

SINGAPORE PRIMARY SCHOOLS SPORTS COUNCIL SEPAKTAKRAW RULES AND REGULATIONS 2017

1 RULES AND REGULATIONS

All sports and games shall be conducted:

- 1.1 according to the laws/rules established by ISTAF, ASTAF and PERSES/
governing bodies; and
- 1.2 in the event that rules and regulations are modified for safety reasons to
suit the level of our school pupils, it must be clearly stated in the rules and
regulations.
- 1.3 as governed by the General Rules and Regulations of the Singapore
Primary Schools Sports Council.
- 1.4 In the absence of a set of recognised rules to govern the occurrence of
situations during the competitions, the rules of the prevailing International
Federations will be applied.
- 1.5 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 :

- a) The National Convenor,
- b) The Games Adviser,
- c) The Zone Convenors,
- d) Organising Secretaries and
- e) 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 championships 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 championships
- 2.2.4 to conduct RAMS for the championships
- 2.2.5 to ensure that venue managers conduct RAMs for the respective games venues
- 2.2.6 to appoint Official Referees and linesmen
- 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 championships, 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 championship; and
- 2.2.10 to source and organise coaching and officiating courses to upgrade the technical knowledge and expertise of teachers-in-charge
- 2.2.11 to implement the Baseline Safety Standards in the organising of National School Games.

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

3.1 For all team games, the following age group divisions apply:

Division	Age	Year/Date of Birth
Senior Division	12 and 13 years old	1 Jan 2006
		1 Jan 2005 – 31 Dec 2005
		2 Jan 2004 – 31 Dec 2004
Junior Division	9, 10 and 11 years old	1 Jan 2009
		1 Jan 2008 – 31 Dec 2008
		1 Jan 2007 – 31 Dec 2007
		2 Jan 2006 – 31 Dec 2006

- 3.2 Championships for both divisions will be organised at direct National levels. However, it would be dependent on the number of entries.
- 3.3 All students in the Junior Division will not be able to represent the school in the Senior Division.

4. ENTRIES

- 4.1 Each school is eligible to enter only one team in each of the following divisions:
- a) Boys Senior Division
 - b) Boys Junior Division
- 4.2 All entries must be submitted through the SPSSC e-Registration portal on or before the stipulated closing date. This includes details of players along with the necessary supporting documents.
- a) Baseline Safety Acknowledgement Form
 - b) Supporting documents for Special/Transfer case students
 - c) Other forms as determined by the respective Games Organising Committee

5. REGISTRATION OF PLAYERS

- 5.1 Each competing team shall register with the Zone/National Convenor, before the start of the First Match or the date specified by the Convenor at the Zone/National meeting, a team of not less than nine (9) and not more than fifteen (15) players to represent it in the championship. This Registration is Final.
- 5.2 Registration of players will be done through the SPSSC eRegistration Portal. Teachers in-charge are to ensure the registration is complete and all documents are acknowledged.
- 5.3 Teachers-in-charge must sign all Registration and Line-up Forms of their teams. Principals need to endorse the Team Registration Forms.
- 5.4 If a pupil has represented his school in a championship prior to the re-admission exercise, then he shall not be eligible to represent the new school for that particular championship.
- 5.5 Pupils requesting for a transfer after the re-admission exercise may not represent their new school until the transfer has been officially effected.
- 5.6 In the event that any of the player(s) registered be transferred or has/have to leave school as a result of re-admission, schools shall be allowed to field in substitute(s).
- a) Schools must write in to inform the Zone/National Convenors of the replacement at least one (1) working day before the next match.
 - b) However, no replacement of player is allowed once the championship reaches the semi-final stage or after 2 games have been played by a team in a single group round league.

- 5.7 If a school chooses not to register the maximum number of players at the time of submitting the registration form to the convenor, the school shall not be permitted to register additional players subsequently.
- 5.8 International pupils can only be registered to play for their school after they have been issued with the pupil passes from the Immigration and Checkpoints Authority.
- 5.9 International pupils who are in the schools on exchange programme are not allowed to represent the school.
- 5.10 Pupils granted Leave of Absence (LOA) by MOE will be allowed to represent the school (e.g. pupil who is accompanying parents for overseas attachment but name is still in school cockpit is allowed to represent school as long as he is in Singapore).
- 5.11 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.
- 5.12 The line-up of players must be submitted to the Venue Manager/Referee by the teacher-in-charge at least 15 minutes before the commencement of the day's game.
- 5.13 In the event of postponed games that had commenced, only players from the original registered line-up can be used.

