

**SINGAPORE SCHOOLS SPORTS COUNCIL
RULES AND REGULATIONS FOR
NATIONAL SCHOOL GAMES RUGBY 2022**

PREAMBLE

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

*These rules and regulations should be interpreted and implemented in alignment to the spirit of the SSSC'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:

1.1.1 as governed by the Rules and Regulations of the Singapore Schools Sports Council (SSSC);

1.1.2 according to the laws/rules established by the respective International Federations (IFs)/ governing bodies;

1.1.3 adhering to the Baseline Safety Standards for National School Games,

1.1.4 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; &

1.1.5 In the absence of a set of recognised rules to govern the occurrence of situations during the competitions, the respective National School Games Organising Committee shall make the final decision.

1.2 NATIONAL SCHOOL GAMES ORGANISING COMMITTEE

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

- The National Convenor,
- The Game Advisor,
- The Zonal Convenors,
- Organising Secretaries and
- 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
- d) Other functions necessary for the successful completion of the NSG Rugby that the NSGOC is in charge of

2 AGE GROUPS / DIVISION

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

A Division*	1 Jan 2002 (<i>subject to conditions laid out in para 2.2</i>) 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*	1 Jan 2005 (<i>subject to conditions laid out in para 2.2</i>) 2 Jan 2005 - 31 Dec 2005 1 Jan 2006 - 31 Dec 2006 1 Jan 2007 - 31 Dec 2007 1 Jan 2008
C Division*	1 Jan 2008 (<i>subject to conditions laid out in para 2.2</i>) 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.
- 2.2 All students shall compete in the respective divisions set out in the Para. 2.1 ****with the exception of those born on 1 January who have been given approval for deferment by MOE during P1 registration.*** These students will compete in the same division with the cohort that they are studying with.
- 2.2.1 With effect from 2021, students who are born on 1 January and have participated in NSG previously shall follow the rules stated in Para 2.2. This rule will supersede all previous decisions.
- 2.2.2 This exception in Para 2.2 does not apply to students who are born on 1 January and have repeated a year of study.

3 ENTRIES

- 3.1 Each school is eligible to enter one boys' team¹ comprising of two sub-teams for the following Divisions:
- a) 'A' Division
 - b) 'B' Division
 - c) 'C' Division
- 3.2 All entries must be submitted through the Registration Module at <https://nsq.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
 - c) Other forms as determined by the respective NSGOCs
- 3.3 Appeals for late/erroneous entries² submitted by schools will be accepted on a case-by-case basis with consensus from the Organising Committee. **(Refer to Annex C).**
- 3.3.1 Schools must write in through the Principal, to inform the Convenors of any appeal at least one (1) working day before the next match.

4 REGISTRATION OF PARTICIPANTS

- 4.1 Each school may register up to a maximum of 30 participants and a minimum of 18 participants in the NIS system. However, on game day, a school can bring up to 24 players. As every school will be competing with 2 sub-teams, each sub-team will have 7 players and 5 substitutes (12 players) or a minimum of 7 players and 2 substitutes (9 players). Rolling substitution is allowed but substitution between sub-teams is not allowed.

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

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

- 4.2 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.
- 4.3 Students requesting for a transfer after the Joint Admission Exercise may not represent their new school until the transfer has been officially affected.
- 4.4 Only in the event that any of the participants(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).
 - 4.4.1 Schools must write in to inform the Convenors of the replacement at least one (1) working day before the next match.
 - 4.4.2 No replacement of participant(s) is allowed once the Championship reaches the semi-final stage.
- 4.5 If a school chooses not to register the maximum number of participant(s) allowed by the sports/game, at the time of submitting the registration, the school shall not be permitted to register additional participant(s) subsequently, except when these students are repeating their course of study after the release of national examination results.
- 4.6 International students can only be registered to play for their school **after** they have been issued with the student passes by the Immigration and Checkpoints Authority (ICA).
- 4.7 International students who are in the schools/junior colleges/centralised institute on exchange programme are not allowed to represent the school.
- 4.8 Students granted Leave of Absence (LOA) by MOE will be allowed to represent the school.
- 4.9 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 the same sport in the same year.

SECTION B – COMPETITION RULES & REGULATIONS

5 CHAMPIONSHIP FORMAT

- 5.1 For Rugby, 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 competition will be played according to World Rugby Sevens laws.

