



## **National Schools Games Floorball Competition Senior 2022 Tournament Rules and Regulations**

*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.*

### **SECTION A – ADMINISTRATIVE RULES & 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 laws/rules established by the respective International Federations (IFs)/governing bodies.
  - 1.1.3. adhering to the Baseline Safety Standards for the NSG.
  - 1.1.4. In the event that the rules and regulations are modified for safety/developmental reasons to suit the level of our school students, it must be clearly stated in the respective sports rules and regulations.
  - 1.1.5. In the absence of a set of recognised rules to govern the occurrence of situations during the competitions, the respective National School Games Organising Committee shall make the final decision.
- 1.2. NATIONAL SCHOOL GAMES ORGANISING COMMITTEE (NSGOC)
  - 1.2.1. The NSGOC shall consist of the following:
    - a) The National Convenor,
    - b) The Game Advisor,
    - c) The Zonal Convenors,
    - d) Organising Secretaries and
    - e) Any other co-opted members deemed necessary
  - 1.2.2. The NSGOCs 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 (**Ref Annex B**): -

- a) Technical: Establish, review and update competition rules and regulations for the competitions and other matters necessary to provide for developmentally appropriate NSG competitions.
- b) Competitions: Organise and conduct the competition according to the rules and regulations, and established safety standards.
- c) Recognition, Appeal 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 GROUP / DIVISIONS (Ref Annex C)

2.1 All students shall compete in their respective divisions according to their year of birth.

Division	Age	Year/Date of Birth
Senior Division	12 and 13 years old	1 Jan 2011 1 Jan 2010 --- 31 Dec 2010 2 Jan 2009 --- 31 Dec 2009

2.2 All students shall compete in the respective divisions set out in the R & R (Annex C) **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 2.1. This rule will supersede all previous decisions.

2.2.2 This exception in Para 2.1 does not apply to students who are born on 1 January and have repeated a year of study.

2.3 All students can only compete in one division of that particular sport within the same year.

2.4 Age dispensation is **NOT** applicable to Floorball.

## 3 ENTRIES

3.1 Each school is eligible to enter only one team<sup>1</sup> in each of the following division:

Boys Senior Division	Max. no. to register: 20
Girls Senior Division	Min. no. to register: 8

3.2 All entries must be submitted through the Registration Module at <https://nsg.moe.edu.sg/nis/#!/login> on or before the stipulated closing date. This includes details of participants along with the necessary supporting documents.

<sup>1</sup> Schools can send more than 1 team in each division if approval to form a combined team with another school has been given.

- e) Baseline Safety Standards Acknowledgement Form
  - f) Supporting documents for Special/Transfer case students
  - g) Other forms as determined by the respective NSGOs
- 3.3 Appeals for late/ erroneous entries<sup>2</sup> submitted by schools will be accepted on a case-by-case basis with consensus from the Organising Committee. (**Ref Annex D**).
- 3.3.1 Schools must write in through the Principal, to inform the Convenors of any appeal at least one (1) working day before the next match.

## 4 REGISTRATION OF PARTICIPANTS

- 4.1 Registration of Participants (Senior Division)
- 4.1.1 Schools participating in the tournament shall be entitled to register a maximum of 20 participants for the tournament. Minimum number of participants to be registered is 8 participants.
- 4.1.2 **No more than 14 fully vaccinated participants mentioned on the registered list are allowed to be in the substitution zone or team bench during each match.**
- 4.2 If a school chooses not to register the maximum number of participants allowed by the sport at the time of registration, the school shall not be permitted to register additional participants subsequently.
- 4.3 Only in the event that any participant(s) registered is/are transferred or has/have to leave school during the preliminary rounds, the school shall be allowed to replace the affected participant(s).
- 4.3.1 Schools must write in to inform the Convenors of the replacement at least one (1) working day before the next match.
- 4.3.2 No replacement of participants is allowed once the competition reaches the semi-final stage or after two (2) games have been played in a single group round league.
- 4.4 International students can only be registered to play for their school **after** they have been issued with the student passes from the Immigration and Checkpoints Authority (ICA).
- 4.5 International students who are in the schools on exchange programme are not allowed to represent the school.
- 4.6 Students granted Leave of Absence (LOA) by MOE will be allowed to represent the school.
- 4.7 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 in the same year.
- 4.8 Failure to comply with rules 4.1 to 4.7 shall lead to the disqualification of the team.

---

<sup>2</sup> The rule applies to late/ erroneous in entries and registration of participants.

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

### **5 COMPETITION FORMAT**

- 5.1 For Team Sports, there must be a minimum of **three (3)** registered teams from **three (3)** different schools before a team competition can be organised.
- 5.2 The competition at the Preliminary Rounds shall be organized on an inter-school league format. Where entries are grouped, each group shall have a **minimum of four (4) teams** for the Senior Division (**Ref Annex E**).
- 5.3 For the Senior Division, the top 1 team of each group from the preliminary round (round robin) will qualify for second round (knock-out). After which, the teams will playoff for the top 4 places.
- 5.4 Any deviation from the competition format requires approval from the SPSSC Council or the Standing Committee and must be clearly stated in the respective sports rules and regulations.

### **6 AWARD OF LEAGUE POINTS**

#### 6.1 Senior Division

- 6.1.1 All teams will play against each other in the round robin group and the following points will be awarded for each match:

Win	3 points
Draw	1 point
Loss / Walkover	0 point

- 6.2 In the case of a **two-schools tie**, the positions shall be established by the following sequence:
  - The winner of the match between the two schools concerned shall be awarded the higher placing (Head-to-head)
  - Followed by Goal Difference (schools in the group)
  - Followed by Goals Scored (schools in the group)
- 6.3 If **more than two schools** have equal league points, the positions shall be established by the following sequence:
  - Goal Difference (i.e., of matches played only among the tied schools).
  - Followed by Goals Scored (i.e., of matches played only among the tied schools).

\*Should there be the case of the tie not being broken; the 2 **or** more schools concerned will play a penalty shoot-out to determine the positions. Refer to Para 6.4 for penalty shootout details.

- 6.4 A penalty shootout of 3 penalty shots will decide the winner if the match ends in a draw in the knock-out phase of the competition. If a tie should result at the end of 3 penalty shots, the shootout will automatically go into sudden death. A different

participant in turn from the same 3 penalty shot takers but, in any order, would have to take each sudden death penalty until a winner is determined.

