to the team attending the match.
8	Cooperate with NSGOC & officials and abide by the rules and regulations of the competition.
9	Submit team list & other necessary documents when required to.
10	Manage the instructor , staffs , participant(s) and supporter(s), if any, to ensure that they adhere to the Code of Conduct as provided in SSSC Rules & Regulations.
11	Arrange for a replacement, in the event that he/she is not able to perform his/her duty, including when it is halfway through the competition
12	Duty of care for the participant(s) safety and well-being and to ensure that the participant(s) is/are medically covered e.g. first aid kit.
13	Contact the school immediately in the event of an injury or emergency.
14	Do not speak to the media unless with permission from the school
15	Represent the school in matters pertaining to formal appeals/protests (as required by the sport)
16	Accompany participant(s) at disciplinary board meetings if the occasion arises.
17	Any other matters pertaining to the duty of care, student management and competition matters relating to the participants from his / her school.

Annex D

Code of Conduct for **Instructors**

- 1) **Instructors** must be good role models for the student athletes 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 honor the **Instructors** 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 Principal and the **Teacher** in-charge (ie. 30-week programme)
- 5) They are not allowed into the competition area except where the rule of the sport requires the presence of the **instructor** eg. Softball and Gymnastics.
- 6) They cannot represent the school in any matters.
- 7) They must not interfere with the organization of the competition.
- 8) They are not allowed to approach the officials to query their decisions. Only **Team Managers** are allowed to approach officials to seek clarifications.
- 9) **Instructors** violating the rules will be asked to leave the competition arena.
- 10) Action will be taken against the school if the **instructors** fail to comply with the competition rules.
- 11) It is the responsibility of **instructors** to adhere to the rules and to be well versed with the competition rules.
- 12) They must ensure that the student athletes have adequate rest and are given water breaks.
- 13) **Instructors** should refrain from using foul language or speak in a tone not becoming of proper behavior.

SINGAPORE SCHOOLS SPORTS COUNCIL SEPAKTAKRAW RULES AND REGULATIONS 2021

1 RULES AND REGULATIONS

All sports and games shall be conducted;

- 1.1 according to the laws/rules established by ISTAF, ASTAF and PERSES.
- 1.2 in the event that the rules and regulations are modified for safety / developmental reasons to suit the level of our students, it must be clearly stated in the respective sports/game rules and regulations.
- 1.3 as governed by the Rules and Regulations of the Singapore Schools Sports Council.
- 1.4 adhering to the Baseline Safety Standards for National School Games.

2 NATIONAL SCHOOL GAMES ORGANISING COMMITTEE

2.1 COMPOSITION

2.1.1 The National School Games Organizing Committee shall consist of the following:

- f. The National Convenor,
- g. The Game Advisor,
- h. The Zone Convenors
- i. Organizing Secretaries and
- j. Any other co-opted members deemed necessary.

2.1.2 The Championship Organizing Committee and the Zone Convenors are empowered to appoint sub-committees and individual members to assist in the organization and running of the championship as and when required.

2.2 DUTIES

The NSG Organizing Committee shall have the following roles and responsibilities:

- 2.2.1 to draw fixtures
- 2.2.2 to fix venues, dates and times
- 2.2.3 to arrange for equipment and facilities, and perform any other tasks for conducting the championships
- 2.2.4 to conduct RAMS for the championships
- 2.2.5 to ensure that venue managers conduct RAMS for the respective championship venues

- 2.2.6 to appoint Official referees and linesmen
- 2.2.7 to incur expenditure within the allocated budget approved by the SSSC
- 2.2.8 to select players to represent SSSC in approved local and overseas championships; and also, to appoint coaches to take charge of the teams
- 2.2.9 to nominate players for SSSC's Colors Award
- 2.2.10 to deal with matters pertaining to discipline, protest and other aspects of the championship; and
- 2.2.11 to source for coaching and officiating courses to upgrade the technical knowledge and expertise of teachers-in-charge.
- 2.2.12 to implement the Baseline Safety Standards in the organization of the National School Games.

3 DIVISION

- 3.1 All students shall compete in their respective divisions according to their year of birth as follows except for the conditions as stipulated in this paragraph.

B Division - Born in 2 Jan 2004 – 1 Jan 2007

C Division - Born in 2 Jan 2007 – 1 Jan 2009

- 3.4 All students shall compete in the respective divisions set out in 3.1 *with the exception of those born on 1st Jan 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.



- 3.4.1 With effect from 2021, students who are born on 1st Jan and have participated in NSG previously shall follow the rules stated in Para 3.1. This rule will supersede all previous decisions.