For 'B' and 'C' Division, the following applies:

- 5.3 The tournament is divided into two tiers. The 1st tier (cup competition) comprises of 5-6 established rugby playing school teams and the 2nd tier (bowl competition) comprises of the remaining rugby playing school teams.
- 5.4 The 1st tier (cup competition) will consist of teams playing in a round robin format. At the end of the 1st round, the top 4 teams will playoff for the Cup where the 1st placed team plays the 4th placed team and the 2nd placed team plays the 3rd placed team in the semi-finals. The winners of each semi-final will play for the Cup. The losers will enter a 3rd and 4th placing playoff.
- 5.5 The 2nd tier (bowl competition) will consist of 8-10 teams drawn into 2 groups. In the event there are 9 teams, the 9th team will be drawn into group A. At the end of 1st round, the champion and runner-up of each of the two groups shall enter into a criss-cross competition. The winner of group A shall meet the runner-up of group B and vice-versa. The winners of each semi-final will play for the Bowl. The losers will enter a 3rd and 4th placing playoff. ~~The 5th and 6th placed teams will playoff for the Plate.~~
- 5.6 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 D for more information)**
- 5.7 Seeding shall be according to the previous year's results (2019) if applicable, e.g., the top 4 teams from previous year's competition will be drawn into 2 groups.

For 'A' Division, the following applies:

- 5.8 The 8-10 teams will be drawn into 2 groups. In the event there are 9 teams, the 9th team will be drawn into group A.

At the end of 1st round, the 1st and 2nd placed teams from each group shall proceed to the Cup semi-finals.

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.

- 5.9 If there are 4-7 teams in the 'A' division, they will have to play in a round robin format. At the end of the round robin, the top 4 teams will play for the Cup where the 1st placed team plays the 4th placed team and the 2nd placed team plays the 3rd placed team in the semi-finals. The winners of each semi-final will play for the Cup. The losers will enter a 3rd and 4th placing playoff.
- 5.10 Seeding shall be according to the previous year's results (2019) if applicable, e.g., the top 4 teams from previous year's competition will be drawn into 2 groups. There will be no seeding in a round robin format.

MATCH FORMAT & OTHER CONSIDERATIONS

- 5.11 Each match shall be two equal periods of 7 minutes each for all divisions. All matches can either be played on natural or artificial turf.
- 5.12 The half-time interval will be 2 minutes.
- 5.13 The minimum number of players to be fielded at the start of the match is 7 + 2 participants. If a team is unable to field the minimum number of participants within 5 minutes after kick-off time, the team shall forfeit the game. Teachers-in-charge present must submit the team registration list to the MDCs prior to the start of the game
- 5.14 All participants must wear numbered jerseys and mouth guards are mandatory. Dangerous articles such as rings, pendants, etc. shall not be worn on the field of play. Fingernails are to be cut short.
- 5.15 A team may change participants from match to match, but they must come from the list of 30 participants registered in the NIS. Only 24 registered participants are allowed on any match day.
- 5.16 Unlimited substitution is allowed in the match as long as the names are in the respective sub-teams team registration list.
- 5.17 A participant ordered off by the referee for breach of the Laws of the Game will face suspension unless the National Schools Games Rugby Disciplinary Committee decides otherwise.
- 5.18 The 'blood Injury' rule shall apply. It will be in accordance with Law 3.25 of the World Rugby rules and regulations.
- 5.19 In accordance to Law 3.24 of the World Rugby rules and regulations: "If, at any point during a match, a participant is concussed or has suspected concussion, that participant must be immediately and permanently removed from the playing area by our official NSG paramedics. This process is known as **"Recognise and Remove"**."
- 5.20 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.

6 AWARD OF LEAGUE POINTS

6.1 The following scoring system shall apply:

6.1.1 For Rugby matches which can end in a draw:

Win	3 points
Draw	1 point
Loss / Walkover	0 point

6.2 Ranking shall be decided by the number of league points scored.

6.3 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 Rugby's rules and regulations.

6.4 Tie in League Points

6.4.1 In the event of a tie in league points between two teams, the team which had won the match between the two teams concerned shall be ranked higher. If the match in question had ended in a draw, the team which has a better point difference for all matches played will be ranked higher.

