

SINGAPORE PRIMARY SCHOOLS SPORTS COUNCIL BASKETBALL RULES AND REGULATIONS 2017

1 RULES AND REGULATIONS

All sports and games shall be conducted:

- 1.1 according to the laws/rules established by the respective international federations (IFs) / Boards / governing bodies
- 1.2 in the event that the rules and regulations are modified for safety reasons to suit the level of our school pupils, it must be clearly stated in the respective sports/games rules and regulations and;
- 1.3 as governed by the Rules and Regulations of the Singapore Primary Schools Sports Council.
- 1.4 be organised, adhering to the Baseline Safety Standards for National School Games.

2 CHAMPIONSHIP ORGANISING COMMITTEE

2.1 COMPOSITION

2.1.1 The Championship Organising Committee shall consist of the following:

The National Convenor,
The Games Advisor,
The Zone Convenors
Organising Secretaries and
Any other co-opted members deemed necessary

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

2.2 DUTIES

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

2.2.1 to draw fixtures

2.2.2 to fix venues, dates and times

2.2.3 to arrange for equipment and facilities, and perform any other tasks for conducting the competitions

- 2.2.4 to conduct RAMS for the championships (RAMS must be conducted at the start of each competition period);
- 2.2.5 to ensure that pitch managers conduct RAMs for the respective games venues;
- 2.2.6 to appoint judges/referees/umpires/linesman
- 2.2.7 to incur expenditure within the allocated budget approved by the SPSSC
- 2.2.8 to select players to represent SPSSC in approved local and overseas competitions, to appoint coaches to take charge of the teams
- 2.2.9 to deal with matters pertaining to discipline, protest and other aspects of the competition; and
- 2.2.10 to source and organise coaching and officiating courses to upgrade the technical knowledge and expertise of teachers.
- 2.2.11 to implement the Baseline Safety Standards in the organising of National School Games

3 AGE GROUP/ DIVISION (age group to follow the year of birth)

3.1 Age Group for 2017 (Refer to Annex A)

Senior Division	Junior Division	Age Dispensation
1 Jan 2006 1 Jan 2005 --- 31 Dec 2005 2 Jan 2004 --- 31 Dec 2004	1 Jan 2009 1 Jan 2008 --- 31 Dec 2008 1 Jan 2007 --- 31 Dec 2007 2 Jan 2006 --- 31 Dec 2006	Not applicable

4 ENTRIES

- 4.1 Each school is eligible to enter only one team in each of the following divisions:
 - Boys Senior Division
 - Boys Junior Division
 - Girls Senior Division
 - Girls Junior Division
- 4.2 When Zone competitions are used as qualifying rounds for the National competitions, the top 4 teams of each division from each zone will proceed to compete in the National competitions.

- 4.3 All entries must be **received by** the Convenor concerned on or before the stipulated closing date.
- 4.4 The registration forms of players must be **received by** the Convenor concerned on or before the stipulated closing date **which will be at least three (3) working days before the commencement of the competition.**
- 4.5 The registration forms 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

5 REGISTRATION OF PLAYERS

- 5.1 Each team shall consist of a maximum of 12 players and a minimum of 10 players for both the Zone and the National Competitions.
- 5.2 Teams, which have qualified from the Zone competitions to the National competition, may register a new team list at the time of registration.
- 5.3 **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.
- 5.4 **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.**
- 5.5 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.
- 5.6 International students who are in the schools on exchange programme are not allowed to represent the school.
- 5.7 Students 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.

6 CHAMPIONSHIP FORMAT (Refer to Annex B)

- 6.1 For Team Sports/Games, there must be a minimum of three (3) registered teams from three (3) different schools before a team Championship can be organised.
- 6.2 For Individual Sports/Games, there must be a minimum of three (3) registered individuals from three (3) different schools before a Championship can be organised.
- 6.3 The Championships for Team Sports/Games¹ shall be organised on an inter-school league format. It is suggested that where entries are grouped, each group shall have a minimum of four (4) teams² (Please refer to Annex B).
- 6.4 The Zone Championships of these seven (7) team games; Badminton, Basketball, Football, Netball, Rope Skipping, Table Tennis and Volleyball, will be used as qualifying round for the National Championships.
- 6.5 Any deviation from the Championship format requires approval from the Council or the Standing Committee and must be clearly stated in the respective sports/games rules and regulations.