- 3.3 Championships for both divisions will be organized at direct National levels. However, it would be dependent on the number of entries.

4 ENTRIES

- 4.1 Each school is eligible to enter one boys' team for:
- a) the B Division
 - b) the C Division
- 4.2 When Zone championships are used as qualifying rounds for the National championships, the top 4 teams of each division from each zone will proceed to compete in the National championships.
- 4.3 All entries must be submitted through the SPSSC e-Registration portal on or before the stipulated closing date. This includes details of players along with the necessary supporting documents.

- d) Baseline Safety Acknowledgement Form
- e) Supporting documents for Special/Transfer case students
- f) Other forms as determined by the respective Games Organising Committee



- 4.4 Appeals for late/ erroneous entries submitted by schools will be accepted on a case-by-case basis with consensus from the Organising Committee. (Please refer to Annex A). Schools must write in through the Principal, to inform the Convenors of any appeal at least one (1) working day before the next event.

5 REGISTRATION OF PLAYERS

- 5.1 The total number of players to be registered shall not be less than nine (9) players and not more than fifteen (15) players for both the Zone and National Championships. This Registration is Final.
- 5.2 Registration of players will be done through the SSSC eRegistration Portal. Teachers in-charge are to ensure the registration is complete and all documents are acknowledged
- 5.3 The date of posting in the Joint Admission Exercise (JAE) of students announced by MOE shall be the day in which a student would be deemed as a bona fide member of the school, JC or CI.
- 5.4 Students requesting for a transfer after the Joint Admission Exercise may not represent their new school until the transfer has been officially effected.
- 5.5 Only in the event that any of the player(s) registered is/are transferred or has/have to leave school during the preliminary rounds, schools shall be allowed to replace the affected player(s).
 - 5.5.1 Schools must write in to inform the Zone/National Convenors of the replacement at least one (1) working day before the next match.
 - 5.5.2 However, no replacement of player is allowed once the Championship reaches the semi-final stage or after 2 games have been played by a team in a single group round league.
- 5.6 If a school chooses not to register the maximum of fifteen (15) players, at the time of submitting the registration form to the Zone/National Convenor, the school shall not be permitted to register additional players subsequently.
- 5.7 International students can only be registered to play for their school after they have been issued with the student passes by the Immigration and Checkpoints Authority (ICA).

- 5.8 International students who are in the schools on exchange programme are not allowed to represent the school.
- 5.9 Students granted Leave of Absence (LOA) by MOE will be allowed to represent the school (eg. student who is accompanying parents for overseas attachment but name is still in school cockpit is allowed to represent school as long as he/she is in Singapore).
- 5.10 Registration constitutes representation, that is, once a student is registered to play 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/game.
- 5.11 The line-up of players must be submitted to the Venue Manager/Referee by the teacher-in-charge at least 15 minutes before the commencement of the day's game.
- 5.12 In the event of postponed games that had commenced, only players from the original registered line-up can be used.

6 THE PLAYERS

- 6.1 The game is played between two "Regus" consisting of three players on each side.
- 6.2 One of the three players shall be at the back, and he is called "Back".
- 6.3 The other two players shall be in front, one on the left and the other on the right. The player on the left is called "Left Inside" and the player on the right is called "Right Inside".

7 PLAYER'S ATTIRE

- 7.1 The players shall wear jerseys/T-shirts, shorts and sports shoes with rubber soles. It is forbidden for players to wear anything that endangers themselves or the opponents during the game. In case of cold weather, the players are permitted to use track-suits.
- 7.2 The entire apparel of a player is regarded as part of his body. All jerseys/T-shirts shall be tucked in.
- 7.3 Anything that helps to speed the ball or that helps the movement of a player is not allowed.
- 9.7** Captain of each "Regu" shall wear an arm band on the left arm. (compulsory)
- 7.5 All jerseys/T-shirts shall be numbered on the on the front and back. A player shall be assigned with a permanent number throughout the Championship. Only numbers 1-15 are allowed to be used by each participating team. The

size of the number shall not be less than 19 cm in height at the back. The size of the number in front should be 10 cm in height (centre chest area).

9.8 The jerseys/T-shirts must display the school's name on the back.

9.9 The players shall not wear any form of head gear, head band, bandana, etc.

8 CHAMPIONSHIP FORMAT

8.1 For Team Games, there must be a minimum of three (3) registered teams from three (3) different schools before a team championship can be organized.