6. THE PLAYERS

- 6.1 The game is played between two "Regus" consisting of three players on each side.
- 6.2 One of the three players shall be at the back, and he is called "Tekong/Server".
- 6.3 The other two players shall be in front, one on the left and the other on the right. The player on the left is called "Left Inside" and the player on the right is called "Right Inside".

7. PLAYER'S ATTIRE

- 7.1 The players shall wear jerseys/T-shirts, shorts and sports shoes with rubber soles. It is forbidden for players to wear anything that endangers themselves or the opponents during the game. In case of cold weather, the players are permitted to use track-suits.
- 7.2 The entire apparel of a player is regarded as part of his body. All jerseys/T-shirts shall be tucked in.

- 7.3 Anything that helps to speed the ball or that helps the movement of a player is not allowed.
- 7.4 Captain of each “Regu” shall wear an arm band on the left arm. (compulsory)
- 7.5 All jerseys/T-shirts shall be numbered on the back. A player shall be assigned with a permanent number throughout the championship. Only number (1-15) are allowed to be used by each participating team. The size of the number shall not be less than 19 cm in height. The jerseys/T-shirts shall be numbered on both sides. The size of the number in front should be 10cm in height (centre chest area).
- 7.6 The jerseys/T-shirts must display the school’s name on the back.

8. CHAMPIONSHIP FORMAT

- 8.1 For Team Games, there must be a minimum of three (3) registered teams from three (3) different schools before a team championship can be organised.
- 8.2 The championships at the preliminary rounds for Team Games shall be organised on an inter-school league. Where entries are grouped, each group shall have a minimum of four (4) teams. (Please refer to Annex A for more info).
- 8.3 For the semi-final round, the champion and runner-up of each group shall enter into a criss-cross championship. The winner of group 1 will meet the runner-up of group 2 and vice-versa.
- 8.4 The winners of the two (2) semi-finals shall then play in the final to decide the champion and runner-up. The remaining teams of the two (2) semi-finals will play for 3rd and 4th positions.
- 8.5 Any deviation from the championship format requires approval from the Council or the Standing Committee and must be clearly stated in the rules and regulations.

9. SUBSTITUTION

- 9.1 Substitution of a player is allowed at any time on request made by the teacher-in-charge to the Official Referee when the ball is not in play.
- 9.2 **In addition to the three (3) starting players, each “Regu” is allowed to nominate a maximum of two reserve players, to be substituted at any set.**
- 9.3 **In any set, each Regu may make up to a maximum of two (2) substitutions i.e. a total of 6 substitutions per match. The player who has been substituted earlier shall be allowed to re-enter the same set. One or two substitutions may be made at the same time.**

- 9.4 A player who is sent off by referee during the game shall be allowed to be substituted, provided the substitution has not been made.
- 9.5 Any player having played in any “Regu” whether in the starting line-up or as a substitute shall not be allowed to play in another “Regu” for the team in the current game.
- 9.6 Any “Regu” having less than 3 (three) players shall not be allowed to continue the game and will be considered as having lost.

10. THE COIN TOSS AND WARM UP

- 10.1 Immediately before the start of a Regu, the Referee will toss a coin or disc in the presence of the opposing captains. The captain who calls correctly may elect to either (i) serve or (ii) choose which side of the court to start the match from. The loser makes the remaining choice. Both sides will abide with the Referee’s instructions.
- 10.2 The side winning the toss shall ‘warm-up’ first for 2 minutes followed by the opposing team. Only 5 persons are allowed to move freely in the court with the official ball.