## 7 PRIZES

- 7.1 The number of medals and trophies to be awarded for each division in the Zonal and National competitions shall be as follows:

No. of Participants/Teams	Position/Medals Awarded
3-4	2
5-6	3
7-8	4
9-10	5
11-12	6
13-14	7
15 and more	8

- 7.2 The form of the medals awarded shall be as follows:

Position	Form of Medals
1 <sup>st</sup>	Gold
2 <sup>nd</sup>	Silver
3 <sup>rd</sup>	Bronze
4 <sup>th</sup>	
5 <sup>th</sup>	
6 <sup>th</sup>	
7 <sup>th</sup>	
8 <sup>th</sup>	

- 7.3 The **top 8** will receive medals. First to fourth will be determined by a play-off match, that is finals and third placing. The fifth to eight position teams will be awarded a medal but will not play-off for positions.

## 8 REPORTING AND GRACE PERIOD

- 8.1 Fifteen minutes (15 min) grace is allowed. The Convenor or his/her representative may at his/her discretion extend this grace period if he/she thinks the extension of grace period is justifiable (e.g., in special cases when delay may be caused by traffic jams, etc). However, the team concerned must contact the Convenor or his/her representative at the venue concerned to inform him/her of the delay. Teams must abide by the decision of the Convenor or his/her representative.

## 9 POSTPONEMENT

- 9.1 The Convenor or his/her representative shall, at his/her discretion, decide to postpone a match if it thinks the venue is unfit for play, or for any other valid reasons for which it deems a postponement is in order. Teams must abide by the decision of the Convenor or his/her representative.

## 10 WITHDRAWAL OR WALK-OVER

- 10.1 Any withdrawal or walkover is considered to be contrary to the spirit of the sport.
- 10.2 Schools participating in the NSG should not withdraw or concede a walk-over without a valid reason.
- 10.3 The walkover score line will be 5 – 0 in favour of the team that is present (Senior Div).
- 10.4 For each withdrawal<sup>3</sup> 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.
- 10.5 In the play-off for top 4 placing, any walkover will disqualify the team from being placed.

## 11 ABANDONED GAME

- 11.1 The referee/umpire and venue manager are required to submit a written report on an abandoned game within one (1) working day to the NSGOC.
- 11.2 For decision on abandoned game, refer to Para 20 on disqualifications.

## 12 PROTEST

Any clarification on points of laws/rules, must be lodged immediately by the Team Manager (TM) to the referee / umpire / judge. Any decision made by the referee / umpire / judge will be final.

- 12.2 All protests shall be referred to the NSGOC. The protest(s) must reach the Committee within **one (1)** working day following the match to which it relates unless stipulated otherwise in the respective sport's rules. The protest must be in writing and duly signed by the principal. A protest fee of \$150 is to be paid by the school (within 30 days from notification of outcome) if the protest is overruled.
- 12.3 The NSGOC will deliberate on the protest within five (5) working days. The decision will then be made known in writing to the school concerned.
- 12.4 When there is any conflict of interest, the school(s) involved will not sit in the committee considering the protest.

## 13 APPEAL (*Ref Annex F*)

---

<sup>3</sup> All results involving the team will be null and void.

Upon the release/disclosure of the decision of the NSGOC, only schools may appeal to the Council.

13.2 Notices of appeal shall be lodged with the Secretary / Secretariat of the Zonal / Central Council within two (2) working days upon receiving the NSGOC's decision. The appeal must be in writing and duly signed by the Principal or via email sent by the Principal.

13.3 An appeal fee of \$300 is to be paid by the school (within 30 days from notification of outcome) if the appeal is overruled.

13.4 The Board of Appeal will deliberate on the appeal. The decision of the Board of Appeal shall be final.

## 14 SUSPENSION

Participant(s) suspended by any one of the following bodies is barred from participating in the NSG for that sport for the period of suspension:

- a) The School
- b) The Zonal Council
- c) The Singapore Primary Schools Sports Council (SPSSC)
- d) The National Sports Association (NSA) of the sport

## 15 TEAM MANAGER (TM)

15.1 Each participating team must be accompanied by a TM who shall remain with the team throughout the duration of play (Please refer to **Annex I**).

15.2 The TM shall be a teacher or School Adult Representative<sup>4</sup> (SAR) appointed by the participating school. The appointment of an SAR as a TM should be based on the conditions and considerations given in **Annex J**.

15.3 The TM must check and comply with the hosting school's Standard Operating Procedures (SOPs) and communicate all the information to all stakeholders associated with the participating school.

15.4 TMs are expected to conduct themselves with decorum during competitions.

15.5 TMs are not allowed to interfere with the final decision taken by the referee/umpire/judge/official on points of laws/rules after clarification has been sought. If such interference results in disruption of any match, a report shall be made by the Convenor and the matter brought to the attention of the NSGOC for appropriate action.

## 16 REFEREE/ UMPIRE / JUDGE / OFFICIAL / PITCH or COURT MANAGERS

---

<sup>4</sup> SAR option is only available for the following individual sports (*Bowling, Golf, Gymnastics, Rope skipping, Sailing, Swimming, Table Tennis, Taekwondo, Tennis, Track & Field and Wushu*). From 2021 onwards, schools may appoint parents as SAR(P) to represent their schools as Team Managers to accompany up to 3 student athletes for each distinct competition of the same sport (Refer to SAR package for details).

- 16.1 The Vendor shall provide referee/(s) and venue manager/(s) for all the matches. All referees and court managers need to be qualified Singapore Floorball Association referees/match secretaries.
- 16.2 The Venue Manager will be provided by the Vendor and act as the match secretary for all matches.
- 16.3 The Venue Manager will oversee timekeeping for actual match, bench/match penalty and update score. He/she will complete and submit the match record form to the NSGO Executive at the end of each match day. He/she will also update the NSGO Executive with the summary of all scores for updating on the SPSSC website.

## 17 COACHES

- 17.1 Coaches are expected to conduct themselves with decorum during competitions and in alignment to the code of conduct (**Ref Annex A**) and spirit of the Coaches Oath (**Ref Annex A**) during competitions.
- 17.2 Coaches are not allowed to approach the officials to query their decisions. Only TMs are allowed to approach the officials to seek clarifications.
- 17.3 Schools must ensure that their coaches adhere to the SPSSC Rules and Regulations and Code of Conduct (**Ref Annex A and Annex I**).