8.2 The championships at the preliminary rounds for Team Games shall be organized on an inter-school league.

8.3 **The preliminary round of the direct National Championship shall use a four-group championship format.** The champion of the preceding tournament shall be seeded in Group A, the runner-up, third placed and the fourth placed teams in Group B, Group C and Group D respectively. **The top 2 teams of each group will proceed to compete in the 2-Groups format of quarterfinals of the National Championship.** The groups shall be determined by drawing of lots. (Refer to Annex B)

8.4 Winners of the quarterfinals, will then contest the semi-finals. The losers will be eliminated.

8.5 The winners of the two semi-finals shall then play at the final to decide the champion and runner-up. The losers of the two semi-finals will play for 3rd and 4th positions.

8.6 Any deviation from the championship format requires approval from the Council or the Standing Committee and must be clearly stated in the rules and regulations.

9 SUBSTITUTION

9.1 Substitution of a player is allowed at any time on request made by the Teacher-in-charge to the Official Referee when the ball is not in play.

9.2 **In addition to the three (3) starting players, each "Regu" is allowed to nominate a maximum of two reserve players, to be substituted at any set.**

9.3 **In any set, each Regu may make up to a maximum of two (2) substitutions – total of 6 substitutions per match.** The player who has been substituted earlier shall be allowed to re-enter the same set. One or two substitution may be made at the same time.

9.4 A player who is sent off by referee during the game shall be allowed to be substituted, provided the substitution has not been made.

- 9.5 Any player having played in any “Regu” whether in the starting line-up or as a substitute shall not be allowed to play in another “Regu” for the team in the current game.
- 9.6 Any “Regu” having less than 3 (three) players shall not be allowed to continue the game and will be considered as having lost.

10 THE COIN TOSS AND WARM UP

- 10.1 Immediately before the start of a Regu, the Referee will toss a coin or disc in the presence of the opposing captains. The captain who calls correctly may elect to either (i) serve or (ii) choose which side of the court to start the match from. The loser makes the remaining choice. Both sides will abide with the Referee’s instructions.
- 10.2 The side winning the toss shall ‘warm-up’ first for 2 minutes followed by the opposing team. Only 5 persons are allowed to move freely in the court with the official ball.

11 OFFICIALS

11.1 Championship Officials:

The game shall be managed by the following Championship Officials:

- a) The National/Zone Convenor or their appointed Venue Manager
- b) 1 or 2 Official Referees

13.11 Team Officials:

- c) Each school can register a maximum number of 5 team officials. The names and designations are to be submitted together with the team registration form.
- d) Team officials shall be managed by the teacher in-charge of the school team.

12 POSITION OF PLAYERS DURING SERVICE

- 12.1 At the start of play, the players of both “Regus” shall be in their respective courts in ready position.
- 12.2 The Serving “Back” player shall have one of his feet inside the serving circle. The other foot, shall be outside the circle to kick the service ball.
- 12.3 Both of the “Inside” players of the serving side, shall be in their respective quarter circles.
- 12.4 The opponent or receiving Regu is free to be anywhere within its court.

13 SERVICE AND PLAY

- 13.1 The side that chooses to start the game, shall start the first set. .
- 13.2 The throw shall be executed as soon as the Referee calls the score. If any of the “Inside” player throws the ball before the call is made, it shall be a re-throw and a warning shall be given to the thrower.
- 13.3 During the service, as soon as the ball is kicked by the server, all the players are allowed to move about in their respective court.
- 13.4 The service is valid if the ball passes over the net, whether it touches the net or not and falls inside the opponent court.
- 13.5 The execution of the serving by the “Back” player can be kicked in any manner, provided one of his feet shall be always touching the ground in the service circle.
- 13.6 The side which serves first will serve first for three (3) consecutive service, following which the other side will also serve for the next three (3) consecutive service.
- 13.7 Service will alternate thereafter every three (3) points, regardless of which side wins a point.
- 13.8 At deuce (when both sides reach 14-14), the service shall alternate on every point.
- 13.9 The side which receives first in any set shall serve first in the subsequent set.
- 13.10 Players shall change sides before the start of each set.

14 FAULTS

14.1 The Serving Side During Service

- a) The “Inside” player who is making service throws, plays with the ball (e.g. throwing/bumping etc) after the call of score has been made by the Official Referee.
- b) The “Inside” player lifts his feet, steps on/crosses the line or touches the net while throwing the ball.
- c) The “Back” player jumps off the ground to execute the service or standing footsteps on the service circle line before and during the service.
- d) The “Back” player does not kick the ball on the service throw.
- e) The ball touches own team player before crossing to the opponent’s court.

