

**SINGAPORE PRIMARY SCHOOLS SPORTS COUNCIL
NATIONAL SCHOOL GAMES BASKETBALL (SENIOR DIVISION)
RULES AND REGULATIONS 2022**

PREAMBLE

This document outlines the rules and regulations for the conduct of and participation in the National School Games (NSG). 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 RULES AND REGULATIONS

1.1 The Singapore Primary Schools Sports Council's (SPSSC's) National School Games (NSG) for Basketball shall be conducted according to the:

- 1.1.1 General Rules and Regulations of the SPSSC.
- 1.1.2 International Basketball Federation's (FIBA's) Official Basketball Rules.
- 1.1.3 Baseline Safety Standards for National School Games.

1.2 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 a decision, with reference to the rules of the prevailing International Federations.

1.3 NATIONAL SCHOOL GAMES ORGANISING COMMITTEE (NSGOC)

1.3.1 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

1.3.2 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.

1.3.3 The NSGOCs shall have sub-committees to perform the following roles and responsibilities (Terms of Reference for NSGOCs are given in **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 GROUPS / DIVISIONS

- 2.1 The NSG Senior Division Basketball is applicable only to Girls and Boys teams in the Senior Division. The Senior Division age groups for 2022 are as follows:

1 Jan 2011
1 Jan 2010 --- 31 Dec 2010
2 Jan 2009 --- 31 Dec 2009

- 2.2 Age dispensation is **NOT** applicable to NSG Senior Division Basketball.

3 ENTRIES

- 3.1 Each school is eligible to enter only one team in each of the following divisions:

- a) Boys Senior Division
- b) Girls Senior Division

- 3.2 There must be a minimum of three (3) registered teams from three (3) different schools before the NSG Senior Division Basketball competition can be organised.

- 3.3 All entries must be submitted through the SPSSC e-Registration portal at <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 Standards Acknowledgement Form
- b) Supporting documents for Special/Transfer case students
- c) Other forms as required by the NSGOC

4 REGISTRATION OF PLAYERS

- 4.1 Each team shall comprise a minimum of 9 players and a maximum of 15 players.

- 4.2 If a school chooses not to register the maximum number of players allowed at the time of registration, the school shall not be permitted to register additional players subsequently.

- 4.3 The school shall be allowed to **replace player(s) only** in the event that any registered player(s) is/are no longer a registered student of the school. In such cases,

4.3.1 Schools must write through the Principal to inform the Convenor(s) of the replacement at least one (1) working day before the next match.

4.3.2 However, no replacement of player(s) is allowed once the competition reaches the semi-final stage or after games have been played.

SECTION B – COMPETITION RULES & REGULATIONS

5 COMPETITION FORMAT

- 5.1 There shall be a minimum of three (3) registered teams from three (3) different schools before the competition can be organised.
- 5.2 The competition shall be organised on an inter-school league format. It is suggested that where entries are grouped, each group shall have a minimum of four (4) teams¹ (Please refer to **Annex C**).
- 5.3 The Zonal round of the Basketball Senior Division competition will be the qualifying round for the National competition.

6 AWARD OF LEAGUE POINTS

6.1 A match between 2 teams will consist of 3 sub-matches (Refer to Para. 24 for details on how matches are structured). League points shall be awarded to the team for every sub-match played.

6.2 The following scoring system shall apply:

- 2 points for a win
- 1 point for a loss
- 0 point for conceding a walk-over

6.3 Team rankings will be decided by the number of league points awarded

6.4 Tie in League Points

6.4.1 If two teams have the same number of league points, the team that won the game between these two teams shall be ranked higher.

6.4.2 If more than two teams have equal points, then taking into account only those matches played among the teams with equal points, the positions of the teams shall be worked out according to the example given as follows:-

Example

Team A beat Team B	Team B beat Team C	Team C beat Team A
50 : 44	60 : 58	45 : 44

Results

Team A –	(+6 & -1) = +5
Team B –	(+2 & -6) = -4
Team C –	(+1 & -2) = -1

6.4.3 However, for the purpose of ranking for the draw to the subsequent round, after the third team (in a three-way tie for 2 qualifying positions) has been eliminated, the team, which won the tie between the two remaining teams, shall be ranked higher. In the above example, after Team B has been eliminated, Team C (having beaten Team A) will be ranked higher.

