

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

**1. RULES AND REGULATIONS**

The National School Games (NSG) shall be conducted:

- 1.1 according to the 2013 to 2016 International Official Volleyball Rules as adopted by the *Federation Internationale de Volleyball (FIVB)* except as otherwise stated in the Rules and Regulations of the Singapore Primary School Sports Council.
- 1.2 in the event that the rules and regulations are modified for safety/developmental reasons to suit the level of our school pupils, it must be clearly stated in the respective sports/games rules and regulations.
- 1.3 as governed by the Rules and Regulations of the Singapore Primary Schools Sports Council.
- 1.4 In the absence of a set of recognised rules to govern the occurrence of situations during the competitions, the competition organising committee shall make the final decision.
- 1.5 adhering to the Baseline Safety Standards for National School Games.

**2. COMPETITION ORGANISING COMMITTEE**

**2.1 COMPOSITION**

2.1.1 The Competition Organising Committee shall consist of the following:

- a) The National Convenor,
- b) The Games Advisor,
- c) The Zone Convenors,
- d) Organising Secretaries and
- e) Any other co-opted members deemed necessary

2.1.2 The Competition Organising Committee and the Zone Convenors are empowered to appoint sub-committees and individual members to assist in the organisation and running of the competition as and when required.

**2.2 DUTIES**

2.2.1 The Competition Organising Committee shall have the following roles and responsibilities:-

- a) to draw fixtures;
- b) to fix venues, dates and times;
- c) to arrange for equipment and facilities, and perform any other tasks for conducting the competitions;
- d) to conduct RAMS for the competitions (for the 5 sports/games identified with higher risks - basketball, football, rugby, taekwondo & hockey RAMS must be conducted at the start of each competition period);

- e) to ensure that court/pitch/venue<sup>1</sup> managers conduct RAMs for the respective games venues;
- f) to appoint judges/referees/umpires/linesman/officials;
- g) to organize training/upgrading officiating courses for judges/referees/umpires/linesman/officials (where applicable);
- h) to incur expenditure within the allocated budget approved by the SPSSC;
- i) to select players to represent SPSSC in approved local and overseas competitions, to appoint coaches to take charge of the teams;
- j) to deal with matters pertaining to discipline, protest and other aspects of the competitions;
- k) to source and organise coaching and officiating courses to upgrade the technical knowledge and expertise of teachers; and
- l) to implement the Baseline Safety Standards in the organisation of National School Games.

### 3. DIVISION

#### 3.1 For Implementation in 2022

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

Division	Age	Year/Date of Birth
Junior Division	9,10 and 11 years old	1 Jan 2014
		1 Jan 2013 – 31 Dec 2013
		1 Jan 2012 – 31 Dec 2012
		2 Jan 2011 – 31 Dec 2011

### 4. ENTRIES

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

- a) Boys Junior Division
- b) Girls Junior Division

4.2 All entries must be submitted through the e-Registration portal 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

### 5. REGISTRATION OF PLAYERS

5.1 Each team may register up to a maximum of Fifteen (15) players and a minimum of Eight (8) players.

<sup>1</sup> Court/Pitch Managers will be responsible for the safety for the field of play for the competition. Venue Manager will take care of the area beyond the field of play. Venue Manager may also take charge of the entire competition venue including the field of play depending where the competition is held.

- 5.2 Only in the event that any player(s) registered be transferred or has/have to leave school during the preliminary rounds, the school shall be allowed to replace the affected player(s).
- 5.3.1 Schools must write in to inform the Convenors of the replacement at least one (1) working day before the next match.
- 5.3.2 However, no replacement of player is allowed once the competition reaches the semi-final stage or after 2 games have been played in a single group round league.
- 5.3 If a school chooses not to register the maximum number of players allowed by the sport/game, at the time of submitting the registration form to the Convenor, the school shall not be permitted to register additional players subsequently.
- 5.4 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.
- 5.5 International pupils 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).
- 5.6 International pupils who are in the schools on exchange programme are not allowed to represent the school.
- 5.7 Pupils granted Leave of Absence (LOA) by MOE will be allowed to represent the school.
- 5.8 Registration constitutes representation, that is, once a pupil is registered to play for a school, he or she is deemed to have represented his or her school. Hence, the pupil is not allowed to represent another school in the same sports/games in the same year.