- f) The ball does not cross over to the opponent side.
- g) A player uses his hand or hands, or any other part of his arms to facilitate the execution of a kick even if the hand or arm does not directly touch the ball, but it touches other objects or surfaces instead when doing so.
- i) The Thrower of the serving Regu throws the ball before the referee calls the score, for the second or subsequent time during the match.

14.2 Receiving Side During Service

- b) To distract opponents through disruptive behaviors (eg. loud noise or shouting).

14.3 For Both Sides During the Game

- c) Stepping on the center line.
- d) Any player who touches the ball on the opponent's court.
- j) Any part of player's body crossing over the opponent's court whether above or under the net except during the follow-through ball.
- k) Playing the ball more than three (3) times in succession.
- l) The ball touches the arm of a player.
- m) Stopping or holding the ball using any body parts (e.g. under the arm, between the legs).
- n) Any part of the body or player's outfit (e.g. shoes, head band etc.) touches the net, the post, the referee chairs or falls into the opponent's court.
- o) The ball touches the ceiling roof, the wall or any objects outside the playing court.
- p) Any player who delays the game unnecessarily.
- q) Any player who uses the aid of any external object as a form of support to facilitate the execution of a kick.

15 TIME OUT

- 15.1 Each side will be entitled to one (1) tactical time-out in each set, each such time-out to last a maximum of one (1) minute.
- 15.2 Time-outs may only be called by the team manager or coach between points, when the ball is not in play.

- 15.3 Only 5 persons from each side are allowed at the baseline during the time-outs.
- 15.4 There will be no automatic time-out.

16 SCORING SYSTEM

- 16.1 When a side commits a fault, one (1) point is awarded to the opponent side.
- 16.7 Each set is won by the side which scores fifteen (15) points with a minimum lead of two (2) points.
- 16.8 In the event of a 14-14 tie, the set shall be won by the side which gets a lead of two (2) points, or when a side reaches 17 points (whichever occurs first).
- 16.9 When the score is tied at 14-14, the Official Referee will announce “setting up to 17 points”.
- 16.10 Each Regu will be determined on the basis of a best-of-3-sets format, with 2-minute breaks between sets. Sets will be referred to as the first, second and third sets.
- 16.11 During the third set, sides will change ends when one “Regu” reaches **8** points.

17 TEMPORARY SUSPENSION OF PLAY

- 17.1 The Official Referee can suspend play temporarily in the event of obstructions, disturbances or any injury to player which need immediate treatment, for not more than five (5) minutes. If after five (5) minutes and the player is unable to continue, a substitution shall be made, provided that substitution has not been made by the team. If the injured player’s team has already made a substitution, the match will be declared a forfeit in favor of the opposing team.
- 17.2 In the course of such suspension, all players will not be allowed to leave the court to receive drinks or any form of assistance.

18 PENALTY

Players committing the following offences shall be penalized by the Official Referee.

- 18.1 Showing dissent by words or action towards any officials, with regards to any decision and to any players or spectators.
- 18.2 Using foul or abusive language to any officials, players or spectators.

- 18.3 To take any improper step or action in order to influence any decision made by the officials.
- 18.4 To leave the court without the permission of the Official Referee.
- 18.5 To give the ball to his opponent with his feet.
- 18.6 To display unsportsmanlike conduct, gesture or any action towards the officials, opponents, team-mates or spectators.
- 18.7 To disobey orders and rules of play.
- 18.8 Misconduct by an athlete towards officials, opponents, team-mates or spectators may be classified in three categories according to the seriousness of the offence.
- d) Rude conduct: action contrary to good manners or moral principles
 - e) Offensive conduct: defamatory, insulting words or rude gestures or any action expressing contempt
 - f) Aggression: actual physical attack or aggressive or threatening behavior

According to the judgment of the referee and depending on the seriousness of the offence, the referee may issue

- Verbal Warning OR
- YELLOW CARD OR
- RED CARD to player concerned

- 18.9 RED CARD shall be given to the following offences committed "INTENTIONALLY".
- a) Persist in misconduct after receiving a caution.
 - d) Violent conduct (e.g. striking, kicking, spitting, etc)
 - e) Using foul or abusive language.

Note: Any player who is shown a red card shall be sent off the court and disciplinary action shall be taken against him. The player concerned shall not be allowed to play in any game until the Championship Organizing Committee has met and decide on the action to be taken.

19 MODE OF DECIDING WINNERS

- 19.1 In the league championship, the winner shall be the team with the highest number of points scored from all matches played.
- 19.3 In the event of two or more teams equal in points at the end of the league, the tie shall be broken in the following order:
- f) The "Regu" difference of the matches played by each of the team shall be decisive.
 - g) The set difference between the total scored "for" and "against" shall be decisive.