6.4.2 In the event of a three-way tie in league points, the team which has the best point difference for all matches played shall be ranked highest.

Example:	Points For	Points Against	Difference	Ranking
Team 'A'	150	130	+20	2nd
Team 'B'	128	103	+25	1st
Team 'C'	114	106	+ 8	3rd

6.4.3 In the event of a tie in league point and match point difference, the team with the highest 'Points' shall be ranked higher.

6.4.4 If a tie persists after 6.4.3, the head-to-head outcome between the two schools that are tied will be considered (refer to point 6.4.1).

6.4.5 If a tie still persists, the tie shall be decided by a toss of a coin.

6.5 Tie in Match Points in Semi-finals & finals

6.5.1 When there is a tie at the expiration of regular time in the semi-finals or finals, extra-time shall be played.

6.5.2 Such extra-time shall be played in two periods of 5 minutes each when teams will change ends. There will be a 2-minute interval between the periods. The side that kicks off first at the start of the match will again do so in extra-time. The kick-off will alternate to the other side for the second period of extra-time.

6.5.3 The team scoring first in extra-time shall be declared the winner and the match shall end.

- 6.5.4 In the event that it is still tied after extra time:
- The team that scores the first 'try' in regular time will be declared the winner.
 - If there were no tries scored at regular time, the team that scores the first point will be declared the winner.
 - If there is no score at regular time, 'sudden death' penalty kicks will be taken from the 22m line to decide the winner.
- 6.5.5 For Ties between 2 or more teams, the winner shall be the team winning the highest number of tries and matches.
- 6.5.6 In the event that the Tie is still unresolved between two teams, the team which had won the match, between the two teams concerned, would be ranked higher.

7 PRIZES

7.1 The number of prizes and plaques (for team Championships only) to be awarded at the National Championship shall be as follows:

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

8 REPORTING AND GRACE PERIOD

8.1 Due to time constraint in the competition schedule, there will be no time extension. However, 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 (e.g. 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.

8.2 If the match is delayed due to weather, the following protocol shall take place:
Summary of Game start time and cut off time.

Reporting Time	Game	Kick Off Latest By:	Complete Game Latest By:
2.45pm	1 (3.15pm)	3.15 PM	4.15 PM
3.45pm	2 (4.15pm)	4.15 PM	5.15 PM
4.45pm	3 (5.15pm)	5.15 PM	6.15 PM

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 **If the need arises, teams may have to play their postponed games on Saturday mornings.**

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 The minimum number of players is 9 players per sub-team. If a team is unable to field them within the scheduled game time, the MDC on site shall award the match to the opposing team (walk over, loss), subject to the approval of the Convenors of the NSG Rugby. A walk over (loss) shall concede 3 points and a score of 14 – 0 to the opponents.
- 10.5 In play-off for top 4 placing, any walk-over (loss) will disqualify the team from being placed.

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 If a match cannot be continued due to inclement weather, the following procedures apply:
- a) The whole match will be replayed if the match played is less than 10 minutes of the match duration.
 - b) If 10 minutes or more of the match has been played and the match cannot proceed, the result will stand.
 - c) This does not apply from the semi-final stage onwards.
- 11.3 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 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 E)

- 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 paid by school (within 30 days from notification of outcome) if the appeal is overruled.
- 13.4 The Board of Appeal will deliberate on the appeal. The decision of the Board of Appeal shall be final.

14 SUSPENSION

- 14.1 Participant(s) suspended by any one of the following bodies is barred from participating in the NSG for that sport for the period of suspension:
 - a) the School
 - b) the Zonal Council
 - c) the Schools Sport Council
 - d) the Singapore Rugby Union (SRU)

15 TEAM MANAGER (TM)

- 15.1 Each participating team must be accompanied by two (2) TMs who shall remain with the team throughout the duration of play (**Ref Annex F**). The TM must be the teacher in charge.
- 15.2 At match site, the TM of the team will be the only point of communication between the schools and the MDCs. Any concerns raised by parents or stakeholders will be relayed by the school's TM and relayed to the MDCs.
- 15.3 TMs are expected to conduct themselves and to maintain the decorum of their officials (Coaches, team doctors and team paramedics) during competitions.
- 15.4 TMs are not allowed to interfere with the final decision taken by the referee/umpire/judge on points of laws/rules after clarification has been sought. If such interference results in disruption of any match/game, a report shall be made by the Convenor and the matter brought to the attention of the NSGOC for appropriate action.
- 15.5 Failure to comply shall lead to disqualification of the team.
- 15.6 **Teachers must bring along a file which contains the team registration form, copies of players' details for identification purposes. Failing which, the players without identification papers will not be allowed to play.**