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 (eg. 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 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 WALK-OVER

- 9.1 Any withdrawal or walk-over is considered contrary to the spirit of the game.

¹ Team Sports refer to Badminton, Basketball, Football, Hockey, Netball, Rugby, Softball, Table Tennis, Tennis, Volleyball, and Floorball.

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

9.2 Schools participating in the competition should not withdraw or give walk-over.

9.3 For each withdrawal or walk-over, a written explanation duly endorsed by the Principal shall be submitted to the convenor and the Game Adviser within **two (2)** working days.

9.4 For each withdrawal or walk-over, a score of 0-20 will be awarded to the other team.

9.5 In the play-off for top 4 placing, any walk-over 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 teacher-in-charge 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 Championship 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 inclusive of GST)**

11.3 The Championship 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 (inclusive of GST) 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 (Please refer to Annex C)

12.1 Upon the release/disclosure of the decision of the Championship 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 Championship 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 inclusive of GST)**.
- 12.3 Upon receiving the notice of appeal from the school, the appeal fee of \$300 inclusive of GST 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.

13 SUSPENSION

- 13.1 A player suspended by any one of the following bodies is barred from participating in SPSSC/SSSC competition for that sport/game for the period of suspension :
- i. The School
 - ii. The Zone Council
 - iii. The Singapore Primary Schools Sports Council
 - iv. The National Association of the sport/game

14 AWARD OF LEAGUE POINTS

- 14.1 The following scoring system shall apply:

2 points for a win
1 point for a loss
0 point for conceding a walk-over

15 TIE IN LEAGUE POINTS

- 15.1 Ranking will be decided by the number of league points awarded.
- 15.2 If two teams have the same number of league points, the team that won the game between these two teams shall be ranked higher.
- 15.3 If more than two teams have equal points, then taking into account only those matches played among the teams with equal points, the positions of the teams shall be worked out according to the example given as follows:-

EXAMPLE

Team A beat Team B	Team B beat Team C	Team C beat Team A
50 : 44	60 : 58	45 : 44

Results

Team A - (+6 & -1) = +5 (Ranked 1st)

Team B - (+2 & -6) = -4 (Ranked 3rd)
Team C - (+1 & -2) = -1 (Ranked 2nd)

15.4 However, for the purpose of ranking for the draw to the subsequent round, after the third team (in a three-way tie for 2 qualifying positions) has been eliminated, the team, which won the tie between the two remaining team, shall be ranked higher. In the above example, after Team B has been eliminated, Team C (having beaten Team A) will be ranked higher.

16 PRIZES AND PLAQUES

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

3 team/participants - Prizes and plaques for 1st & 2nd
4 team/participants - Prizes and plaques for 1st, 2nd & 3rd
5 or more teams/participants - Prizes and plaques for 1st, 2nd, 3rd & 4th

17 TEACHER-IN-CHARGE OF TEAM (Refer to Annex D)

17.1 Each participating team must be accompanied by a teacher who shall remain with the team throughout the duration of play.

17.2 Teachers-in-charge are not allowed to interfere with the final decision taken by the referee/umpire/judge on points of laws/rules after clarification has been sought. If such interference results in disruption of any match/game, a report shall be made by the Convenor and the matter brought to the attention of the Competition Organising Committee for appropriate action.

17.3 Teachers are to ensure that there is only one adult (teacher or coach) from the player's bench who is standing when the game is progress.

18 REFEREES / UMPIRES / OFFICIALS

18.1 All participating schools must make payment for a referee/umpire/official arranged by the Convenor for the preliminary rounds.

19 EXTERNAL INSTRUCTORS (Refer to Annex E)

19.1 External instructors are expected to conduct themselves with decorum during competitions.

19.2 External instructors are not allowed to approach the game officials to query their decisions. Only teachers-in-charge are allowed to approach game officials to seek clarifications.

19.3 Schools must ensure that their external instructors adhere to the SPSSC Rules and Regulations.

19.4 External instructors who have breached any of the rules and the schools which engaged him/her, will be referred to the respective Competition Organising Committee by the respective convenors for appropriate action to be taken.

20 SPECTATORS (Refer to Annex F)

Schools sending spectators 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.