## **6. COMPETITION FORMAT**

- 6.1 There must be a minimum of three (3) registered teams from three (3) different schools before a team Competition can be organised.
- 6.2 The competition will be organised based on set formats depending on the number of teams available. Competitions with 8 or more teams will have a classification round where teams will proceed to the tier round. Competitions with less than 8 teams will compete in a single group round robin league with no classification rounds required. Where entries are grouped, each group shall have a minimum of four (4) teams<sup>2</sup>.
- 6.3 Please refer to **Annex C** for the format of competition.

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<sup>2</sup> The rule applies when the competition is organised in format involving two and more groups. The rule is **NOT** applicable for Zone competitions when a zone has less than four teams advancing to the national competition due to disqualification and/or other reasons.

## 7. GRACE PERIOD

- 7.1 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.

## 8. POSTPONEMENT

- 8.1 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. WITHDRAWAL AND WALKOVER

- 9.1 Any withdrawal or walkover is considered contrary to the spirit of the game.
- 9.2 Schools participating in the Competition should not withdraw or give walk-over.
- 9.3 For each withdrawal<sup>3</sup> or walk-over, a written explanation duly endorsed by the Principal shall be submitted to the Convenor and the Game Advisor within two (2) working days.
- 9.4 In the play-off for top 4 placing, any walkover will disqualify the team from being placed.

## 10. ABANDONED GAME

- 10.1 The referee/umpire/match manager is required to submit a written report on an abandoned game within one (1) working day.
- 10.2 For decision on abandoned game, refer to Para 21 on disqualifications.

## 11. PROTEST

- 11.1 Any clarification on points of laws/rules, must be lodged immediately by the Team Manager (TM) to the referee/umpire/judge. The decision taken by the referee/umpire/judge will be final.
- 11.2 All protests shall be referred to the Competition Organising Committee. 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 games rules. The protest must be in writing and duly signed by the principal. All protests must also be accompanied by a protest fee of **one hundred and fifty-dollars (\$150)**<sup>4</sup>.

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

<sup>4</sup> Amount is inclusive of GST.

- 11.3 The Competition Organising Committee will deliberate on the protest within three (3) working days unless stipulated otherwise in the respective games rules. The decision will then be made known in writing to the school concerned by the next day.
- 11.4 If the protest is upheld, the protest fee will not be required. If it is overruled, the protest fee of \$150 will be deducted from the protesting school's account, via IFAAS.
- 11.5 When there is conflict of interest, the school involved will not sit in the committee considering the protest.

## 12. APPEAL

- 12.1 **Upon the release/disclosure of the decision of the Competition Organising Committee, only schools may appeal to the Council.**
- 12.2 Notices of appeal shall be lodged with the Secretary of the Zone/Central Council within two (2) working days upon receiving the Competition Organising Committee's Decision. The appeal must be in writing and duly signed by the Principal and accompanied by an administrative fee of **three hundred dollars (\$300)**<sup>5</sup>.
- 12.3 Upon receiving the notice of appeal from the school, the appeal fee of \$300 shall be deducted from the school's account via IFAAS. Regardless of the outcome of the appeal, there will be no refund.
- 12.4 The Board of Appeal will deliberate on the appeal. The decision of the Board of Appeal shall be final (Please refer to Annex D).

## 13. SUSPENSION

- 13.1 A player suspended by any one of the following bodies is barred from participating in SPSSC competitions for that sport/game for the period of suspension:
  - a) The School
  - b) The Zone Council
  - c) The Singapore Primary Schools Sports Council
  - d) The National Association of the sport/game

## 14. RANKING OF TEAMS

In order to establish the ranking of teams after the Preliminary Round, the following criteria should be implemented for all tournaments:

- 14.1 The ranking of teams is determined by the **number of Match Point gained per match**. The school who score the highest Match Points in the pool/group will rank in first position.
- 14.2 **Match Point awarded as follow:**
  - Won 2-0: 4 points**
  - Won 2-1: 3 points**
  - Lost 1-2: 2 points**
  - Lost 0-2: 1 point**

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<sup>5</sup> Amount is inclusive of GST.