- 15.7 Teachers will be required to help the MDCs with their own substitution. The Process of substitution will be as follows:
- Ensure that substitutes are well conditioned for the game.
 - Sending the substitutes to the assistant referee to enter the match.
 - Ensuring that the substitute leaves the field without delay.
 - Ensure that the jersey numbers of the participants substituting and being substituted are accurate.
 - Update team registration sheet on match day (10 minutes before the start of their match).
- 15.8 One of the two TMs on site will have to tend to their injured player/s at the paramedic station during injury treatment and assessment and the TMs will have to ensure that there are no outsiders from their team around the station. Only when the participant/s has been officially discharged by the paramedic from the station, the participant/s is allowed to return to their team.
- 15.9 Schools are allowed only one medical personnel (doctor/ sports trainer). TMs must inform the MDC prior to the start of the match.
- 15.10 TMs shall be the main school representatives on the following issues:
- Substitution
 - Assessing injuries
 - Communication between officials and their instructors
- 15.11 When teachers are unsure on any matters in 15.7, they may seek help from the following:

Substitution matters	MDCs, ARs, 4 th Official & School coaches who must be officially contracted to the school
Assessing Injuries	Paramedic on site, any medical help they have appointed prior and registered with the MDCs
no spectators allowed in competition venue in 2022	They can engage their School Leaders to help by deploying more teachers on site.

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

- 16.1 The referee is the deciding authority on the field of play and the sole judge of time. The referee may be assisted by the assistant referees, the 4th officials and the MDCs during the match.
- 16.2 The teacher in charge of each team is required to provide a competent touch judge for the match.

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 There will ONLY be a maximum of **2 officials** that will be allowed to be present in the pitch side technical box.
- 17.5 These 2 team officials can include the TMs or coaches or team doctors or team paramedics who are part of the school entourage.

18 SUPPORTERS - No supporters for 2022 NSG rugby

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 Any 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 participant who is:
 - i. overaged
 - ii. underaged
 - iii. unregistered
 - iv. suspended (with reference to para 14)
 - v. without a valid student pass
 - vi. not a bona-fide student of the school
 - b) its participant(s) are not accompanied by a TM
 - c) its participant(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

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

SECTION C – AMENDMENTS AND MATTERS NOT PROVIDED FOR

22 PARAMEDICS

- 22.1 NSG appointed paramedics must be on site before any NSG rugby match can commence.
- 22.2 Paramedics may enter the field while the game is ongoing to tend to the injuries and ensure the well-being of any participants that may have been injured/ unwell.
- 22.3 Paramedics have the right to not allow any participant they deem unfit to carry on the match. A permanent substitution will have to be made by the teacher. The participant cannot return the match.

23 CONCUSSION MANAGEMENT

- 23.1 In the event of concussion, as determined by the Level 2 Pitch-side Management certified Paramedics, the participant will not be allowed to continue playing and will be substituted. His involvement in the match shall end.
- 23.2 All participants who suffered from concussion, will be sent to the hospital for further assessment.
- 23.3 On confirmation of suspected concussion by the Level 2 Pitch-side Management certified Paramedics or a medical doctor, the participant must observe a rest period (refer to Concussion Management Protocol – Annex I) and abide by the instructions given by the Physician before returning to the game.
- 23.4 The participant(s) who suffered the concussion will be required to seek the medical opinion of a Concussion Specialist, as recommended by the Committee, to be further examined. The recommendations of the Specialist must be adhered to strictly.

