

SINGAPORE PRIMARY SCHOOLS SPORTS COUNCIL BADMINTON RULES AND REGULATIONS FOR NATIONAL SCHOOL GAMES 2022

PREAMBLE

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

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

SECTION A – ADMINISTRATIVE RULES & REGULATIONS

1 ORGANISATION STRUCTURE AND GOVERNING BODIES

1.1 The National School Games (NSG) shall be conducted:

- 1.1.1 as governed by the General Rules and Regulations of the Singapore Primary Schools Sports Council (SPSSC).
- 1.1.2 according to the laws/rules established by the respective International Federations (IFs)/governing bodies.
- 1.1.3 adhering to the Baseline Safety Standards for the NSG.
- 1.1.4 In the event that the rules and regulations are modified for safety/developmental reasons to suit the level of our school students, it must be clearly stated in the respective sports rules and regulations.
- 1.1.5 In the absence of a set of recognised rules to govern the occurrence of situations during the competitions, the respective National School Games Organising Committee shall make the final decision.

1.2 NATIONAL SCHOOL GAMES ORGANISING COMMITTEE (NSGOC)

1.2.1 The NSGOC shall consist of the following:

- a) The National Convenor
- b) The Game Advisor
- c) The Zonal Convenors
- d) Organising Secretaries
- e) Any other co-opted members deemed necessary

1.2.2 The NSGOCs are empowered to appoint sub-committees and individual members to assist in the organisation and running of the NSG competitions as and when required.

1.2.3 The NSGOCs shall have sub-committees to perform the following roles and responsibilities (Terms of Reference for NSGOCs are given in **Annex B**): -

- a) Technical: Establish, review and update competition rules and regulations for the competitions and other matters necessary to provide for developmentally appropriate NSG competitions.

- b) **Competitions:** Organise and conduct the competition according to the rules and regulations, and established safety standards.
- c) **Recognition, Appeal and Discipline:** Manage recognition and discipline structures to support the desired outcomes of the NSG.
- d) **Other functions necessary** for the successful completion of the NSG sport that the NSGOC is in charge of.

2 AGE GROUPS / DIVISIONS

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

Senior Division	Junior Division	Age Dispensation	Remark
1 Jan 2012 1 Jan 2011 --- 31 Dec 2011 1 Jan 2010 --- 31 Dec 2010 2 Jan 2009 --- 31 Dec 2009	1 Jan 2014 1 Jan 2013 --- 31 Dec 2013 1 Jan 2012 --- 31 Dec 2012 1 Jan 2011 --- 31 Dec 2011	1 Jan 2016 1 Jan 2015 --- 31 Dec 2015 1 Jan 2014 --- 31 Dec 2014 Applicable for Junior Div	11-Years-Old Overlap

2.2 All students shall compete in the respective divisions set out in the R & R (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 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.

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

2.4 Students aged 11 can play in either the Senior or Junior Division depending on their level of competency¹ for Badminton. Schools will make the decision based on what they deem to be the appropriate level of play for each 11-year old concerned.

2.5 Age Dispensation

2.5.1 7-year olds and 8-year olds may participate in the National School Games. For specific divisions in which these students can participate, refer to Para 2.1.

2.5.2 Application has to be put forth by parents/guardians, endorsed by school Principals and submitted to respective NSGOCs for follow-up (Refer to **Annex D**).

2.5.3 Age dispensation is only applicable to the year of application.

¹ Participating schools should register their students for the Senior or Junior Division based on the student(s)' level of competency and readiness.

3 ENTRIES

3.1 Senior Division

3.1.1 Each school is eligible to enter only one team² in each of the following divisions:

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

3.2 For the number of teams that a school can send for Badminton:

Senior Division (SD)	Junior Division (JD)
Max. no. to register: 15 participants* (*for NSG 2022 only)	Max no. to register: 9 Participants (3 singles and 3 doubles)
Min. no. to register: 7 participants	Min. no. to register: 1 participant (1 singles)

3.2.1 Special provision for C+/AG+ cases

- a) Provision is made to include registered reserves beyond the current maximum registration number
- b) Team Manager to ensure that all registered student participants have gone through the rules of sport/game with basic competency and training (as reflected in BSS School Acknowledgement)

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

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

3.4 Appeals for late/ erroneous entries³ submitted by schools will be accepted on a case-by-case basis with consensus from the Organising Committee. (Please refer to **Annex F**).

3.4.1 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 The total number of participants to be registered shall not deviate from that stated in the Rules and Regulations of the respective sports for both the Zonal and the National competitions.

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

4.3 Only in the event that any participant(s) registered is/are transferred or has/have to leave school during the preliminary rounds, the school shall be allowed to replace the affected participant(s).

² Schools can send more than 1 team in each division if approval to form a combined team with another school has been given.

³ The rule applies to late/ erroneous in entries and registration of participants.

- 4.3.1 Schools must write in to inform the Convenors of the replacement at least one (1) working day before the next match.
- 4.3.2 No replacement of participants is allowed once the competition reaches the semi-final stage or after two (2) games have been played in a single group round league.
- 4.4 Schools will compete at zone level for Senior Division and national level for Junior Division.
- 4.5 In competitions where there is a classification round for tiered competitions, players / teams will progress automatically to the tiered round with no further registration required.
- 4.6 International students can only be registered to play for their school **after** they have been issued with the student passes from the Immigration and Checkpoints Authority (ICA).
- 4.7 International students who are in the schools 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, he or she is deemed to have represented his or her school. Hence, the student is not allowed to represent another school in the same sport in the same year.

SECTION B – COMPETITION RULES & REGULATIONS

5 COMPETITION FORMAT

- 5.1 For Team Sports, there must be a minimum of **three (3)** registered teams from **three (3)** different schools before a team competition can be organised.
- 5.2 For Individual Sports, there must be a minimum of **three (3) registered individuals** from **three (3) different schools** before a competition can be organised.
- 5.3 Senior Division
 - 5.3.1 The competition for, match-based sports⁴ shall be organised on an inter-school league format. Where entries are grouped, each group shall have a minimum of **four (4)** teams⁵ (Please refer to **Annex G**).
 - 5.3.2 Any deviation from the Competition format requires approval from the Council or the Standing Committee and must be clearly stated in the respective sports' rules and regulations.
 - 5.3.3 Refer to **Annex L** for the rest of the Senior Division Competition Rules & Regulations
 - 5.3.4 Refer to **Annex N** for Badminton 21-point Scoring

⁴ **Match-based** sports refer to Badminton, Basketball, **Floorball**, Football, Hockey, Netball, Rugby, Sepaktakraw, Softball, Table Tennis, Tennis and Volleyball.

⁵ The rule applies when the competition is organised in format involving two and more groups. The rule is **NOT** applicable for Zonal competition when a zone has less than four teams advancing to the national competition due to disqualification and/or other reasons.

5.4 Junior Division

- 5.4.1 The competition format shall be that as approved by the SPSSC's Standing committee and stated in the specific sport's rules and regulations.
- 5.4.2 For Team Sports, each team will play a minimum of 6 games unless otherwise approved by the SPSSC's Standing Committee.
- 5.4.3 For tiered-competitions, a classification round will be used to determine the tier that the team/participant(s) will be playing in based on their competency. In the tiered round, each tier will be treated as a separate competition and the results in each tier shall be independent of the results in the other tiers.
- 5.4.4 Refer to **Annex M** for the rest of the Junior Division Competition Rules & Regulations
- 5.4.5 Refer to **Annex N** for Badminton 21-point Scoring

6 AWARD OF LEAGUE POINTS

6.1 For both Junior and Senior Divisions

- 6.1.1 The following scoring system shall apply:

For sports which cannot end in a draw:

Win	2 points
Loss	1 point
Walkover	0 point

- 6.1.2 For a tie between 2 or more teams, the tie shall be resolved as approved by the SPSSC's Standing Committee and stated in the specific sport's rules and regulations. (Refer to **Annex L & M**)

7 PRIZES

7.1 Non-Tiered Competitions

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

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

7.2 Tiered Competitions

- 7.2.1 Where there are tiered competitions, up to the top 40% of participants / teams of each tier can be awarded with medals.
- 7.2.2 Within each tier, the absolute number of medals awarded within each group should be the same.