21 DISQUALIFICATION

A school will be disqualified if it commits any of the following:

- a) fielding overaged pupils**
- b) fielding unregistered player**
- c) fielding pupils without a valid student pass**
- d) fielding a non bona fide pupil**
- e) team/participant not accompanied by school's MOE staff**
- f) team/participant which caused the game/match to be abandoned**

All results involving the team which has been disqualified will be considered null and void.

22 ATTIRE

22.1 Players of each team shall wear jerseys of the same colour.

22.2 Each player shall be numbered on the front and back of his or her jersey with plain numbers of a solid colour contrasting with the colour of the jersey.

22.3 Teams should be numbered from 4 to 15.

22.4 Each team shall have two sets of jerseys - one white and one dark in colour. The team listed in front on the fixture shall wear the white. The other team shall wear dark coloured.

22.5 The team failing to comply with the above-mentioned rules shall be barred from playing the match unless the non-offending team agrees to proceed with the game.

22.6 Players are not allowed to change their playing numbers from match to match.

22.7 Playing jerseys must be tucked in.

23 PLAYING COURT

23.1 The game shall be played on mini-basketball courts of the following dimension:

24 X 13 metres 26 X 14 metres 28 X 15 metres

23.2 The ring shall be 2.60 metres above the floor.

23.3 The free throw line shall be 4.00 metres from the backboard.

24 SAFE PLAY

24.1 To ensure safety, the use of jewellery or any ornament on the body during play is not allowed.

24.2 Players with long finger-nails will not be permitted to play.

24.3 Players shall use rubber-soled shoes during the game. Bare-footed players will not be allowed to play that game.

25 TOURNAMENT BALLS

25.1 Size 5 tournament mini-basketballs shall be used for the Junior Division (Boys and Girls) and Senior Girls.

25.2 Size 6 tournament mini-basketballs shall be used for the Senior Boys.

26 PLAYERS AND SUBSTITUTES

26.1 Both teams must register the 12 players with the table officials before the start of the game. In addition, they must indicate their players to be fielded for the 1st and the 2nd quarters.

26.2 The game cannot begin if one of the teams is not on court with 9 players ready to play.

26.3 Only one player who has played in the first quarter will be allowed to play in the 2nd quarter. The player who played in the 1st and 2nd quarters will not be allowed to play in the 3rd quarter. This player is allowed to play in the 4th quarter. The rest of the players who have played in the 1st quarter but did not play in the 2nd quarter are allowed to play in the 3rd and 4th quarters. The players who have played in the 2nd quarter but did not play in the first quarter are allowed to play in the 3rd & 4th quarter.

26.4 In the 1st and 2nd quarters, substitution shall be allowed only if a player sustains an injury so serious that he/she cannot continue to play. Then with the concurrence of the officials, he/she may be replaced by one of the reserves not marked in the scoresheet to play in the 1st or 2nd quarter. The injured player shall not be allowed to re-join and play for the rest of the match. Substitution can also be made to replace a player who has committed a disqualifying foul or five fouls within the quarter. The

substitute must not have been marked in the scoresheet to play in the 1st or 2nd quarter.

26.5 A violation of Rule 26.3 and/or Rule 26.4 will result in a walk-over.

26.6 In the 3rd and 4th quarters, substitutions are allowed.

27 PLAYING TIME

27.1 The game shall consist of two halves of 20 minutes each, with an interval of 5 minutes between them. Each half is divided into 2 periods of 10 minutes each, with an interval of 1 minute between them.

27.2 For the primary schools competition, the playing time shall be running clock. It will only stop at Free Throw situations, Time-outs and any prolonged delay of the game (e.g. injuries). In the last 2 minutes of the 4th period, the clock will stop at very dead ball situation.

28 CHARGED TIME-OUT

28.1 Each team is allowed a total of two charged time-outs in the first half (1st and 2nd quarters) and a total of three charged time-outs in the second half (3rd and 4th quarters).

Note: Though time-outs are allowed in the 1st and 2nd quarters, substitutions are still not permitted, except during the situations as stated in para 26.4.

28.2 Each team is allowed one charged time-out for each extra period of play.

28.3 A team may request for a charged time-out at any dead ball situation and when a basket is scored against the team wishing to request for time-out.

28.4 Each time-out is for one minute. Teams should be ready to resume the game when the official sounds the signal.

28.5 Each team is only allowed a maximum of (2) time-outs in the last 2 minutes of the final quarter. This does not apply in the overtime period because each team has only 1 timeout in each overtime period.