7 PRIZES

- 7.1 The number of prizes and plaques to be awarded up to top 8 positions for individual awards at the Senior Divisions 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

8 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 he thinks the venue is unfit for play, or for any other valid reasons for which he deems a postponement is in order. Teams must abide by the decision of the Convenor.

10 WITHDRAWAL AND WALK-OVER

- 10.1 Any withdrawal or walk-over is considered contrary to the spirit of the game.
- 10.2 Schools participating in the competition should not withdraw or concede a walk-over.
- 10.3 Any walkovers that are declared should be done so with the approval of the Convenor.
- 10.4 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 **2** working days.
- 10.5 For each withdrawal or walk-over of a sub-match, a score of 0-20 will be awarded to the other team. This should be recorded on the scoresheet and signed off by the following:
- Court manager
 - 1st Referee for the game
 - Teacher in-charge of the team that won the game
 - Teacher in-charge of the team that conceded the walkover (if present)

11 ABANDONED GAME

- 11.1 The referee and/or court manager is required to submit a written report on an abandoned game within one (1) working day.

11.2 For decision on abandoned game, refer to Para 20 on disqualifications.

12 PROTEST

- 12.1 Any clarification on points of rules, must be lodged immediately by the Team Manager (TM) to the referee. The decision taken by the referee will be final.
- 12.2 All protests shall be referred to the NSGOC. The protest(s) must reach the NSGOC within one (1) working day following the match. The protest must be in writing and duly signed or emailed by the principal.
- 12.3 A protest fee of one hundred and fifty-dollars (\$150)² will be deducted from the protesting school's account, via IFAAS if the protest is overruled.
- 12.4 The NSGOC will deliberate on the protest within three (3) working days. The decision will then be made known in writing to the school concerned by the next day.
- 12.5 When there is any conflict of interest, the school(s) involved will not sit in the committee considering the protest.

13 APPEAL

- 13.1 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 Zone/Central Council within 2 working days upon receiving the NSGOC's decision. The appeal must be in writing and duly signed or emailed by the Principal.
- 13.3 An appeal fee of three hundred dollars (\$300)¹ will be deducted from the appealing school's account, via IFAAS 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. (Please refer to **Annex D**).

14 SUSPENSION

- 14.1 Player(s) suspended by any one of the following bodies is barred from the competition for the period of suspension:
 - d) The School
 - e) The Zone Council
 - f) The Singapore Primary Schools Sports Council
 - g) The Basketball Association of Singapore (BAS)

15 TEAM MANAGER (TM)

- 15.1 Each participating team must be accompanied by a TM (**Ref Annex E**) who shall remain with the team throughout the duration of play. The TM shall be a teacher appointed by the participating school.
- 15.2 TMs are not allowed to interfere with the final decision taken by the referee(s)/official(s) on points of rules after clarification has been sought. If such interference results in

² Amount is inclusive of GST.

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.

- 15.3 TMs are to ensure that there is only one adult (TM or coach) from the player's bench who is standing when the game is progress.

16 REFEREES / UMPIRES / OFFICIALS

- 16.1 When the BAS is unable to provide sufficient trained officials for the preliminary rounds of the games, each participating school must provide a table official for every game that the school is playing in. The table official sent by the school should be a member of the school staff.
- 16.2 When such table officials are required, all participating schools should send at least one representative to attend the table officials' workshop that will be conducted by the NSGOC.

17 COACHES

- 17.1 Coaches are expected to conduct themselves with decorum during competitions (Please refer to **Annex F1**).
- 17.2 Coaches are not allowed to approach the officials to query their decisions. Only TMs are allowed to approach officials to seek clarifications.
- 17.3 Schools must ensure that their coaches adhere to the SPSSC Rules and Regulations and the Code of Conduct (Please refer to **Annex F2** for coaches' oath).

18 SUPPORTERS

- 18.1 Spectators and/or supporters will not be allowed at the competition.
- 18.2 Only registered personnel will be allowed entry to into competition venues. A set of instructions for where to drop off and pick up participants at the venue will be made known to schools nearer the competition date.