- 7.2.2.1 Medal would be awarded to the champion of each Tier.

7.3 The form of the medals awarded shall be as follows:

Position	Form of Medals
1 st	Gold
2 nd	Silver
3 rd	Bronze
4 th	Bronze
5 th to 8 th	Bronze

7.4 Achievement Pins (for Junior Division only)

- 7.4.1 Achievement pins in individual effort – objective scoring sports⁶ would be awarded based on the guidelines stated in the respective specific sport's rules and regulations.

- 7.4.2 Achievement pins can be awarded up to 50% of participants for the rest of the sports

- 7.4.2.1 Participants who qualified to Tier 1 & Tier 2 shall be awarded an achievement pin.

8 REPORTING AND GRACE PERIOD

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

9 POSTPONEMENT

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

- 9.2 Suspended match

- 9.2.1 The tournament supervisor/umpire is required to note the cause of suspension of match on the scoresheet.

⁶ Objective scoring sports refer to Bowling, Rope Skipping (speed), Swimming and Track & Field

9.2.2 The match shall be resumed as soon as possible.

9.2.3 In the event of an injury, player has 5 minutes of injury recovery time before play is resumed. After 5 minutes, the player has to continue or retire from the match. Umpires will start the timing once the play is stopped for injury. When the injury occurs for the 2nd time, it will be mandatory for the player to retire.

9.2.4 The Convenor may at his/her discretion extend this injury recovery time he/she thinks the extension is justifiable. The decision of the Convenor shall be final.

10 WITHDRAWAL AND WALKOVER

10.1 Any withdrawal or walkover is considered to be contrary to the spirit of the sport.

10.2 Schools participating in the NSG should not withdraw or concede a walk-over without a valid reason.

10.3 For each withdrawal⁷ or walk-over, a written explanation duly endorsed by the Principal shall be submitted to the Convenor and the Game Advisor within two (2) working days.

10.3.1 If a team concedes a walk-over on a tie, the opposing team shall be deemed to have won with a score of (5 – 0) with two straight games score of (21 – 0) each.

10.4 In the play-off for top 4 placing, any walkover will disqualify the team from being placed.

11 ABANDONED GAME

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

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

12 PROTEST

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

12.2 All protests shall be referred to the NSGOC. The protest(s) must reach the Committee within **one (1)** working day following the match to which it relates unless stipulated otherwise in the respective sport's rules. The protest must be in writing and duly signed by the principal. A protest fee of \$150 to be paid by the school (within 30 days from notification of outcome) if the protest is overruled.

12.3 The NSGOC will deliberate on the protest within five (5) working days. The decision will then be made known in writing to the school concerned.

12.4 When there is any conflict of interest, the school(s) involved will not sit in the committee considering the protest.

13 APPEAL (Please refer to **Annex H**)

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

⁷ All results involving the team will be null and void.

- 13.2 Notices of appeal shall be lodged with the Secretary / Secretariat of the Zonal / Central Council within two (2) working days upon receiving the NSGOC's decision. The appeal must be in writing and duly signed by the Principal or via email sent by the Principal.
- 13.3 An appeal fee of \$300 to be paid by the school (within 30 days from notification of outcome) if the appeal is overruled.
- 13.4 The Board of Appeal will deliberate on the appeal. The decision of the Board of Appeal shall be final.

14 SUSPENSION

- 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:
- d) The School
 - e) The Zonal Council
 - f) The Singapore Primary Schools Sports Council (SPSSC)
 - g) The National Sports Association (NSA) of the sport

15 TEAM MANAGER (TM)

- 15.1 Each participating team must be accompanied by a TM who shall remain with the team throughout the duration of play (Please refer to **Annex I**).
- 15.2 The TM shall be a teacher or School Adult Representative⁸ (SAR) appointed by the participating school. The appointment of an SAR as a TM should be based on the conditions and considerations given in **Annex J**.
- 15.3 The TM must check and comply with the hosting school's Standard Operating Procedures (SOPs) and communicate all the information to all stakeholders associated with the participating school.
- 15.4 TMs are expected to conduct themselves with decorum during competitions.
- 15.5 TMs are not allowed to interfere with the final decision taken by the referee/umpire/judge/official on points of laws/rules after clarification has been sought. If such interference results in disruption of any match, a report shall be made by the Convenor and the matter brought to the attention of the NSGOC for appropriate action.

16 TOURNAMENT SUPERVISOR / REFEREE / UMPIRE / OFFICIAL / COURT MANAGERS

- 16.1 Where required by the specific sports' rules and regulations, participating schools shall provide a referee / umpire / official / court manager based on the requirements of the respective sports' rules.

16.1.1 Tournament Supervisor

- 16.1.1.1 The tournament Supervisor manages the competition, results and umpires on site.

⁸ SAR option is only available for the following individual sports (*Bowling, Golf, Gymnastics, Rope skipping, Sailing, Swimming, Table Tennis, Taekwondo, Tennis, Track & Field and Wushu*). From 2021 onwards, schools may appoint parents as SAR(P) to represent their schools as Team Managers to accompany up to 3 student athletes for each distinct competition of the same sport (Refer to SAR package for details).

16.1.2 Line Judges

16.1.2.1 For Senior Division, players of both teams will be asked to act as line judges. All schools must perform their line judge duties as assigned by the convenor.

16.1.1.2 For Junior Division, there is no student line judge.

16.1.2 Overrule by Umpire over Line-Judges

16.1.3.1 An official's decision is final on all points of fact for which that official is responsible. If in the opinion of the umpire, it is beyond reasonable doubt that a line judge has clearly made a wrong call, the umpire shall change the decision of the line judge. If, in the opinion of the umpire, the line judge should be replaced, the umpire should call the tournament supervisor to discuss the matter.

16.2 Education Officers, Contract Adjunct teachers, Flexi-adjunct teachers and Allied Educators can serve as officials.

16.3 Schools should ensure that their referees / umpires / officials / court managers are present to fulfil their duties as scheduled by the Convenor and in alignment to the spirit of the Officials' Oath (Please refer to **Annex A** for officials' oath).

17 COACHES

17.1 Coaches are expected to conduct themselves with decorum during competitions and in alignment to the code of conduct (**Refer to Annex K**) and spirit of the Coaches Oath (**Refer to Annex A**) during competitions.

17.2 Coaches are not allowed to approach the officials to query their decisions. Only TMs are allowed to approach officials to seek clarifications.

17.3 Schools must ensure that their coaches adhere to the SPSSC Rules and Regulations and the Code of Conduct.

17.4 Coaches shall not be involved in any 'Side-line' coaching except during the intervals and when the shuttle ceases to be in play.

17.5 Should the coaches breached any of the rules mentioned above, the umpire-in-charge of the Tie, Tournament Supervisor and members of the Competition Organising Committee may take the following actions:

17.5.1 A verbal warning would be issued in the first instant of the offence.

17.5.2 The external instructor will be asked to leave the tournament venue after the second verbal warning has been issued.