11. OFFICIALS

- 11.1 Championship Officials:
The game shall be managed by the following Championship Officials:-
 - a) The National/Zone Convenor or their appointed Venue Manager
 - b) 1 or 2 Official Referees
- 11.2 Team Officials:
 - a) Each school can register a maximum number of 5 team officials. The names and designations are to be submitted together through the SPSSC eRegistration Portal.
 - b) Team officials shall be managed by the teacher in-charge of the school team.

12. POSITION OF PLAYERS DURING SERVICE

- 12.1 At the start of play, the players of both “Regus” shall be in their respective courts in ready position.
- 12.2 The Serving “Back” player shall have one of his feet inside the serving circle. The other foot, shall be outside the circle to kick the service ball.
- 12.3 Both of the “Inside” players of the serving side, shall be in their respective quarter circles.

12.4 The opponent or receiving Regu is free to be anywhere within its court.

13. SERVICE AND PLAY

13.1 The side that chooses to start the game, shall start the first set.

13.2 The throw shall be executed as soon as the Referee calls the score. If any of the "Inside" player throws the ball before the call is made, it shall be a re-throw and a warning shall be given to the thrower.

13.3 During the service, as soon as the ball is kicked by the server, all the players are allowed to move about in their respective court.

13.4 The service is valid if the ball passes over the net, whether it touches the net or not and falls inside the opponent court.

13.5 The execution of the serving by the "Back" player can be kicked in any manner, provided one of his feet shall be always touching the ground in the service circle.

13.6 The side which serves first will serve first for three (3) consecutive service, following which the other side will also serve for the next three (3) consecutive service.

13.7 Service will alternate thereafter every three (3) points, regardless of which side wins a point.

13.8 At deuce (when both sides reaches 14-14), the service shall alternate on every point.

13.9 The side which receives first in any set shall serve first in the subsequent set.

13.10 Players shall change sides before the start of each set.

14. FAULTS

14.1 The Serving Side During Service

- a) The "Inside" player who is making service throws, plays with the ball (e.g. throwing/bumping etc) after the call of score has been made by the Official Referee.
- b) The "Inside" player lifts his feet, steps on/crosses the line or touches the net while throwing the ball.
- c) The "Back" player jumps off the ground to execute the service or standing footsteps on the service circle line before and during the service.

- d) The “Back” player does not kick the ball on the service throw.
- e) The ball touches own team player before crossing to the opponent’s court.
- f) The ball does not cross over to the opponent side.
- g) A player uses his hand or hands, or any other part of his arms to facilitate the execution of a kick even if the hand or arm does not directly touches the ball, but it touches other objects or surfaces instead when doing so.
- h) The Thrower of the serving Regu throws the ball before the referee calls the score, for the second or subsequent time during the match.

14.2 Receiving Side During Service

- a) To distract opponents through disruptive behaviours (e.g. loud noise or shouting).

14.3 For Both Sides During The Game

- a) Stepping on the centre line.
- b) Any player who touches the ball on the opponent’s court.
- c) Any part of player’s body crossing over the opponent’s court whether above or under the net except during the follow-through ball.
- d) Playing the ball more than three (3) times in succession.
- e) The ball touches the arm of a player.
- f) Stopping or holding the ball using any body parts (e.g. under the arm, between the legs).
- g) Any part of the body or player’s outfit (e.g. shoes, head band etc.) touches the net, the post, the referee chairs or falls into the opponent’s court.
- h) The ball touches the ceiling roof, the wall or any objects outside the playing court.
- i) Any player who delays the game unnecessarily.
- j) Any player who uses the aid of any external object as a form of support to facilitate the execution of a kick.

15. TIME OUT

- 15.1 Each side will be entitled to one (1) tactical time-out in each set, each such time-out to last a maximum of one (1) minute.

15.2 Time-outs may only be called by the team manager or coach between points, when the ball is not in play.

15.3 Only 5 person from each side are allowed at the base-line during the time-outs.

15.4 There will be no automatic time-out.

16. SCORING SYSTEM

16.1 When a side commits a fault, one (1) point is awarded to the opponent side.

16.2 Each Regu will be determined on the basis of a best-of-3-sets format, with 2-minute breaks between sets. Sets will be referred to as the first, second and third sets.

16.3 The first and second sets are won by the side which scores fifteen (15) points with a minimum lead of two (2) points.

