



SINGAPORE SCHOOLS SPORTS COUNCIL FOOTBALL RULES AND REGULATIONS FOR 2022

PREAMBLE

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

SECTION A – ADMINISTRATIVE RULES & REGULATIONS

1 ORGANISATION STRUCTURE AND GOVERNING BODIES

1.1 The NSG shall be conducted as governed by the Rules and Regulations of the Singapore Schools Sports Council.

1.1.1 In the event that the rules and regulations are modified for safety/developmental reasons to suit the level of our students, it must be clearly stated in the respective sport rules and regulations.

1.1.2 In the absence of a set of recognised rules to govern the occurrence of situations during the competitions, the rules of the prevailing FIFA will be applied.

1.1.3 Adhering to the Baseline Safety Standards for National School Games.

1.2 NATIONAL SCHOOL GAMES ORGANISING COMMITTEE

1.2.1 The National School Games Organising Committee (NSGOC) shall consist of the following:

- a) The National Convenor,
- b) The Game Advisor,
- c) The League Convenors,
- d) Organising Secretaries,
- e) Football Association of Singapore,
- f) Any other co-opted members deemed necessary.

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

1.2.3 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 Football
- d) Other functions necessary for the successful completion of the NSG Football

2 AGE GROUPS / DIVISION

2.1 All students shall compete in their respective divisions according to their year of birth* as follows:

A Division*	2 Jan 2002 --- 31 Dec 2002
	1 Jan 2003 --- 31 Dec 2003
	1 Jan 2004 --- 31 Dec 2004
	1 Jan 2005 --- 31 Dec 2005
	1 Jan 2006
B Division*	2 Jan 2005 --- 31 Dec 2005
	1 Jan 2006 --- 31 Dec 2006
	1 Jan 2007 --- 31 Dec 2007
	1 Jan 2008
C Division*	2 Jan 2008 --- 31 Dec 2008
	1 Jan 2009 --- 31 Dec 2009
	1 Jan 2010

*** Subject to the following conditions:**

- All students in the Junior Colleges and Centralised Institute must compete in the 'A' Division.
- Year 1 to Year 4 students in the Integrated Programme (i.e. Through-Train Programme) and International Baccalaureate Programme will compete in their respective age group. Those in Year 5 (equivalent to JC 1) and Year 6 (equivalent to JC 2) must compete in the 'A' Division.
- All students in Secondary Schools must compete in the 'B' or 'C' Division according to their year of birth.
- All students in Secondary Schools not born in the stipulated year for 'B' or 'C' Division must compete in the 'A' Division.

3 ENTRIES

3.1 Each school is eligible to enter one boys' and one girls' team¹ for the following Divisions:

- a) A Division
- b) B Division
- c) C Division

3.2 All entries must be submitted through the SSSC e-Registration portal at <https://nsg.moe.edu.sg/nis/#!/login> on or before the stipulated closing date. This includes details of competitor(s) along with the necessary supporting documents.

- a) Baseline Safety Acknowledgement Form
- b) Supporting documents for Special/Transfer case students

¹ Schools can send more than 1 team in each division if given prior approval to form combined teams with another school.

- c) Other forms as determined by the respective NSGOs
- 3.3 All entries must be received by the Convenor concerned on or before the stipulated date. All entries are only considered valid if the Baseline Safety Form is uploaded in the NSG Integrated System (NIS).
- 3.4 Registration of players must be done before the stipulated closing date, which must be at least three (3) working days before commencement of the respective competition².
- 3.5 The registration forms must include the following details:
 - I. Full Name as in NRIC / Student pass
 - II. Date of Birth
 - III. NRIC No. or Student Pass No.
 - IV. Race
 - V. Nationality
 - VI. Jersey Number

4 REGISTRATION OF COMPETITORS

- 4.1 Each competing team shall comprise a minimum of 13 players to a maximum of 23 players.
- 4.2 The total number of competitor(s) to be registered shall not deviate from that laid down in the Rules and Regulations of Football for National Championships.
- 4.3 The date of posting in the Joint Admission Exercise (JAE) of students announced by MOE shall be the day in which a student would be deemed as a bona fide member of the school or JC or CI.
- 4.4 Students requesting for a transfer after the Joint Admission Exercise may not represent their new school until the transfer has been officially effected.
- 4.5 Only in the event that any of the competitor(s) registered is/are transferred or has/have to leave school during the preliminary rounds, schools shall be allowed to replace the affected competitor(s).
 - 4.5.1 Schools must write in to inform the Convenors of the replacement at least one (1) working day before the next match.
 - 4.5.2 No replacement of competitor(s) is allowed once the Championship reaches the semi-final stage.
- 4.6 If a school chooses not to register the maximum number of competitor(s) allowed by the sports/game, at the time of submitting the registration, the school shall not be permitted to register additional competitor(s) subsequently, except when these students are repeating their course of study after the release of national examination results.
- 4.7 International students can only be registered to play for their school **after** they have been issued with the student passes by the Immigration and Checkpoints Authority (ICA).

² Appeals for late/ erroneous entries submitted by schools are accepted on a case-by-case basis with consensus from the Organising Committee. (Please refer to Annex C).

- 4.8 International students who are in the schools/junior colleges/centralised institute on exchange programme are not allowed to represent the school.
- 4.9 Students granted Leave of Absence (LOA) by MOE will be allowed to represent the school.
- 4.10 Registration constitutes representation, that is, once a student is registered to play for a school/junior college/centralised institute, he or she is deemed to have represented his or her school/junior college/centralised institute. Hence, the student is not allowed to represent another school/junior college/centralised institute in football in the same year.
- 4.11 Registration of players to be done online. Relevant sections are to be filled in accurately. All information must be verified and confirmed accordingly, especially registering the players according to their division. For decision on registration of ineligible players, refer to Para 20 on 'Disqualification'
- 4.12 The school must submit online through NIS details of the external coach which would include the name of their external coach, his/her contact number, qualifications and other schools he/she is coaching for the current school year.
- 4.13 Team Managers must submit their team sheets with the list of the starting players' names and substitutes' names to the referee before the start of the match. The appropriate team-sheet must be used.

SECTION B – COMPETITION RULES & REGULATIONS

5 CHAMPIONSHIP FORMAT

- 5.1 There must be a minimum of **three (3)** registered **teams** from **three (3) different schools** before a team Championship can be organised.
- 5.2 The Championships for Team Games³ shall be organised on an inter-school league format. Where entries are grouped, each group shall have a minimum of **four (4)** teams⁴. **(Refer to Annex E for more information)**
- 5.3 The A, B and C Division competition format will be as such:
 - 5.3.1 The Preliminary Round will be used as qualifying round for the Quarter-Finals knockout stages.
 - 5.3.2 The top 2 teams at the end of each group will progress to the Quarter-Finals knockout stages.