## 18 SUPPORTERS (No supporters for NSG 2022)

## 19 BREACH OF CODE OF CONDUCT BY TMs / PARTICIPANTS / OFFICIALS / COACHES

- 19.1 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.
- 19.2 Any athlete, coach, official, or spectator found guilty of aggressive behaviour through a fight / assault at the NSG, shall be expelled from the NSG, and be banned from it, for the calendar year of the NSG. This shall also apply to all fights / assaults traced to an NSG competition, either immediately, before, during or after the competition.
- 19.3 An appeal against the decision of the Disciplinary Panel may be submitted by the school (for participants, coaches, and TMs) and/or the official, to the Council, whose decision shall be final (Please refer to Para 13 with regards to the Appeal process).



## 20 DISQUALIFICATIONS

20.1 A school will be disqualified if:

- a) it fields an ineligible participant who is:
  - i. overaged
  - ii. underaged
  - iii. unregistered
  - iv. suspended (with reference to para 14)
  - v. without a valid student pass
  - vi. a non-bona fide student of the school
- b) its participant(s) are not accompanied by a TM
- c) its participant(s) caused the game/match to be abandoned

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

## 21 ATTIRE

21.1 All participants must be suitably attired in accordance with the requirement of the sport. The attire should bear the school colours/logo/badge or name.

21.2 All jerseys must be clearly numbered on the back in accordance to the submitted NIS registration jersey number. No modification to jerseys is allowed.

21.3 All outfield participants must wear uniform jerseys and the jerseys must not be of any grey tone. The jerseys may carry any number between 1 and 99 inclusive, but 1 is not allowed for field players.

21.4 In the event of a clash in the colour of the team's jerseys or the referees consider that the teams cannot be distinguished by their jerseys, the away team (second named) is obliged to wear another set of contrasting coloured jersey or bibs with numbers.

21.5 The goalkeeper must be dressed in long trousers.

21.6 The goalkeeper must wear a face helmet, which is in accordance with IFF Material Regulations and marked accordingly.

21.7 All participants shall wear proper court shoes with socks.

21.8 No accessories (watches, bangles, jewellery, plastic hairbands etc.) are allowed to be worn by participants. Exceptions shall be allowed only by the NSGOC upon written request and is subjected to approval.

## 22 OTHER RULES & REGULATIONS

22.1 Playing Time

Senior Division:

The game shall consist of three (3) periods of ten (10) minutes with a five (5) minute break between each period.

Playing time is not based on effective time and the playing time will only be stopped once a goal is scored. Timing will resume after the faceoff. However, the referee has the right to stop time if the game is delayed due to technical reasons and serious injury.

## 22.2 Playing Area

### Senior Division:

The size of the Floorball rink is (26-32m) by (12-18m).

## 22.3 Number of participants

### Senior Division:

The game shall be contested by 5 participants (preferably 4 outfield participants and a goalkeeper). A minimum number of 5 participants (4 outfield participants and a goalkeeper) are required for the match to start. During play, each team must be able to play with at least 4 participants. If the number of participants falls below this required minimum (during the game), the team concerned shall be taken to have conceded the match with a 0 – 5 score line.

## 22.4 Team Bench Area

Only up to 14 fully vaccinated registered participants, TMs and coaches are allowed within the team bench area (only the names reflected on the team registration form). No unregistered participants, coaches, parents, ex-students or supporters are allowed.

## 22.5 Timeouts

Only one (1) timeout of thirty (30) seconds may be used by the team in each game.

## 22.6 Bench Penalties

Participants will be given a minimum of one (1) minute or maximum of three (3) minutes bench penalty if a serious offence is deemed committed, as stipulated in the IFF rules. Serious breach of discipline such as roughing and causing intentional hurt; a normal match or personal penalty will be meted out according to the discretion of the referee. Participants serving the match penalties will have to sit-out at a neutral bench (bench penalties). There can be a maximum of two (2) participants per team serving the bench penalties.

## 22.7 Substitution

### Senior Division

Participants may be substituted at any time and an unlimited number of times during a match. All substitutions shall take place in the team's own substitution zone which is marked out.

## 22.8 Team Captain Armlet

The team captain shall wear an armlet on the arm.

### 22.9 Floorball Stick

In accordance to the official IFF rules, it is compulsory that all outfield participants use sticks that are approved by the IFF and marked accordingly. The blade of stick must not be sharp or broken and its hook must not exceed 3 cm.

### 22.10 Safety Goggles (optional)

As safety precaution, all outfield participants are encouraged to wear safety goggles to give protection to their eyes.

## 23 Matters Not Provided For

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

## 24 Amendments

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

### List of Annexes

Annex	Description
A	COUNCIL'S MISSION, MOTTO AND ASPIRATIONS
B	TERMS OF REFERENCE FOR SPSSC/SSSC NATIONAL SCHOOL GAMES ORGANISING COMMITTEES (NSGOCS)
C	AGE GROUP FOR FLOORBALL (SENIOR DIVISION) AND SUMMARY ON REGISTRATION OF NUMBER OF ENTRIES 2022
D	MANAGEMENT OF APPEAL FOR LATE/ERRONEOUS REGISTRATION WORKFLOW
E	SENIOR DIVISION COMPETITION FORMAT
F	SPSSC PROCEDURE FOR APPEALS WORKFLOW
G	ROLE OF TEAM MANAGER
H	CODE OF CONDUCT OF COACHES
I	GENERAL PLAYING AND BASIC RULES (SENIOR DIVISION)

---

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

### Mission, Motto and Aspirations

#### Mission Statement

*“To provide quality competition experience to our school athletes to support character development through the pursuit of sporting excellence”*