17.5.3 Any other appropriate actions deem necessary

18 SUPPORTERS

18.1 Schools sending supporters to any competition shall ensure that their students are in proper school attire and that there are sufficient teachers present who would be responsible for the management of and well-being of their students.

- 18.2 Hosting schools reserve the rights to prevent any supporters from entering the competition if he/she failed to comply with the school' Venue Sourcing SOPs.
- 18.3 All supporters are required to 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 sideline coaching and/or interference during the game.
- 18.4 Participating schools must ensure that their supporters attending the competition(s) conduct themselves properly (Refer to Annex A). In the event that unsportsmanlike behaviour is observed, the Convenor/ hosting school's representative may, at his/ her discretion, issue an eviction of the supporter(s) from the training / competition venue.

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

20 DISQUALIFICATION

20.1 A school will be disqualified if:

- a) it fields an ineligible participant who is:
 - i. an overaged participant
 - ii. an underaged participant
 - iii. an unregistered participant
 - iv. a suspended participant
 - v. without a valid student pass
 - vi. not a bona-fide student of the school
- b) its participants are not accompanied by a TM
- c) its participants 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 MATTERS NOT PROVIDED FOR

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

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

List of Annexes	
A	SPSSC Mission, Aspirations and Motto
B	NSGOC Terms of Reference
D	Age Dispensation
F	Management of Appeal for Late/ Erroneous Registration Workflow
G	Competition Format
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**SINGAPORE PRIMARY SCHOOLS SPORTS COUNCIL (SPSSC)
AND SINGAPORE SCHOOLS SPORTS COUNCIL (SSSC)**

Mission, Motto and Aspirations

Mission Statement

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


Motto

“Character in Sporting Excellence”

Aspiration 1: *Every athlete an honourable sportsman*

Guiding Principle:

The athlete abides by the rules of the sport, gives his best in training and competitions, wins humbly and loses graciously. He participates actively and is committed to the skills development in his sport. He respects his opponents, teammates, coaches, teachers and officials, and displays exemplary conduct both on and off court.



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."*

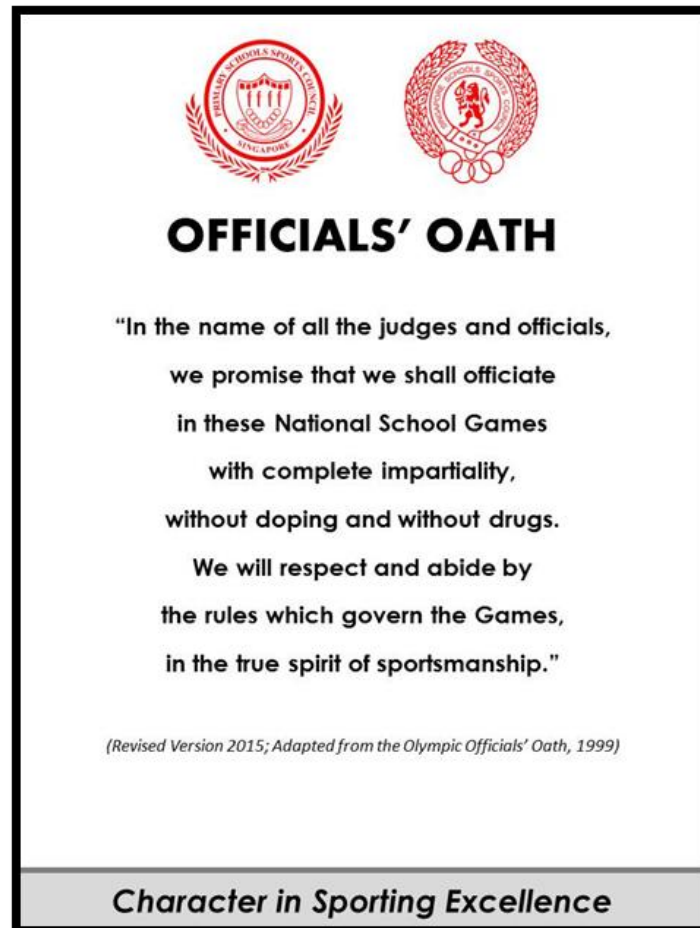
(Revised 2016; Adapted from the Olympic Coaches' Oath, 2012)

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, teachers, coaches, officials and organisers. He should cheer to encourage and motivate as well as care for the athletes' well-being. The parent takes interest in his child's training and competitions. He is responsible and keeps the venue safe and comfortable for all.



Aspiration 6: *Every game a safe and enriching learning experience*

Guiding Principle:

The format of competition is developmental and age-appropriate. The games provide athletes with the opportunity to display their sporting prowess, and be recognised for their achievements. Athletes enjoy the competitions, which are conducted under safe and conducive environments.

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

2. COMPETITION

Organise the competition according to the rules and regulations, and established safety standards, including:

- a. Planning and Execution:
 - i. Work out the competition schedules, fixtures and venues required.
 - ii. Communicate with participating teams on all competition matters, including, but not limited to: rules, dates, fixtures, venue, etc.
 - iii. Identify and appoint Competition Director (if applicable) for deployment of officials.
 - iv. Manage competition officials, venues, equipment, medical cover and logistics for effective and efficient conduct of the competition.
- b. Risk Assessment and Management:
 - i. Carry out risk assessment and management planning for each venue, including adherence to the baseline safety standards.
 - ii. Communicate relevant parts of the risk assessment and management plan to all relevant parties.
 - iii. Monitor and manage safety and security issues at the competition venue.

- c. Venue Management:
 - i. Ensure competition venues (including hosting schools) have the following in good condition to support the competition:
 - o Equipment
 - o Line Drawings (if applicable)
 - o Consumables
 - ii. Inform Hosting Schools of competition schedule.
 - iii. Disseminate competition fixtures to all Hosting and Participating Schools once fixtures are confirmed.
 - iv. Inform Hosting and Participating Schools at least three (3) working days before should there be any changes in venue or fixtures.
 - v. Ensure that technical officials and medical support (if applicable) arrive at stipulated time at the competition venue.
 - vi. Remind Team Managers at school briefing:
 - o To check the latest Info Pack of the Hosting Schools in NIS before each match day
 - o To inform their fellow colleagues who may be accompanying their students for the competitions on their behalf
 - vii. Prepare the competition venue, such as display of PDPA notifications, proper allocation of spaces for assembly, warm-up, match, rest areas, spectators, where appropriate.
- d. Results Processing:
 - i. Ensure competition results are promptly and accurately sent to the NSGO for uploading to the NSG website.
- e. Protest Management:
 - i. Respond to query(ies)/protest(s) by participating school(s) during the competition.
 - ii. Conduct investigations and resolve the query(ies)/protest(s) relating to the competition.

3. RECOGNITION, APPEAL AND DISCIPLINE

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

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

AGE DISPENSATION FOR SPSSC

1. BACKGROUND

Age Dispensation refers to the approval for a student to participate in a sport recognised by the Singapore Primary Schools Sports Council (SPSSC).

This **only** applies to 7 and 8 years old who wish to participate in the 'Junior' Division competitions organised under the auspices of the SPSSC (except the 5 identified sports⁹ with higher risks). Poomsae event for Taekwondo is allowed.

2. APPLICATION PROCESS

Eligible students (listed in para 1) are to apply for age dispensation with their respective NSGOC using the application form in Annex D2. This form has to be submitted by their parents/guardians and endorsed by their school Principal.

The application form has to be submitted together with the school's registration for the competition.

Any application submitted after the closing date stipulated by the respective NSGOC will not be considered.