³ Team Sports refer to Badminton, Basketball, Cricket, Football, Hockey, Netball, Rugby, Sepak Takraw, Softball, Squash, Table Tennis, Tennis, Volleyball, Water polo, and Floorball.

⁴ The rule applies when the Championship is organised in format involving two and more groups. The rule is **NOT** applicable for **Zonal** Championships when a zone has less than four teams advancing to the national Championship due to disqualification and/or other reasons.

5.3.3 Teams will be drawn to decide on their opponents at the Quarter-Finals, and only the winners of the Quarter-Finals match will proceed to the Semi-Finals.

5.4 The A Division Girls competition will be played in a league format.

5.5 For the Semi-Finals, the champion and runner-up teams of each group shall play each other a criss-cross format. The winner of group X will meet the runner-up of group Y and vice-versa.

5.6 The winners of the two Semi-Final matches shall then play at the Final to decide the Champion and Runner-up. The losers of the two Semi-Final matches will play for 3rd and 4th positions.

5.7 Any deviation from the Championship format requires approval from the Council or the Standing Committee. Basketball, Football, Rugby and Table Tennis have minor deviations in the Championship format that must be clearly stated in the respective sport rules and regulations.

5.8 DURATION OF GAMES

i) Boys

	Division	Play Time	Interval	Play Time
		(Minutes)		
a)	A	35	15	35
b)	B	35	15	35
c)	C	30	10	30

ii) Girls

	Division	Play Time	Interval	Play Time
		(Minutes)		
a)	A	35	15	35
b)	B	30	15	30
c)	C	30	10	30

** Water breaks will be provided on each half regardless of weather conditions*

5.9 SUBSTITUTION OF PLAYERS

i) A, B & C Division Boys / Girls:

Any THREE (3) players registered for each match of the maximum of NINE (9) substitutes may be present and substituted during a match. Maximum of 20 players per team.

ii) A player so substituted can re-enter the game during the same match. Rolling substitutions are allowed during stoppages of play upon referee's approval. All substitutions to be made at the centre of the pitch near the Pitch Manager.

iii) A substitute card has to be produced for each substitute player when he replaces a teammate. It is the onus of the teacher-in charge to bring along the substitution cards for all matches to be played.

5.10 MATCH OFFICIALS

- 5.10.1 Only qualified referees from FAS shall be appointed. The decision taken by the referee will be final. The referee shall make the final call with regard to continuation of a match due to poor visibility.
- 5.10.2 There shall be FOUR (4) referees appointed from the Semi-Final stage onwards for all Divisions. THREE (3) referees would be appointed for all B and C Division Boys Quarter-Final matches.
- 5.10.3 THREE (3) referees will be deployed for all 'A' Division Boys matches.
- 5.10.4 **An Official or a Pitch Manager would be appointed to carry out the following tasks (refer to Annex H for Terms of Reference):**
- a) To conduct RAMS and Baseline Safety checks (include 2m safety distance from goals/touch lines). These checks are to be conducted each match day before the commencement of the first match.
 - b) To provide a set of instructions for visiting teams, where necessary
 - c) To ensure that 2 technical areas (**and rolling substitution bench**) for both the teams and designated area(s) for the supporters are marked out clearly.
 - d) To ensure that only the registered players and a maximum of FOUR (4) officials to be allowed in each technical area. The schools concerned must introduce them to the Pitch Manager before the start of the match.
 - e) To assist the referee **only when necessary** with regard to temporary stop or affected match due to lightning or the pitch is unplayable due to heavy rainfall.
 - f) To ensure that the Referee STOPS the game IMMEDIATELY in accordance with the Lightning Risk Alert and/ or Siren or in the event lightning is spotted (without LWS alert or siren). The game can only be resumed when the Lightning Risk Alert warning is cancelled within 30/45 minutes.
 - g) To submit the result and the completed team sheets to the respective convenor immediately after the match (includes yellow or red card cases which may require immediate follow-up action).
 - h) To inform the Convenor in writing of any irregularities contravening the tournament rules involving Football Team Managers, supporters or External Coaches.
 - i) Pitch manager* has to be another official (not the Team Manager) appointed by the school and **must be competent to carry the necessary tasks required to oversee the match.**

5.11 MINIMUM NUMBER OF PLAYERS

The minimum number of players required before a match can start is NINE (9). If a team fails to field the required number within 15 minutes of the scheduled starting time, the referee will call off the match and report the matter to the Pitch Manager immediately.

6 AWARD OF LEAGUE POINTS

6.1 The following scoring system shall apply:

Win	3 points
Draw	1 point
Loss / Walkover	0 point

6.2 For a tie between 2 or more teams, the tie shall be resolved as approved by the SSSC's Standing Committee and stated in the specific sport's rules and regulations.

6.3 MODE OF DECIDING WINNERS

- a) In the league competition, the winner shall be the team with the highest number of points scored from all matches played.
- b) In the event of a tie in the number of points between two teams, the tie-break processes will be implemented in the following order:
 - (i) The team which had won the match between the teams concerned would be ranked higher.
 - (ii) The team having the best goal difference will be placed higher.
 - (iii) The team with the greater number of goals scored "FOR" shall be the ranked higher.
 - (iv) In the event that it is still unresolved between the two teams concerned, penalty shoot-out will be taken to resolve the tie.
- c) In the event of a tie in the number of points between three or more teams, the tie-break processes will be implemented in the following order:
 - (i) The team having the best goal difference (within the teams tied on points) will be placed higher.
 - (ii) The team with the greater number of goals scored "FOR" (within the teams tied on points) shall be the ranked higher.
 - (iii) The team which had won the match between the teams concerned would be ranked higher.
 - (iv) The team having the best overall goal difference will be placed higher.
 - (v) The team with the greater number of overall goals scored "FOR" shall be the ranked higher.
 - (vi) In the event that it is still unresolved between the teams concerned, penalty shoot-out will be taken to resolve the tie.

