

**SINGAPORE PRIMARY SCHOOLS SPORTS COUNCIL
JUNIOR DIVISION FOOTBALL 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.

SECTION A – ADMINISTRATIVE RULES & REGULATIONS

1 ORGANISATION STRUCTURE AND GOVERNING BODIES

- 1.1 The National School Games (NSG) for Football 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 Federation Internationale de Football Association (FIFA).
 - 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 and
 - 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 At the Classification, Tiered and National (Only for Junior Division Girls) rounds, the organising committee shall consist of the National Convenor, Zone Convenors, Football Advisor, Organising Secretaries and other co-opted members.
 - 1.2.4 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.

Division	Age	Year/Date of Birth
Junior Division	10 and 11 years old	1 Jan 2013 1 Jan 2012 --- 31 Dec 2012 2 Jan 2011 --- 31 Dec 2011 1 Jan 2011 (<i>subject to conditions laid out in para 2.2</i>)

2.2 All students shall compete in the respective divisions set out in the above **table 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 2.1. This rule will supersede all previous decisions.

2.2.2 This exception in Para 2.1 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 sports within the same year.

2.4 Age dispensation is **NOT** applicable to Football.

3 ENTRIES

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

- a) Junior Division Boys
- c) Junior Division Girls

3.2 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

- 3.3 Appeals for late/ erroneous entries¹ submitted by schools will be accepted on a case-by-case basis with consensus from the Organising Committee. (Please 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 For the Junior Divisions **Boys and Girls**, each competing team shall comprise a **minimum of eight (8) players to a maximum of eighteen (18) players**. NO CHANGES SHALL BE ALLOWED after the closing date of registration.
- 4.2 The registration of players must include the following details:
- a) Full Name as in NRIC/Student Pass
 - b) Date of birth
 - c) Birth Certificate or NRIC Number or Student Pass Number
 - d) Race
 - e) Nationality
 - f) Jersey Number (Restricted to No. 1 to 50 for each division)
- 4.3 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.
- 4.4 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).
- 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 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.
- 4.5 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).
- 4.6 International students who are in the schools on exchange programme are not allowed to represent the school.
- 4.7 Students granted Leave of Absence (LOA) by MOE will be allowed to represent the school.
- 4.8 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.
- 4.9 SPSSC Football matches are to be played eight (8)-a-side. The minimum number of players required before a match can start is six (6). If a team fails to field the required number 15 minutes past the indicated starting time, the referee will call off the match and report the matter to the Pitch Manager immediately. When a team has only five (5) players or less during play, the referee will abandon the match and a decision will be made by the NSGOC regarding the outcome of the match.

¹ The rule applies to late/ erroneous in entries and registration of participants.

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 Junior Division Girls
- 5.2.1 The competition for Junior Division Girls shall be organised on a National inter-school league format. Where entries are grouped, each group shall have a minimum of **four (4)** teams² (Please refer to Annex D).
- 5.2.2 For the Semi-finals, 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.
- 5.2.3 The winners of the two (2) semi-finals will then play in the Final to decide the Champion and Runner-up. The remaining two teams of the two (2) semi-finals will play-off for the 3rd and 4th placing position.
- 5.2.4 Duration of Game: 20 Min / 10 Min / 20 Min
- 5.2.5 Recommended kick-off timings:
1st match at 3.00p.m. and 2nd match at 4.30 p.m.
- 5.2.6 Any deviation from the Competition format requires approval from the Council or the Standing Committee.
- 5.3 Junior Division Boys
- 5.3.1 The Boys Junior Division competition will be played in a tiered competition format.
- 5.3.2 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.
- 5.3.3 The Classification Round will be used as qualifying round for the subsequent Tiered Round. The 1st placed team of each group from the Classification Round will progress to the Tier 1 of the Tiered while the 2nd, 3rd and 4th placed teams of each group at the end of the Classification Round will progress to the Tier 2, Tier 3 and Tier 4 of the Tiered Round respectively. If there is a 5th placed team in the Classification Round, the team will be placed in Tier 4.
- 5.3.4 The top 2 teams of each group at the end of Tiered Round will be the Group Winner and Group First Runner-Up respectively. There will be no additional play-off or knock out round being played after the end of the group games in the Tiered Round.

² 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.

