

**NATIONAL SCHOOL GAMES  
PRIMARY SCHOOLS RUGBY CHAMPIONSHIPS 2017  
RULES AND REGULATIONS**

**1. LAWS OF THE GAME**

The National School Games Primary Schools Rugby Championships will be conducted under the Rules and Regulations of Rugby as adopted from the Singapore Rugby Union (SRU) and the general rules and regulations of the Singapore Primary Schools Sports Council (SPSSC).

**2. TOURNAMENT ORGANISING COMMITTEE**

**2.1 Composition**

2.1.1 The Rugby Championships Organising Committee shall consist of the following:

The National Rugby Convenor  
The National Rugby Organising Secretary  
The SPSSC Rugby Advisor  
The SRU Advisor  
The 4 Zone Convenors

2.1.2 The Rugby Tournament Organising Committee is empowered to appoint sub-committees and individual members to assist in the organisation if and when required.

**2.2 Duties**

The Rugby Tournament Organising Committee shall have the following responsibilities and powers.

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 appoint referees/umpires

2.2.5 To incur expenditure within financial allotment approved by the SPSSC.

2.2.6 To select players to represent SPSSC in outside competitions and also to appoint coaches to take charge of teams

2.2.7 To deal with matters pertaining to discipline, protests and other aspects of the competition.

2.2.8 To implement the Baseline Safety Standards in the organising of National School Games.

### 3. DIVISION

3.1 The following age group divisions apply to Rugby.

3.2

Division	Age	Year / Date of Birth
Senior	12 and 13 years old	1 Jan 2006 1 Jan 2005 – 31 Dec 2005 2 Jan 2004 – 31 Dec 2004
Junior	10 and 11 years old	1 Jan 2008 1 Jan 2007 – 31 Dec 2007 2 Jan 2006 – 31 Dec 2006

3.3 Each player is allowed to play in only one division according to his age. No age dispensation is allowed

3.4 Players from a lower division MAY NOT opt to play for a higher division.

### 4. ENTRIES

4.1 Each school is eligible to enter one boys' team for the zonal tournament in each of the following divisions:

Boys Senior Division

Boys Junior Division

4.2 The top four teams of the zone will play at the national level.

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
- f. Height & Weight Information

## 5. COMPETITION

### 5.1 Competition Format

- 5.1.1 The competition at the preliminary rounds shall be run on the group league system. The entries shall be grouped such that each participating team shall play a minimum of 3 matches / games.
- 5.1.2 For the semi-finals, the criss-cross system will be adopted.
- 5.1.3 The line-up of players must be submitted to the Convenor by the deadline stipulated by the Convenor.
- 5.1.4 In the event of the postponed matches, the same line-up will be enforced.

### 5.2 Mode of competition

- 5.2.1 Three points shall be awarded for a win, one point for a draw and zero for a loss. If two or more teams obtained an equal number of points, the tie shall be decided in the following order:
  - i) Based on the total points scored “for” and “against”. Points difference is obtained by deducting the points “against” from the points “for”.
  - ii) Based on total points scored “for”. The team with higher points scored “for” breaks the tie.
  - iii) Based on the result between two teams, the team which had won the match, between the two teams concerned, would be ranked higher.
  - iv) 3 conversion kicks will be taken to decide the winner. If there is still no decision, the sudden death conversion kick shall be applied.
  - v) In the finals, semi-finals, quarter-finals and 3<sup>rd</sup> and 4<sup>th</sup> placing, the sudden death extra time system shall be adopted if the score remains a draw. The team that scores first during the 5 minutes extra time will be declared the winner.
  - vi) If the score remains a draw after the 5 minutes sudden death extension, if there is no score during the sudden death, the team that scores first during the full game duration period shall be declared the winner.
  - vii) If the score remains a draw without any score after extra time, 3 conversion kick shoot-out will be done to decide the winner. If the conversion kick shoot-out still produces a draw, the sudden death conversion kick system will be adopted.

- 5.2.2 A conversion shall be taken in front of the posts after a try.
- i) The distance of the conversion spot must be within 10 meters.
  - ii) A drop-kick is not allowed for conversion of a try.
- 5.2.3 A coin toss will be done to decide kick-off and side of pitch.
- i) The winner of the coin toss will get to choose for kick-off or receiving while the other team will get to choose the side of pitch.
  - ii) A coin toss will be done to decide kick-off and side of pitch for sudden death extra time extensions.

### **5.3 Duration of competition**

#### Senior Division

The duration of each match shall be seven (7) minutes each half, with three (3) minutes interval for the preliminary round, quarter finals, semi finals, 3<sup>rd</sup> and 4<sup>th</sup> placing and finals.

#### Junior Division

The duration of each match shall be ten (10) minutes flat for the preliminary round, quarter finals, semi finals, and seven (7) minutes each half, with one (3) minute interval for 3<sup>rd</sup> and 4<sup>th</sup> placing and finals.