Penalty shoot-out to resolve the tie will be carried out in the following manner:

- 5 penalty kicks will be taken from each team to determine the winner
 - If there is still a draw, the result will be determined by sudden death penalty shootout. (i.e. the remaining team members will take the penalty kicks from both teams until there is a clear break)
 - Players who are suspended are not allowed to take part in the penalty shootout.
- f) In the B and C Division Boys Quarter-Finals onwards and Semi-Finals and the Finals for all other Division, if the match ends in a draw, **Extra-time** for each half for the various divisions will be:
 - i) A Division Boys / Girls and B Division Boys - **10 min** per half
 - ii) B Division Girls and C Division Boys / Girls - **5 min** per half

- g) If it is still a draw at the end of extra-time, kicks from the Penalty Mark shall be used to determine the winner. (Re: FIFA on Kicks)

7 PRIZES

- 7.1 The number of prizes and plaques (for team Championships only) to be awarded at all the League Championships (for C and B Division Boys) and National Championships for all other Divisions shall be as follows:

3 teams	: 2 team prizes
4 teams	: 3 team prizes
5 or more teams	: 4 team prizes

- 7.2 Players of teams that have attained Top 2 positions in each group at the end of B and C Division Boys Preliminary Rounds will be awarded with the LEAPS 2.0 Merit Award (Achievement Criterion Level 3)

8 REPORTING AND GRACE PERIOD

Fifteen minutes (15 min) grace is allowed. The Convenor or his/her representative may at his discretion extend this grace period if he/she thinks the extension of grace period is justifiable (eg. in special cases when delay may be caused by traffic jams, floods, 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 representative shall, at his/her discretion, decide to postpone a match if he/she thinks the venue is unfit for play, or for any other valid reasons for which he/she deems a postponement is in order. Teams must abide by the decision of the Convenor or his/her representative.

9.2 POSTPONED GAME (Play has NOT started)

9.2.1 The referee is required to submit a written report on the Postponed Game within one (1) working day.

9.2.1 If a match has not started due to inclement weather, it will be played on another day.

9.3 INCOMPLETE GAME (Play has started)

9.3.1 Match to be continued from where play was stopped with the score remaining the same at a time and venue stipulated by the convenor. This applies to all matches including Quarter-Finals (for all divisions), Semi-Finals and Final.

9.3.2 If 75% of the match has been played and the match cannot proceed due to inclement weather, the result will stand (refer to table below). This does not apply for Quarter-Finals (for all divisions), Semi-Finals and Finals (i.e. 100% of the match must be played for the result to stand for these matches).

Division	Gender	Total Time per Match	75%
A	Boys	70 (35 Mins per half with 15 Mins interval)	53 Mins
B	Boys	70 (35 Mins per half with 15 Mins interval)	53 Mins
C	Boys	60 (30 Mins per half with 10 Mins interval)	45 Mins
A	Girls	70 (35 Mins per half with 15 Mins interval)	53 Mins
B	Girls	60 (30 Mins per half with 15 Mins interval)	45 Mins
C	Girls	60 (30 Mins per half with 10 Mins interval))	45 Mins

- 9.3.3 The following rules shall apply to incomplete games when it resumes on another day:
- The game shall resume where play was stopped at the incomplete game
 - Play time to continue till Full Time or at least achieving 75% completion before the game is considered to be completed
 - The score continues from the incomplete game
 - The same set of players (at the incomplete game before play was stopped) shall start
 - If a player is unavailable, a substitution (if permitted) can be made prior to the start of the game
 - Any yellow or red card received at the incomplete game shall be carried forward to the game when it resumes

- 9.4 Recommended kick-off timings:
1st match at 3pm and 2nd match at 4.45pm (B Div Boys), 4.30pm (B Div Girls & C Div Boys/Girls) & 5pm (A Div)
- 9.5 In case of inclement weather, the wait-time for matches is 45 minutes.
- 9.6 In case of inclement weather, the 1st and 2nd matches must be completed within the following stipulated duration (subject to visibility). If not, the matches will be postponed.
1st match: If match is not commenced by 3.45pm it will be postponed.
2nd match: If match is not commenced by 5.15pm, it will be postponed.
- 9.7 In a single match venue cases where kick-off times are at 3pm, if match is not commenced by 5.15pm, it will be postponed. If match has started and is stopped due to inclement weather, both teams are to continue to wait for weather to clear before resuming the game if the game can be completed by 6.15pm.
- 9.8 All Postponed / Incomplete matches are to be played on mornings at 8.30 am. This is provided that either of the teams involved have not played two complete matches within the space of a week. A one-day buffer will be provided for scheduling of postponed/incomplete matches.**
- 9.9 Any team causing a game to be abandoned by not turning up for the match or by walking out shall be liable for disciplinary action. The team shall be considered as having conceded a walk-over. A written explanation duly endorsed by the Principal must be submitted to the Convenor within 2 working days. The Pitch Manager and Referee shall submit a report each to the Convenor.

- 9.10 Schools are not allowed to leave the venue until a decision is made by the convenor or his representative.
- 9.11 For decisions on abandoned game, refer to Para 20 on 'Disqualification'.

10 WITHDRAWAL AND WALKOVER

- 10.1 Any withdrawal or walkover is considered to be contrary to the spirit of the game.
- 10.2 Schools participating in the Championship should not withdraw or give a walkover.
- 10.3 For each withdrawal⁵ or walkover, a written explanation duly endorsed by the Principal shall be submitted to the Convenor and the Game Advisor within two (2) working days.
- 10.4 In play-off for top 4 placing, any walk-over will disqualify the team from being placed.
- 10.5 A team which fails to turn up or turn up late after the grace period, shall concede a walkover to the opposing team. The school concerned should then write a letter to the Zone/National Convenor (a copy to the Football Advisor) within Two (2) working days citing reasons for the failure of the team to turn up or turn up late. The Football Sub-Committee will then deliberate and inform their decision to the Principal of the school.
- 10.6 Schools, which concede walkovers, may be liable to disciplinary action.
- 10.7 A team that concedes a walk-over will get zero (0) points. The opposing team will be awarded three (3) points and three (3) goals.
- 10.8 In the event of both teams failing to turn up, neither team is entitled to a walk-over. The Sub-Committee will take appropriate action against the two teams. The Principal of the team concerned will have to submit a letter of explanation to the Football Sub-Committee.

11 ABANDONED GAME

- 11.1 The referee/umpire/match manager is required to submit a written report on an abandoned game within one (1) working day.
- 11.2 For decision on an abandoned game, refer to Para 20 on disqualification.

12 PROTEST

- 12.1 Any clarification on points of laws/rules must be lodged immediately by the Team Manager (TM) **only** to the referee/umpire. Any decision taken by the referee/umpire 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 to be paid by the school (within 30 days from notification of outcome) if the protest is overruled.