- h) The score difference of all the matches played by the teams shall be decisive. Score difference is obtained by deducting the total score “against” from the total score “for”.
- d) If these three alternatives are all found to be the same, then the results of the match played previously between the two teams shall decide.

20 GRACE PERIOD

- 20.1 Fifteen (15) minutes of grace period is allowed. The Zone/National Convenor or their appointed Venue Manager may at his/her discretion extend this grace period if he/she thinks the extension of grace period is justifiable (e.g. when delay may be caused by traffic jams, floods, etc). However, the team concerned must contact the Zone/National Convenor or their appointed Venue Manager to inform him/her of the delay. Teams must abide by the decision of the Zone/National Convenor or the representative.

21 POSTPONEMENT

- 21.1 The Zone/National Convenor or their appointed Venue Manager shall, at his/her discretion, decide to postpone a match if he/she thinks the venue is unsuitable for play, or for any other valid reasons for which he/she deems a postponement is in order (e.g. safety concerns). Teams must abide by the decision of the Zone/National Convenor or the representative.

22 WITHDRAWAL AND WALK-OVER

- 22.1 Any withdrawal or walk-over is considered contrary to the spirit of the game.
- 22.2 Schools participating in the championship should not withdraw or a give walk-over.
- 22.3 For each withdrawal or walk-over, a written explanation duly endorsed by the Principal shall be submitted to the Convenor and the Game Advisor within two (2) working days.
- 22.5 A team that concedes a walkover will get (0 point). The opposing team will be awarded (2 points). The Regu difference is (0-3), the set difference is (0-6) and the score difference is (0-21) per set between the walkover team and the opposing team.
- 22.5 In play-off for top 4 placing, any walk-over will disqualify the team from being placed.

23 ABANDONED GAME

- 23.1 The Official Referee and Convenor/Venue Manager are required to submit a written report to Zone/National Convenor on an abandoned game within one (1) working day.
- 23.2 For decision on abandoned game, refer to Para 37 on disqualification.

24 PROTEST

- 24.1 Any clarification on points of laws/rules, must be lodged immediately by the teacher-in-charge only to the Official Referee. Any decision taken by the Official Referee will be final.
- 24.2 All protests shall be referred to the Championship Organizing Committee. The protest(s) must reach the Committee within one (1) working day following the affected match. The protest must be in writing and duly endorsed by the Principal and accompanied by a protest fee of one hundred and fifty dollars (\$150.00) in cheque payable to the "Singapore Schools Sports Council".
- 24.3 The Championship Organizing Committee will meet to deliberate on the protest within seven (7) working days. The decision will then be made known in writing to the school concerned.
- 24.4 If the protest is upheld, the protest fee will not be required. If it is overruled, the protest fee of \$150 will be deducted from the protesting school's account, via IFAAS.
- 24.5 In the event that the National and Zonal Championship Organizing Committees are involved in a protest, the affected school concerned will inform the SSSC Secretary and shall not be involved in any further deliberations on the matter.

25 APPEAL

- 25.1 Upon the release/disclosure of the decision of the Championship Organizing Committee, only schools may appeal to the Central Council.
- 25.2 Notices of appeal shall be lodged with the Secretary of the Zone/Central Council within two (2) working days upon receiving the Championship Organizing Committee's Decision. The appeal must be in writing and duly endorsed by the principal and accompanied by an administrative appeal fee of three hundred dollars (\$300).
- 25.3 Upon receiving the notice of appeal from the school, a non-refundable appeal fee of \$300 shall be deducted from the school's account via IFAAS.
- 25.4 The Board of Appeal will deliberate on the appeal and its decision shall be final (Please refer to Annex A).

26 SUSPENSION

- 26.1 A player suspended by any one of the following bodies is barred from participating in SSSC championships for that sports/games for the period of suspension:
- i the School
 - ii the Zone Council
 - iii the Schools Sport Council
 - iv the National Association of the sport/game

27 AWARD OF LEAGUE POINTS

- 27.1 The following scoring system shall apply:
- a) 2 points for a win
 - b) 0 point for a loss/walkover

28 PRIZES

- 28.1 The number of prizes and plaques (for team championships only) to be awarded at the Zone and National Championship shall be as follows:
- i 3 teams - 2 team prizes
 - ii 4 teams - 3 team prizes
 - iii 5 or more teams - 4 team prizes