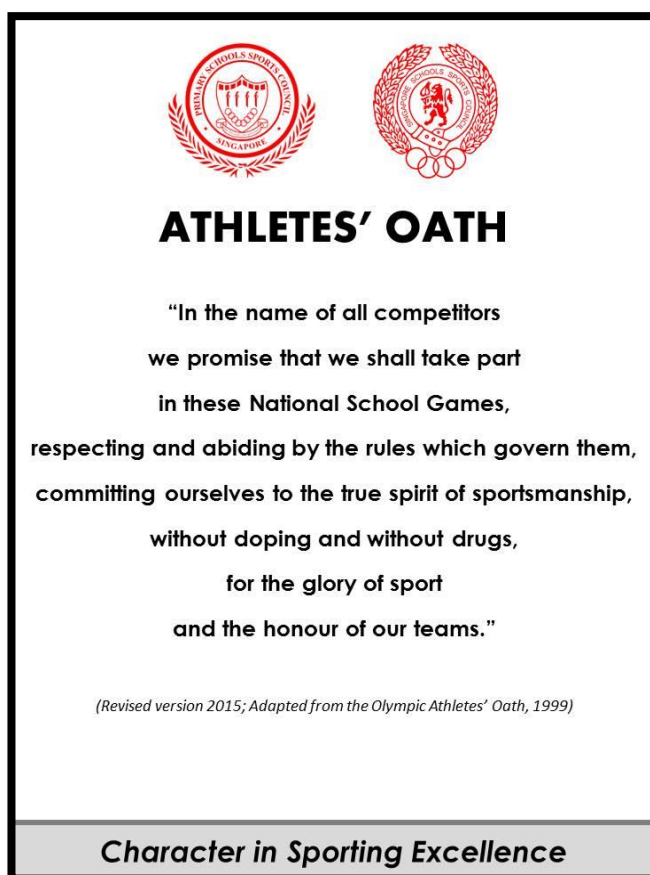
#### Motto

*“Character in Sporting Excellence”*

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

#### **Guiding Principle:**

The athlete abides by the rules of the game, gives his best in training and competitions, wins humbly and loses graciously. He participates actively and is committed to the skills development in his sport. He respects his opponents, teammates, coaches, teachers and officials, and displays 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 each athlete to his fullest potential. He focuses on student-centric and values-driven coaching. He maintains a professional relationship with the athletes and ensures their safety and well-being at all times. As a positive role model, he inspires and motivates 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."*

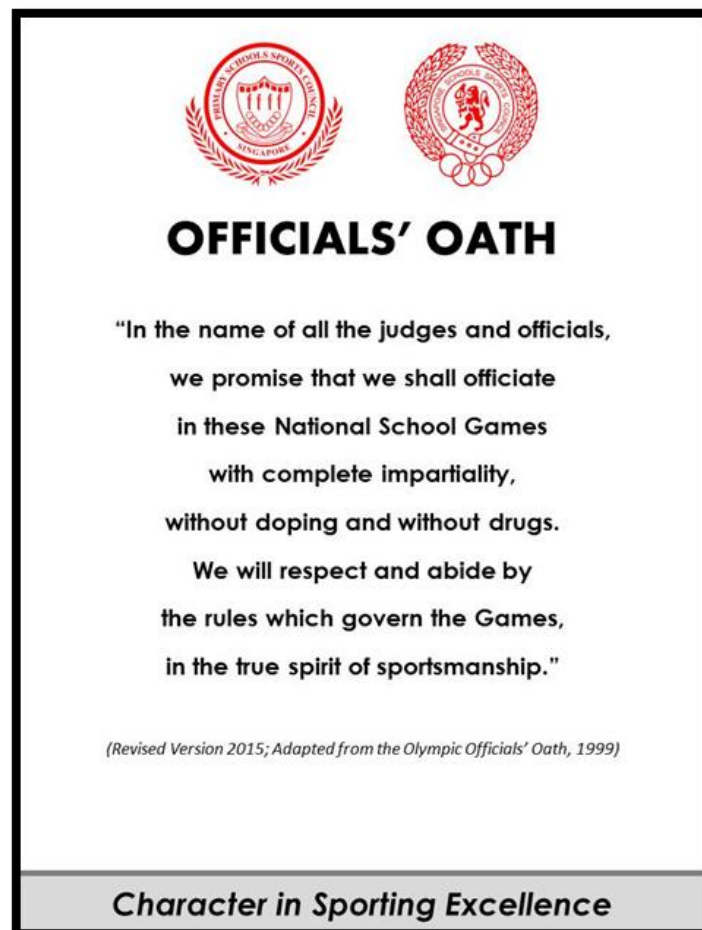
*(Revised 2016; Adapted from the Olympic Coaches' Oath, 2012)*

**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 game with impartiality. He is alert and acts decisively when required. He ensures safety for all athletes and explains the rules when required. He upholds the professionalism of the sport.



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

**Guiding Principle:**

The parent takes interest in his child's training and competitions. He ensures proper nutrition and rest, and actively enquires on his child's progress and development. He works with the teacher and coach, attends games and respects the referee's decisions.

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

**Guiding Principle:**

The spectator makes the effort to applaud excellence and fair play. The spectator shows appreciation for the efforts of all athletes, teachers, coaches, officials and organisers. He should cheer to encourage and motivate as well as care for the athletes' well-being. The parent takes interest in his child's training and competitions. He is responsible and keeps the venue safe and comfortable for all.



**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 prowess, 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. TECHNICAL**

- a. Establish competition rules and regulations for the sport to ensure age appropriateness and opportunities for skills development, including, but not restricted to:
  - Age grouping / division
  - Format of competition
  - Permitted equipment
  - Field of play
  - Duration of play; intervals
  - Number of participants
  - 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 National School Games Organising Committee or Council Standing Committee for approval, where appropriate.

**2. 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) 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 in venue or fixtures.
  - v. Ensure that technical officials and medical support (if applicable) arrive at stipulated time at the competition venue.
  - vi. Remind Team Managers at school briefing:
    - o To check the latest Info Pack of the Hosting Schools in NIS before each match day
    - o To inform their fellow colleagues who may be accompanying their students for the competitions on their behalf
  - vii. Prepare the competition venue, such as display of PDPA notifications, proper allocation of spaces for assembly, warm-up, match, rest areas, spectators, where appropriate.
- 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 query(ies)/protest(s) by participating school(s) during the competition.
  - ii. Conduct investigations and resolve the query(ies)/protest(s) relating to the competition.

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

- a. Recognition
  - i. Develop and implement appropriate recognition (including recognition criteria), to support the desired outcomes of the National School Games, such as Sportsmanship Award.
  - ii. Collect and communicate good stories to relevant party(ies), including participating schools, MOE HQ and the media where appropriate.
  - iii. Plan and organise prize-giving ceremonies for the competition.
- b. Appeal
  - i. Work with Competition and Technical Sub-Committees to conduct investigations with all parties involved, in consultation with the Games Advisor and Vice-Chairman of the Standing Committee where relevant.
  - ii. Resolve all appeals and respond to relevant party(ies) on the outcome within a week of incident reported.
  - iii. Update SPSSC/SSSC Standing Committee on the outcome of the queries / protests / appeals, where warranted.

c. Discipline

- i. Work with Competition and Technical Sub-Committees to conduct investigations pertaining to disciplinary case(es) with all parties involved, in consultation with the Games Advisor.
- ii. Resolve all disciplinary case(es) and respond to relevant party(ies) on the outcome within a week of the case(es).
- iii. Develop disciplinary policies and systemise processes to manage student(s), teacher(s), coach(es) and umpire(s) for alignment to the Councils' mission, motto and aspirations.