- 12.3 The NSGOC will meet to 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 (Refer to Annex D)

- 13.1 Upon the release/disclosure of the decision of the Championship Organising Committee, **only** schools may appeal to the Council.
- 13.2 Notice of appeal shall be lodged with the Secretary of the Zonal / Main Council within **two (2)** working days upon receiving the NSGOC's. The appeal must be in writing and duly signed by the principal.
- 13.3 An appeal fee of three hundred dollars (\$300) 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.

14 SUSPENSION

- 14.1 A competitor(s) suspended by any one of the following bodies is barred from participating in the NSG football for the period of suspension:
- a) the School
 - b) the Zonal Council
 - c) the Schools Sport Council
 - d) the Football Association of Singapore

14.2 YELLOW CARD AND RED CARD

- 14.2.1 For every two yellow cards (during two separate matches) received in a particular competition, the player shall automatically be suspended for ONE match following the match in which he/she receives the second yellow card.
- 14.2.2 Two yellow cards received WITHIN THE SAME MATCH, will equate to a red card and subsequently, the player will be suspended for TWO consecutive matches following the match in which he/she is expelled.
- 14.2.3 When a player is sent-off (Red Card), yellow card(s) received during that particular match, will not be taken into account for Rule 14.3.1 The player is deemed to have received a Red Card only for that match.
- 14.3.4 **All suspensions will take effect during the next scheduled match/es regardless of whether that affected match has been completed.**

- 14.3.5 A player, who is sent-off (**RED Card**) by the referee, shall automatically be **suspended for TWO (2) matches** following the match in which he received the RED Card. A Football Sub-Committee may meet to decide on further action to be taken depending on the severity of the referee's match report.
- 14.3.6 A player who is sent-off or **did not conduct himself/herself in an acceptable manner** may be asked to appear before the Sub-Committee together with his Team Manager if instructed to do so.
- 14.3.7 When a game is called-off due to poor pitch condition or bad weather, any player serving suspension would be deemed as NOT having completed the suspension. **The said player will continue to serve the suspension when the match is continued on another day. Any yellow received during this match will be accounted for when the game resumes on another day. Player receiving the red card due to violent misconduct will be dealt with by the discipline committee.**
- 14.3.8 Team Managers are responsible to **ensure** that they do not field players who are **under suspension**. If they are doubtful, they should contact the Zone/National Convenor for clarification before allowing the player to play.
- 14.3.9 Convenors are not responsible to keep track for all yellow and red cards received by schools during matches. **It is the responsibility of Team Managers to verify with the referee immediately after the game regarding the yellow/red cards and final score status. Any discrepancies should then be highlighted to the referee concern and also to the Convenor or his representative.**
- 14.3.10 All matters pertaining to cautions, expulsions and suspensions for Yellow/Red Card offences will apply to team officials (Team Managers, coaches, etc.) as well.

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 (**Ref Annex F**).
- 15.2 Team Manager must be an Education Officer (EO) or a Contract Adjunct Teacher.
- 15.3 TM must check with the hosting school's Standard Operating Procedures (SOPs) and communicate the information to all stakeholders associated with the team attending the match.
- 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 on points of laws/rules. If such interference results in disruption of any match/game, a report shall be made by the Convenor and the matter brought to the attention of the NSGOC for appropriate action.

16 REFEREES / UMPIRES / JUDGES / OFFICIALS / PITCH or COURT MANAGERS

- 16.1 Participating schools shall provide an official / pitch manager based on the requirements as stipulated in Para 5.10.4.
- 16.2 Education Officers, Contract Adjunct teachers, Flexi-adjunct teachers and Allied Educators or any other members of the staff appointed by the participating schools can serve as these officials.
- 16.3 Schools should ensure that their officials are present to fulfil their duties as scheduled by the Convenor and in alignment to the spirit of the Officials' Oath (**Refer to Annex A**).

17 COACHES

- 17.1 Coaches are expected to conduct themselves with decorum and in alignment to the code of conduct (**Refer to Annex G**) and spirit of the Coaches Oath (**Refer to Annex A**) during competitions.
- 17.2 Coaches are not allowed to approach the game officials to query their decisions. Only TMs are allowed to approach game officials to seek clarifications.
- 17.3 Schools must ensure that their coaches adhere to the SSSC Rules and Regulations and the code of conduct.
- 17.4 External coaches who breached the Rules and Regulations and the code of conduct will be referred to the respective Championship Organising Committee by the respective convenors and/ or the schools, which engaged him/her for appropriate action to be taken.
- 17.5 External coaches/ team officials who are sent off will be immediately suspended from all SSSC matches. Suspension period will depend on outcome of disciplinary committee.
- 17.6 External coaches/ team officials who are suspended by FAS will also be suspended from all matches during the said period.
- 17.7 External coaches/ team officials are strictly required to adhere to the suspension period. Failure to comply shall be liable for further suspension.

18 SUPPORTERS

- 18.1 Schools sending supporters to any competition shall ensure that their students are in proper school uniform/attire and that there are sufficient teachers on duty for student care and management.
- 18.2 Hosting schools reserve the rights to prevent any supporter from entering the competition if he/she failed to comply with the School Venue Sourcing SOPs.
- 18.3 All supporters (including parents and guardians) are required to adhere to venue/hosting schools' instructions and remain within the stipulated area for supporters throughout the competition. They are not allowed to be in the competition arena or participate in any form of side-line coaching and/or interference during the game.
- 18.4 Participating schools must ensure that their supporters attending the game(s) conduct themselves appropriately during the competitions (**Refer to Annex A**). In the event that

unsportsmanlike behaviour is witnessed, the Convenor, Pitch Manager or the hosting school may, at his discretion, issue an eviction of the spectator from the training/competition venue.

- 18.5 Supporters are not allowed to approach the game officials (referees or pitch managers) to query decisions. They could only raise matters with the TM of the school they are supporting or representing.

19 BREACH OF CODE OF CONDUCT BY COMPETITORS / TMs / 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 competitor(s), coaches, and TM) and/or the official, to the Council, whose decision shall be final. (Please refer to Para. 13: with regards to the Appeal process).