**Match forfeited: 0 point**

- 14.3 In t In case of equal number of Match Point scored by 2 or more teams, they will break tie in the following order:
- 1) Set Quotient (Set Won/Set Lost) of the team
  - 2) Points quotient (Point Won/Point Lost) of the team.
  - 3) If the tie continues as per the point quotient between two teams, the team which won the last match between them will rank higher.

**15. PRIZES**

15.1 Tiered Competitions:

15.1.1 Where there are tiered competitions, up to the top 40% of participants / teams of each tier can be awarded with medals.

15.1.2 Within each tier, the absolute number of medals awarded within each group should be the same.

15.2 The form of the medals shall be as follow:

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

15.3 Achievement Pins (for Junior Division only)

Achievement pins will be awarded to top 2 teams of each group in the classification round.

**16. TEAM Manager (TM)**

- 16.1 Each participating team must be accompanied by a TM who shall remain with the team throughout the duration of play (Please refer to **Annex E**).
- 16.2 The TM shall be a teacher appointed by the participating school.
- 16.3 TMs are expected to conduct themselves with decorum during competitions.
- 16.4 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.

**17. REFEREES / UMPIRES / JUDGE / OFFICIALS**

- 17.1 Education Officers, Contract Adjunct teachers, Flexi-adjunct teachers and Allied Educators can serve as officials.
- 17.2 Convenor/Hosting schools have to ensure that their referees/Line judges/officials are present to fulfil their duties as scheduled by the Convenor.

## 18. COACHES

- 18.1 Coaches are expected to conduct themselves with decorum during competitions.
- 18.2 Coaches are not allowed to approach the game officials to query their decisions. Only TMs are allowed to approach game officials to seek clarifications.
- 18.3 Schools must ensure that their Coaches adhere to the SPSSC Rules and Regulations and **the Code of Conduct**.
- 18.4 A coach who has breached the Rules and Regulations **and the Code of Conduct** will be referred to the respective Competition Organising Committees by the respective convenors or the schools which engaged him/her for appropriate action to be taken.

## 19. SUPPORTERS

- 19.1 Schools sending supporters to any Competition shall ensure that their pupils are in proper school uniform and that there is sufficient number of teachers on duty to maintain discipline.
- 19.2 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.

## 20. DISQUALIFICATION

- 20.1 A school will be disqualified if it commits any of the following:
  - a) if it fields an ineligible player who is:
    - i. an overage player
    - ii. an underage player
    - iii. an unregistered player
    - iv. a suspended player
    - v. a player without a valid student pass
    - vi. a non bona fide pupil
  - b) team/player not accompanied by a teacher
  - c) team/player which caused the game/match to be abandoned
- 20.2 All results involving the team which has been disqualified will be considered null and void.

## 21. ATTIRE

- 21.1 All school athletes must be suitably attired. The attire should bear the school colours/logo/badge or name. Playing attire must be uniformed and of the same colour for a team
- 21.2 Players' jerseys must be numbered from 1 to 18 inclusive. The number must be placed in the centre of the front and back; and
- 21.3 The number must be of a **contrasting colour** to the jersey and a minimum of 10cm height on the chest and 15cm on the back.

## **22. MATTERS NOT PROVIDED FOR**

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

## **23. AMENDMENTS**

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



## Junior Division Volleyball 3V3 Game Format\* (9-11 years old)

### Art. 1 Playing Area & Ball

- 1.1 12 x 6 m (*Badminton court, Double game's parameter*).
- 1.2 Net Height at 1.80m for Girls and 1.90m for Boys
- 1.3 Recommended soft volleyball Model Number: size 5 **Mikasa VS170W-Y-P**

### Art. 2 Teams

- 2.1 Each school is eligible to register one boys' team and one girls' team.
- 2.2 School shall register a minimum of 8 players and up to a maximum of 15 players.
- 2.3 Each team shall consist of 2 sub-teams. A minimum of 4 players and maximum 6 players in each sub-team.
- 2.4 To start each sub-team match, there must be 4 players (players are not allowed to play for different sub-team in the same game).