24 MATTERS NOT PROVIDED FOR

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

a) AMENDMENTS

- The SSSC shall have the right to delete, add or amend the rules and regulations laid down herein.
- Refer to Summary detailed in Annex H:
 - **SCRUM ENGAGEMENT LAW**
The call for engagement in scrums will be 'Crouch-Bind-Set'. Bind denotes front row players are to Bind on to their opposite number and their ears must be in line.
 - **OFFSIDE LINE FOR SCRUM-HALF AT SCRUMS**
The offside line for the scrumhalf is the tunnel for all age group.
 - There is no score cap in NSG Rugby 2022.
 - A participant will have to sit out for 2 minutes if he were given a yellow card. Time will only start when the player is in the designated area.
 - Disciplinary committee will convene at periodic intervals. Participants with immediate red-carded offences will not be allowed to participate in any more NSG matches until the disciplinary committee convenes. Number of matches missed in that period will be taken into account.
 - If a participant receives a red card due to 2 yellow card offenses, he will be out for the whole match. This red card may result in discipline hearing.

List of Annexes	
A	SSSC Mission, Aspirations and Motto
B	NSGOC Terms of Reference
C	Management of Appeal for Late/Erroneous Registration Workflow
D	Championship League Format
E	Workflow for Appeal
F	Role of Team Manager
G	Code of Conduct for Coaches
H	Rugby Laws Guidance Summary (7 Aside Matches)
I	Concussion Management Protocol – Updated 2022

Annex A

**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”

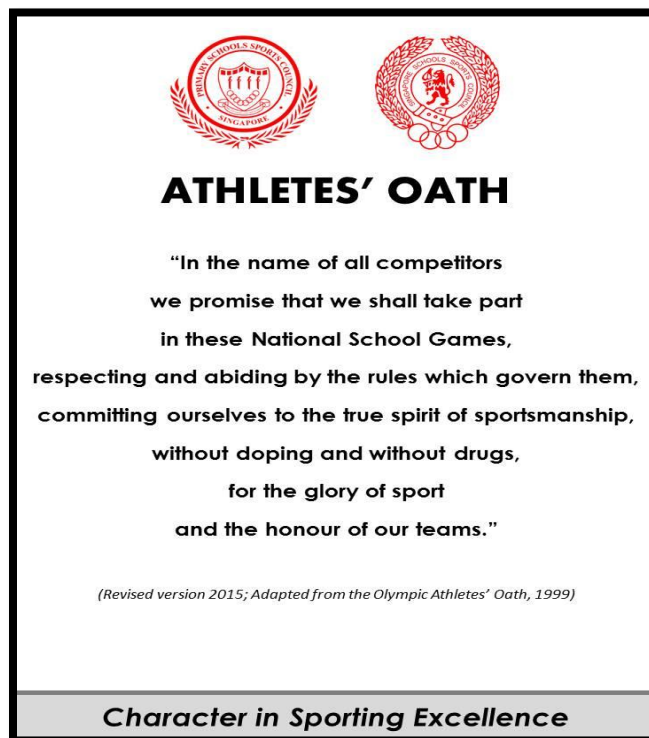
Motto

“Character in Sporting Excellence”

Aspiration 1: *Every athlete an honorable 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 endeavors 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."*

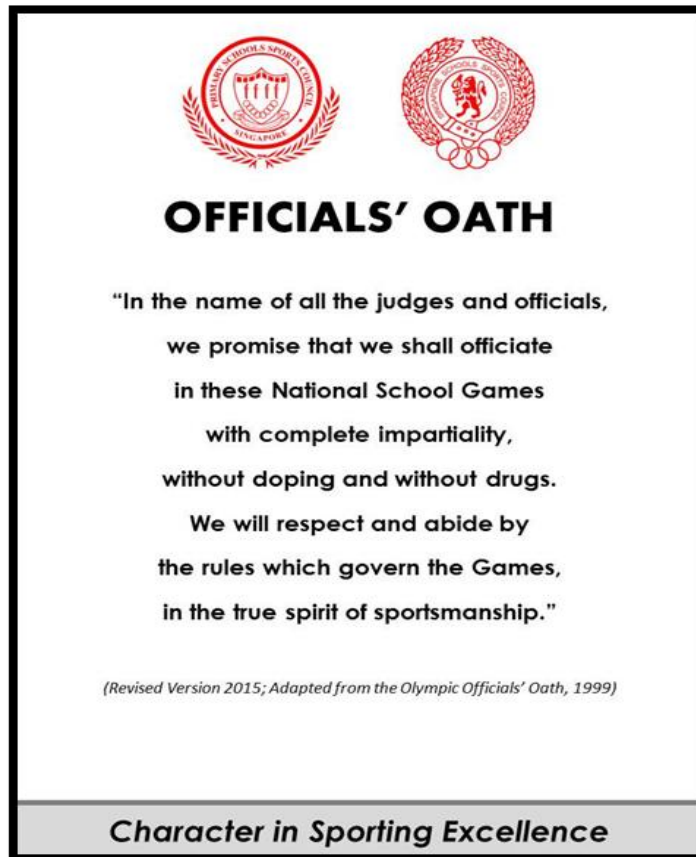
(Revised 2016; Adapted from the Olympic Coaches' Oath, 2012)