20 DISQUALIFICATION

- 20.1 A school will be disqualified if:
- a) it fields an ineligible competitor who is:
 - i. an overaged competitor(s)
 - ii. an unregistered competitor(s)
 - iii. a suspended competitor
 - iv. without a valid student pass
 - v. not a bona-fide student of the school
 - b) its team/ competitor(s) are not accompanied by a TM
 - c) its team/ competitor(s) caused 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 / EQUIPMENT / PITCH

- 21.1 All school athletes 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 In the event of a clash of jersey colours, the FIRST NAMED TEAM shall have to change. No team is allowed to play without proper attire. Teams are strongly advised to bring along a second set of jerseys or bibs with numbers in case they are required to change.

All jerseys must be clearly numbered (from 1 - 50).

- 21.3 i) Use of shin-guards or shin-pads is **compulsory** for all players.
ii) Referees shall not allow players without shin-guards to play.
iii) Footwear is compulsory for players. Boots with metal studs are not permitted.
- 21.4 Players who have been registered using a certain number must use the same number throughout the competition. Serious action will be taken against the player who is found to be playing under a different jersey number. The player or his team may be disqualified.
- 21.5 However, if a player has lost/did not bring his/her jersey, he/she can play under a different jersey number provided the Referee, Pitch Manager and the Team Manager of the opposing team are informed and the information is duly recorded and endorsed in the Team Sheet.
- 21.6 ONLY size 5 balls shall be used in the SSSC Football Championships.
- 21.7 Most of the matches will be played on school fields. The size of the pitches could vary. However, the size of the field for boys' competitions must be of the below mentioned dimensions excluding the perimeter of 2m safe zone:
- 'A' Division Boys – at least 90m (length) and 60m (breadth)
 - 'B' Division Boys - at least 80m (length) and 50m (breadth)
 - 'C' Division Boys - at least 70m (length) and 45m (breadth)
- 21.8 Schools offering their school field should ensure that the safe zone of 2m is clear of items, such as benches, unused goal posts, etc.

SECTION C – AMENDMENTS AND MATTERS NOT PROVIDED FOR

22 MATTERS NOT PROVIDED FOR

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

23 AMENDMENTS

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

24 SPORTSMANSHIP & FAIR PLAY

Before and at the end of all games, the referee will initiate a shaking of hands between opposing players, reserves, Team Managers, coaches and all officials.

Both teams will also be nominating a player/players from the opposing team deserving of receiving a Sportsmanship note for displaying exemplary Sportsmanship during the game. Schools are to track these nominations to eventually nominate a player from the team deserving of the Sportsmanship Award at the end of the championship.

A 'Fair Play' team award is to be presented to for deserving teams (including players, Team Manager and coach) who go through the championships without a Red Card / any disciplinary records and with the least accumulation of Yellow Cards.

25 DISCIPLINARY MATTERS

Fixed disciplinary hearings will be convened to look into disciplinary cases in the tournament. Players/Team Managers/coaches under disciplinary investigation will be suspended pending the completion of disciplinary outcome.

List of Annexes

- A SSSC Mission, Aspirations and Motto
- B NSGOC Terms of Reference
- C Management of Appeal for Late/Erroneous Registration Workflow
- D Workflow for Appeal
- E Championship League Format
- F Role of Team Manager
- G Code of Conduct for Coaches
- H Role of Pitch Manager
- I SSSC Code of Conduct
- J Guidelines for Appointment of School Adult Representative (Parent) [SAR(P)]
- K Haze Management Protocol

Mr Mohamed Razali
SSSC National Football Convenor
Principal, Meridian Secondary School

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, Team Managers and officials, and displays exemplary conduct both on and off court.



ATHLETES' OATH

**“In the name of all competitors
we promise that we shall take part
in these National School Games,
respecting and abiding by the rules which govern them,
committing ourselves to the true spirit of sportsmanship,
without doping and without drugs,
for the glory of sport
and the honour of our teams.”**


(Revised version 2015; Adapted from the Olympic Athletes' Oath, 1999)

Character in Sporting Excellence

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."*

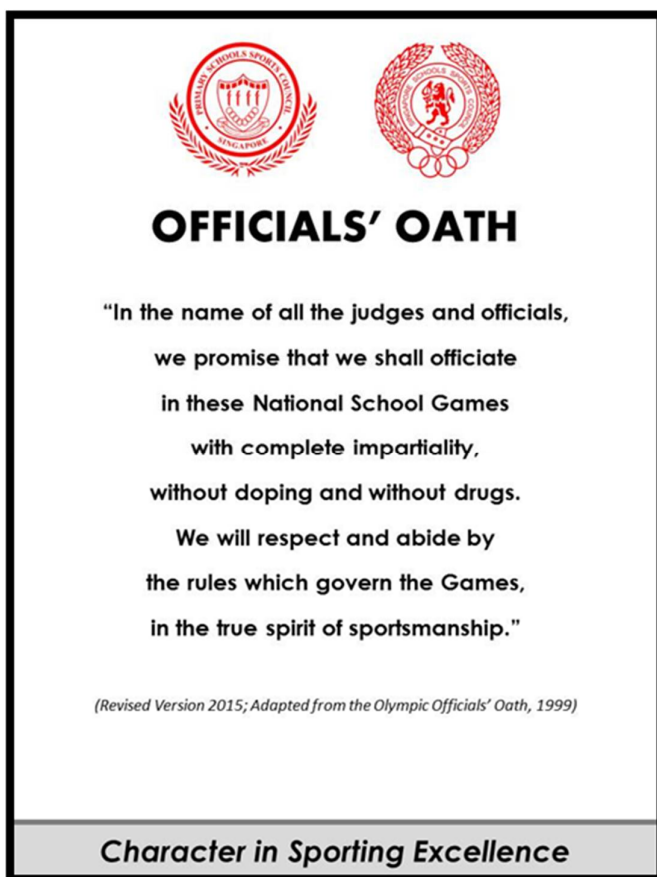
(Revised 2016; Adapted from the Olympic Coaches' Oath, 2012)

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 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, Team Managers, 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 graphic features two circular logos at the top: the Singapore Sports Council logo on the left and the Singapore Olympic Committee logo on the right. Below the logos is the title "SPECTATORS' CREED" in bold black text. Underneath are three sections, each with a heading in bold gold 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 of the graphic is a grey bar with 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

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:

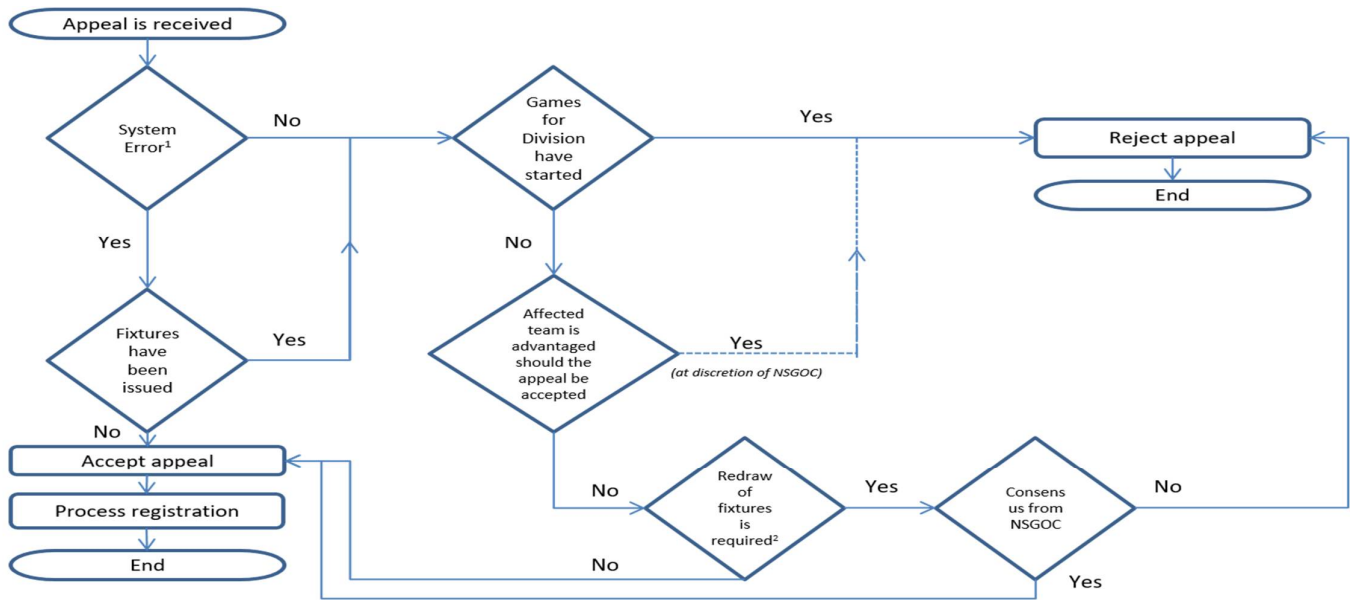
- a. Organising Efficiency:
 - i. Work out the competition schedules, fixtures and venues required.
 - ii. Communicate with participating teams on all competition matters, including, but not limited to: rules, dates, fixtures, venue, etc.
 - iii. Identify and appoint Competition Director for deployment 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.

Management of Late/Erroneous Registrations in the NSG

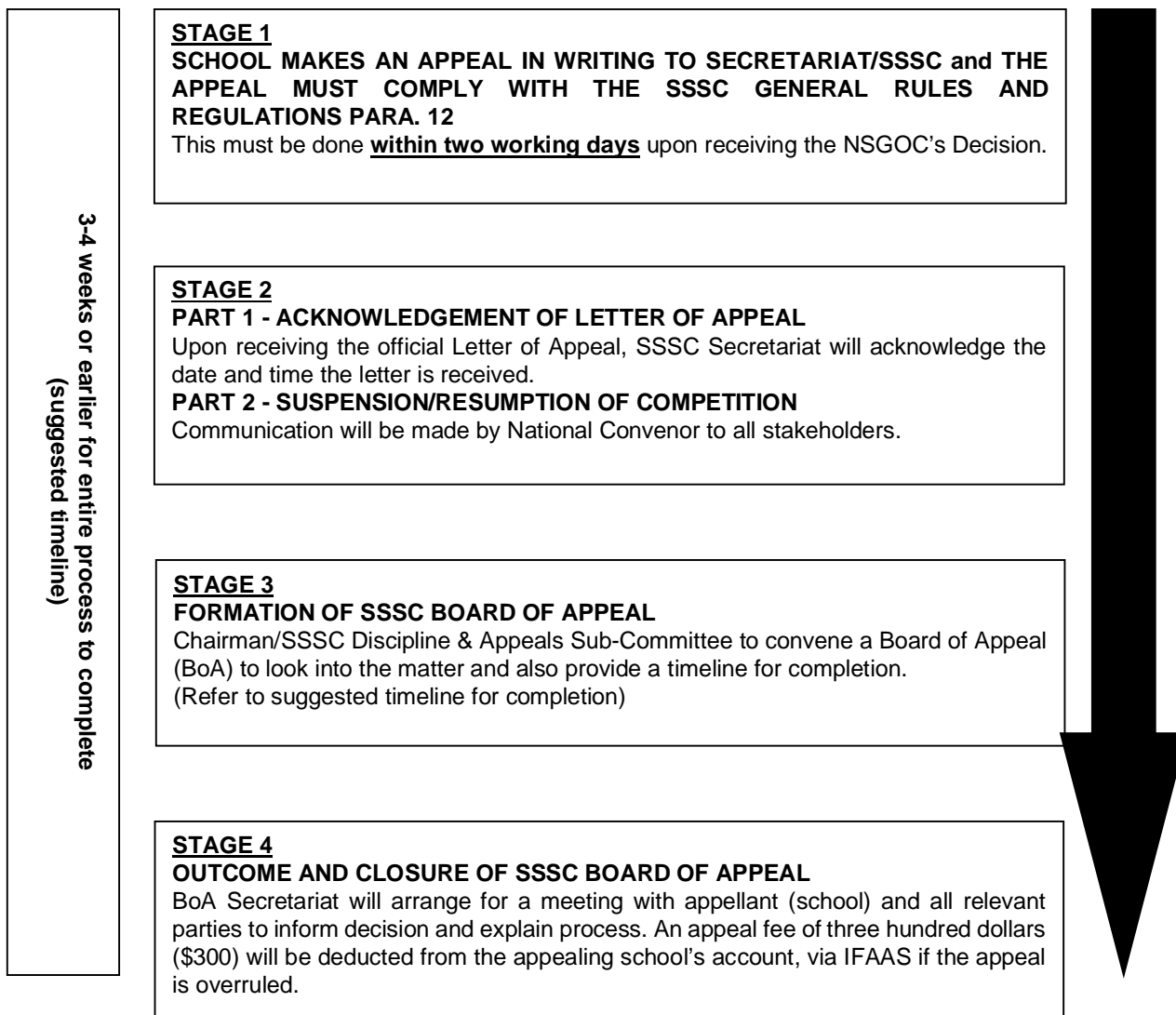


Note:

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

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

SSSC WORKFLOW FOR APPEALS



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

CHAMPIONSHIP FORMAT

In determining the format for the competition, games organising committees should aim to provide meaningful⁶ competition experiences for participating teams. The suggested championship formats highlighted in this Annex are options that the NSGOCs 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 Championship Format and the grouping approach, with the aim to provide meaningful competition experiences for the participating teams.