5.3.5 Duration of Games:

- a) Classification Round : 15 Min / 5 Min / 15 Min
- b) Tiered Round : 25 Min / 10 Min / 25 Min

5.3.6 Recommended kick-off timings:

- a) Classification Round: 1st match at 3.00p.m. and 2nd match at 4.00p.m.
- b) Tiered Round : 1st match at 3.00p.m. and 2nd match at 4.30p.m.

6 AWARD OF LEAGUE POINTS

- 6.1 In the league competition, the winner shall be the team with the highest number of points scored from all matches played.

The following scoring system shall apply:

Win	3 points
Draw	1 point
Loss / Walkover	0 point

- 6.2 In the event of two or more teams equal in points at the end of the league, the following criteria in order or priority in will be used to rank teams.
- a) The team having the best goal difference will be placed first.
 - b) The team with the greater number of goals scored for shall be the winner.
 - c) The team which had won the match between the teams concerned would be ranked higher.
 - d) The results against the lowest ranked team will be removed from the group and the remaining teams will be ranked again following the priority order of the ranking criteria from Paras 6.1 - 6.2 (a-c).
 - e) In the event that the tie is still unresolved between teams concerned at this stage, the teams will be called back for five (5) mandatory penalty kicks.
- 6.3 For Junior Division Girls, in the semi-finals and the final, an extra time of five (5) minutes per half shall be played if the match ends in a draw. If the match remains a draw at the end of the extra-time, five (5) kicks from the penalty spot shall be used to determine the winner.
- 6.4 For matches that necessitate penalty shootouts for a resolution:
- a) Five (5) penalty kicks will be taken from each side to determine the winner.
 - b) If there is still a draw, the result will be determined by sudden death penalty shootout. (i.e. the remaining team members will take the penalty kicks from both teams until there is a clear break).
 - c) Players who are suspended are not allowed to take part in the penalty shootout.

7 PRIZES

- 7.1 The number of prizes and plaques to be awarded at the National competition 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 For Tiered competition, medals can be given up to the top 8 positions in each Tier subject to the number of participants/teams as stated in para. 7.1.

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

Position	Form of Medals
1 st	Gold
2 nd	Silver

- 7.4 Achievement Pins

- 7.4.1 Achievement pins will be awarded to the participants in Tier 1 and Tier 2 of the competition.

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.

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 A team which fails to turn up or turns up later than the grace period (See Para 8.1) shall concede a walkover to the opposing team. For each withdrawal³ 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. The NSGOC will then deliberate and inform their decision to the Principal of the school.
- 10.4 In the play-off for top 4 placing (Junior Girls), any walkover will disqualify the team from being placed.
- 10.5 A team that concedes a walk-over will get zero (0) points. The opposing team will be awarded three (3) points and three (3) goals.
- 10.6 In the event of both teams failing to turn up, neither team is entitled to a walk-over. The Principals of the teams concerned will have to submit a letter of explanation to the NSGOC (see para 10.3). The Football NSGOC will deliberate if there is a need to appropriate actions against the concerned teams.

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.
- 11.3 If a match cannot be continued due to poor lighting, pitch conditions or inclement weather, the following procedures shall apply:
- Match to be continued from where the play and time were stopped with the score remaining the same at a date, time and venue stipulated by the convenor. Substitutions are to be made after the match has resumed.
 - If 75% of the match has been played and the match cannot proceed due to poor lighting, pitch condition or inclement weather, the result shall stand. **The 75% completion of the match (i.e. 75% rule) shall be applied to all Classification, Tiered and National rounds group matches only.**

The 75% rule cut-off playtime is reflected in the table below:

Division	Gender	Total time per match	75% Rule (Ref time)
Junior Classification	Boys	30 mins (15mins per half with 5mins interval)	23 mins
Junior Tiered		50 mins (25mins per half with 10mins interval)	38 mins
Junior	Girls	40 mins (20mins per half with 10mins interval)	30 mins

³ All results involving the team will be null and void.

When a game is called-off due to poor pitch condition or bad weather, any player serving suspension will be deemed as **NOT** having completed the suspension. The said player will continue to serve the suspension when the match is continued on another day.

Any yellow card received during this match will be accounted for when the game resumes on another day unless suspension for the previous yellow card has been served.

- c) The 75% rule will not be applied at the National competition semi-final games onwards (ie. Semi-final, 3rd/4th placing & Final). The teams concerned will come back on another day to play the remaining time with the score from where the play was stopped at a date, time and venue stipulated by the Convenor.

11.4 In case of inclement weather, the 1st and 2nd matches must be completed within the following stipulated duration (subject to visibility). If not, the matches will be postponed.