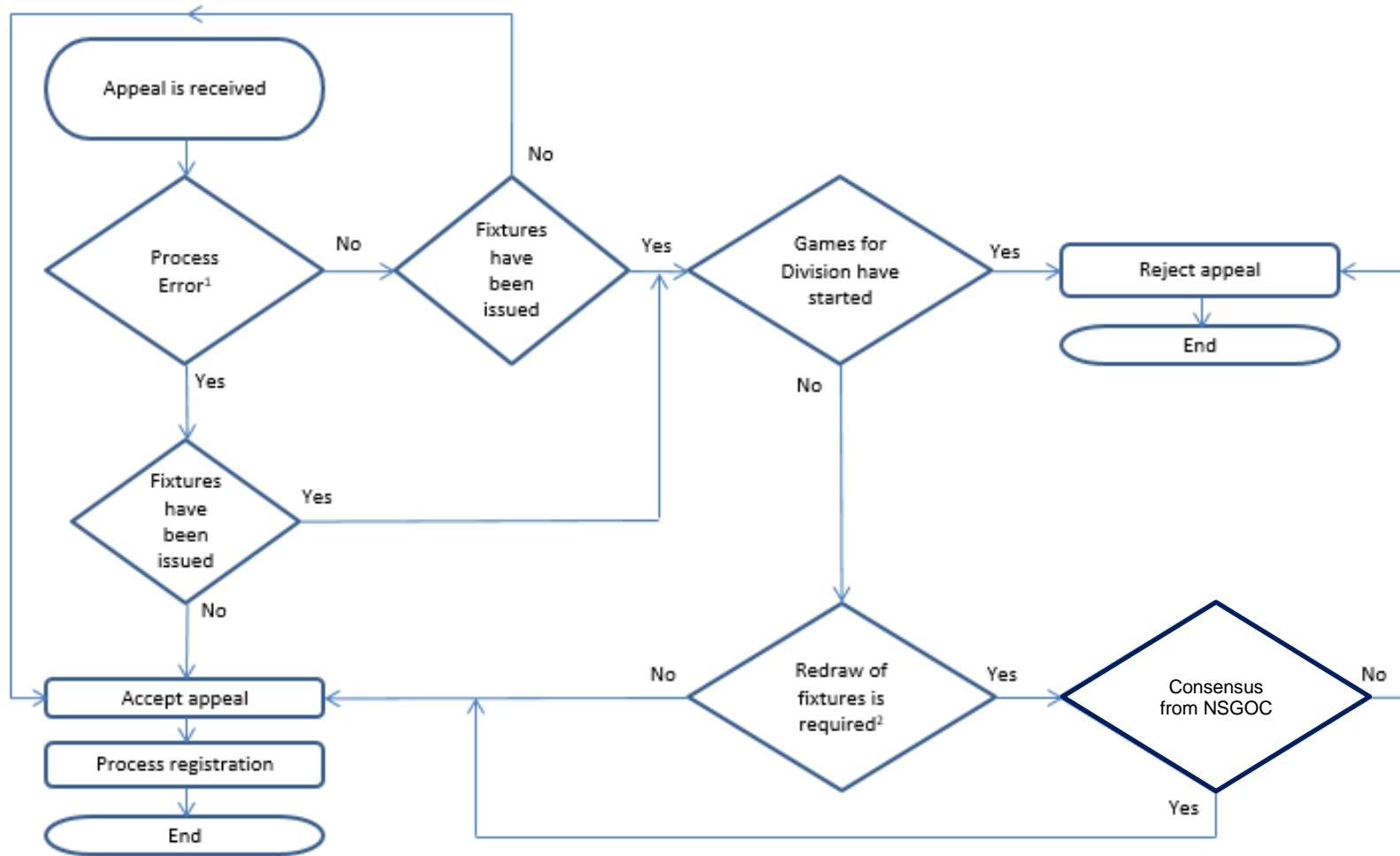
## Age Group for 2022

S/N	Sports/Games	Senior Division	Junior Division	Age Dispensation	Remark
1	Floorball	1 Jan 2011 1 Jan 2010 --- 31 Dec 2010 2 Jan 2009 --- 31 Dec 2009	1 Jan 2014 1 Jan 2013 --- 31 Dec 2013 1 Jan 2012 --- 31 Dec 2012 2 Jan 2011 --- 31 Dec 2011 1 Jan 2011 ( <i>subject to conditions laid out in para 2.1</i> )	Not applicable	

## Summary on Registration of Number of Entries for Floorball in 2022

Sport	Senior Division (SD)
Floorball	Max. no. to register: 20 Min. no. to register: 8  Schools must have a minimum of 8 fully vaccinated players to participate in SPSSC NSG Floorball.

Annex D



Note:

<sup>1</sup>: Refers to errors such as technical glitches, miscommunication by Organiser, erroneous information by Organiser, etc.

<sup>2</sup>: Required if (i) appellant is a seeded team, (ii) there is change in format/number of groups

## SENIOR DIVISION COMPETITION FORMAT

In determining the format for the competition, NSGOC should aim to provide meaningful<sup>5</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).

### Grouping

The number of participation teams in the division should determine the Competition Format and the grouping approach, with the aim to provide meaningful competition experiences for the participating teams.

### Seeding<sup>6</sup>

In determining how teams should be seeded, respective NSGOCs should ensure that the approach achieves the following:

1. Teams / players are objectively placed for the preliminary / classification rounds
2. Students derive meaningful competition experiences from their participation in the NSG

The following serves as a guide for NSGOCs to determine which seeding approach to adopt based on the type of competition format.