29 TEN-SECOND

29.1 When player gains control of a live ball in backcourt, the ball must enter front court within 10 seconds.

30 NO 'GOAL KEEPER' RULE

30.1 All players must advance to their front court during offense. Should any player deliberately stay in their backcourt, a violation will be called and the team will have to give up the possession of the ball to the opponent

team. This does not apply when the opponent has one or more player(s) remaining in the backcourt.

31 THREE-POINT

31.1 There is no 3-point shot. Even if the 3-point line is marked and the shot is taken outside the line, the shot will still be classified as 2 points.

32 FOUL ON PLAYER IN ACT OF SHOOTING

32.1 If a player is fouled in the act of shooting and the shot is successful, the field goal shall count and one free throw shall be awarded. If the shot is unsuccessful, two free throws shall be awarded.

33 TEAM FOUL

33.1 The team foul penalty shall apply to all *four* quarters. When a team is in a team foul penalty situation, all subsequent player personal fouls committed on a player who is not in the act of shooting shall be penalized by two free throws.

33.2 If a personal foul is committed by a player of the team in control of the live ball, or of the team entitled to the ball, such a foul shall be penalised by a throw-in for the opponents.

34 TECHNICAL FOUL

34.1 If a technical foul is committed, the opponents shall be awarded 1 free throw followed by a throw-in at the centre line extended, opposite the scorers' table.

35 MAN-TO-MAN FULL COURT DEFENCE

35.1 Man-to-man full court defence will be not allowed in the 1st and 2nd period, any team which violate this rule will be penalized and the team will have to give up the possession of the ball to the opponent team. Man-to-man full court defence will be allowed only in 3rd and 4th period.

36 THIRTY SECOND SHOT CLOCK

36.1 Championships reach the zone and national semi-finals, 3rd/4th and finals, the team gain control of a live ball on the court the team must attempt a shot for a field goal within 30 seconds.

37 MATTERS NOT PROVIDED FOR

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

37 AMENDMENTS

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

***BASKETBALL SUB-COMMITTEE
SINGAPORE PRIMARY SCHOOLS SPORTS COUNCIL***

AGE GROUP FOR 2017

S/N	Sports/Games	Senior Division	Junior Division	Age Dispensation	Remark
1	Badminton	1 Jan 2006 1 Jan 2005 --- 31 Dec 2005 2 Jan 2004 --- 31 Dec 2004	1 Jan 2009 1 Jan 2008 --- 31 Dec 2008 1 Jan 2007 --- 31 Dec 2007 2 Jan 2006 --- 31 Dec 2006	1 Jan 2011 1 Jan 2010 --- 31 Dec 2010 2 Jan 2009 --- 31 Dec 2009 Applicable for Junior Div	
2	Basketball	1 Jan 2006 1 Jan 2005 --- 31 Dec 2005 2 Jan 2004 --- 31 Dec 2004	1 Jan 2009 1 Jan 2008 --- 31 Dec 2008 1 Jan 2007 --- 31 Dec 2007 2 Jan 2006 --- 31 Dec 2006	Not applicable	
3	Football	1 Jan 2006 1 Jan 2005 --- 31 Dec 2005 2 Jan 2004 --- 31 Dec 2004	1 Jan 2009 1 Jan 2008 --- 31 Dec 2008 1 Jan 2007 --- 31 Dec 2007 2 Jan 2006 --- 31 Dec 2006	Not applicable	
4	Golf	1 Jan 2006 1 Jan 2005 --- 31 Dec 2005 2 Jan 2004 --- 31 Dec 2004	1 Jan 2009 1 Jan 2008 --- 31 Dec 2008 1 Jan 2007 --- 31 Dec 2007 2 Jan 2006 --- 31 Dec 2006	1 Jan 2011 1 Jan 2010 --- 31 Dec 2010 2 Jan 2009 --- 31 Dec 2009 Applicable for Junior Div	
5	Gymnastics	<u>*Div A</u> 1 Jan 2005 2 Jan 2004 --- 31 Dec 2004 <u>Div B</u> 1 Jan 2006 2 Jan 2005 --- 31 Dec 2005	<u>Div C</u> 1 Jan 2009 1 Jan 2008 --- 31 Dec 2008 1 Jan 2007 --- 31 Dec 2007 2 Jan 2006 --- 31 Dec 2006	1 Jan 2011 1 Jan 2010 --- 31 Dec 2010 2 Jan 2009 --- 31 Dec 2009 Applicable for Div C	A competitor for B and C Div may opt to participate in a higher Div
6	Hockey	1 Jan 2006 1 Jan 2005 --- 31 Dec 2005 2 Jan 2004 --- 31 Dec 2004	1 Jan 2008 1 Jan 2007 --- 31 Dec 2007 2 Jan 2006 --- 31 Dec 2006	Not applicable	