19 BREACH OF CODE OF CONDUCT BY TMS / PLAYERS / 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 BAS, to provide technical advice.
- 19.2 Appeal against the decision of the Disciplinary Panel may be submitted by the school (for players, 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).
- 19.3 Any individuals suspended / barred by any one of the following bodies is barred from the NSG for that sport for the period of suspension:
- a) The School
 - b) The Zone Council
 - c) The SPSSC
 - d) The BAS

20 DISQUALIFICATION

20.1 A school will be disqualified if:

- a) it fields an ineligible participant who is:
 - i. an overaged participant
 - ii. an underaged participant
 - iii. an unregistered participant
 - iv. a suspended participant
 - v. a participant without a valid student pass
 - vi. a non-bona fide student
- b) its participants are not accompanied by a TM
- c) its participants causes a 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 Players of each team shall wear jerseys of the same colour.

21.2 Each team shall have two sets of jerseys - one white and one dark in colour. Each set of jersey should be of a similar base colour throughout the entire jersey. The team listed in front on the fixtures shall wear the white. The other team shall wear the dark coloured.

21.3 Each player shall be numbered on the front and back of his or her jersey with plain numbers of a solid colour contrasting with the colour of the jersey.

21.4 Teams should be numbered from 1 to 99.

21.5 The team failing to comply with the above-mentioned rules shall be barred from playing the match unless the non-offending team agrees to proceed with the game.

21.6 Players are not allowed to change their playing numbers from match to match.

21.7 Playing jerseys must be tucked in.

21.8 The use of jewellery or any ornament on the body is not allowed throughout the game.

21.9 Players with long finger-nails will not be permitted to play.

21.10 Players shall use rubber-soled shoes during the game. Bare-footed players will not be allowed to play.

SECTION C – GAME RULES & REGULATIONS

22 PLAYING COURT

22.1 The game shall be played on basketball courts with the following dimensions:

24 x 13 meters 26 x 14 metres 28x 15 metres

22.2 The ring shall be 2.60 metres above the floor.

22.3 The free throw line shall be 4.00 metres from the backboard.

23 TOURNAMENT BALLS

- 23.1 Size 5 tournament mini-basketballs shall be used for the Junior Division (Boys and Girls) and Senior Girls.
- 23.2 Size 6 tournament mini-basketballs shall be used for the Senior Boys.

24 PLAYING TIME AND TIME-OUTS

- 24.1 The game shall consist of two halves of 16 minutes each, with an interval of 5 minutes between them. Each half is divided into 2 periods of 8 minutes each, with an interval of 1 minute between them. (Group Stage)
- 24.2 If there is no charged time-out called before the 4 minute mark, a mandatory interval of 1 minute will be charged by the table officials at the next dead ball situation after the 4 minute mark . (Only applicable for Group Stage).
- 24.3 The game shall be played to a running clock which will only stop at free throw situations, time-outs and any prolonged delay of the game (e.g. injuries). In the last 2 minutes of the 4th period, the clock will stop at very dead ball situation.
- 24.4 Each team is allowed a total of two charged time-outs in the first half (1st and 2nd quarters) and a total of three charged time-outs in the second half (3rd and 4th quarters).
Note: Though time-outs are allowed in the 1st and 2nd quarters, substitutions are still not permitted, except during the situations as stated in para 25.4.
- 24.5 Each team is allowed one charged time-out for each extra period of play.
- 24.6 A team may request for a charged time-out at any dead ball situation and when a basket is scored against the team wishing to request for time-out.
- 24.7 Each time-out is for one minute. Teams should be ready to resume the game when the official sounds the signal.
- 24.8 Each team is only allowed a maximum of (2) time-outs in the last 2 minutes of the final quarter. This does not apply in the overtime period because each team has only 1 timeout in each overtime period.

25 PLAYERS AND SUBSTITUTES

- 25.1 Both teams must register the 12 players with the table officials before the start of the game. In addition, they must indicate their players to be fielded for the 1st and the 2nd quarters.
- 25.2 The game cannot begin if one of the teams is not on court with 9 players present and ready to play.
- 25.3 Only one player who has played in the first quarter will be allowed to play in the 2nd quarter. The player who played in the 1st and 2nd quarters will not be allowed to play in the 3rd quarter. This player is allowed to play in the 4th quarter. The rest of the players who have played in the 1st quarter but did not play in the 2nd quarter are allowed to play in the 3rd and 4th quarters. The players who have played in the 2nd quarter but did not play in the first quarter are allowed to play in the 3rd & 4th quarter.