Zone / Direct National Competitions	Tiered Competitions	Event-based Competitions
<ul style="list-style-type: none"> <li>• Seed the <u>top 4</u> teams and placed them in the respective groups. The remaining <u>quarter-finalists</u> from the preceding year can then be seeded, separated and placed in the groups by drawing of lots.</li> <li>• No more than two seeded teams shall be drawn into the same group.</li> </ul>	<ul style="list-style-type: none"> <li>• Seed <u>all</u> teams from the different tiers to separate them into different classification groups using results from the preceding year.</li> <li>• Each tier would be represented in all groups in the Classification Rounds.</li> </ul>	<ul style="list-style-type: none"> <li>• Adopt sports specific seeding approach that would meet the competition needs.</li> </ul>

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

<sup>5</sup> Each participating team should minimally play 3 matches (i.e. cumulative across Zonal and National competitions; where applicable) in the course of competition.

<sup>6</sup> NSG Sports that resumed and completed 2021 NSG competition, will use 2021 NSG results to determine the seeded teams for NSG 2022.

NSG Sports that do not have 2021 results will use 2019 NSG results to determine the seeded teams for NSG 2022, if NSGOCs deem it meaningful to do so.

## SUGGESTED COMPETITION FORMATS FOR ZONE / DIRECT NATIONAL COMPETITION

### One-Group Competition Format

#### Grouping

The Competition will be played in a One-Group single round robin format.

Number of Teams	Group
3 to 7 teams	One-Group

The NSGOCs may decide to adopt one of the options listed below:

- Option 1: Without play-offs or semi-finals      Team ranking will be based on the league points awarded at the end of the single round robin league format.
- Option 2: With Play-offs      At the end of the one-group round robin format, the top 2 placed teams will play-off for 1<sup>st</sup> & 2<sup>nd</sup> position and the 3<sup>rd</sup> and 4<sup>th</sup> placed teams will play-off for 3<sup>rd</sup> & 4<sup>th</sup> position
- Option 3: With Semi-Finals      At the end of the one-group round robin format, semi-finals will be played between the teams ranked 1<sup>st</sup> & 4<sup>th</sup> and 2<sup>nd</sup> & 3<sup>rd</sup>. The winners of the semi-finals will play for the 1<sup>st</sup> & 2<sup>nd</sup> and the losers of the semi-finals will play for the 3<sup>rd</sup> & 4<sup>th</sup> positions.

### Two-Group Competition Format

#### **Preliminary Round**

#### Seeding

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

#### Grouping

Except for the seeded team, grouping will be determined by the drawing of lots. The top 2 teams of each group will advance to the semi-final round. Convenor may determine the order of the draw by alphabetical order of the school names or any other reasonable method and determine number of teams per group by drawing of lots.

Number of Teams	Group A	Group B
8 teams	4	4
9 teams	4	5
	5	4
10 teams	5	5
11 teams	5	6
	6	5
12 teams	6	6
13 teams	6	7
	7	6
14 teams	7	7

### Semi-Final Round

The champion and runner-up of each group shall enter into a criss-cross championship. The winner of group A will meet the runner-up of group B and vice-versa.

Semi-final 1(SF2)	A1 vs. B2
Semi-final 2 (SF2)	B1 vs. A2

### Finals

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 3<sup>rd</sup> and 4<sup>th</sup> positions.

1 <sup>st</sup> & 2 <sup>nd</sup> Position	Winner of SF1 vs. Winner of SF2
3 <sup>rd</sup> & 4 <sup>th</sup> Position	Loser of SF1 vs. Loser of SF2

### Three-Group Competition Format

#### Preliminary Round

##### Seeding

The champion of the preceding tournament shall be seeded in Group A, the runner-up and third placed teams in Group B and Group C respectively. The fourth-place team shall be placed in either Group A, B or C by drawing of lots. In the event that one of the seeded team withdraws from the tournament, the fourth placed team of the preceding tournament will be replaced as the seeded team of the group. Quarter-finalists from the preceding year shall be seeded, separated and placed in the groups by drawing of lots. No more than two seeded teams shall be drawn into the same group to ensure no teams are disadvantaged as a result.

##### Grouping

Except for the seeded team, grouping will be determined by the drawing of lots. The top 2 teams of the groups will advance to the quarter-final round. Convenor may determine the order of the draw by alphabetical order of the school names or any other reasonable method and determine number of teams per group by drawing of lots.

Number of Teams	Group A	Group B	Group C
12 teams	4	4	4
13 teams	4	4	5
	5	4	4
14 teams	4	5	5
	5	4	5
	5	5	4
15 teams	5	5	5
16 teams	6	5	5
	5	6	5
	5	5	6
17 teams	6	6	5
	6	5	6
	5	6	6
18 teams	6	6	6
19 teams	6	6	7
	7	6	6
	6	7	6

Number of Teams	Group A	Group B	Group C
20 teams	6	7	7
	7	6	7
	7	7	6
21 teams	7	7	7

### Quarter-Final Round

The quarter-final round will be played in a 2-Group format. One of the groups shall consist of two (2) group champions and one (1) group runners-up, and the other group one (1) group champion and two (2) group runners-up. The groups shall be determined by drawing of lots.

The group champion and runner-up shall be placed in different groups in the quarter-final round. For example, if A1 is drawn into Group X, A2 shall be placed in Group Y.

Group X	Group Y
A1	B1
C1	A2
B2	C2

### Semi-Final Round

The champion and runner-up of each group shall enter into a criss-cross championship. The winner of group X will meet the runner-up of group Y and vice-versa.

Semi-final 1 (SF1)	X1 vs. Y2
Semi-final 2 (SF2)	Y1 vs. X2

### Finals

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 3<sup>rd</sup> and 4<sup>th</sup> positions.

1 <sup>st</sup> & 2 <sup>nd</sup> Position	Winner of SF1 vs. Winner of SF2
3 <sup>rd</sup> & 4 <sup>th</sup> Position	Loser of SF1 vs. Loser of SF2

## Four-Group Competition Format

### Preliminary Round

#### Seeding

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. Quarter-finalists from the preceding year shall be seeded, separated and placed in the four groups by drawing of lots. No more than two seeded teams shall be drawn into the same group to ensure no teams are disadvantaged as a result

#### Grouping

Except for the seeded teams, grouping will be determined by the drawing of lots. The top 2 teams of the groups will advance to the quarter-final round. Convenor may determine the order of the draw by alphabetical order of the school names or any other reasonable method and determine number of teams per group by drawing of lots.