3. TERMS AND CONDITIONS

a. Age dispensation for 7 and 8 years old is only allowed for the following sports:

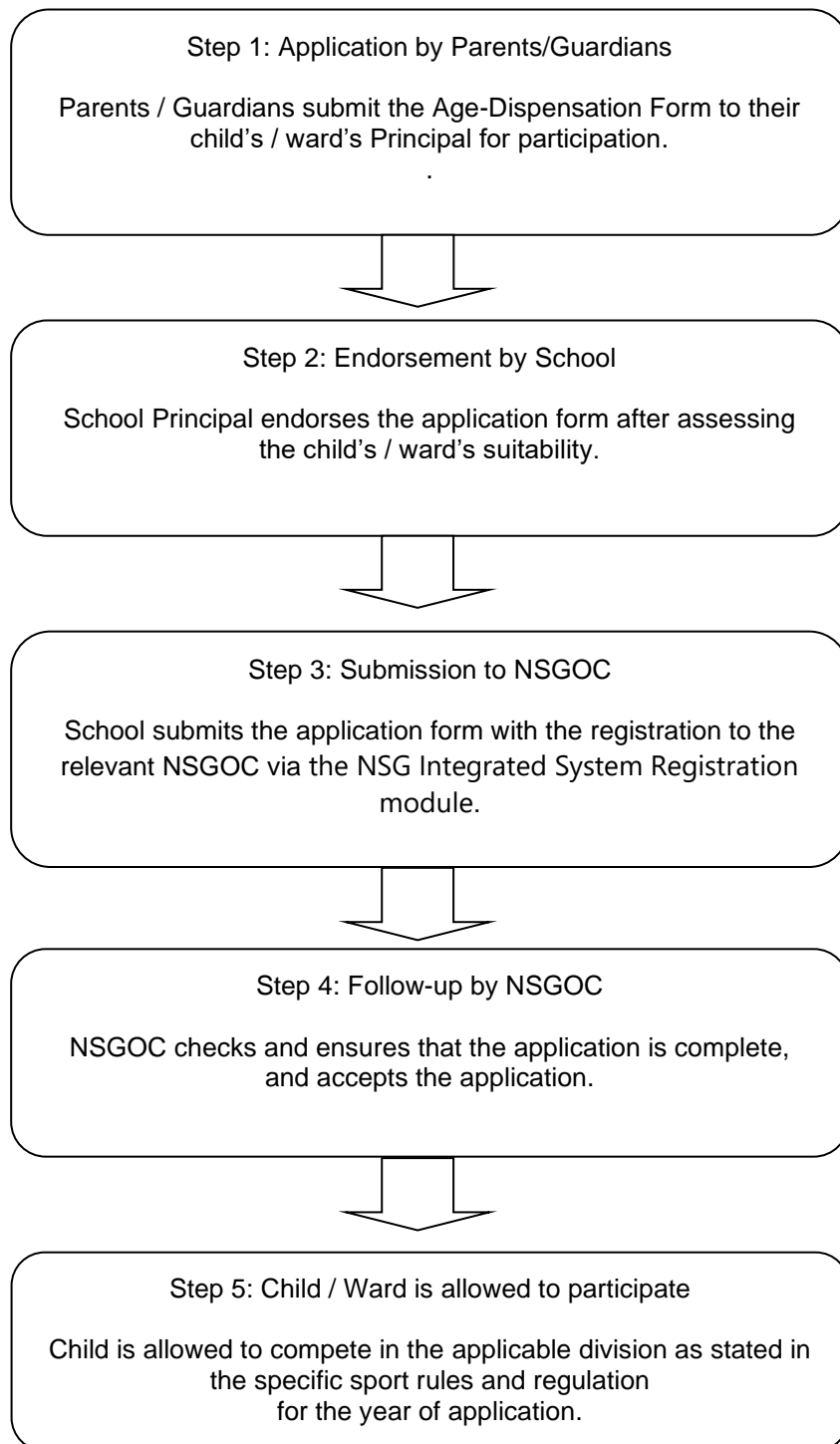
- | | |
|------------------|------------------------|
| a) Badminton | g) Swimming |
| b) Bowling | h) Table Tennis |
| c) Golf | i) Taekwondo (Poomsae) |
| d) Gymnastics | j) Tennis |
| e) Rope Skipping | k) Track and Field |
| f) Sailing | l) Wushu |

b. Age dispensation is only granted for the year of application.

c. Once approved, the student can only compete in the applicable division as stated in the specific sport rules and regulation, i.e. for both individual and team events for the approved year.

⁹ The 5 identified sports are Rugby, Football, Basketball, Hockey and Taekwondo (Kyurugi). Taekwondo (Poomsae) is a non-contact segment, hence it is not classified as a sport with higher risk.

**SPSSC FIVE STEP FLOWCHART FOR
AGE DISPENSATION**



**SINGAPORE PRIMARY SCHOOLS SPORTS COUNCIL
APPLICATION FOR AGE DISPENSATION**

Sport:			
Student's Particulars			
Name:		Gender:	
NRIC:		Date of Birth:	
Parent's / Guardian's Particulars			
Name:	* Father/Mother/Guardian		
Contact Number		Alt Contact Number:	
School's Particulars			
School:			
Principal:			
Teacher in charge:			
Contact Number		Alt Contact Number:	
Rationale Supporting the Request for Age Dispensation			

Acknowledgement by Parent/Guardian:

I, _____, parent/guardian of _____ would like to request for my child/ward to represent the school in the SPSSC competition for the above-mentioned sport in _____ (Year).

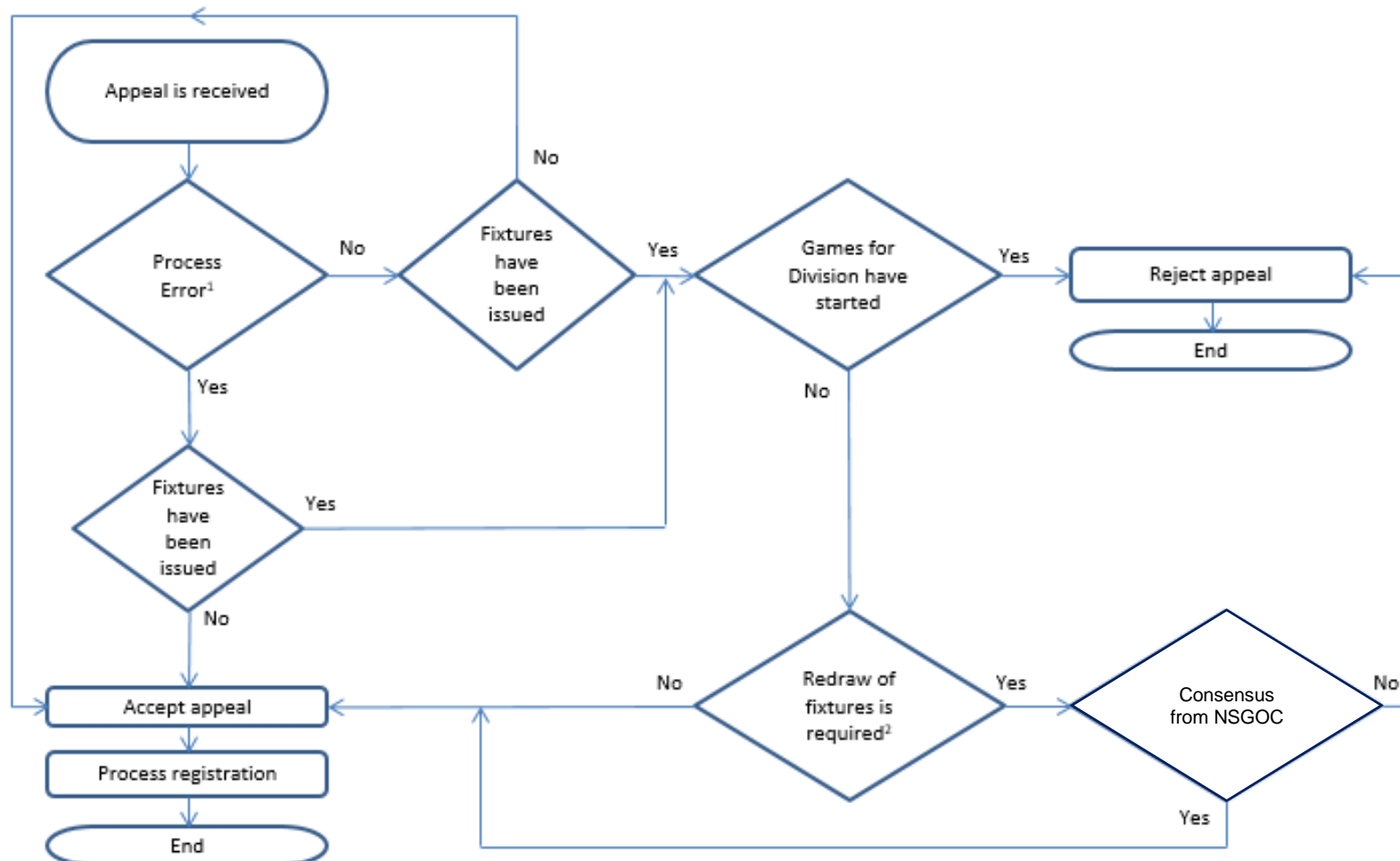
I have assessed his/her physical and mental readiness and deem him/her to be suitable and ready to compete in the above-stated category.