16.4 In the event of a 14-14 tie, the set shall be won by the side which gets a lead of two (2) points, or when a side reaches 17 points (whichever occurs first).

16.5 When the score is tied at 15-15, the Official Referee will announce "setting up to 17 points".

16.6 During the third set, sides will change ends when one "Regu" reaches 8 points.

17. TEMPORARY SUSPENSION OF PLAY

17.1 The Official Referee can suspend play temporarily in the event of obstructions, disturbances or any injury to player which need immediate treatment, for not more than five (5) minutes. If after five (5) minutes and the player is unable to continue, a substitution shall be made, provided that substitution has not been made by the team. If the injured player's team has already made a substitution, the match will be declared a forfeit in favour of the opposing team.

17.2 In the course of such suspension, all players are not allowed to leave the court to receive drinks or any form of assistance.

18. PENALTY

Players disobeying Rule 18 shall be penalised by the Official Referee.

18.1 Showing dissent by words or action towards any officials, with regard to any decision and to any players or spectators.

- 18.2 Using foul or abusive language to any officials, players or spectators.
- 18.3 To take any improper step or action in order to influence any decision made by the officials.
- 18.4 To leave the court without the permission of the Official Referee.
- 18.5 To give the ball to his opponent with his feet.
- 18.6 To commit ungentlemanly conduct.
- 18.7 To disobey orders and rules of play.
- 18.8 The Official Referee may use one of the following cards.
 - a) YELLOW CARD - CAUTION
 - b) RED CARD - EXPULSION
- 18.8 RED CARD shall be given to the following offences committed "INTENTIONALLY".
 - a) Persist in misconduct after receiving a caution.
 - b) Violent conduct (e.g. striking, kicking, spitting, etc.)
 - c) Using foul or abusive language.

Note: Any player who is shown a red card shall be sent off the court and disciplinary action shall be taken against him. The player concerned shall not be allowed to play in any game until the Sub-Committee has met and decide on the action to be taken.

19. MODE OF DECIDING WINNERS

- 19.1 In the league championship, the winner shall be the team with the highest number of points scored from all matches played.
- 19.2 The event of two or more teams equal in points at the end of the league, a tie shall be broken in the following order:-
 - a) The net difference of the matches played by each of the team shall be decisive.
 - b) The set difference between the total scored "for" and "against" shall be decisive.
 - c) The score difference of all the matches played by the teams shall be decisive. Score difference is obtained by deducting the total score "against" from the total score "for".

- d) If these three alternatives are all found to be the same, then the results of the match played previously between the two teams shall decide.

20. GRACE PERIOD

- 20.1 Fifteen minutes (15 min) grace is allowed. The Zone/National Convenor or his/her appointed representative may at their discretion extend this grace period if they think 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 Zone/National Convenor or their appointed representative at the venue concerned to inform him/her of the delay. Teams must abide by the decision of the Zone/National Convenor or their appointed representative.

21. POSTPONEMENT

- 21.1 The Zone/National Convenor and their appointed Venue Manager shall, at his/her discretion, decide to postpone a match if he/she thinks the venue is unsuitable for play, or for any other valid reasons for which he/she deems a postponement is in order (e.g. safety concerns). Teams must abide by the decision of the Zone/National Convenor and their appointed Venue Manager.

22. WITHDRAWAL AND WALK-OVER

- 22.1 Any withdrawal or walk-over is considered contrary to the spirit of the game.
- 22.2 Schools participating in the championship should not withdraw or give walk-over.
- 22.3 A team which fails to turn up, turn up late or turn up with less than nine (9) players after the grace period, shall concede a walk-over to the opposing team. The school concerned should write a letter to the Zone/National Convenor and Game Adviser within two (2) working days citing reasons for the failure of the team to turn up or turn up late. The letter must be endorsed by the school Principal. Schools wishing to appeal against the decision may write in.
- 22.4 A team that concedes a walkover will get (0 point). The opposing team will be awarded (2 points). The Regu difference is (0-3), the set difference is (0-6) and the score difference is (0-21) per set between the walkover team and the opposing team.
- 22.5 In the play-off for top 4 placing, any walk-over will disqualify the team from being placed.