Number of Teams	Group A	Group B	Group C	Group D
16 teams	4	4	4	4
17 teams	5	4	4	4
	4	5	4	4
	4	4	5	4
	4	4	4	5
18 teams	5	5	4	4
	5	4	4	5
	4	5	5	4
	4	4	5	5
19 teams	5	5	5	4
	5	5	4	5
	5	4	5	5
	4	5	5	5
20 teams	5	5	5	5
21 teams	6	5	5	5
	5	6	5	5
	5	5	6	5
	5	5	5	6
22 teams	6	6	5	5
	6	5	5	6
	5	6	6	5
	5	5	6	6
23 teams	6	6	6	5
	6	6	5	6
	6	5	6	6
	5	6	6	6
24 teams	6	6	6	6
25 teams	7	6	6	6
	6	7	6	6
	6	6	7	6
	6	6	6	7
26 teams	7	7	6	6
	6	7	7	6
	7	6	6	7
	6	6	7	7
27 teams	7	7	7	6
	7	7	6	7
	7	6	7	7
	6	7	7	7
28 teams	7	7	7	7

### Quarter-Final Round

The quarter-final round will be played in a 2-group format. Each group shall consist of two (2) group champions and two (2) group runners-up. The groups shall be determined by drawing of lots. The group champion and runner-up shall be placed in different groups in the quarter-final round. For example, if A1 is drawn into Group X, A2 shall be placed in Group Y.

Group X	Group Y
A1	B1
C1	D1
B2	A2
D2	C2

### Semi-Final Round

The champion and runner-up of each group shall enter into a criss-cross championship. The winner of group X will meet the runner-up of group Y and vice-versa.

Semi-final match 1	X1 vs. Y2
Semi-final match 2	Y1 vs. X2

### Finals

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 3<sup>rd</sup> and 4<sup>th</sup> positions.

1 <sup>st</sup> & 2 <sup>nd</sup> Position	Winner of SF1 vs. Winner of SF2
3 <sup>rd</sup> & 4 <sup>th</sup> Position	Loser of SF1 vs. Loser of SF2

### Five or Six-Group Competition Format

#### Preliminary Round

##### Seeding

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.

Quarter-finalists from the preceding year shall be seeded, separated and placed in the five/six groups by drawing of lots. No more than two seeded teams shall be drawn into the same group to ensure no teams are disadvantaged as a result.

##### Grouping

Except for the seeded teams, grouping will be determined by the drawing of lots. The top 2 teams of the groups will advance to the quarter-final round. Convenor may determine the order of the draw by alphabetical order of the school names or any other reasonable method and determine number of teams per group by drawing of lots.

Number of Teams	Group A	Group B	Group C	Group D	Group E	Group F
25 teams	Five groups of 5 teams each.					0
26 teams	6	5	5	5	5	0
	5	6	5	5	5	0
	5	5	6	5	5	0
	5	5	5	6	5	0
	5	5	5	5	6	0

27 teams	6	6	5	5	5	0
	5	6	6	5	5	0
	5	5	6	6	5	0
	5	5	5	6	6	0
	6	5	5	5	6	0
28 teams	6	6	6	5	5	0
	5	6	6	6	5	0
	5	5	6	6	6	0
	6	5	5	6	6	0
	6	6	5	5	6	0
29 teams	6	6	6	6	5	0
	5	6	6	6	6	0
	6	5	6	6	6	0
	6	6	5	6	6	0
	6	6	6	5	6	0
30 teams	6	6	6	6	6	0
	5	5	5	5	5	5
31 teams	6	5	5	5	5	5
	5	6	5	5	5	5
	5	5	6	5	5	5
	5	5	5	6	5	5
	5	5	5	5	6	5
	5	5	5	5	5	6
32 teams	6	6	5	5	5	5
	5	6	6	5	5	5
	5	5	6	6	5	5
	5	5	5	6	6	5
	5	5	5	5	6	6
	6	5	5	5	5	6

### Quarter-Final Round

The quarter-final round will be played in a 2-group format. Each group shall consist of two/three group champions and two/three group runners-up. The groups shall be determined by drawing of lots. The group champion and runner-up shall be placed in different groups in the quarter-final round. For example, if A1 is drawn into Group X, A2 shall be placed in Group Y.

<b>Five Groups Championship Format</b>	<b>Group X</b>	<b>Group Y</b>
	A1	B1
	C1	E1
	D1	A2
	B2	C2
	E2	D2

<b>Six Groups Championship Format</b>	<b>Group X</b>	<b>Group Y</b>
	A1	B1
	C1	E1
	D1	F1
	B2	A2
	E2	C2
F2	D2	

### **Semi-Final Round**

The champion and runner-up of each group shall enter into a criss-cross competition. The winner of group X will meet the runner-up of group Y and vice-versa.

Semi-final match 1	X1 vs. Y2
Semi-final match 2	Y1 vs. X2

### **Finals**

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 3<sup>rd</sup> and 4<sup>th</sup> positions.

1 <sup>st</sup> & 2 <sup>nd</sup> Position	Winner of SF1 vs. Winner of SF2
3 <sup>rd</sup> & 4 <sup>th</sup> Position	Loser of SF1 vs. Loser of SF2

## SUGGESTED COMPETITION FORMATS FOR TIERED COMPETITION

### Multiple-Groups Competition Format

#### Classification/ Preliminary Round

##### Seeding

NSGOCs should leverage on existing competition structures and mechanisms to implement a consistent seeding approach to seed all teams in the different tiers and separate them in different groups, using results from preceding year. Each tier shall be represented in all groups in the Classification Rounds.

##### Grouping

Teams shall be seeded, separated and placed into different groups by drawing of lots based on the preceding year's results.

*For example:*

In a competition with 3 Tiers and the adopted format is to place all teams equitably into 8 groups in the Classification/ Preliminary round<sup>7</sup>, the grouping would be as such:

<b>Group 1</b>	<b>Group 2</b>	<b>Group 3</b>	<b>Group 4</b>	<b>Group 5</b>	<b>Group 6</b>	<b>Group 7</b>	<b>Group 8</b>
Tier 1 team	Tier 1 team	Tier 1 team	Tier 1 team	Tier 1 team	Tier 1 team	Tier 1 team	Tier 1 team
Tier 1 team	Tier 1 team	Tier 1 team	Tier 1 team	Tier 1 team	Tier 1 team	Tier 1 team	Tier 1 team
Tier 2 team	Tier 2 team	Tier 2 team	Tier 2 team	Tier 2 team	Tier 2 team	Tier 2 team	Tier 2 team
Tier 2 team	Tier 2 team	Tier 2 team	Tier 2 team	Tier 2 team	Tier 2 team	Tier 2 team	Tier 2 team
Tier 3 team	Tier 3 team	Tier 3 team	Tier 3 team	Tier 3 team	Tier 3 team	Tier 3 team	Tier 3 team
Tier 3 team	Tier 3 team	Tier 3 team	Tier 3 team	Tier 3 team	Tier 3 team	Tier 3 team	Tier 3 team

In determining the competition format after the Classification/ Preliminary Round, NSGOCs should refer to the suggested competition format based on the number of teams in each tier. Refer to page 33 to 39.