29 TEACHER-IN-CHARGE OF TEAM (Team Manager)

- 29.1 Each participating team must be accompanied by a **teacher-in-charge (Education Officer or a Contract Adjunct Teacher only)** who shall remain with the team throughout the duration of play and shall only leave the venue after the departure of his team. Failure to comply shall lead to the disqualification of the team. (Refer to Annex C)
- 29.2 Teachers-in-charge are not allowed to interfere with the final decision taken by the Official Referee on points of laws/rules after clarification has been sought. If such interference results in disruption of any match/game, a report shall be made by the Convenor and the matter brought to the attention of the Championship Organizing Committee for appropriate action.
- 29.3 The teacher-in-charge will also do the following:
- a) submit team registration list and line-up forms
 - b) be responsible for the accuracy of the players' particulars in the registration list and line-up forms.

- c) attend meetings called by the Zone/National Convenor.
- e) take note of game fixture and schedules
- f) make transport arrangement for the teams
- g) accompany the teams for all games
- h) be responsible for the conduct and behavior of the external instructor, players and supporters
- i) represent the school in matters pertaining to protest and appeal
- j) accompany players to any disciplinary board meeting.

30 PAYMENT FOR OFFICIAL REFEREES

31.1 The payment for official referees will be paid centrally through MOE National School Games Office.

31 EXTERNAL INSTRUCTORS

31.1 External instructors are expected to conduct themselves with decorum during games. (Refer to Annex D)

31.2 Schools must ensure that their external instructors adhere to the following regulations:

- a) The external coaches will not make any representation on behalf of the school in any capacity. (Only the teacher-in-charge shall sign and endorse the Team Line-up Form and submit it to the Zone/National Convenor or their appointed Venue Manager).
- b) The external coaches will not stand in as the teacher-in-charge of the Team.
- c) The external coaches are not allowed to approach any official for clarification. Only the teacher-in-charge is allowed to do so.
- d) The external coaches must not interfere with the organization of the championship.

31.3 Should the external coaches breach any of the regulations mentioned above, the appointed Venue Manager and members of the Technical Sub-Committee (ie. the Referees, the National Convenors, the Zone Convenors and the Game Adviser) may take the following actions:

- a) A verbal warning would be issued in the first instant of the offence.

- b) The external instructor will be asked to leave the games venue after the 2nd verbal warning has been issued.
- i) The Technical Sub-Committee will issue a written letter of complaint to the school concerned. If the problem persists, then the Sub-Committee may bar the external coach from the championship venue for a period of time to be decided at a meeting.
- j) External coaches are also expected to uphold the dignity and decorum of the game by being appropriately dressed (i.e. no slippers/sandals).

32 COACHING DURING THE GAME

- 32.1 Team Officials are allowed to coach while play is in progress. All coaching must be performed at the team bench only.

34 BREACH OF CODE OF CONDUCT BY PLAYERS/ OFFICIALS/ EXTERNAL INSTRUCTORS/COACHES

- 33.1 A Disciplinary Panel comprising members of the Games Organizing Committee will be formed to investigate the breach, presided by a Principal, who is the Chairman of the Discipline and Recognition Sub-Committee. The Panel may co-opt members outside the Games Organizing Committee, including personnel from the national sports association, to provide technical advice.
- 34.2 Any appeal against the decision of the Disciplinary Panel may be submitted by the school (for players, coaches, and school team managers) and/or the official, to the Council, whose decision shall be final. Please refer to Para. 25 with regards to the Appeal process.

36 SUPPORTERS

- 36.1 No supporters will be allowed to attend any of the matches for this championship in 2021.

37 DISQUALIFICATION

- 37.1 A school team will be disqualified if it commits any of the following:
- a) fielding over-aged student
 - b) fielding unregistered player
 - c) fielding an ineligible player (i.e. suspended player)
 - d) fielding student without a valid student pass
 - e) fielding a non-bona-fide student

- f) team/player not accompanied by a teacher (Education Officer)
- g) team/player which caused a game to be abandoned