23. ABANDONED GAME

23.1 The Official Referee and Venue Manager are required to submit a written report to Zone/National Convenor on an abandoned game within one (1) working day.

23.2 For decision on abandoned game, refer to Para 34 on disqualification.

24. PROTEST

24.1 Any clarification on points of laws/rules, must be lodged immediately by the teacher-in-charge to the Referee. The decision taken by the Referee will be final.

24.2 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.**

24.3 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.

24.4 If the protest is upheld, the protest fee will not be required. If it is overruled, the protest fee of \$150 will be deducted from the protesting school's account, via IFAAS.

24.5 When there is conflict of interest, the school involved will not sit in the committee considering the protest.

25. APPEAL

25.1 Upon the release/disclosure of the decision of the Championship Organising Committee, only schools may appeal to the Council.

25.2 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.**

25.3 Upon receiving the notice of appeal from the school, the appeal fee of \$300 shall be deducted from the school's account via IFAAS. Regardless of the outcome of the appeal, there will be no refund.

25.4 The Board of Appeal will deliberate on the appeal. The decision of the Board of Appeal shall be final. (Please refer to Annex B)

26. SUSPENSION

26.1 A player suspended by any one of the following bodies is barred from participating in SPSSC championship for that sport/game for the period of suspension:

- a) The School
- b) The Zone Council
- c) The Singapore Primary Schools Sports Council
- d) The National Association of the sport/game

27. AWARD OF LEAGUE POINTS

27.1 The following scoring system shall apply:

- a) 2 points for a win
- b) 0 point for a loss/walkover

28. TIE IN LEAGUE POINTS

28.1 In the absence of a recognised set of tie-breaking rules by the prevailing international governing bodies for the respective games, rules 28.2 and 28.3 would be used to resolve the tie.

28.2 For tie between 2 or more teams, the winner shall be the team winning the most number of matches.

28.3 In the event that the Tie is still unresolved between two teams, the team which had won the match, between the two teams concerned, would be ranked higher.

29. PRIZES AND PLAQUES

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

- a) 3 team/participants - Prizes and plaques for 1st & 2nd

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

30. TEACHER-IN-CHARGE OF TEAM

- 30.1 Each participating team must be accompanied by a teacher-in-charge who shall remain with the team throughout the duration of play and shall only leave the venue after the departure of his team. Failure to comply shall lead to the disqualification of the team. Refer to Annex C for Role of the Teacher In-charge.
- 30.2 Teachers-in-charge are not allowed to interfere with the final decision taken by the Official Referee 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 Championship Organising Committee for appropriate action.

The teacher-in-charge will also do the following:-

- a) submit team registration lists and line-up forms
- b) be responsible for the accuracy of the players' particulars in the registration list and line-up forms
- c) attend meetings called by the Zone/National Convenor
- d) take note of game fixture and schedules
- e) make transport arrangement for the teams
- f) accompany the teams for all games
- g) be responsible for the conduct and behaviour of the external instructor, players and supporters
- h) represent the school in matters pertaining to protest and appeal
- i) accompany players to any disciplinary board meeting

31. EXTERNAL INSTRUCTORS

- 31.1 External instructors are expected to conduct themselves with decorum during games. Refer to Annex C for Code of Conduct for External Instructors.

31.2 Schools must ensure that their external instructors adhere to the SPSSC Rules and Regulations and the Code of Conduct (Please refer to Annex E for coaches' oath). The following regulations also apply:-

- a) The external coaches will not make any representation on behalf of the school in any capacity. (Only the teacher-in-charge shall sign and endorse the Team Line-up Form and submit it to the Zone/National Convenor or their appointed Venue Manager).
- b) The external coaches will not stand in as the teacher-in-charge of the Team.
- c) The external coaches are not allowed to approach any official for clarification. Only the teacher-in-charge is allowed to do so.
- d) The external coaches must not interfere with the organisation of the championship.