---

<sup>7</sup> Based on preceding year's results

**SPSSC WORKFLOW FOR APPEALS**

14 working days or earlier for entire process to complete  
(suggested timeline)

**STAGE 1**

**SCHOOL MAKES AN APPEAL IN WRITING TO THE SECRETARY / SECRETARIAT OF THE ZONAL / CENTRAL COUNCIL and THE APPEAL MUST COMPLY WITH THE SPSSC GENERAL RULES AND REGULATIONS PARA. 12**

This must be done **within two working days** upon receiving the NSGOC's Decision.

**STAGE 2****PART 1 - ACKNOWLEDGEMENT OF LETTER OF APPEAL**

Upon receiving the official Letter of Appeal, SPSSC Secretariat will acknowledge the date and time the letter is received.

**PART 2 - SUSPENSION/RESUMPTION OF COMPETITION**

Communication will be made by National Convenor to all stakeholders.

**STAGE 3****FORMATION OF SPSSC BOARD OF APPEAL**

Chairman/SPSSC Discipline & Appeals Sub-Committee to convene a Board of Appeal (BoA) to look into the matter and also provide a timeline for completion.

(Refer to suggested timeline for completion)

**STAGE 4****OUTCOME AND CLOSURE OF SPSSC BOARD OF APPEAL**

BoA Chairman will email to the appellant (school) to inform decision and explain process. An appeal fee of \$300 is to be paid by the school (within 30 days from notification of outcome) if the appeal is overruled.

**As in accordance with the SPSSC General Rules and Regulations under rule 13.4, the decision of the Board of Appeal or the Standing Committee shall be final.**

## SINGAPORE PRIMARY 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:

	<b>Terms of Reference</b>
1	Point of contact between the National School Games Organising 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	Cooperate with NSGOC & officials and abide by the rules and regulations of the competition.
8	Submit team list & other necessary documents when required to.
9	Manage the coach, participant(s) and supporter(s), if any, to ensure that they adhere to the Code of Conduct as provided in SPSSC Rules & Regulations.
10	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
11	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.
12	Contact the school immediately in the event of an injury or emergency.
13	Do not speak to the media unless with permission from the school
14	Represent the school in matters pertaining to formal appeals/protests (as required by the sport)
15	Accompany participant(s) at disciplinary board meetings if the occasion arises.
16	Any other matters pertaining to the duty of care, student management and competition matters relating to the participants from his / her school.

## **Code of Conduct for Coaches**

- 1) Coaches 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 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 Principal and the teacher in-charge (i.e. 30-week programme)
- 5) They are not allowed into the competition area except where the rule of the sport requires the presence of the coach e.g. Softball and Gymnastics.
- 6) They cannot represent the school in any matters.
- 7) They must not interfere with the organisation 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) Coaches violating the rules will be asked to leave the competition arena.
- 10) Action will be taken against the school if the coaches fail to comply with the competition rules.
- 11) It is the responsibility of coaches 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) Coaches should refrain from using foul language or speak in a tone not becoming of proper behaviour.



**General Playing and Basic Rules (Senior Division)**

- 1 The game will be played five (5)-a-side, preferably with one (1) Goalkeeper and four (4) outfield players (Senior Div).
- 2 Players can be substituted in and out of the game at any time (rolling substitution).
- 3 The stick cannot be raised above the hips during the forward and backward action of the swing subject to danger.
- 4 A player is not allowed to receive or play the ball above the knee level with the stick in a dangerous manner.
- 5 A player is not allowed to jump to receive or play the ball.
- 6 A free hit will be given to the opposing team if a foul (direct free hit) is committed or if the ball goes out of play (direct hit).
- 7 A one (1) minute bench penalty will be awarded against a player for the following offence:
  - 7.1 Hitting, blocking, lifting or kicking an opponent's stick with no possibility to reach the ball.
  - 7.2 Holding an opponent, or an opponent's equipment.
  - 7.3 Tackling or tripping an opponent when trying to reach the ball.
  - 7.4 When a field player stops the ball with his hand, arm or his head.
  - 7.5 When a field player stops or plays the ball lying or sitting down.
  - 7.6 When a field player participates in play without a stick.
  - 7.7 When a player protests against the referee's decisions in a disturbing or otherwise incorrect way.
- 8 No rough play will be tolerated. A three (3) minutes bench penalty will be awarded against a player for the following offence:
  - 8.1 Striking violently or dangerously with stick in order to reach the ball.
  - 8.2 Tackling an opponent against the board or the goal cage.
  - 8.3 Tripping, hooking an opponent's body.
  - 8.4 Fighting and any form of violent conduct or use of vulgarities.
- 9 A penalized player is not allowed to leave the penalty bench area while serving the suspension period.
- 10 All opposing players are to move three (3) meters from the ball during a re-start of play after an offence has been penalized and also during any hit-in.
- 11 Some rules on Goalkeeper (Senior Div):
  - 11.1 No player other than the goalkeeper is allowed into the 'small Goalkeeper box'. If a defending player actively enters the box to clear the ball, a penalty shot for the opposing side will be awarded.
  - 11.2 Goalkeepers are allowed to use any part of their bodies within the goal area.
  - 11.3 Goalkeepers have to release the ball within 3 seconds of holding it.
  - 11.4 The Goalkeeper's throw-out or kick must bounce or be played by any player before it crosses the middle of the court.

- 12 Some rules on Substitutions: -
- 12.1 Substitutions of players may take place at any time and an unlimited number of times during the match.
  - 12.2 All substitutions must take place within the team's own substitution zone.
  - 12.3 A player leaving the rink must be on his way over the board before the substitute may enter the rink.
  - 12.4 An injured player leaving the rink outside the team's substitution zone must not be replaced until play is interrupted.
  - 12.5 A line of change of all four field-players is suggested, every few minutes, as players get tired very fast.