11.4.1 Junior Division Girls

a) National Round:

1st match must start by 3.20p.m. and end by 4.30p.m.

2nd match must start by 4.50p.m. and end by 6.00p.m.

11.4.2 Junior Division Boys

a) Classification Round:

1st match must start by 3.20p.m. and end by 4.15p.m.

2nd match must start by 4.20p.m. and end by 5.15p.m.

b) Tiered Round:

1st match must start by 3.20p.m. and end by 4.30p.m.

2nd match must start by 4.50p.m. and end by 6.00p.m.

11.5 NSGOC reserves the right to play postponed matches in the morning at an external venue.

11.6 NSGOC will deliberate on all abandoned games. Decision made by the NSGOC is final.

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 E)

- 13.1 Upon the release/disclosure of the decision of the NSGOC, only schools may appeal to the Council.
- 13.2 Notices of appeal shall be lodged with the Secretary / Secretariat of the 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:
 - a) The School
 - b) The Zonal Council
 - c) The SPSSC
 - d) 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 F).
- 15.2 The TM shall be a teacher appointed by the participating school.
- 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 REFEREE / UMPIRE / JUDGE / OFFICIAL / PITCH or COURT MANAGERS

- 16.1 Participating schools shall provide a pitch manager for each match day in which the school is playing in.
- 16.2 Education Officers, Contract Adjunct teachers, Flexi-adjunct teachers and Allied Educators can serve as pitch manager.

16.3 The PM will carry out the following tasks:-

- 16.3.1 Clearly mark out 2 technical areas for both the teams and designated area(s) for the supporters;
 - 16.3.2 Ensure that only the registered players and a maximum of 3 officials to be allowed in each technical area. Ensure that both teams start with eight (8) players each at kick off. The schools concerned must introduce them to the PM before the start of the match;
 - 16.3.3 Submit the result and the completed team sheets to the Classification/Tiered/National Convenor for any yellow or red card cases which may require immediate follow-up actions;
 - 16.3.4 Assist the referee with regards to temporary stop or abandoned game due to lightning or the pitch is unplayable due to heavy rainfall;
 - 16.3.5 Ensure that the Referee STOPS the game IMMEDIATELY in accordance to the Lightning Risk Alert warning. The match can only be resumed when the school subsequently receives the cancellation of Lightning Risk Alert warning.
 - 16.3.6 PMs are to also ensure that the Referee STOPS the match IMMEDIATELY in accordance to the Lightning Risk Alert and/ or Siren or in the event lightning is spotted (without LWS alert or siren).
 - 16.3.7 Inform the Convenor in writing of any irregularities contravening the tournament rules involving Football TMs, supporters or external coaches.
 - 16.3.8 Conduct RAMS and Safety Check list.
 - 16.3.9 Reinforce the hosting schools' instructions to playing teams, where necessary.
 - 16.3.10 PM has to be another teacher from a neutral school appointed by the organising secretaries. The TMs of either team playing in the game is not allowed to play a dual role as a Pitch Manager.
- 16.4 Schools should ensure that their referees / umpires / judges / officials pitch or 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).
- 16.5 Referees shall be appointed by the Convenors.
- 16.6 The decision taken by the referee shall be final. The referee will make the final call with regard to the continuation of a match due to poor visibility.
- 16.7 Referee's fee:
- a) Referee's fee shall be paid by SPSSC through NSGO.
 - b) TMs must sign off against the match report as proof of referee's services.
- 16.8 There shall be two (2) referees appointed for Junior Division (Girls) semi-final matches onward. Only one (1) referee will be appointed for all matches in the Classification and Tiered Rounds for Junior Division (Boys).

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 A) and spirit of the Coaches Oath (Refer to Annex A) during competitions.
- 17.2 External coaches are not allowed to approach the officials to query their decisions. Only TMs or Teacher-Coaches are allowed to approach officials to seek clarifications.
- 17.3 Schools must ensure that their coaches adhere to the SPSSC Rules and Regulations and the Code of Conduct (Please refer to Annex A for coaches' oath and Annex G on coaches' code of conduct).
- 17.4 Coaches / TMs who are sent off will be immediately suspended from all NSG matches. Suspension period will depend on the outcome of disciplinary committee.
- 17.5 Coaches / TMs who are suspended by FAS will also be suspended from all NSG matches during the said period.