- 25.4 In the 1st and 2nd quarters, substitution shall be allowed only if a player sustains an injury so serious that he/she cannot continue to play. Then with the concurrence of the officials, he/she may be replaced by one of the reserves not marked in the scoresheet to play in the 1st or 2nd quarter. The injured player shall not be allowed to re-join and play for the rest of the match. Substitution can also be made to replace a player who has committed a disqualifying foul or five fouls within the quarter. The substitute must not have been marked in the scoresheet to play in the 1st or 2nd quarter.
- 25.5 A violation of Rule 25.3 and/or Rule 25.4 will result in a walk-over.
- 25.6 In the 3rd and 4th quarters, substitutions are allowed.

26 PLAYING THE BALL

- 26.1 No goalkeeper rule – All players must advance to their front court during offense. Should any player **deliberately** stay in their backcourt, a violation will be called, and the team will have to give up the possession of the ball to the opponent team. This does not apply when the opponent has one or more player(s) remaining in the backcourt.
- 26.2 Man-to-man full court defence will be not allowed in the 1st and 2nd period. A team may only start man-to-man defence after the ball enters the front court. Any team which violates this rule will be penalised and the team will have to give up the possession of the ball to the opponent team. Man-to-man full court defence will be allowed only in 3rd and 4th periods.
- 26.3 Ten-second rule – When a team gains control of a live ball in the backcourt, the ball must enter the front court within 10 seconds.
- 26.4 Thirty-second shot clock – When the Championships reaches the zone and national semi-finals, 3rd/4th and finals, the team that gains control of a live ball on the court must attempt a shot for a field goal within 30 seconds, regardless of which team had possession of the ball previously.

27 SCORING

- 27.1 Every field goal shall be awarded 2 points. There is no 3-point shot. Even if the 3-point line is marked and the shot is taken outside the line, the shot will still be classified as 2 points.
- 27.2 Every free throw shall be awarded 1 point.

28 FOULS AND PENALTIES

- 28.1 Team Fouls – The team foul penalty shall apply to all *four* quarters. When a team is in a team foul penalty situation, all subsequent player personal fouls committed on a player who is not in the act of shooting shall be penalized by two free throws.
- 28.2 Technical Fouls – If a technical foul is committed, the opponents shall be awarded 1 free throw followed by a throw-in at the centre line extended, opposite the scorers' table.
- 28.3 Penalties – If a player is fouled in the act of shooting and the shot is successful, the field goal shall count, and one free throw shall be awarded. If the shot is unsuccessful, two free throws shall be awarded.

SECTION D – AMENDMENTS AND MATTERS NOT PROVIDED FOR

29 MATTERS NOT PROVIDED FOR

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

30 AMENDMENTS

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

NSGOC for BASKETBALL SINGAPORE PRIMARY SCHOOLS SPORTS COUNCIL

List of Annexes

- A SPSSC Mission, Motto & Aspirations
- B Terms of Reference for NSGOC
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**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”