S/N	Sports/Games	Senior Division	Junior Division	Age Dispensation	Remark
7	Netball	1 Jan 2006 1 Jan 2005 --- 31 Dec 2005 2 Jan 2004 --- 31 Dec 2004	1 Jan 2009 1 Jan 2008 --- 31 Dec 2008 1 Jan 2007 --- 31 Dec 2007 2 Jan 2006 --- 31 Dec 2006	Not applicable	
8	Rope Skipping	1 Jan 2006 1 Jan 2005 --- 31 Dec 2005 2 Jan 2004 --- 31 Dec 2004	1 Jan 2009 1 Jan 2008 --- 31 Dec 2008 1 Jan 2007 --- 31 Dec 2007 2 Jan 2006 --- 31 Dec 2006	1 Jan 2011 1 Jan 2010 --- 31 Dec 2010 2 Jan 2009 --- 31 Dec 2009 Applicable for Junior Div	
9	Rugby	1 Jan 2006 1 Jan 2005 --- 31 Dec 2005 2 Jan 2004 --- 31 Dec 2004	1 Jan 2008 1 Jan 2007 --- 31 Dec 2007 2 Jan 2006 --- 31 Dec 2006	Not applicable	
10	Sailing	1 Jan 2006 1 Jan 2005 --- 31 Dec 2005 2 Jan 2004 --- 31 Dec 2004	1 Jan 2009 1 Jan 2008 --- 31 Dec 2008 1 Jan 2007 --- 31 Dec 2007 2 Jan 2006 --- 31 Dec 2006	1 Jan 2010 1 Jan 2009 --- 31 Dec 2009 2 Jan 2008 --- 31 Dec 2008 Applicable for Junior Div	
11	Sepak takraw	1 Jan 2006 1 Jan 2005 --- 31 Dec 2005 2 Jan 2004 --- 31 Dec 2004	1 Jan 2009 1 Jan 2008 --- 31 Dec 2008 1 Jan 2007 --- 31 Dec 2007 2 Jan 2006 --- 31 Dec 2006	Not applicable	
12	Softball	1 Jan 2007 1 Jan 2006 --- 31 Dec 2006 1 Jan 2005 --- 31 Dec 2005 2 Jan 2004 --- 31 Dec 2004	1 Jan 2009 1 Jan 2008 --- 31 Dec 2008 2 Jan 2007 --- 31 Dec 2007	Not applicable	
13	Swimming	<u>Div A</u> 1 Jan 2005 2 Jan 2004 --- 31 Jan 2004	<u>Div C</u> 1 Jan 2007 2 Jan 2006 --- 31 Dec 2006	1 Jan 2011 1 Jan 2010 --- 31 Dec 2010 2 Jan 2009 --- 31 Dec 2009 Applicable for D Div	