18 VISITING TEAMS AND SUPPORTERS

- 18.1 Schools sending supporters to any competition shall ensure that their students are in proper school uniform and that there are sufficient teachers present for student care and management.
- 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.
- 18.5 Visiting teams and supporters (including parents/ guardians) are required to adhere to hosting school's instructions and safety and security guidelines.
- 18.6 Supporters are not allowed to approach the game officials (referees, PMs) to query decisions. They could only raise matters with the TMs they are supporting or representing.

19 BREACH OF CODE OF CONDUCT BY PARTICIPANTS / TMs / PARTICIPANTS / 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. 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 AND EQUIPMENT

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

21.2 In the event of a clash of jersey colours, the First Named Team shall have to change their attire. No team is allowed to play without proper attire. Teams are strongly advised to bring along a second set of jerseys or bibs with numbers in case they are required to change. All jerseys must be clearly numbered (from 1 – 50).

21.3 Footwear and Shin-Pads

- a) Use of shin-guards or shin-pads is compulsory for all players.
- b) Referees shall not allow any players without shin-guards to play.
- c) Footwear is compulsory for players. Boots with metal studs are not permitted.

21.4 Players are required to use the same registered number throughout the competition. Serious action will be taken against the player and the team if the player is found to be playing under a different jersey number. The player or his team may be disqualified.

21.5 However, if a player has lost or did not bring his jersey, he can play under a different jersey number provided the Referee, PM and the TM of the opposing team are informed and the information is duly recorded and endorsed in the Team Sheet.

21.6 Only size 4 balls shall be used in the SPSSC Football competitions.

SECTION C – OTHER FOOTBALL RULES AND REGULATIONS

22 VENUE AND PLAYING DIMENSIONS

- 22.1 Most of the matches will be played on school fields. The size of fields could vary. However, the size of the field for boys' competitions must be the recommended size, excluding the perimeter of 2m safe zone.
- 22.2 For Boys and Girls 8-A-Side football, the breadth of the playing field is between 30m – 50m and the length is between 50m – 70m. The goalpost dimensions for Boys competitions are 6.4m (L) by 2.1m (H), and for Girls' competitions 5m (L) by 2m (H).

23 SUBSTITUTION OF PLAYERS

For 8-A-Side Football (Boys & Girls)

- 23.1 Any SEVEN (7) players and ONE (1) goalkeeper registered for each match may be substituted during a match.
- 23.2 A player that has been substituted cannot re-enter the game during the same match. This is applicable for postponed / abandoned matches.

24 YELLOW CARD AND RED CARD

- 24.1 For every 2 yellow cards (2 separate matches) received in a particular championship; the player shall automatically be suspended for one (1) match following the match in which he/she received the 2nd yellow card.
- 24.2 When a player is sent-off (Red Card), yellow card(s) received during that particular match will not be taken into account for Rule 24.1 The player is deemed to have received a Red Card only for that match.
- 24.3 TMs are responsible to ensure that they do not field players who are under suspension. If they are doubtful, they should contact the Zone / National Convenor for clarification before allowing the player to play.
- 24.4 Zone / National Convenors are not responsible to keep track for all yellow and red cards received by schools during matches. It is the responsibility of the TM to verify with the referee immediately after the game regarding the yellow / red cards and final score status. Any discrepancies should then be highlighted to the referee concerned and also to the Convenor or his / her representative immediately after the game.
- 24.5 A player, who is sent-off (red card) by the referee, shall automatically be suspended for two (2) matches following the match in which he / she received the red card. The NSGOC may meet to decide on further actions to be taken depending on the severity of the referee's match report.
- 24.6 A player who is sent-off or did not conduct himself / herself in an acceptable manner may be asked to appear before the Football Disciplinary Sub-Committee together with his / her TM if instructed to do so.
- 24.7 Yellow and red cards / Disciplinary Cases received in the Classification Round will be carried over to the Tiered Round competitions (Junior Division Boys).

24.8 When a game is called-off due to poor pitch conditions or bad weather, any player who is serving suspension will be deemed as not having completed the suspension. The said player will have to serve the suspension at the very next game involving his school.

25 KICK-OFF AND KICK-IN RULES

25.1 All kick-offs (ie. start of game, start of 2nd half or kick-off after a goal is scored) shall be indirect kicks. The ball is allowed to go in any direction as long as it moves.

25.2 All kick-ins shall be indirect kicks. Opposing players must maintain a distance of two (2) metres from where the kick is being taken. The first ball kicked in must be a ground ball played not higher than the knee height of the kicker. If this rule is breached, the referee reserves the right to ask for the kick to be retaken or possession of the ball to be turned over.