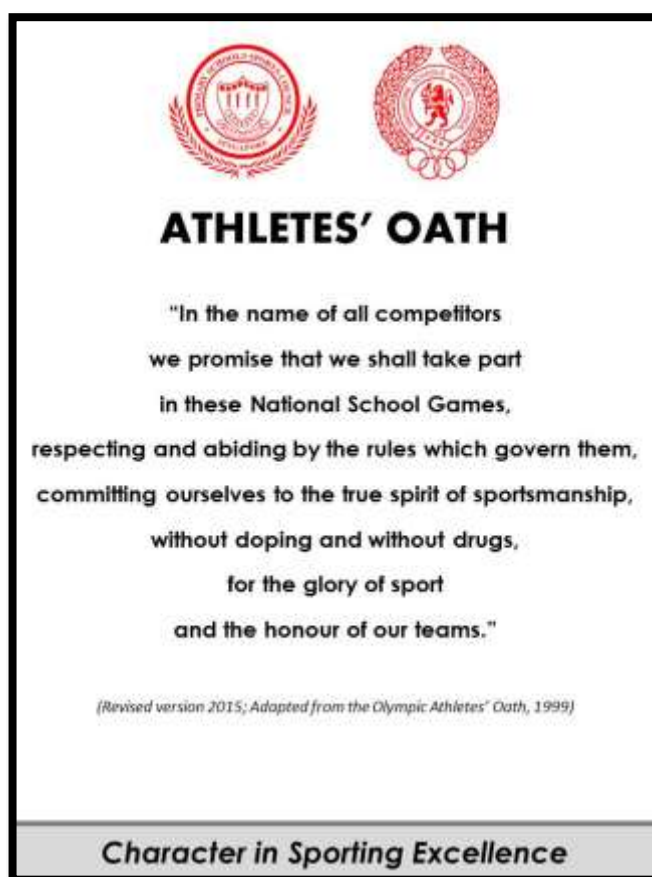
Motto

“Character in Sporting Excellence”

Aspiration 1: *Every athlete an honourable sportsman*

Guiding Principle:

The athlete abides by the rules of the sport, 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:

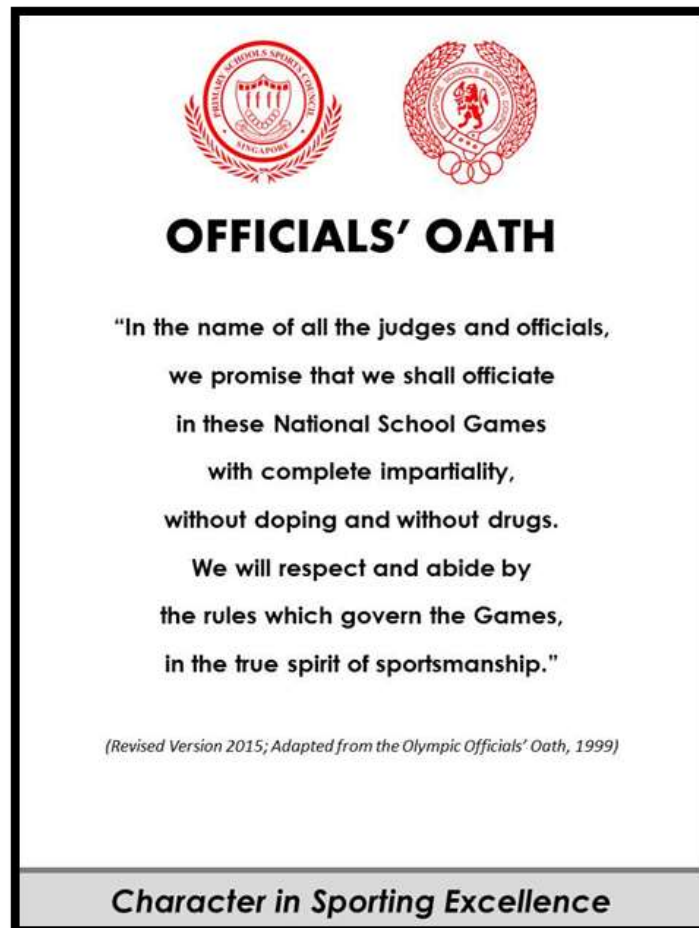
The teacher/coach endeavours to develop each athlete to his fullest potential. He focuses on student-centric and values-driven coaching. He maintains a professional relationship with the athletes and ensures their safety and well-being at all times. As a positive role model, he inspires and motivates the athletes towards greater heights.



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

Guiding Principle:

The official is well-versed in the rules of the sport and enforces the laws of the sport with impartiality. 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 competitions 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:
 - o Age grouping / division
 - o Format of competition
 - o Permitted equipment
 - o Field of play
 - o Duration of play; intervals
 - o Number of participants
 - o Substitution rules, etc.
- b. Identify and appoint the technical director and officials for each competition.
- c. Monitor and review baseline safety standards for the competition.
- d. Review and update competition rules and regulations annually and submit Games Recommendations to National School Games Organising Committee or Council Standing Committee for approval, where appropriate.

2. COMPETITION

Plan and execute the competition according to the rules and regulations, as well as the established safety standards:

- a. Organising Efficiency:
 - 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 for deployment of officials.
 - iv. Secure 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. Procure 3rd party liability insurance, if necessary.
 - iii. Communicate relevant parts of the risk assessment and management plan to all relevant parties.
 - iv. Monitor and manage safety and security issues at the competition venue.
- c. Venue Organisation:
 - i. Organise competition venue, such as proper allocation of spaces for assembly, warm-up, match, rest areas, spectators, where appropriate.
- d. Results Processing:
 - i. Compile competition results in a timely manner for communication and uploading onto the Council's 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) within the duration of 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, Colours Award (for SSSC).
 - 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 the student(s), teacher(s), coach(es) and umpire(s) for alignment to the Councils' mission, motto and aspirations.