37.2 All results involving the team has been disqualified will be considered null and void.

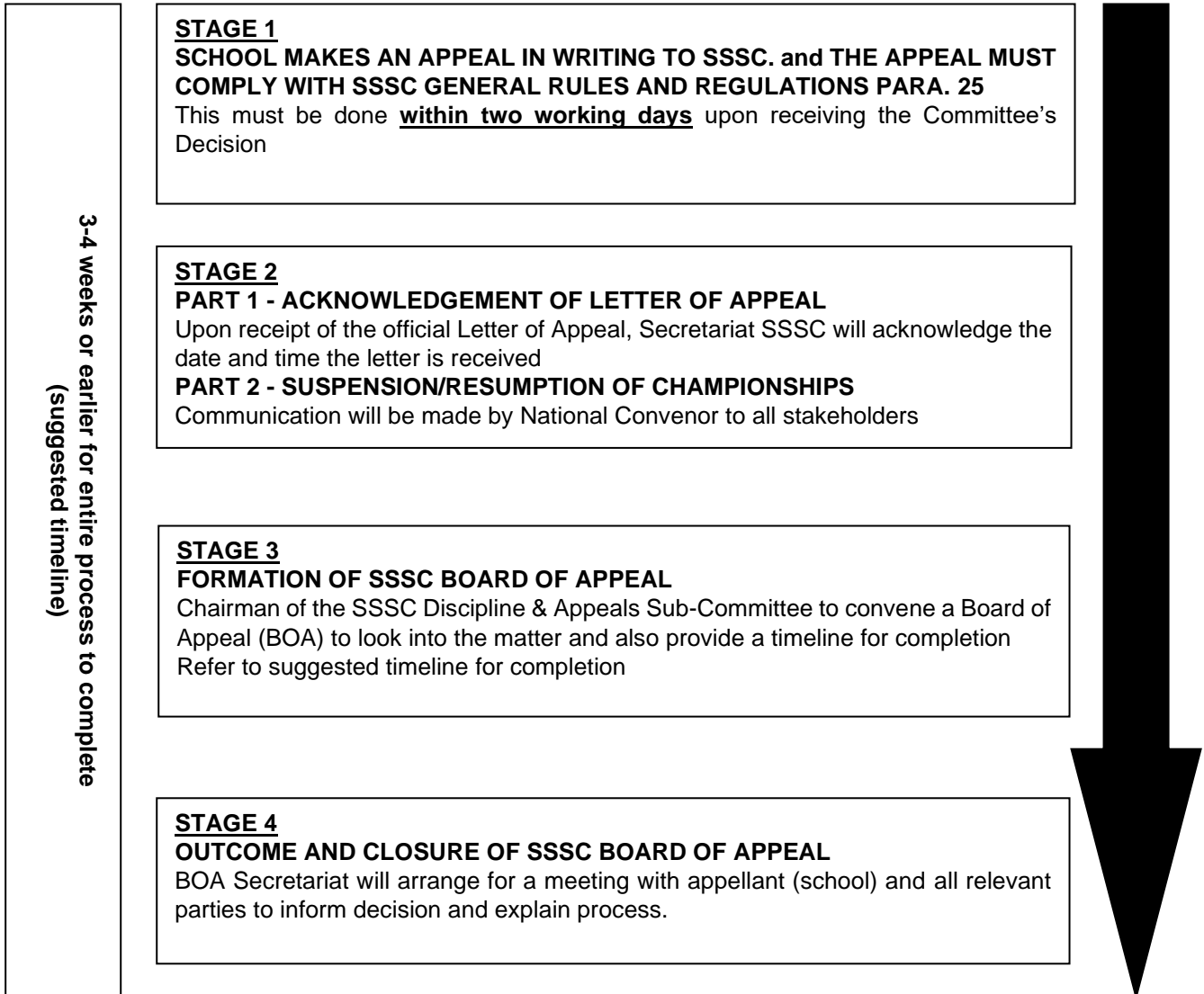
38 MATTERS NOT PROVIDED FOR

38.1 All matters not provided for in these Rules and Regulations shall be dealt with by the respective Championship Organizing Committees.

39 AMENDMENTS

39.1 The Singapore Schools Sports Council shall have the right to delete, add or amend the rules and regulations laid down herein.

SSSC PROCEDURE FOR APPEALS **WORKFLOW**



As in accordance with the SSSC General Rules and Regulations under rule 12.3, the decision of the Board of Appeal or the Standing Committee shall be final.

CHAMPIONSHIP FORMAT

The championships at the preliminary rounds for Team Sports/Games shall be organized on an inter-school league. Where entries are grouped, **each group shall have a minimum of four (4) teams.**

Groupings for 3 to 11 participating teams

Number of Teams	Group A	Group B	Remarks
3 to 7 teams	3 to 7		The championship will be played in a one group round robin format. The top 2 placed teams will playoff for 1 st & 2 nd position and the 3 rd and 4 th placed teams will play-off for 3 rd & 4 th position.
8 teams	4	4	Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
9 teams	4	5	Convenor may draw to determine the number of teams per group. Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
10 teams	5	5	Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
11 teams	5	6	Convenor may draw to determine the number of teams per group. Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.