31.3 Should the External coaches breach any of the regulations mentioned above, the appointed Venue Manager and members of the Technical Sub-Committee (i.e. the Referees, the National Convenors, the Zone Convenors and the Game Adviser) may take the following actions:-

- a) A verbal warning would be issued in the first instant of the offence.
- b) The external instructor will be asked to leave the games venue after the 2nd verbal warning has been issued.
- c) The Technical Sub-Committee will issue a written letter of complaint to the school concerned. If the problem persists, then the Organising Committee may bar the external coach from the championship venue for a period of time to be decided at a meeting.
- d) External coaches are also expected to uphold the dignity and decorum of the game by being appropriately dressed (i.e. no slippers/sandals).

33. COACHING DURING THE GAME

33.1 Team Officials are allowed to coach while play is in progress. A technical box, measuring 1.5m by 0.5m, will be situated opposite the team's bench for the coach/teacher to do so. There should only be one person in the technical box at any time. Other teacher(s) or the Coach will remain at the team bench and are not allowed to carry out any form of coaching from the bench. They are to ensure that the remaining students are seated and do not cause disruption to the on-going game. There should not be coaching from other areas than the stipulated technical box. (Please refer to Annex E for officials' oath).

34. SUPPORTERS

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

34.2 All supporters are required to remain within the stipulated area for supporters throughout the Championship. They are not allowed to be in the Championship arena.

34.3 Participating schools must ensure that their supporters and spectators attending the game(s) conduct themselves to the best of their abilities (Refer to Annex D). In the event that unsportsmanlike behaviour is observed, the Convenor may, at his discretion, issue an eviction of the spectator from the training/competition venue.

35. DISQUALIFICATION

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

- a) fielding overaged pupil
- b) fielding an underaged pupil
- c) fielding unregistered player
- d) fielding a suspended player
- e) fielding pupil without a valid student pass
- f) fielding a non-bona-fide pupil
- g) team/participant not accompanied by teacher or an Allied Educator
- h) team/participant which caused a game/match to be abandoned

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

36. EQUIPMENT

36.1 Height of Takraw Post : 1.45m for Primary school

36.2 Championship Ball : PERSES Intro Model: Yellow with Blue Stripes

37. MATTERS NOT PROVIDED FOR

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

38. AMENDMENTS

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

CHAMPIONSHIP FORMAT

In determining the format for the competition, National/Zone Organising Committees should aim to provide meaningful¹ competition experiences for participating teams, following the approved championship format in this Annex. **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.

¹ Each participating team should minimally play 3 matches (i.e. cumulative across Zone and National competitions; where applicable) in the course of competition.

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.

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
14 teams	4	5	4
	4	5	5
	5	4	5
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
18 teams	4	4	4	5
	5	5	4	4
	5	4	4	5
18 teams	4	5	5	4
	4	4	5	5
	5	5	5	4
19 teams	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
21 teams	5	5	5	6
	6	6	5	5
	6	5	5	6
22 teams	5	6	6	5
	5	5	6	6
	6	6	6	5
23 teams	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
25 teams	6	6	6	7
	7	7	6	6
	6	7	7	6
26 teams	7	6	6	7
	6	6	7	7
	7	7	7	6
27 teams	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.