SENIOR DIVISION COMPETITION FORMAT

In determining the format for the competition, NSGOC should aim to provide meaningful³ 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).

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 NSGOC may decide to adopt one of the options listed below according to ranked order:

Option 1: With Play-offs	At the end of the One-Group round robin format, the top 2 placed teams will play-off for 1st & 2nd position and the 3rd and 4th placed teams will play-off for 3rd & 4th position
Option 2: With Semi-Finals	At the end of the One-Group round robin format, semi-finals will be played between the teams ranked 1st & 4th and 2nd & 3rd. The winners of the semi-finals will play for the 1st & 2nd and the losers of the semi-finals will play for the 3rd & 4th positions.
Option 3: Without play-offs or semi-finals	Team ranking will be determined by the league points accumulated at the end of the single round robin format.

Note:

NSGOC should adopt **Option 1 as a default option** when deciding on the competition format. If Option 1 is not tenable, the NSGOC may consider adopting Option 2 next, followed by Option 3 and inform the Standing Committee.

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(s), grouping will be determined by the drawing of lots. The top 2 teams of each group will advance to the semi-final round. The Convenor may determine the number of teams per group by drawing of lots.

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

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 3rd and 4th positions.

1 st & 2 nd Position	Winner of SF1 vs. Winner of SF2
3 rd & 4 th 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. In the event that one of the seeded team withdraws from the tournament, the fourth placed team of the preceding tournament will be seeded.

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 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	4
	4	5	5
	5	4	5
15 teams	5	5	5
	5	5	4
16 teams	6	5	5
	5	6	5
	5	5	6
17 teams	6	6	5

Number of Teams	Group A	Group B	Group C
	6	5	6
	5	6	6
18 teams	6	6	6
19 teams	6	6	7
	7	6	6
	6	7	6
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 3rd and 4th positions.

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

Four-Group Championship 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.

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 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

Number of Teams	Group A	Group B	Group C	Group D
	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 3rd and 4th positions.

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

SPSSC WORKFLOW FOR APPEALS

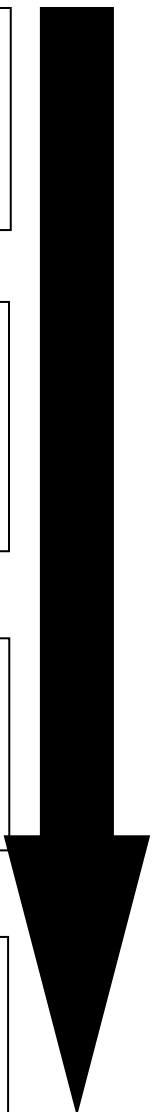
3-4 weeks or earlier for entire process to complete
(suggested timeline)

STAGE 1
SCHOOL MAKES AN APPEAL IN WRITING TO SECRETARIAT/SPSSC, 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 Secretariat will arrange for a meeting with appellant (school) and all relevant parties to inform decision and explain process. An appeal fee of three hundred dollars (\$300) will be deducted from the appealing school's account, via IFAAS if the appeal is overruled.



As in accordance with the SPSSC General Rules and Regulations under rule 13.3, 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:

	Terms of Reference
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.

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 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.



The poster features two circular emblems at the top: the left one is the logo of the National Sports Commission of Kenya, and the right one is the Olympic rings emblem. Below the emblems, the title 'SPECTATORS' CREED' is written in large, bold, black capital letters. The content is organized into three sections, each with a heading in bold yellow text and a list of bullet points in blue text. The first section is 'Be a Respectful Supporter' with two bullet points. The second is 'Be a Caring Motivator' with two bullet points. The third is 'Be a Responsible Spectator' with two bullet points. At the bottom, a grey bar contains the text 'Character in Sporting Excellence' in red.

SPECTATORS' CREED

Be a Respectful Supporter

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

Be a Caring Motivator

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

Be a Responsible Spectator

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

Character in Sporting Excellence