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, teachers, coaches, officials and organizers. 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 recognized for their achievements. Athletes enjoy the competitions, which are conducted under safe and conducive environments.

Annex B

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:

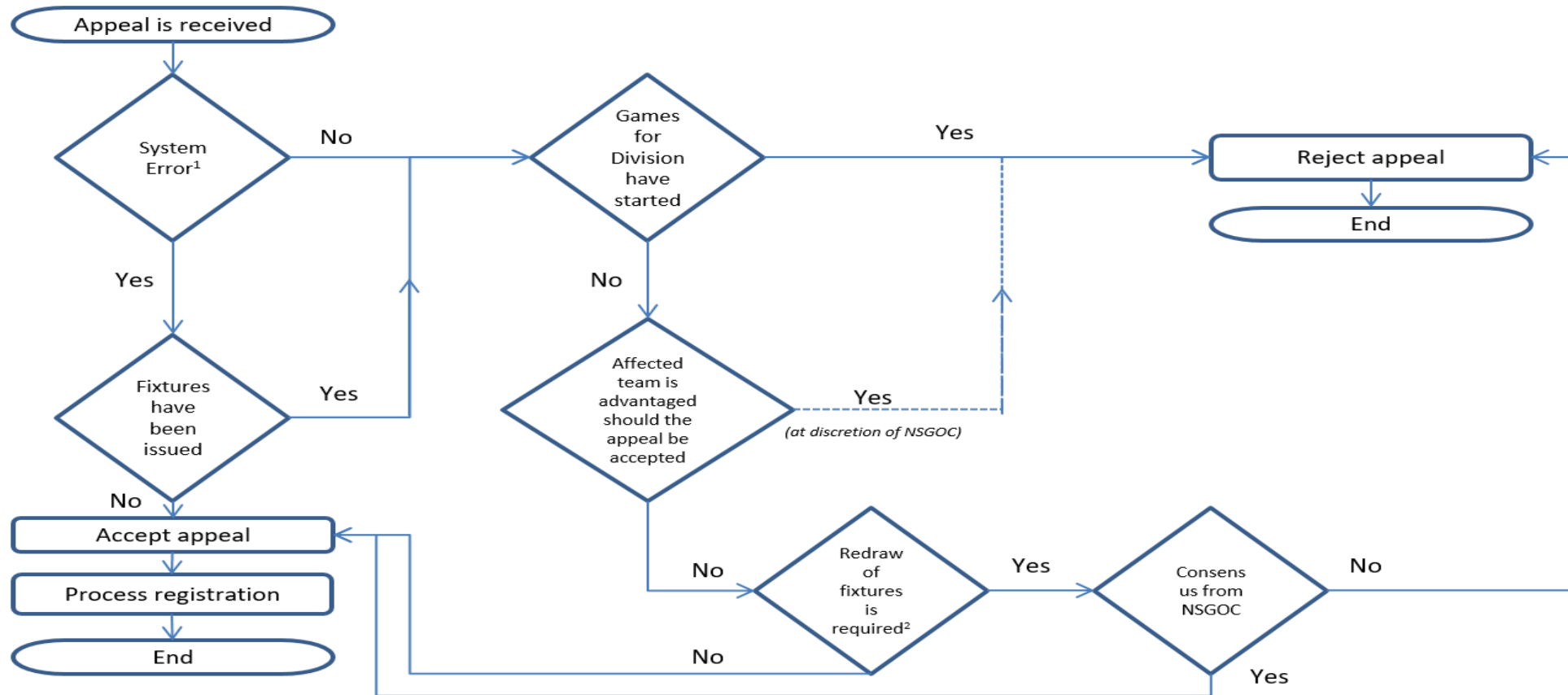
- i. Organise competition venue, such as proper allocation of spaces for assembly, warm-up, match, rest areas, spectators, where appropriate.
- d. Results Processing:
- i. Compile competition results in a timely manner for communication and uploading onto the Council's website.
- e. Protest Management:
- 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.