25.3 The goal kick is taken by a player of the team awarded the goal kick from anywhere in the goal area. The ball can be passed to player of the team inside the penalty area. All opponents must be outside the penalty area during the taking of a goal kick, unless they did not have time to leave the penalty area.

26 SPORTSMANSHIP

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

27 MATTERS NOT PROVIDED FOR

27.1 All matters not provided for in these Rules and Regulations shall be dealt with by the SPSSC Football NSGOC.

28 AMENDMENTS

28.1 The 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
- C Management of Appeal for Late/ Erroneous Registration Workflow
- D 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”

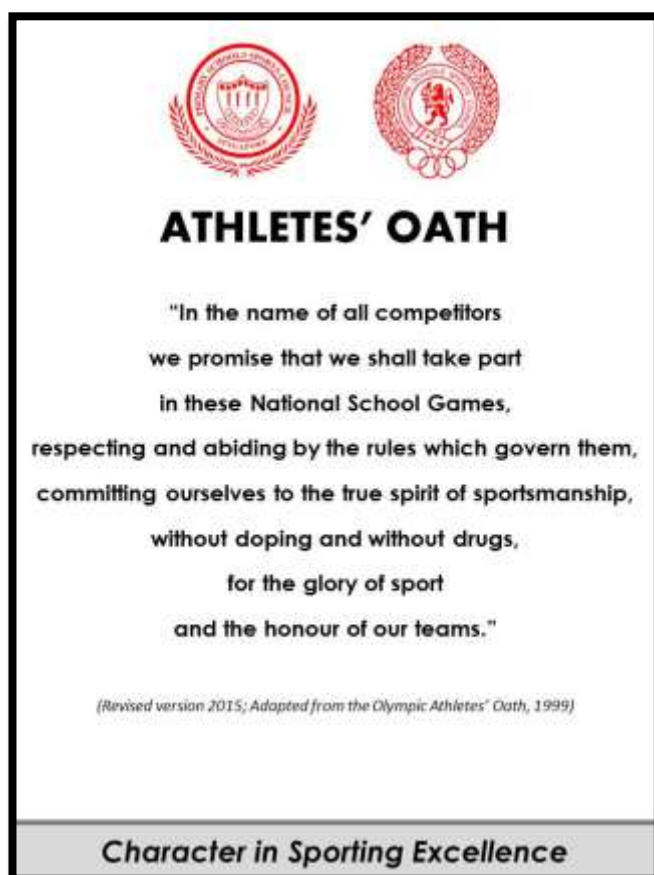
Motto

“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.



Aspiration 2: *Every teacher and coach an inspiring role model and mentor*

Guiding Principle:

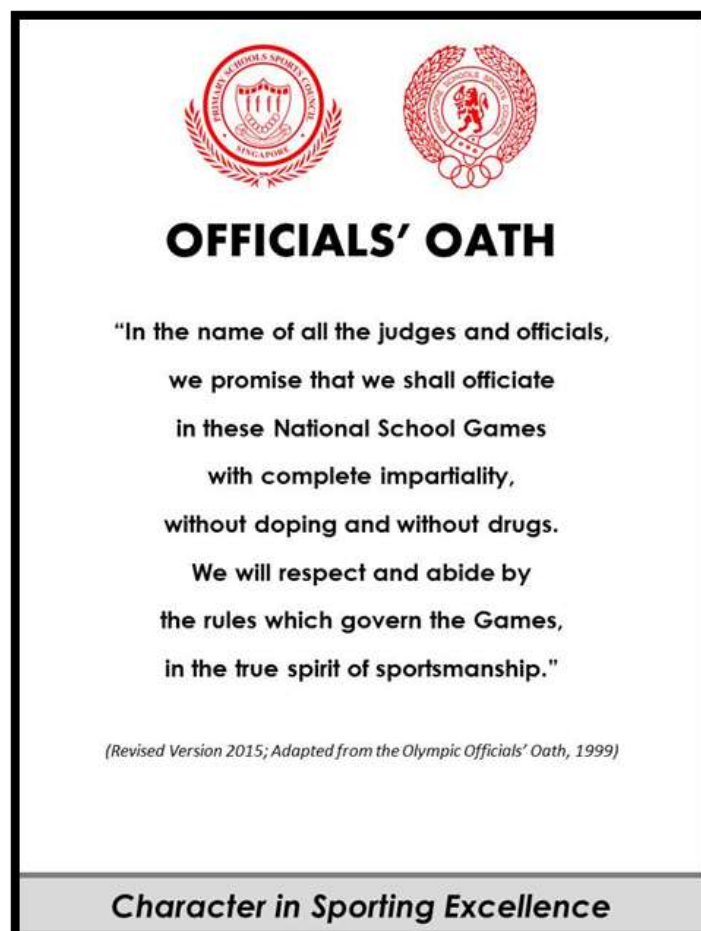
The teacher/coach endeavours to develop each athlete to his fullest potential. He focuses on student-centric and values-driven coaching. He maintains a professional relationship with the athletes and ensures their safety and well-being at all times. As a positive role model, he inspires and motivates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