Seeding

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

- Ensures teams/players are objectively placed for the classification/preliminary rounds
- Ensures teams/players derive meaningful competition experiences from their participation in the NSG
- No teams/players are disadvantaged as a result

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

Zone / Direct National Competitions	Tiered Competitions	Individual Events Competition
Seed the top 4 teams and place them in the respective groups. 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.	Seed all teams in the different tiers and separate them into different groups, using results from preceding year. Each tier shall be represented in all groups in the Classification Rounds. No more than two teams from the same tier shall be drawn into the same group.	Refer to Sports Specific Rules and Regulations

Table 1: Recommended seeding approaches for different championship format

⁶ Each participating team should minimally play 3 matches (i.e. cumulative across Zone and National competitions; where applicable) in the course of competition.

SUGGESTED CHAMPIONSHIP FORMATS FOR ZONE / DIRECT NATIONAL COMPETITION

One-Group Championship Format

Grouping

The Championship will be played in a one-group 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:

Option 1: Team ranking will be based on the league points awarded at the end of the single round robin league format.
Without play-offs or semi-finals

Option 2: 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
With Play-offs

Option 3: 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.
With Semi-Finals

Two-Group Championship 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 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 Championship 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 replace 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
	4	5	4
14 teams	4	5	5

	5	4	5
	5	5	4
15 teams	5	5	5

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)	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

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. 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 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

Five or Six-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. 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	5	5	5	5	5	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.

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

Six Groups Championship Format	Group X	Group Y
	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 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

SUGGESTED CHAMPIONSHIP FORMATS FOR TIERED COMPETITION

Multiple-Groups Championship 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 round⁷, the grouping would be as such:

Group 1	Group 2	Group 3	Group 4	Group 5	Group 6	Group 7	Group 8
Tier 1 team	Tier 1 team	Tier 1 team	Tier 1 team	Tier 1 team	Tier 1 team	Tier 1 team	Tier 1 team

⁷ Based on preceding year's results

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, NSGOs should refer to the suggested competition format based on the number of teams in each tier. Refer to Pg 18 to 24.

SINGAPORE SCHOOLS SPORTS COUNCIL

Role of 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. Must check and comply with the hosting school's Standard Operating Procedures (SOPs) and communicate the information to all stakeholders associated with the team attending the match.
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 SSSC 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.

Role of Pitch Manager

The Pitch Manager (PM) will represent the school and the organizing committee on all matters that are administrative, aspects of safety, adherence to venue protocols and the running of the competition.

Pitch Managers must fulfil the following criteria:

- Appointed from participating schools through the competition fixtures
- Must be Education Officers, Contract Adjunct teachers, Flexi-adjunct teachers and Allied Educators or any other members of the staff appointed by the participating schools
- Must be competent to carry out the necessary tasks required to oversee the matches
- Should not play a dual role of that of a TM for the particular match he/she is on duty
- He/she is expected to conduct himself/herself well in carrying out the duties

	Terms of Reference
1	Point of contact between the National School Games Organising Committee (NSGOC), participating schools and the match officials on the ground.
2	Attend all briefings and/or meetings called for by the respective NSGOCs or be familiar with the duties by obtaining the information from Team Managers who attend the briefings.
3	Cooperate with NSGOC & officials and abide by the rules and regulations of the competition. Must check, be familiar and comply with the hosting school's Standard Operating Procedures (SOPs) before the start of the match. Communicate the information to all stakeholders associated with the team attending the match.
4	Arrive at least 30 minutes before the start of the match to ensure that the venue is conducive for play using the Baseline Safety Standards Checklist (applies to the first match each day).
5	To pick up and/or return the Match Balls to the hosting schools according to the SOPs.
6	To ensure that 2 technical areas for both the teams and designated area(s) for the supporters are marked out clearly by the hosting school. To ensure that only the registered players and a maximum of FOUR (4) officials to be allowed in each technical area.
7	Manage the participating schools and supporter(s), if any, to ensure that they adhere to the Code of Conduct as provided in SSSC Rules & Regulations.
8	To remain at the competition venue throughout the match and be vigilant in support of the match official(s).
9	To assist the referee only when necessary with regard to temporary stop or affected match due to lightning or the pitch is unplayable due to heavy rainfall.
10	To ensure that the Referee STOPS the game IMMEDIATELY in accordance with the Lightning Risk Alert and/or Siren or in the event lightning is spotted (without LWS alert or siren). The game can only resume when the Lightning Risk Alert warning is cancelled within 30/45 minutes.
11	To submit the results, completed Match Reports and the team sheets to the respective convenor immediately after the match (includes yellow or red card cases which may require immediate follow-up action) and other details using the FormSG online platform.
12	To inform the Convenor in writing of any irregularities contravening the tournament rules involving Football Team Managers, supporters or External Coaches. Lend assistance to the schools and the NSGOC in the event of an injury or emergency.
13	Represent the NSGOC in matters pertaining to formal appeals/protests (as required by the sport)
14	Any other matters pertaining to administration, student management and competition matters relating to NSG.



SSSC CODE OF CONDUCT

Affirming the urgent need to inculcate the proper sense of fair-play and sportsmanship among players and spectators in inter-school games and athletic competitions, this Council calls on players, principals, sports secretaries, Team Managers of games and Umpires to ensure that the highest standard of sportsmanship are at all times maintained and towards that end, recommends the adoption of the following:-

PLAYERS

- a. Must be made aware by their own school (principals, sports secretaries, teacher I/Cs of games) that they should play fair and clean games and those who fail to do so will be punished.
- b. Must not argue with nor dispute the Umpire's decision.
- c. Must play their own game and not be influenced by exhortation by the crowd to indulge in ungentle man behaviour.
- d. Are also encouraged to shake hands before the start of the match and to give three cheers at the conclusion.
- e. Are encouraged to shake hands and apologise for any offence committed in the course of the game.
- f. Must not under any circumstances use foul language or indulge in name calling.
- g. Must at all times be courteous (in manner and speech) to all Team Managers and officials present.