Parent's/Guardian's Signature and Date

Principal's Endorsement:

Principal's Signature and Date

Management of Appeal for Late/Erroneous Registration Workflow



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

SENIOR DIVISION COMPETITION FORMAT

In determining the format for the competition, NSGOC should aim to provide meaningful¹⁰ competition experiences for participating teams. The suggested competition formats highlighted in this Annex are options that the NSGOC can consider when drawing up their fixtures. The selected competition format should be standardised within the same sport (i.e. across zones; and from year to year).

Grouping

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

Seeding¹¹

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

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

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

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

Table 1: Recommended seeding approaches for different competition format

SUGGESTED COMPETITION FORMATS FOR ZONE / DIRECT NATIONAL COMPETITION

¹⁰ Each participating team should minimally play 3 matches (i.e. cumulative across Zonal and National competitions; where applicable) in the course of competition.

¹¹ NSG Sports that resumed and completed 2021 NSG competition, will use 2021 NSG results to determine the seeded teams for NSG 2022. NSG Sports that do not have 2021 results will use 2019 NSG results to determine the seeded teams for NSG 2022, if NSGOCs deem it meaningful to do so.

One-Group Competition Format

Grouping

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

Number of Teams	Group
3 to 7 teams	One-Group

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

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

Two-Group Competition Format

Preliminary Round

Seeding

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

Grouping

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

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

Semi-Final Round

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

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

Finals

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

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

Three-Group Competition Format

Preliminary Round

Seeding

The champion of the preceding tournament shall be seeded in Group A, the runner-up and third placed teams in Group B and Group C respectively. 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
14 teams	4	5	4
	5	4	5
	5	5	4
15 teams	5	5	5
16 teams	6	5	5
	5	6	5
	5	5	6
17 teams	6	6	5
	6	5	6
	5	6	6
18 teams	6	6	6
19 teams	6	6	7
	7	6	6
	6	7	6
20 teams	6	7	7
	7	6	7
	7	7	6
21 teams	7	7	7

Quarter-Final Round

Please refer to **Annex P** for NSG 2022.

Semi-Final Round

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

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

Finals

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

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

Four-Group Competition Format

Preliminary Round

Seeding

The champion of the preceding tournament shall be seeded in Group A, the runner-up, third placed and the fourth placed teams in Group B, Group C and Group D respectively. Quarter-finalists from the preceding year shall be seeded, separated and placed in the four groups by drawing of lots. No more than two seeded teams shall be drawn into the same group to ensure no teams are disadvantaged as a result

Grouping

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

Number of Teams	Group A	Group B	Group C	Group D
16 teams	4	4	4	4
17 teams	5	4	4	4
	4	5	4	4
	4	4	5	4
18 teams	4	4	4	5
	5	5	4	4
	5	4	4	5
19 teams	4	5	5	4
	4	4	5	5
	5	5	5	4
20 teams	5	5	4	5
	5	5	5	5
	5	4	5	5
21 teams	4	5	5	5
	5	5	5	5
	5	6	5	5
	5	5	6	5
21 teams	5	5	5	6
	5	5	5	5
	5	5	6	5
	5	5	5	6

Number of Teams	Group A	Group B	Group C	Group D
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

Please refer to **Annex P** for NSG 2022.

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 Competition Format

Preliminary Round

Seeding

The champion of the preceding tournament shall be seeded in Group A, the runner-up, third placed and the fourth placed teams in Group B, Group C and Group D respectively. Quarter-finalists from the preceding year shall be seeded, separated and placed in the five/six groups by drawing of lots. No more than two seeded teams shall be drawn into the same group to ensure no teams are disadvantaged as a result.

Grouping

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

Number of Teams	Group A	Group B	Group C	Group D	Group E	Group F
25 teams	Five groups of 5 teams each.					0
26 teams	6	5	5	5	5	0
	5	6	5	5	5	0
	5	5	6	5	5	0
	5	5	5	6	5	0
	5	5	5	5	6	0
27 teams	6	6	5	5	5	0
	5	6	6	5	5	0
	5	5	6	6	5	0
	5	5	5	6	6	0
	6	5	5	5	6	0
28 teams	6	6	6	5	5	0
	5	6	6	6	5	0
	5	5	6	6	6	0
	6	5	5	6	6	0
	6	6	5	5	6	0
29 teams	6	6	6	6	5	0
	5	6	6	6	6	0
	6	5	6	6	6	0
	6	6	5	6	6	0
	6	6	6	5	6	0
30 teams	6	6	6	6	6	0
	5	5	5	5	5	5
31 teams	6	5	5	5	5	5
	5	6	5	5	5	5
	5	5	6	5	5	5
	5	5	5	6	5	5
	5	5	5	5	6	5
	5	5	5	5	5	6
32 teams	6	6	5	5	5	5
	5	6	6	5	5	5
	5	5	6	6	5	5
	5	5	5	6	6	5
	5	5	5	5	6	6
	6	5	5	5	5	6

Quarter-Final Round

Please refer to **Annex P** for NSG 2022.