Groupings for 12 to 15 participating teams

Number of Teams	Group A	Group B	Remarks
12 teams	6	6	Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
13 teams	6	7	Convenor may draw to determine the number of teams per group. Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
14 teams	7	7	Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
15 teams	7	8	Convenor may draw to determine the number of teams per group. Except for the seeded teams,

			grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
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OR

Number of Teams	Group A	Group B	Group C	Remarks
12 teams	4	4	4	Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
13 teams	4	4	5	Convenor may draw to determine the number of teams per group. Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
14 teams	4	5	5	Convenor may draw to determine the number of teams per group. Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
15 teams	5	5	5	Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.

Groupings for 16 or more participating teams

Number of Teams	Group A	Group B	Group C	Group D	Remarks
16	4	4	4	4	Convenor may draw to determine the number of teams per group. Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
17	4	4	4	5	
18	4	4	5	5	
19	4	5	5	5	
20	5	5	5	5	
21	5	5	5	6	
22	5	5	6	6	
23	5	6	6	6	
24	6	6	6	6	
25	6	6	6	7	
26	6	6	7	7	
27	6	7	7	7	
28	7	7	7	7	

SEEDING

For two-group championship format

The champion and the fourth teams of the preceding championship shall be seeded in Group A. The runner-up and the third teams of the preceding championship shall be seeded in Group B.

For three-group championship format

The champion of the preceding championship shall be seeded in Group A, the runner-up and third placed teams in Group B and Group C respectively. In the event that one of the seeded team withdraws from the championship, the fourth placed team of the preceding championship will be seeded.

For four-group championship format

The champion of the preceding championship shall be seeded in Group A, the runner-up, third placed and the fourth placed teams in Group B, Group C and Group D respectively.

SINGAPORE SCHOOLS SPORTS COUNCIL

Role of The Team Manager

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 participants from his / her school. He/she must be a good role model for the participants and are expected to conduct themselves well in carrying out their duties. He/she will do the following:

Terms of Reference	
1	Point of contact between the National School Games Organizing Committee (NSGOC) and the Principal (school).
2	Attend all briefings and/or meetings called for by the respective NSGOCs.
3	Check & verify the fixtures and schedules involving the school.
4	Ensure the accuracy of participants' particulars in the registration and that students are not placed in the wrong division.
5	Make transport arrangements for the participant(s).
6	To chaperone participant(s) to and from the competition venue and remain with the participant(s) throughout the duration of play.
7	Check and comply with the hosting school's Standard Operating Procedures (SOPs) and communicate all the information to all the stakeholders associated to the team attending the match.
8	Cooperate with NSGOC & officials and abide by the rules and regulations of the competition.
9	Submit team list & other necessary documents when required to.
10	Manage the coach, participant(s) and supporter(s), if any, to ensure that they adhere to the Code of Conduct as provided in SSSC Rules & Regulations.
11	Arrange for a replacement, in the event that he/she is not able to perform his/her duty, including when it is halfway through the competition
12	Duty of care for the participant(s) safety and well-being and to ensure that the participant(s) is/are medically covered e.g. first aid kit.
13	Contact the school immediately in the event of an injury or emergency.
14	Do not speak to the media unless with permission from the school
15	Represent the school in matters pertaining to formal appeals/protests (as required by the sport)
16	Accompany participant(s) at disciplinary board meetings if the occasion arises.
17	Any other matters pertaining to the duty of care, student management and competition matters relating to the participants from his / her school.

Annex D

Code of Conduct for Coaches

- 14) Coaches must be good role models for the student athletes and are expected to conduct themselves well in carrying out their duties.
- 15) They are to observe the rules and regulations of the National School Games and honor the Coaches' Oath.
- 16) They should not replace the role of the team manager.
- 17) They are to prepare the training schedule for the team, in consultation with the Principal and the teacher in-charge (ie. 30-week programme)
- 18) They are not allowed into the competition area except where the rule of the sport requires the presence of the coach eg. Softball and Gymnastics.
- 19) They cannot represent the school in any matters.
- 20) They must not interfere with the organization of the competition.
- 21) They are not allowed to approach the officials to query their decisions. Only team managers are allowed to approach officials to seek clarifications.
- 22) Coaches violating the rules will be asked to leave the competition arena.
- 23) Action will be taken against the school if the coaches fail to comply with the competition rules.
- 24) It is the responsibility of coaches to adhere to the rules and to be well versed with the competition rules.
- 25) They must ensure that the student athletes have adequate rest and are given water breaks.
- 26) Coaches should refrain from using foul language or speak in a tone not becoming of proper behavior.