S/N	Sports/Games	Senior Division	Junior Division	Age Dispensation	Remark
		<u>Div B</u> 1 Jan 2006 2 Jan 2005 --- 31 Dec 2005	<u>Div D</u> 1 Jan 2009 1 Jan 2008 --- 31 Dec 2008 2 Jan 2007 --- 31 Dec 2007		
14	Table Tennis	1 Jan 2006 1 Jan 2005 --- 31 Dec 2005 2 Jan 2004 --- 31 Dec 2004	1 Jan 2009 1 Jan 2008 --- 31 Dec 2008 1 Jan 2007 --- 31 Dec 2007 2 Jan 2006 --- 31 Dec 2006	1 Jan 2011 1 Jan 2010 --- 31 Dec 2010 2 Jan 2009 --- 31 Dec 2009 Applicable for Junior Div	
15	Tennis	1 Jan 2006 1 Jan 2005 --- 31 Dec 2005 2 Jan 2004 --- 31 Dec 2004	1 Jan 2009 1 Jan 2008 --- 31 Dec 2008 1 Jan 2007 --- 31 Dec 2007 2 Jan 2006 --- 31 Dec 2006	1 Jan 2011 1 Jan 2010 --- 31 Dec 2010 2 Jan 2009 --- 31 Dec 2009 Applicable for Junior Div	
16	Tenpin Bowling	1 Jan 2006 1 Jan 2005 --- 31 Dec 2005 2 Jan 2004 --- 31 Dec 2004	1 Jan 2009 1 Jan 2008 --- 31 Dec 2008 1 Jan 2007 --- 31 Dec 2007 2 Jan 2006 --- 31 Dec 2006	1 Jan 2011 1 Jan 2010 --- 31 Dec 2010 2 Jan 2009 --- 31 Dec 2009 Applicable for Junior Div	
17	Track and Field	<u>Div A</u> 1 Jan 2005 2 Jan 2004 --- 31 Jan 2004 <u>Div B</u> 1 Jan 2006 2 Jan 2005 --- 31 Dec 2005	<u>Div C</u> 1 Jan 2007 2 Jan 2006 --- 31 Dec 2006 <u>Div D</u> 1 Jan 2009 1 Jan 2008 --- 31 Dec 2008 2 Jan 2007 --- 31 Dec 2007	1 Jan 2011 1 Jan 2010 --- 31 Dec 2010 2 Jan 2009 --- 31 Dec 2009 Applicable for D Div	
18	Volleyball	1 Jan 2006 1 Jan 2005 --- 31 Dec 2005 2 Jan 2004 --- 31 Dec 2004	1 Jan 2009 1 Jan 2008 --- 31 Dec 2008 1 Jan 2007 --- 31 Dec 2007 2 Jan 2006 --- 31 Dec 2006	Not Applicable	
19	Wushu	1 Jan 2006	1 Jan 2009	1 Jan 2011	

S/N	Sports/Games	Senior Division	Junior Division	Age Dispensation	Remark
		1 Jan 2005 --- 31 Dec 2005 2 Jan 2004 --- 31 Dec 2004	1 Jan 2008 --- 31 Dec 2008 1 Jan 2007 --- 31 Dec 2007 2 Jan 2006 --- 31 Dec 2006	1 Jan 2010 --- 31 Dec 2010 2 Jan 2009 --- 31 Dec 2009 Applicable for Junior Div	
20	Floorball	1 Jan 2006 1 Jan 2005 --- 31 Dec 2005 2 Jan 2004 --- 31 Dec 2004	1 Jan 2009 1 Jan 2008 --- 31 Dec 2008 1 Jan 2007 --- 31 Dec 2007 2 Jan 2006 --- 31 Dec 2006	Not applicable	
21	Taekwondo	1 Jan 2006 1 Jan 2005 --- 31 Dec 2005 2 Jan 2004 --- 31 Dec 2004	1 Jan 2009 1 Jan 2008 --- 31 Dec 2008 1 Jan 2007 --- 31 Dec 2007 2 Jan 2006 --- 31 Dec 2006	1 Jan 2011 1 Jan 2010 --- 31 Dec 2010 2 Jan 2009 --- 31 Dec 2009 Applicable for Junior Div	Only for Poomsae Event.

CHAMPIONSHIP FORMAT

In determining the format for the competition, National/Zone Organising Committees should aim to provide meaningful³ competition experiences for participating teams. **The selected competition format should be standardised within the same sport** (i.e. across zones; and from year to year).

One-Group Championship Format

Grouping

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

Number of Teams	Group
3 to 7 teams	One-Group

The National/Zone Organising Committee may decide to adopt one of the options listed below according to ranked order:

Option 1: 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 2: 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.
Option 3: Without play-offs or semi-finals	Team ranking will be determined by the league points accumulated at the end of the single round robin format.

Note:

National/Zone Organising Committee should adopt **Option 1 as a default option** when deciding on the competition format. If Option 1 is not tenable, the Organising Committee may consider adopting Option 2 next, followed by Option 3 and inform the Standing Committee.

Two-Group Championship Format

Preliminary Round

Seeding

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

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

Grouping

Except for the seeded team, grouping will be determined by the drawing of lots. The top 2 teams of each group will advance to the semi-final round. Convenor may determine the number of teams per group by drawing of lots.

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

Semi-Final Round

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

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

Finals

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

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

Three-Group Championship Format

Preliminary Round

Seeding

The champion of the preceding tournament shall be seeded in Group A, the runner-up and third placed teams in Group B and Group C respectively. In the event that one of the seeded team withdraws from the tournament, the fourth placed team of the preceding tournament will be seeded.