Semi-Final Round

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

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

Finals

The winners of the two semi-finals shall then play at the final to decide the champion and runner-up. The losers of the two semi-finals will play for 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 COMPETITION FORMATS FOR TIERED COMPETITION

Multiple-Groups Competition Format

Classification/ Preliminary Round

Seeding

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

Grouping

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

For example:

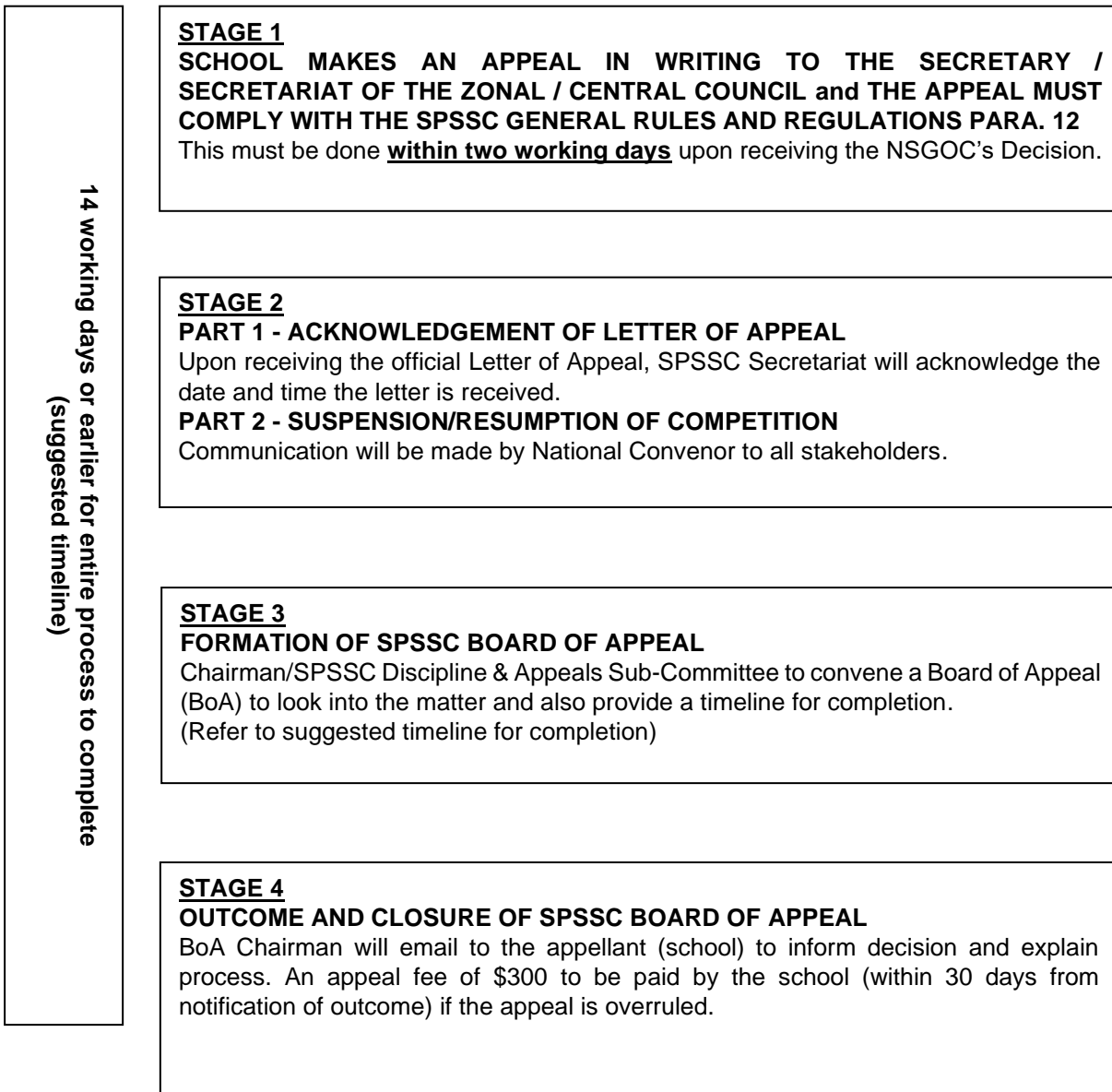
In a competition with 3 Tiers and the adopted format is to place all teams equitably into 8 groups in the Classification/ Preliminary round¹², the grouping would be as such:

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
Tier 1 team	Tier 1 team	Tier 1 team	Tier 1 team	Tier 1 team	Tier 1 team	Tier 1 team	Tier 1 team
Tier 2 team	Tier 2 team	Tier 2 team	Tier 2 team	Tier 2 team	Tier 2 team	Tier 2 team	Tier 2 team
Tier 2 team	Tier 2 team	Tier 2 team	Tier 2 team	Tier 2 team	Tier 2 team	Tier 2 team	Tier 2 team
Tier 3 team	Tier 3 team	Tier 3 team	Tier 3 team	Tier 3 team	Tier 3 team	Tier 3 team	Tier 3 team
Tier 3 team	Tier 3 team	Tier 3 team	Tier 3 team	Tier 3 team	Tier 3 team	Tier 3 team	Tier 3 team

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

¹² Based on preceding year's results

SPSSC WORKFLOW FOR APPEALS



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

SINGAPORE PRIMARY SCHOOLS SPORTS COUNCIL

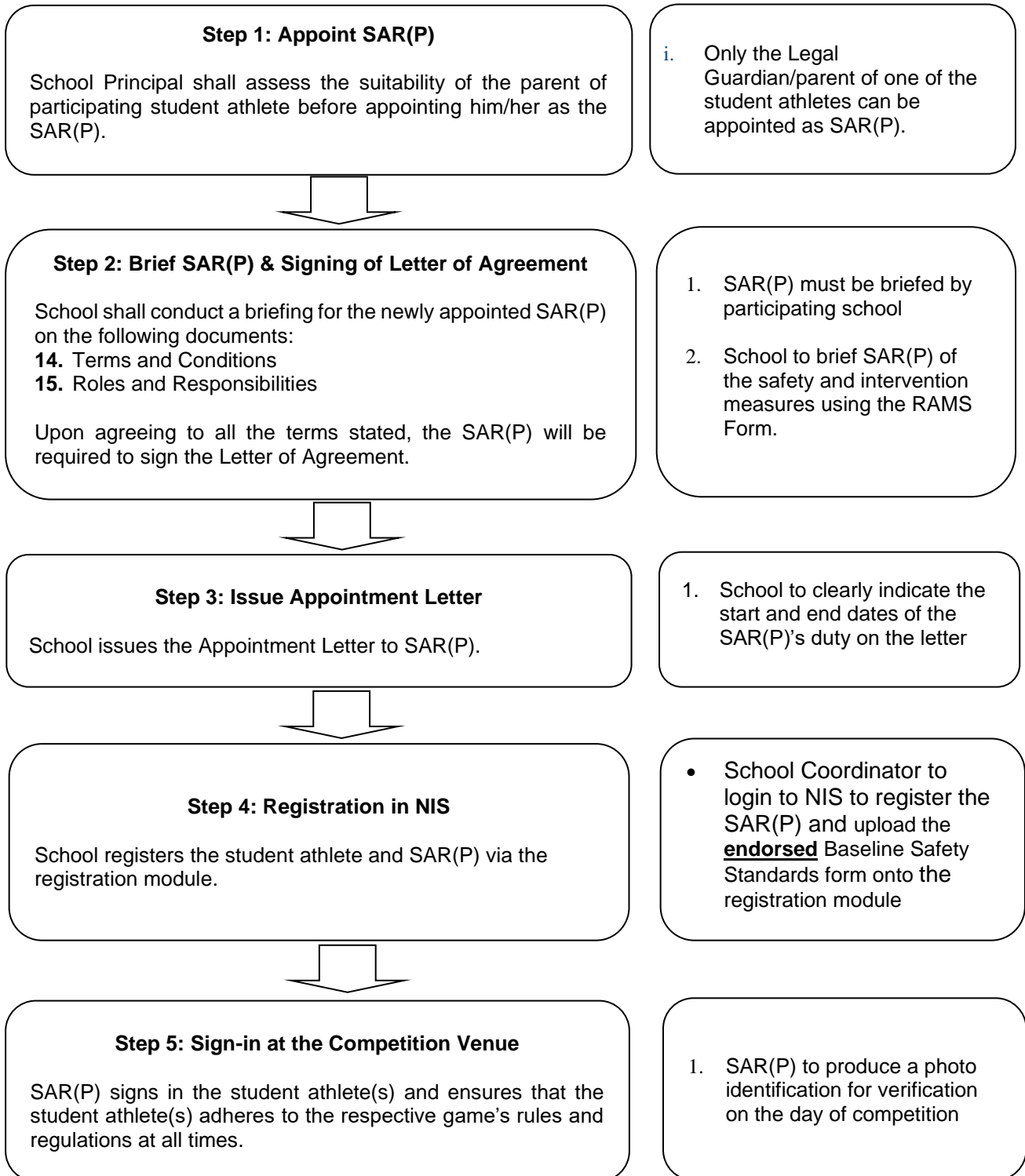
Role of the Team Manager

The team manager (TM) will represent the school on all matters pertaining to the duty of care, student management and competition matters relating to the participants from his / her school. He/she must be a good role model for the participants and are expected to conduct themselves well in carrying out their duties. He/she will do the following:

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

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

To take note of:



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.