### Art. 3 Before the start of the Game

- 3.1 Team manager shall submit the both sub-team lists prior to the start of each **game\*\***. The school's sub-team 1 will play against the other school's sub-team 1; sub-team 2 with sub-team 2.
- 3.2 Each sub-team will be playing best of 3 sets format
- 3.3 Service order must be submitted before the start of each **Set**. Players in the sub-team should ranked from 1<sup>st</sup> to 3<sup>rd</sup>. They will take turns to serve according to this order.
- 3.4 Both teams shall warm-up simultaneously.
- 3.5 The game shall begin with a toss of the coin. The team who wins the toss may choose to (i) serve first; or (ii) receive first, or (iii) start play at either end of the court. The opponent will then exercise the remaining choices. The alternate team will start the first serve in the second set. If a third set is to be played, a toss of coin to decide the serving team.

### Art. 4 Playing the Game

#### Scoring System

- 4.1 The scoring system is always continuous: each rally will result in a point for one of the sides.
- 4.2 The games are played best of 3 sets, made up of 15 points. The first team to reach 15 points win the set (*Not required to win by 2 points to win a set*).
- 4.3 Both teams will have to change ends after finishing each set. If a third set is to be played, players shall change ends when the leading score reaches 8 points in a game of 15 points.

#### Playing the Game:

- 4.4 The service zone is the area behind the baseline (6m in width and 2m in depth). Service rotation is according to the line-up sheet submitted prior to the start of each set.
- 4.5 **Each player will serve 2 consecutive times regardless the outcome of the rally. After the player has make his 2<sup>nd</sup> serve, the opponent team will have the right to serve for the next 2 consecutive times. Service will alternate thereafter every 2 rallies. (Similar to Table Tennis service rotation)**
- 4.6 The ball must be passed over the net within 3 touches by the same team.
- 4.7 The technique uses in making passes should be viewed with tolerance. It is not permitted for the same player to contact the ball several times or with various body parts (2 contacts).
- 4.8 There is no Center Line (line under the net that divided 2 courts), so a foul under the net must only be indicated if the player interferes with play on the opposite court.
- 4.9 It is a fault if the team does not pass the ball over to the opponent's court within 3 touches. It is a fault if the ball lands outside the boundaries of the court, passes through or under the net, fail to go over the net, touches the ceiling or side walls; touches any other object or person outside the court.
- 4.10 It is a fault if a player touches the net.
- 4.11 No restriction in player position and they are not required to rotate. There is no division of front court and back court.
- 4.12 In any set, each sub-team may make up to a maximum of two (2) substitutions per set. The player who has been substituted earlier shall be allowed to re-enter the same set. The re-entering player is allowed to substitute any one on court.

- 4.13 Compulsory substitution applied to 2<sup>nd</sup> set.  
a. In 2<sup>nd</sup> set, team need to field minimum one player who did not start in the 1<sup>st</sup> set. One of this player must be present inside the court throughout the 2<sup>nd</sup> set\*\*\*.  
b. No restriction in 3<sup>rd</sup> set. Team is allowing to field any players from the sub-team list.
- 4.14 Each team is entitled to 1 (30 sec) time-out per set.
- 4.15 No Libero is allowed.
- 4.16 The sub-team game will be forfeited if they cannot field a team of 4 players to start or 3 players on court during the game.
- 4.17 Team managers are to remain seated when the game is being played.

## Art. 5 Ranking of Team

### Match Point

- 5.1 The ranking of teams is determined by the **number of Match Point gained per match**. The school who score the highest Match Points in the pool/group will rank in first position.
- 5.2 Match Point awarded as follow:  
Won 2-0: 4 points  
Won 2-1: 3 points  
Lost 1-2: 2 points  
Lost 0-2: 1 point  
Match forfeited: 0 point
- 5.3 In case of equal number of Match Point scored by 2 or more teams, they will break tie in the following order:  
1) Set Quotient (Set Won/Set Lost) of the team  
2) Points quotient (Point Won/Point Lost) of the team.  
3) If the tie continues as per the point quotient between two teams, the team which won the last match between them will rank higher.

*\*SPSSC Junior Division 3v3 Volleyball game will be conducted according to*

1. General Rules and Regulations of the Singapore Primary Schools Sports Council (SPSSC).
2. International Official Volleyball Rules as adopted by the *Federation Internationale de Volleyball (FIVB)* except as otherwise stated in the Rules and Regulations of the SPSSC.
3. Baseline Safety Standards for National School Games.