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

Guiding Principle:

The official is well-versed in the rules of the sport, and enforces the laws of the sport with impartiality. He is alert and acts decisively when required. He ensures safety for all athletes and explains the rules when required. He upholds the professionalism of the sport.



Aspiration 4: *Every parent a supportive partner*

Guiding Principle:

The parent takes interest in his child's training and competitions. He ensures proper nutrition and rest, and actively enquires on his child's progress and development. He works with the teacher and coach, attends competitions and respects the referee's decisions.

Aspiration 5: *Every spectator a respectful, responsible and caring motivator*

Guiding Principle:

The spectator makes the effort to applaud excellence and fair play. The spectator shows appreciation for the efforts of all athletes, teachers, coaches, officials and organisers. He should cheer to encourage and motivate as well as care for the athletes' well-being. The parent takes interest in his child's training and competitions. He is responsible and keeps the venue safe and comfortable for all.



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

Guiding Principle:

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

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.

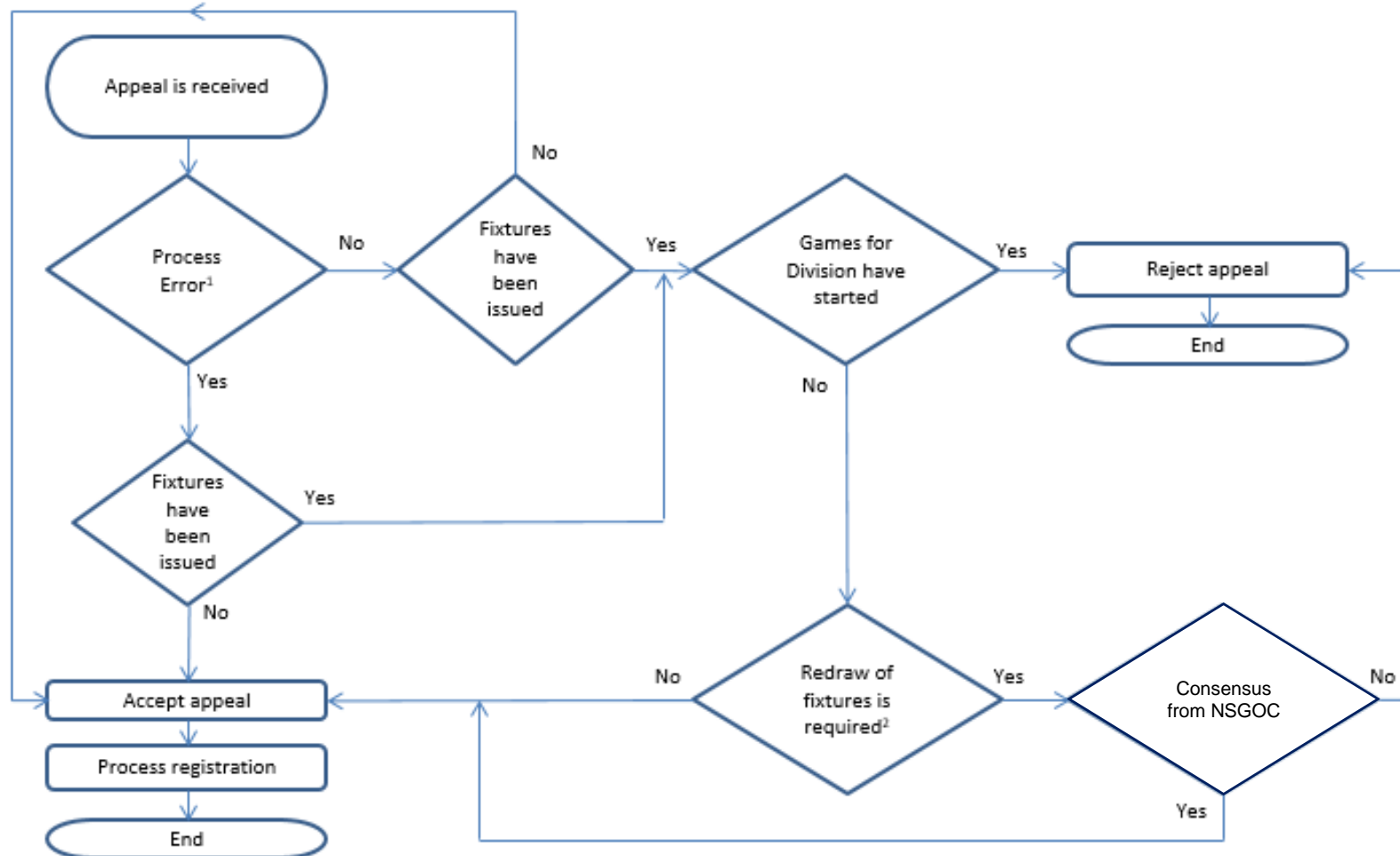
- c. Venue Management:
 - i. Ensure competition venues (including hosting schools) have the following in good condition to support the competition:
 - o Equipment
 - o Line Drawings (if applicable)
 - o Consumables
 - ii. Inform Hosting Schools of competition schedule.
 - iii. Disseminate competition 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.