Annex C

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

Annex D**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 Organising Committee can consider when drawing up their fixtures. The selected competition format should be standardised within the same sport (i.e. across zones).

One-Group Championship FormatGrouping

The Championship will be played in a one-group round robin format.

Number of Teams	Group
3 to 7 teams	One-Group

The Championship Organising Committee may decide to adopt on 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.

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

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 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. 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
	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.

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
	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

Annex E

SSSC WORKFLOW FOR APPEALS

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

STAGE 1

SCHOOL MAKES AN APPEAL IN WRITING TO SECRETARY OF THE ZONAL / MAIN COUNCIL and THE APPEAL MUST COMPLY WITH THE SSSC 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, SSSC 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 SSSC BOARD OF APPEAL

Chairman/SSSC 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 SSSC 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 \$300 (including GST) will be deducted from the appealing school's account, via IFAAS if the appeal is overruled.

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.

Annex F

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.
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.

Annex G

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 Team Manager (i.e. Student Development Plan)
- 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.

Annex H

SINGAPORE RUGBY UNION & NATIONAL SCHOOL GAMES RUGBY LAWS GUIDANCE SUMMARY- 7 ASIDE MATCHES

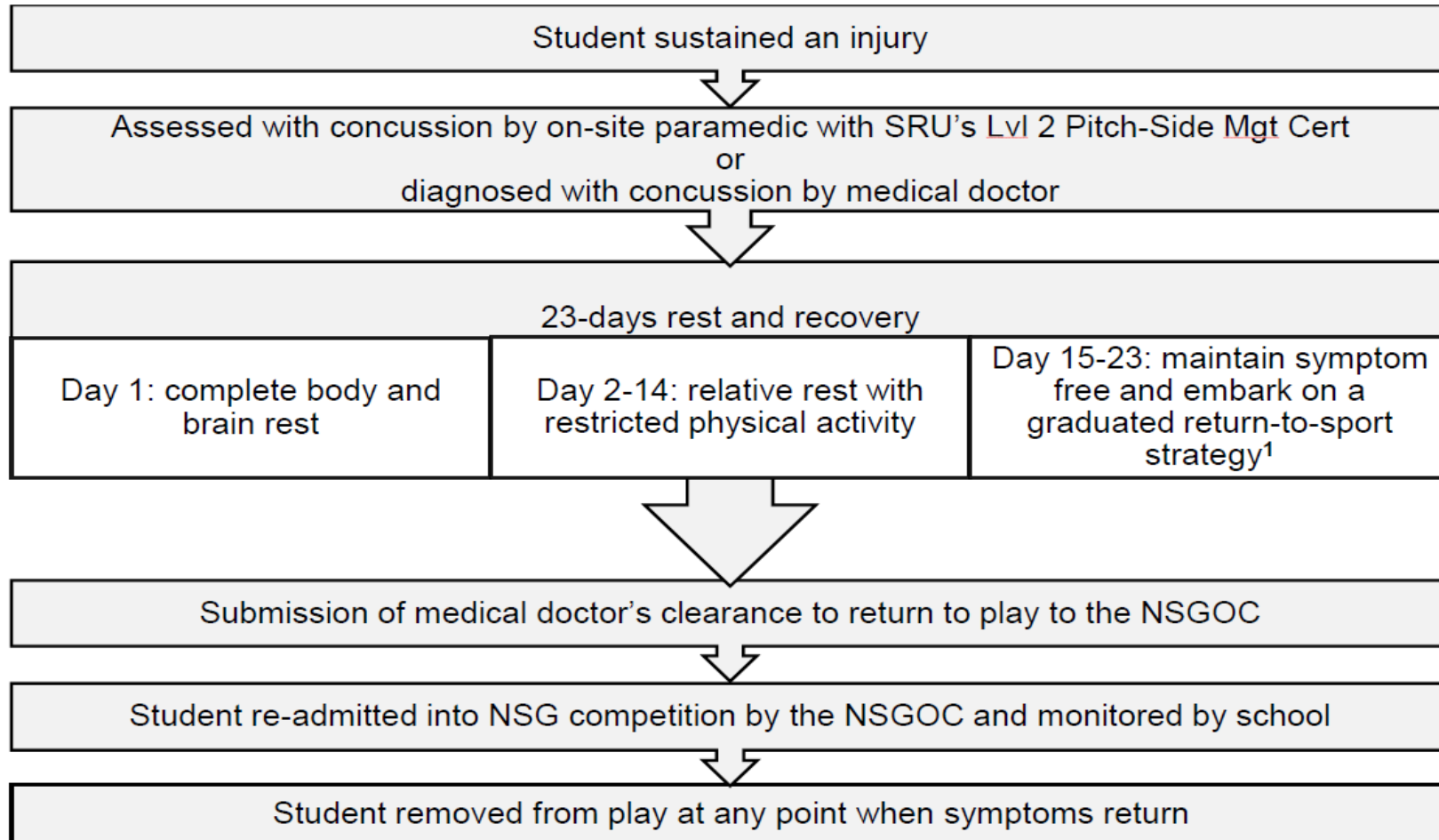


SINGAPORE RUGBY UNION & NATIONAL SCHOOL GAMES RUGBY LAWS GUIDANCE SUMMARY- 7s/10s TOURNAMENTS

Age group	U10 & 11	U12 & U13 (Primary)	U13-U14 (C Division)	U15-U17 (B Division)	U18-U20 (A Division)	POL-ITE