SENIOR DIVISION COMPETITION RULES AND REGULATIONS

1. For NSG 2022, the knock-out system will be applied in the quarter-final round. (Refer to **Annex P**)
2. The semi-final round, the champion and runner-up of each group shall enter into a criss-cross competition. The winner of group 1 will meet the runner-up of group 2 and vice-versa.
3. The winners of the two (2) semi-finals shall then play in the final to decide the champion and runner-up. The remaining teams of the two (2) semi-finals will play for 3rd and 4th positions.
4. Any deviation from the championship format requires approval from the Council or the Standing Committee and must be clearly stated in the rules and regulations.

5. Tie

- 5.1. Each Tie shall consist of 5 matches, viz 3 singles and 2 Doubles. **All 5 matches must be played off.** (A match consists of the best of maximum 3 games of 21-point rally system.)
6. On the first day, 15 minutes before the commencement of a Tie, the teacher i/c shall submit his/her team's line-up form.
 - 6.1. If the line-up form has not been submitted after the final reminder by the organising committee, a walkover is awarded to the other team.
 - 6.2. All 7 players named in the line-up form on the day of play must be present before the tie commences. They must be present throughout the 5 matches unless permitted by the Tournament Supervisor to do otherwise or to leave the hall.
 - 6.3. On the day of play there shall be no repetition of players either in Singles or Doubles.

7. Order of Play

7.1. Each Tie shall be played in the following order:

- 1st Singles
- 1st Doubles
- 2nd Singles
- 2nd Doubles
- 3rd Singles

7.2. The Convenor / Court Manager reserves the right to commence the next match in the order of play should there be another court available.

8. Interval (In accordance with the 21-point scoring system)

8.1. When the leading score reaches 11 points, players have a 60 second interval.

- 8.2. A two (2) minute interval between each game is allowed. Players are not allowed to leave the court during the interval without the Umpire's permission.
- 8.3. In the third game, players change ends when a side scores 11 points.
9. Coaching will only be allowed during all intervals and when the shuttle ceases to be in play.
10. Only a maximum of two (2) persons (Teacher, Students or Coach) only is allowed to be at the court of play during intervals.
11. Any player or pair who decides to retire due to injury will have retained their points at point of retirement and concede all remaining points of the match to their opponents. For example, should a match be retired at 7-9 (7 being the score of the retiring entry), that would mean the final score to be 7-21. The score will be 0-21 in a best of 3 games if it is the first game.

12. Fixture

- 12.1. All ties shall be played off according to the fixture arranged by the Badminton Organising Committee.

13. Change of Shuttlecocks

- 13.1. The official shuttlecock for the Competition 2022 shall be Victor Champion No. 1.
- 13.2. A change of shuttlecocks during a game shall be permitted only if the umpire is fully satisfied that a change is necessary. The umpire has the right to refuse a change of shuttlecocks even if both players agree to it. Any player deliberately tampering with a shuttlecock when a change is refused may be disqualified by the tournament supervisor if he upholds the umpire's decision.

14. Tie breaker in league points

- 14.1. In the league competition, the winner shall be the team with the highest number of points scored from all the ties played.
- 14.2. If two teams have won the same number of points, the winner of the tie between them be ranked higher.
- 14.3. If three or more teams have won the same number of points, ranking order will be established by the Total Matches Won only between the teams involved.
- 14.4. If Rule (14.3) leaves two (2) teams equal, the winner of the tie between them will be ranked higher.
- 14.5. If Rule (14.3) leaves three or more team equal, ranking order will be established by the Difference Between Total Games Won and Total Games Lost only between the teams involved.
- 14.6. If Rule (14.5) leaves two (2) teams equal, the winner of the tie between them will be ranked higher.
- 14.7. If Rule (14.5) leaves three or more teams equal, ranking order will be established by the Difference Between Total Points Won and Total Points Lost from all games played only between the teams involved.
- 14.8. If Rule (14.7) leaves two (2) teams equal, the winner of the tie between them will be ranked higher.

- 14.9. If Rule (14.7) leaves three or more teams equal, ranking order will be established by the Drawing of Lots only between the teams involved.

JUNIOR DIVISION COMPETITION RULES AND REGULATIONS

1. Each participant can only register for one event
2. **Classification Round (3 to 4 matches/participant)**
 - 2.1. Junior Division competition will be divided into 2 regions namely, East & West regions. Schools will be allocated to one of the regions.
 - 2.2. Participants in the same school will only be competing in the same assigned region.
 - 2.3. There will be multiple groups of 4 or 5 participants in each region.
 - 2.4. Participants will be randomly allocated to each group based on their internal school ranking. The allocation of the top participants of each school to the same groupings will be minimised.
 - 2.4.1. The schools are reminded to register their participants based on their school ranking order.
 - 2.4.2. The best participant/pair should be registered first, vice versa.
3. **Tiered Round (3 to 4 matches/participant)**
 - 3.1. There will be a total of 4 Tiers, namely Tier 1, Tier 2, Tier 3 and Tier 4.
 - 3.2. The result of the Classification Round will be used to determine the tier that the participant(s) will be playing based on their competency.
 - 3.3. The participants will be allocated to the Tier based on their position achieved in the classification group.
 - 3.3.1. E.g., Participants in position 1 will go to Tier 1, 2nd position will go to Tier 2 vice versa. For participants in position 4 & 5, they will go to Tier 4.
 - 3.3.2. Participants will only be competing within the assigned region.
 - 3.4. There will be multiple groups of 4 or 5 participants in each region.
 - 3.5. Participants will be randomly allocated to each group.
 - 3.6. Each tier will be treated as a separate competition and the results in each tier shall be independent of the results in the other tiers.
4. **Registration of reserve players**
 - 4.1. Each school may register up to a maximum of 3 reserves for Singles and Doubles Events if the school submitted full participation.
 - 4.2. Replacement can be done before the start of the Classification Round.
 - 4.3. Only the reserve players can replace an injured / unwell player from the Singles and Doubles Event. He / She will continue to compete in the Tiered Round.
 - 4.4. The injured / unwell player is required to produce the medical certification by the following day
 - 4.5. Player who did not compete in the Classification Round will not be able to proceed to the Tiered round.
5. **Fixture**
 - 5.1. All ties shall be played off according to the fixture arranged by the Badminton Organising Committee.

- 5.2. Each group will complete the Classification Round/Tiered Round within a session on the same day.

6. Scoring

- 6.1. No deuce. The first to reach 21 points will be the winner for the set.
- 6.2. In the event of any retirement of players due to injury in the midst of the competition, the result of the injured player will not be considered in the calculation of league points and tie breaker.