Grouping

Except for the seeded team, grouping will be determined by the drawing of lots. The top 2 teams of the groups will advance to the quarter-final round. Convenor may determine the number of teams per group by drawing of lots.

Number of Teams	Group A	Group B	Group C
12 teams	4	4	4
13 teams	4	4	5
	5	4	4
	4	5	4

14 teams	4	5	5
	5	4	5
	5	5	4
15 teams	5	5	5
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

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 Championship Format

Preliminary Round

Seeding

The champion of the preceding tournament shall be seeded in Group A, the runner-up, third placed and the fourth placed teams in Group B, Group C and Group D respectively.

Grouping

Except for the seeded team, grouping will be determined by the drawing of lots. The top 2 teams of the groups will advance to the quarter-final round. Convenor may determine the number of teams per group by drawing of lots.

Number of Teams	Group A	Group B	Group C	Group D
16 teams	4	4	4	4
17 teams	5	4	4	4
	4	5	4	4
	4	4	5	4
	4	4	4	5
18 teams	5	5	4	4
	5	4	4	5
	4	5	5	4
	4	4	5	5
19 teams	5	5	5	4
	5	5	4	5
	5	4	5	5
	4	5	5	5
20 teams	5	5	5	5
21 teams	6	5	5	5
	5	6	5	5
	5	5	6	5
	5	5	5	6
22 teams	6	6	5	5
	6	5	5	6
	5	6	6	5
	5	5	6	6
23 teams	6	6	6	5
	6	6	5	6
	6	5	6	6
	5	6	6	6
24 teams	6	6	6	6
25 teams	7	6	6	6
	6	7	6	6
	6	6	7	6
	6	6	6	7
26 teams	7	7	6	6
	6	7	7	6
	7	6	6	7
	6	6	7	7
27 teams	7	7	7	6
	7	7	6	7
	7	6	7	7
	6	7	7	7
28 teams	7	7	7	7

Quarter-Final Round

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

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

Semi-Final Round

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

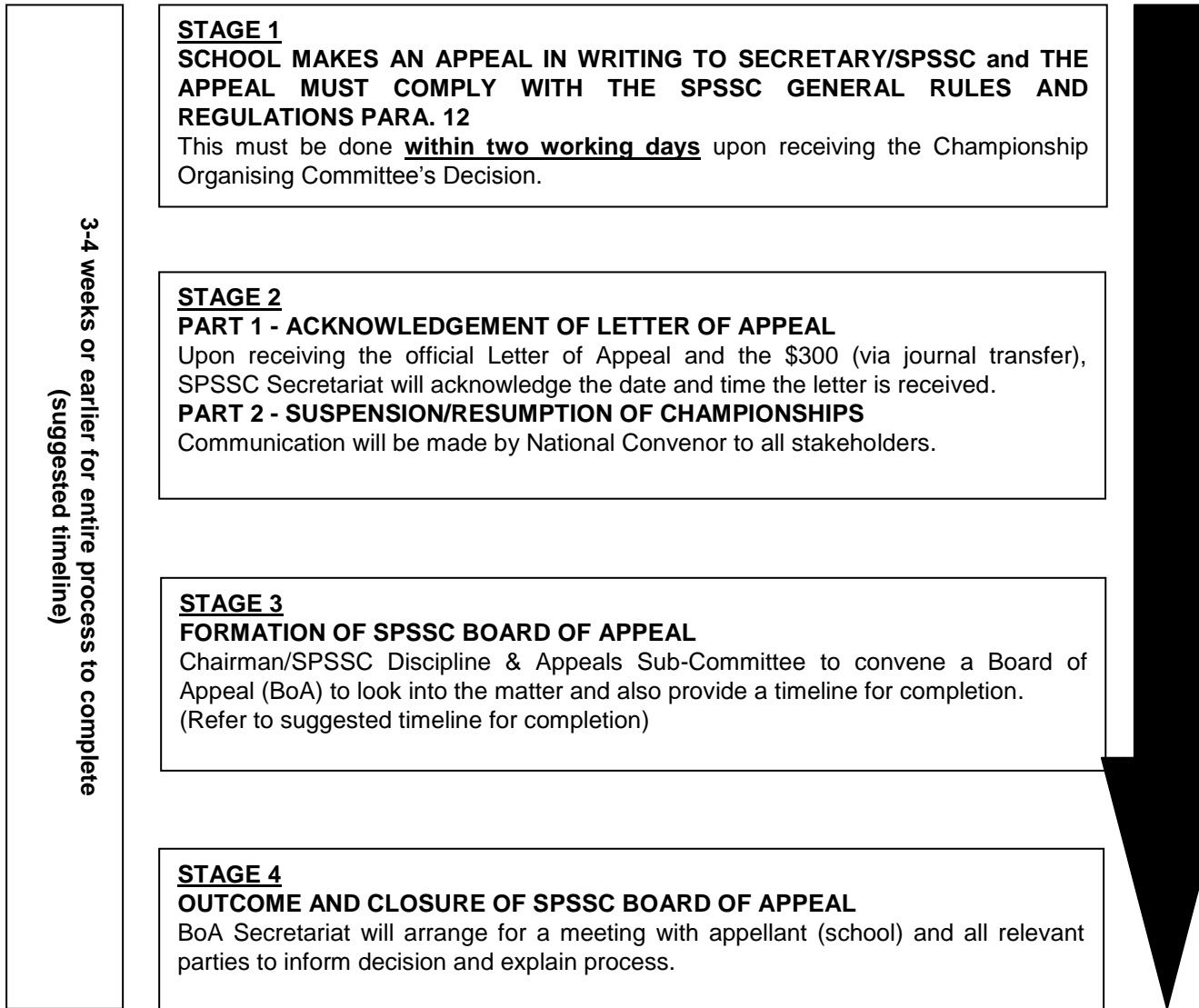
Semi-final match 1	X1 vs. Y2
Semi-final match 2	Y1 vs. X2