Ball size	4	4	5	5	5	5
Match duration	7/10 mins	2 x 7/10 mins	2 x 7/10 mins	2 x 7/10 mins	2 x 7/10 mins	2 x 7/10 mins
Half Time	Minimum 1 minute					
Time off for injury	No	No	Yes	Yes	Yes	Yes
Players on field	7 aside: 7 10 aside: 10					
Max squad size	7 aside:12 10 aside: 15					
Pitch size	Half Field 45m (Width) X 70m (Length)	Full Field 100m x 70m	Full Field 100m x 70m	Full Field 100m x 70m	Full Field 100m x 70m	Full Field 100m x 70m
Scrum	3/5 Players. Uncontested	3/5 Players. Contested	3/5 Players. Contested	3/5 Players. Contested	3/5 Players. Contested	3/5 Players. Contested
Offside at scrum	Tunnel	Tunnel	Tunnel	Ball line	Ball line	Ball line
Offside backs at scrum	3m	5m	5m	5m	5m	5m
Kick off	Place/Drop	Place/Drop	Drop	Drop	Drop	Drop
Restart after a try	Scoring side					
Conversions	Yes. Fixed position in front of post	Yes. Fixed position in front of post	Yes	Yes	Yes	Yes
Kicking in general play	Only in defending 15m	Only in defending 22m	Yes	Yes	Yes	Yes
Tackle	Yes					
Squeeze Ball	Not allowed. Sanction; Penalty Kick					
Hand off (fend)	Brush off only No contact to opposition body	Hand off below shoulder	Hand off below shoulder	Hand off below shoulder	Yes	Yes
Line out	All 'forwards' in the lineout Contested No lifting	All 'forwards' in the lineout Contested No lifting	Min 2 players Contested Lifting	Min 2 players Contested Lifting	Min 2 players Contested Lifting	Min 2 players Contested Lifting
Offside distance from line out	5m	10m	10m	10m	10m	10m
Quick line out throw in	No	No	Yes	Yes	Yes	Yes
Penalty & Free Kicks	Kicking options only in 15m. Opposition 5m back	Kicking options only in 22m. Opposition 10m back	All options. Opposition 10m back	All options. Opposition 10m back	All options. Opposition 10m back	All options. Opposition 10m back
Drop Goals	No	No	Yes	Yes	Yes	Yes
Penalty Goals	No	No	Yes	Yes	Yes	Yes
Mercy Rule	No	No	60 points difference	60 points difference	60 points difference	60 points difference
Yellow Card	No Player replaced for repeat infringements	2 mins.	2 mins	2 mins	2 mins	2 mins
Red card	Player replaced	No replacement.	No replacement	No replacement	No replacement	No replacement

Jan 2020

Concussion Management Workflow for NSG



¹ Refer to "Example graduated return-to-sport (RTS) strategy"