7. Tie Breaker

- 7.1. In the league competition, the winner shall be the player/pair with the highest number of league points scored from all the games played.
- 7.2. If two players/pairs have won the same number of league points, the winner of the game between them be ranked higher.
- 7.3. If three or more participants/pairs have won the same number of league points, ranking order will be established by the Difference Between Total Games Won and Total Games Lost of ALL players/pairs in the group.
- 7.4. If Rule (7.3) leaves two (2) players/pairs equal, the winner of the game between them will be ranked higher.
- 7.5. If Rule (7.3) still leaves three (3) or more players/pairs equal, ranking order will be established as follows:
 - 7.5.1. For Classification Round, the participants/pairs involved will be allocated to the same tier and they will be given the same achievement pins (if applicable).
 - 7.5.2. For Tiered Round, the participants/pairs that are involved in the tie break for 1st position will be given the gold medals. There is no necessity to tie break for other positions.

8. Interval (In accordance with the 21-point scoring system)

- 8.1. When the leading score reaches 11 points, players have a 60 second interval.
- 8.2. There will be a change of end.

9. Change of Shuttlecocks

- 9.1. The official shuttlecock for the Competition 2022 shall be Victor Champion No. 1.
- 9.2. A change of shuttlecocks during a game shall be permitted only if the umpire is fully satisfied that a change is necessary. The umpire has the right to refuse a change of shuttlecocks even if both players agree to it. Any player deliberately tampering with a shuttlecock when a change is refused may be disqualified by the tournament supervisors if he upholds the umpire's decision.

10. Coaching will only be allowed during all intervals and when the shuttle ceases to be in play.

11. Only a maximum of two (2) persons (Team manager (Teacher or SAR) or Coach) is allowed to be at the court of play during intervals.

Annex N

BADMINTON 21-POINT TOURNAMENT SCORING SYSTEM

Senior Division	Junior Division
1. <u>Scoring System</u>	
<ul style="list-style-type: none"> i. Winner of a match shall be decided by the best of three games of 21 points. ii. The side winning a rally adds a point to its score. iii. At 20 all, the side which gains a 2-point lead first, wins that game. iv. At 29 all, the side scoring the 30th point, wins that game. v. The side winning a game serves first in the next game. 	<ul style="list-style-type: none"> i. Winner of a match shall be decided by 1 set of 21-point. ii. The side winning a rally adds a point to its score. iii. No deuce. At 20 all, the side scoring 21st point wins that game.
2. <u>Intervals and Change of Ends</u>	
<ul style="list-style-type: none"> i. When the leading score reaches 11 points, players have a 60-second interval. ii. A two (2) minute interval between each game is allowed. Players are not allowed to leave the court during the interval without the Umpire's permission. iii. In the third game, players change ends when a side scores 11 Points. 	<ul style="list-style-type: none"> i. When the leading score reaches 11 points, players have a 60-second interval. ii. Players change ends when a side scores 11 Points.

3. Service

<u>Singles</u>	<u>Doubles</u>
<ul style="list-style-type: none"> i. At the start of the game and when the score is even, the server serves from the right service court. When it is odd, the server serves from the left service court. ii. If the server wins a rally, the server scores a point and then serves again from alternate service court. iii. If the receiver wins a rally, the receiver scores a point and becomes the new server. 	<ul style="list-style-type: none"> iv. The player of the receiving side who served last stays in the same service court from where he served last. The reverse pattern applies to the receiver's partner. v. The players do not change their respective service courts until they win a point when their side is serving. vi. If players commit an error in the service court, the error is corrected when the mistake is discovered vii. There is only one serve in doubles.

Annex P

Knock-out Stage for Quarter Final Round

1. Process

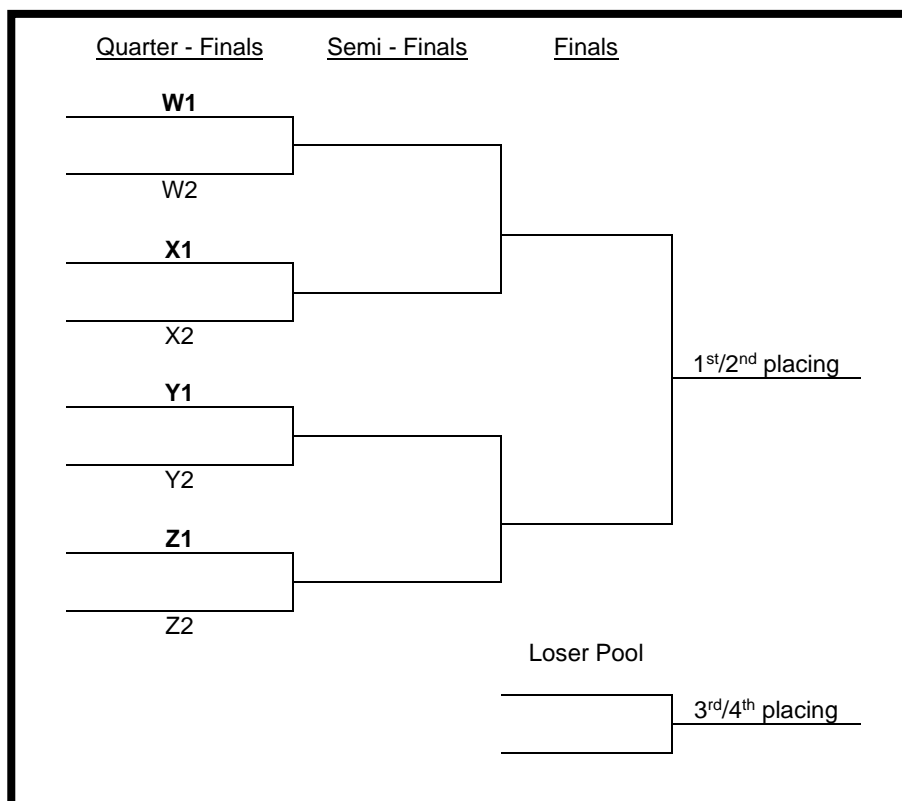
- 1.1. Once we reach the Quarter Final round, there will be a draw for the Knock-Out stage.
- 1.2. The draw for the knock-out stage of the competition shall be carried out after the last match of the preliminary round.
- 1.3. Two top ranked schools from each group will qualify for this stage.
- 1.4. A random draw to determine places in the knock-out stage (Quarter Final) will be made.
 - 1.4.1. The top two ranked schools from each group cannot play each other in the Quarter Final stage.
 - 1.4.2. The Group Champions (3 or 4 schools) will be drawn into separate groups.
 - 1.4.3. The Group Runners-up will be placed in the draw by lot.
- 1.5. The winning schools in the semi-finals will compete for the 1st /2nd placing, while the semi-final losing schools will compete for the 3rd/4th placing.

2. For Top 8 Schools

2.1. To draw into Groups W, X, Y and Z

Group W	Group X	Group Y	Group Z
W1	X1	Y1	Z1
W2	X2	Y2	Z2

- 2.1.1. Draw the Group Champions to W1, X1, Y1 and Z1.
- 2.1.2. Once W1, X1, Y1 and Z1 are fixed, then draw for the Group Runners-up from W2 to Z2. The schools from the same group will not play each other again in quarter final round.



3. For Top 6 Schools

3.1. Direct Semi-Finals for the Group Champions and Round Robin for the Group Runners-up

3.1.1. The Group Champions shall proceed to the Semi-Finals. They shall be drawn to Group X and Y. The last slot will be allocated to the winner of the Group Runners-up.

Group X	Group Y
X1	Y1
X2	Y2

3.1.2. The Group Runners-up will compete in a Round Robin format. The winner of the Group Runners-up will proceed to the Semi-Finals.

Group Z
A2
B2
C2

3.1.3. There will be a draw for the Semi-Final round. The draw for the Semi-Final round of the competition shall be carried out after the last match of the preliminary round.