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 meaningful⁴ 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.

Seeding⁵

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 top 4 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 all 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

⁴ Each participating team should minimally play 3 matches (i.e. cumulative across Zonal and National competitions; where applicable) in the course of competition.

⁵ 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.

SUGGESTED COMPETITION FORMATS FOR ZONE / DIRECT NATIONAL COMPETITION

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 NSGOs 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

Number of Teams	Group A	Group B
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 be replaced 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
	4	5	5
	5	4	5
15 teams	5	5	4
	5	5	5
16 teams	6	5	5
	5	6	5
	5	5	6
17 teams	6	6	5
	6	5	6

Number of Teams	Group A	Group B	Group C
	5	6	6
18 teams	6	6	6
19 teams	6	6	7
	7	6	6
	6	7	6
20 teams	6	7	7
	7	6	7
	7	7	6
21 teams	7	7	7

Quarter-Final Round

The quarter-final round will be played in a 2-Group format. One of the groups shall consist of two (2) group champions and one (1) group runners-up, and the other group one (1) group champion and two (2) group runners-up. The groups shall be determined by drawing of lots.

The group champion and runner-up shall be placed in different groups in the quarter-final round. For example, if A1 is drawn into Group X, A2 shall be placed in Group Y.

Group X	Group Y
A1	B1
C1	A2
B2	C2

Semi-Final Round

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

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

Finals

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

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

Four-Group 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
	4	4	4	5
18 teams	5	5	4	4
	5	4	4	5
	4	5	5	4
	4	4	5	5
19 teams	5	5	5	4
	5	5	4	5
	5	4	5	5
	4	5	5	5
20 teams	5	5	5	5
21 teams	6	5	5	5
	5	6	5	5
	5	5	6	5
	5	5	5	6
22 teams	6	6	5	5
	6	5	5	6
	5	6	6	5
	5	5	6	6
23 teams	6	6	6	5
	6	6	5	6
	6	5	6	6
	5	6	6	6
24 teams	6	6	6	6
25 teams	7	6	6	6
	6	7	6	6
	6	6	7	6
	6	6	6	7
26 teams	7	7	6	6
	6	7	7	6
	7	6	6	7
	6	6	7	7
27 teams	7	7	7	6
	7	7	6	7
	7	6	7	7
	6	7	7	7
28 teams	7	7	7	7

Quarter-Final Round

The quarter-final round will be played in a 2-group format. Each group shall consist of two (2) group champions and two (2) group runners-up. The groups shall be determined by drawing of lots. The group champion and runner-up shall be placed in different groups in the quarter-final round. For example, if A1 is drawn into Group X, A2 shall be placed in Group Y.

Group X	Group Y
A1	B1
C1	D1
B2	A2
D2	C2

Semi-Final Round

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

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

Finals

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

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

Five or Six-Group 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

The quarter-final round will be played in a 2-group format. Each group shall consist of two/three group champions and two/three group runners-up. The groups shall be determined by drawing of lots. The group champion and runner-up shall be placed in different groups in the quarter-final round. For example, if A1 is drawn into Group X, A2 shall be placed in Group Y.