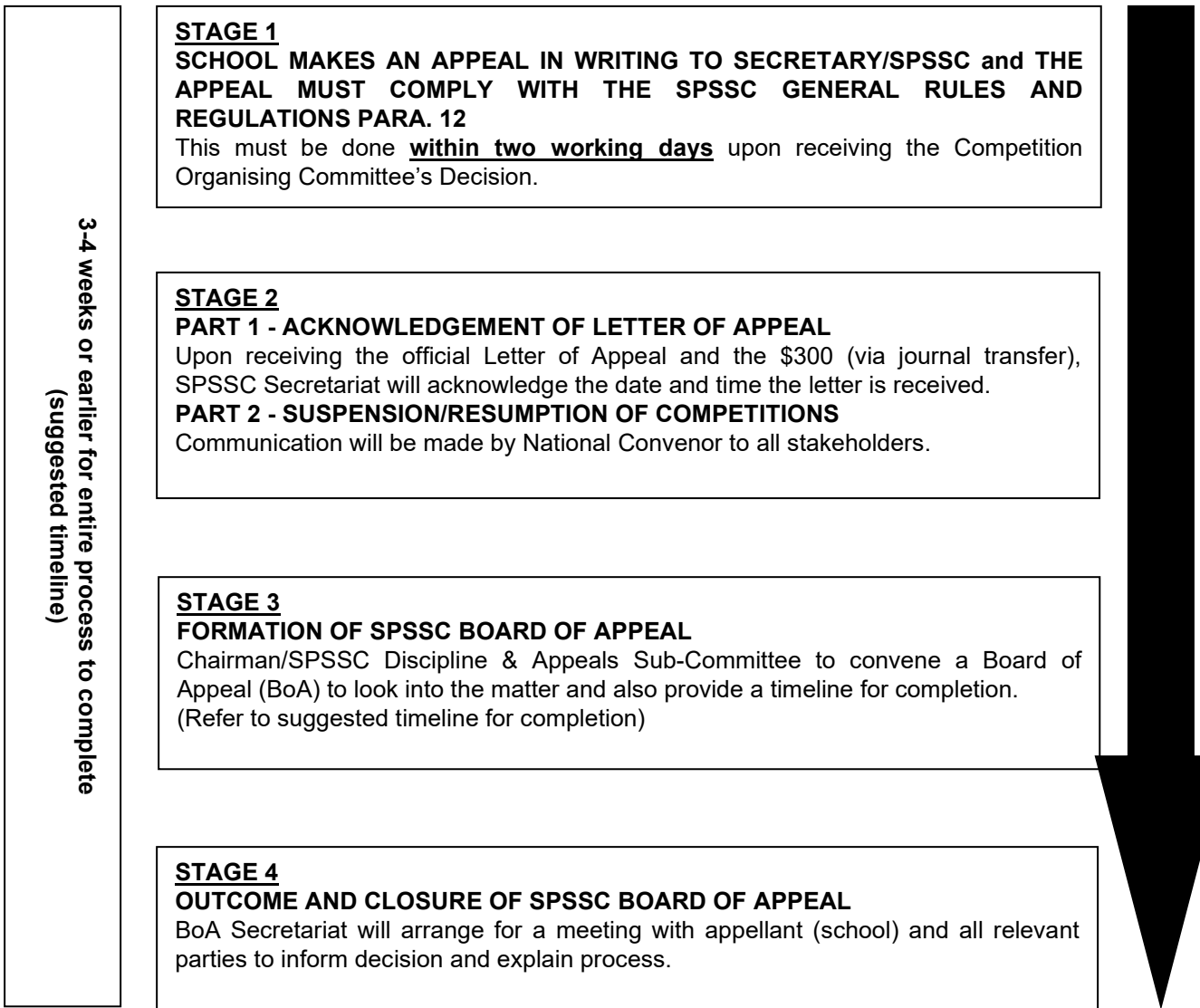
*\*\*Submitting sub-team lists*

*School shall include every registered players name (jersey number) in the sub-team list submitted prior to the start of each game.*

*\*\*\*Compulsory substitution*

*In case of the player (who didn't start in 1<sup>st</sup> set) is injured in 2<sup>nd</sup> set and no other reserve player on the bench, the game will be forfeited and 4 match points will be awarded to the opponent team regardless the number of set played.*

**SPSSC PROCEDURE FOR APPEALS**  
**WORKFLOW**



**As in accordance with the SPSSC General Rules and Regulations under rule 12.4, 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.

### **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.