Finals

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

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

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 Teacher In-Charge

(Please also refer to CCA Handbook: Role of CCA Teacher and Role of the CCA Coach / Instructor Chapter 2, Annex B & C

<http://library.opal.moe.edu.sg/cos/o.x?c=/library/reslib&uid=&ptid=84&func=prop2&id=255107>)

The teacher in-charge will represent the school on all matters pertaining to the administration and organisation of the tournament. He/She will do the following:

- to ensure good attendance during practice
- to take follow-up actions on absenteeism of members
- to co-ordinate training sessions with the external instructor
- to monitor and take stock of sports equipment
- to attend meetings called by the game convenor
- to submit team list
- to be responsible for the accuracy of the players' particulars in the entry forms and ensure that the pupils are not placed in the wrong division.
- to liaise between the Organising Committee (convenor school) and the Principal (school)
- to check the fixtures and schedules
- to make transport arrangements for the teams
- to accompany the schools teams for all competitions
- to remain with the team throughout the duration of play
- to be responsible for the conduct and behaviour of the external instructor, players and supporters
- to represent the school in matters pertaining to appeals/protests (as required by the sport/game)
- to accompany pupils at disciplinary board meeting
- to ensure that the team is medically covered e.g. first aid kit

Code of Conduct for External Instructors

- External instructors are expected to conduct themselves well in carrying out their duties.
- They are to observe the rules and regulations of the school.
- They should not replace the role of the teacher in-charge.
- They will prepare the training schedule for the team, in consultation with the Principal and the teacher in-charge (i.e. 30-week programme)
- They are not allowed into the competition area except where the rule of the game requires the presence of the instructor e.g. Softball.
- They cannot represent the school in any matters.
- They must not interfere with the organisation of the tournament.
- They are not allowed to approach the game officials to query their decisions. Only teachers-in-charge are allowed to approach game officials to seek clarifications.
- External instructors violating the above rules will be asked to leave the competition arena.
- Action will be taken against the school if the external instructors fail to comply with the tournament rules.
- The onus for the external instructors to adhere to the above rules and to be well versed with the competition rules amended to meet the needs of our pupils' lies with the school concerned.
- Ensure that the team has adequate rest and given water breaks.
- Instructors should refrain from using foul language or in a tone not becoming of proper behaviour.

Expected Behaviour for Spectators

Spectators' Creed

- Be a Motivator– Cheer to motivate. Never shout at or ridicule players/officials.
- Be a Supporter – Focus on players/teams' efforts and well-being; not just the results.
- Be a Role Model – Show respect and appreciation to players, teachers, officials and all other individuals/organisations.