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

Six Groups Championship Format	Group X	Group Y
	A1	B1
	C1	E1
	D1	F1
	B2	A2
	E2	C2
F2	D2	

Semi-Final Round

The champion and runner-up of each group shall enter into a criss-cross 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:

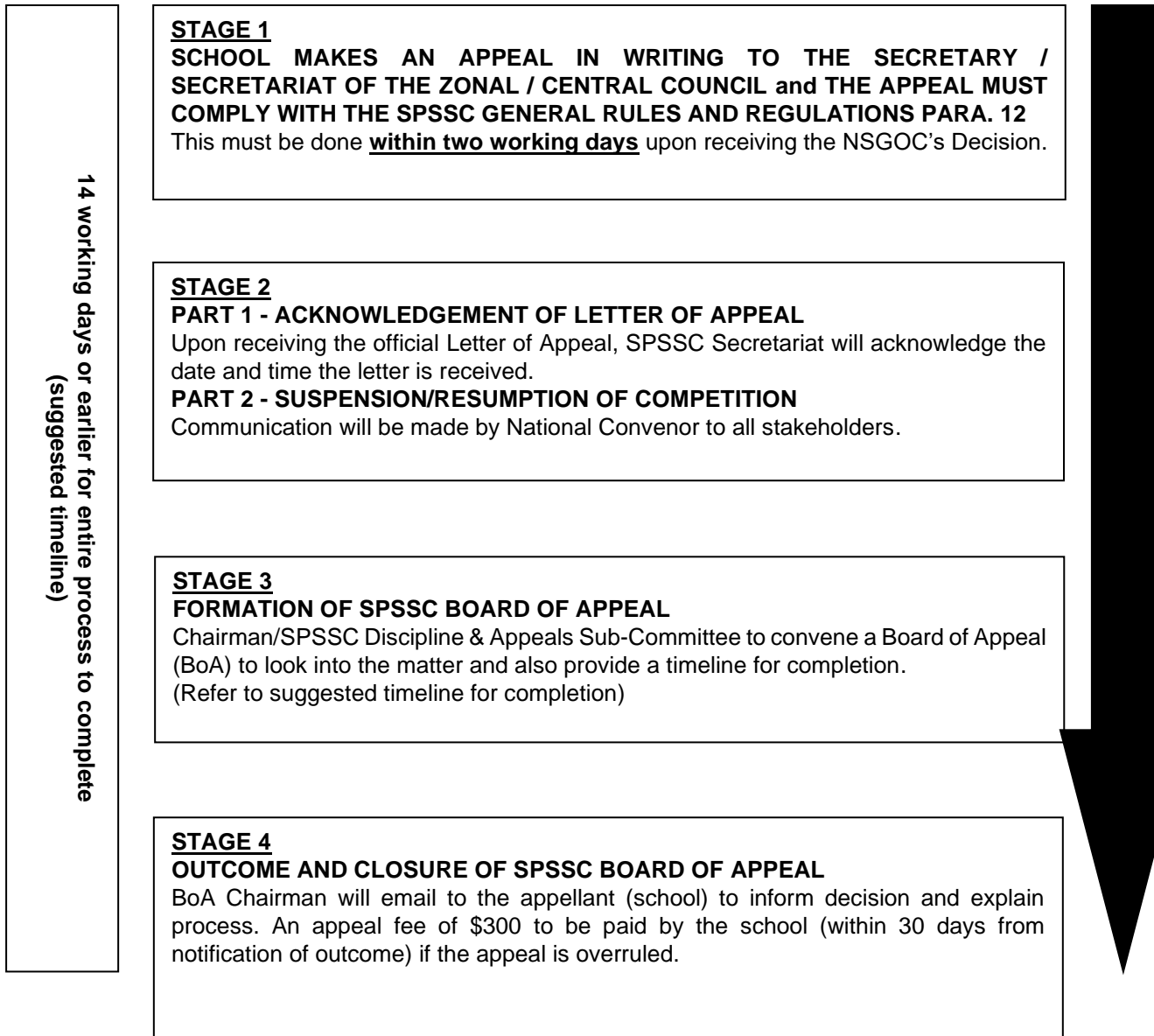
In a competition with 3 Tiers and the adopted format is to place all teams equitably into 8 groups in the Classification/ Preliminary round⁵, the grouping would be as such:

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. Refer to page 33 to 39.

⁵ 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.

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 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.