### **5.4 Players**

- 5.4.1 Any team that fails to field at least seven players five minutes after the scheduled time shall forfeit the match.
- 5.4.2 A maximum of five players may be substituted any time during a match. A player so substituted may not return to the field for the match.

### **5.5 Footwear**

Footwear is compulsory. Rubber shoes/track shoes, boots with rubber studs should be used.

### **5.6 Mouth Guard**

It is compulsory for all players to put on their mouth guards.

## **6. REGISTRATION OF PLAYERS**

- 6.1 Each team shall register with the Convenor by the deadline stipulated, a team of not less than TEN (10) and not more than FIFTEEN (15) players (including reserves) to represent it in the competition. No changes in the composition of team shall be allowed thereafter

throughout the competition. The registration form must be duly signed by the Principal.

- 6.2 Incomplete entries or inaccurately filled forms will result in immediate disqualification of the team concerned.
- 6.3 No other changes in the teams shall be permitted once registration is closed.

## 7. GRACE PERIOD

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 of 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 / ABANDONMENT

- 8.1 Under normal circumstances, no postponement or abandonment shall be allowed. However, the Convenor shall, at his/her discretion postpone / abandon a match if he/she thinks the venue is unfit for play, or for any other reason which justifies a postponement.
- 8.2 If a match is stopped before the end and if there is time to continue the match on the same day, the match would be continued from the point it stopped until the end of remaining time.
- 8.3 If a match is stopped before the end and it were to be continued on another day, the duration and score played would be considered void and the match would be replayed from the start.
- 8.4 If there is a need to stop the match, the match would continue until the referee's whistle is blown. The time remaining, the score and the possession will be taken note of.

## 9. WITHDRAWAL / WALKOVER

- 9.1 Any withdrawal or walk-over by a team is considered contrary to the spirit of the game.
- 9.2 Schools participating in the competition should not withdraw or give walk-over unless compelled by very exceptional reasons. A written explanation duly endorsed by the Principal shall be submitted to the Convenor within two working days. A copy is to be sent to the Games Advisor.

- 9.3 Decision of abandoned games/walkover shall be made by the Rugby Sub-committee.
- 9.4 Any team causing a game to be abandoned by walking out shall be disqualified.
- 9.5 Schools which concede walkovers shall be disqualified.
- 9.6 In the play-off for top 4 placing, any walk-over will disqualify the team from placing.

## 10. PROTEST

- 10.1 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 shall be final.**
- 10.2 All protests shall be referred to the Competition Organising Committee. The protest(s) must reach the Committee with **one (1)** working day following the match to which it relates. The protest(s) must be in writing and duly signed by the principal. There will be a **protest fee of one hundred and fifty dollars (\$150). If the protest is upheld, the protest fee will not be required. If it is overruled, the protest fee of \$150 will be deducted from the protesting school's account, via IFAAS.**
- 10.3 The Championships Organising Committee shall deliberate on the **protest within three (3)** working days. The decision will then be made known in writing to the school concerned by the next day.
- 10.4 When there is conflict of interest, the school involved will not sit in the committee considering the protest.

## 11. TEACHER-IN-CHARGE OF TEAM

- 11.1 Each participating team must be accompanied by 3 teachers, 2 of whom shall remain with the team throughout the duration of play while the other performs the duty of tournament organization.
- 11.2 Failure to comply shall lead to the disqualification of the team.
- 11.3 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.

## 12. SUSPENSION

- 12.1 A player suspended by any one of the following bodies is barred from participating in the game for the period of suspension:
- i) The school
  - ii) The Zonal Council
  - iii) The Singapore Primary Sports Council
  - iv) The National Association of that game
- 12.2 There will be no replacement for the player who is sent off the field of the play in a match.

### **13. SUPPORTERS**

- 13.1 Supporters must be in their respective school/institute uniforms.
- 13.2 Teachers-in-charge are advised to warn their supporters not to make too much noise whilst the matches are in progress.
- 13.3 Players and supporters should refrain from jeering or booing whilst the match is in progress.
- 13.4 Staff are to advise their pupils to keep the venue clean at all times.
- 13.5 Schools sending supporters (including parents and alumni) are to ensure that there is sufficient number of teachers on duty to maintain discipline.

### **14. EXTERNAL INSTRUCTORS**

- 14.1 External instructors are expected to conduct themselves with decorum during competitions.
- 14.2 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.
- 14.3 Schools must ensure that their external instructors adhere to the SPSSC Rules and Regulations.
- 14.4 External instructors who have breached any of the rules and the schools which engaged him/her, will be referred to the Competition Organising Committee by the respective convenors for appropriate action to be taken.

### **15. DISQUALIFICATION**

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

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

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

**16. MATTERS NOT PROVIDED FOR**

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