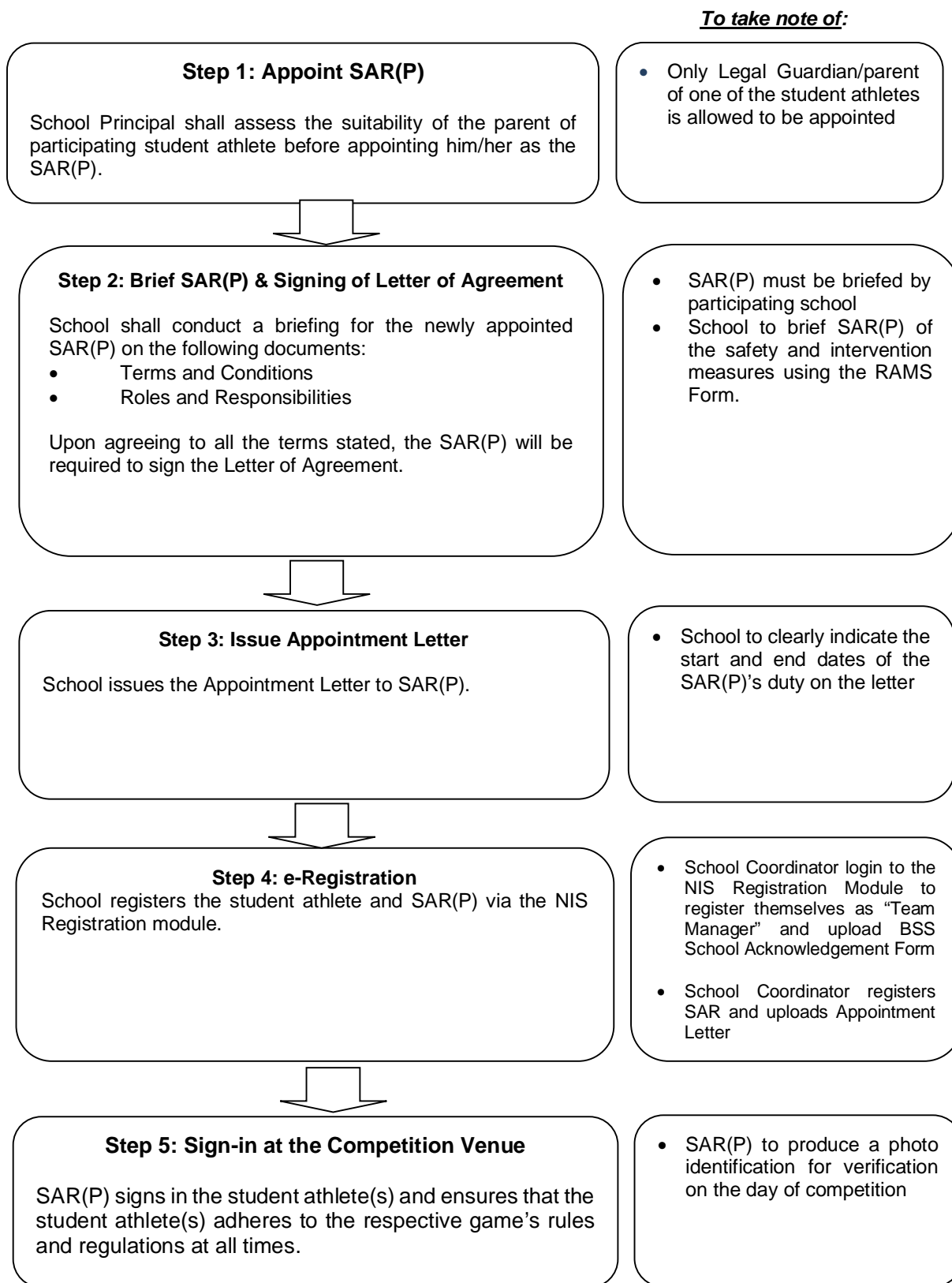
PRINCIPALS AND SPORTS SECRETARIES/TEAM MANAGERS OF GAMES, ETC.

- a. Should see that supporters are in uniform and wear their school badge.
- b. Should brief school at assemblies on proper spectator behaviour and should discourage spectator from booing and cat-calling, etc and where there are cheer groups, they should refrain from any personal remarks.
- c. Should ensure that there is proper supervision of their students (players and spectators) at all times, i.e. before, during and after the match.
- d. Must ensure that their players are properly attired.
- e. Must ensure that their players are familiar with the rules of the game.
- f. Must remind their players that any protest/appeal must lodged only through the Team Managers of the match and not through any player or external coach.
- g. Must identify their own students who are masquerading as outsiders and take appropriate action against them.
- h. Must take the necessary steps to discourage spectators from misbehaviour of any kind.
- i. Must impress upon their players the need to be punctual at all matches.

REFEREES

- a. Should be properly attired.
- b. Are expected to be strict in handling a match.
- c. Should not allow players/spectators/coaches to interfere with his Umpiring duties.
- d. Should if necessary, report a player guilty of misconduct to the Competition Sub-Committee of the match concerned for further action. Upon receipt of two such complaints against the same player, the Sub-Committee is empowered to suspend that player for the remaining games of the tournament.
- e. Should ensure that the playing area is not encroached upon by spectators and, if necessary, should suspend play until the situation is remedied.
- f. Must ensure that no player is permitted to wear articles (rings, belts, watches, etc) which may constitute a danger to other players. (Studs on player's boots must be checked).

Flow Chart for appointing School Adult Representative (Parent) [SAR(P)]



TO BE IMPLEMENTED DURING 'HOT SPELL' OR 'HAZY CONDITIONS. CONVENORS WILL RELAY THE MESSAGE TO THE PARTICIPATING SCHOOLS AFTER GETTING THE LATEST INSTRUCTION FROM THE FOOTBALL ADVISER.

1. PLAYING TIME: From 40 min to 30 min each way
 From 35 min to 25 min each way
 From 30 min to 20 min each way

 RESTING PERIOD: From 10 min to 15 min
2. Participating schools to supply plenty of water for their players during the game. Players will be allowed to go to the sidelines and drink water at any time during the game. (It would be better for them to get their drinks when the ball is out of play.)
3. Use of cap if necessary – for goalkeepers
4. During this period, schools **are allowed to use all the substitutes for the game except those who are under suspension, very sick to play or with MC.**
5. The committee may consider changing playing time from afternoon/evening to night if it is deemed necessary. The committee may also postpone the games if Air Quality is unhealthy.