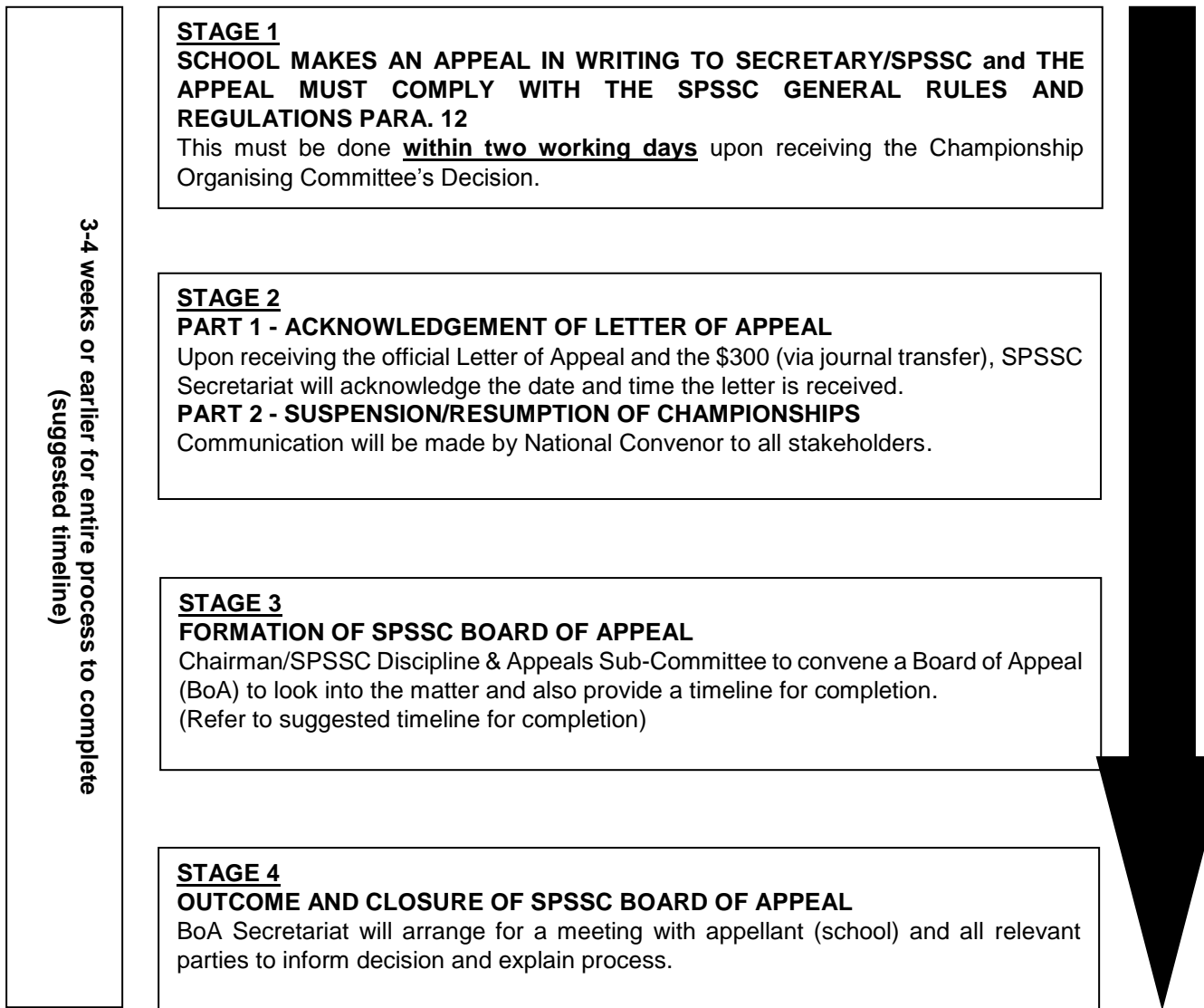
Semi-final match 1	X1 vs. Y2
Semi-final match 2	Y1 vs. X2

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

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 (Refer to Annex D & E)
- 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 Respectful Supporter – Applaud excellence and fair play. Appreciate the efforts of all athletes, teachers, coaches, officials and organisers.
- Be a Motivator– Cheer to encourage and motivate. Care for athletes' well-being.
- Be a Responsible Spectator – Keep the venue safe and comfortable for all. Keep the venue clean.

Athletes, Officials and Coaches' Oaths

  <h3>ATHLETES' OATH</h3> <p>"In the name of all competitors we promise that we shall take part in these National School Games, respecting and abiding by the rules which govern them, committing ourselves to the true spirit of sportsmanship, without doping and without drugs, for the glory of sport and the honour of our teams."</p> <p><small>(Revised version 2015; Adapted from the Olympic Athletes' Oath, 1999)</small></p> <p>Character in Sporting Excellence</p>	  <h3>OFFICIALS' OATH</h3> <p>"In the name of all the judges and officials, we promise that we shall officiate in these National School Games with complete impartiality, without doping and without drugs. We will respect and abide by the rules which govern the Games, in the true spirit of sportsmanship."</p> <p><small>(Revised Version 2015; Adapted from the Olympic Officials' Oath, 1999)</small></p> <p>Character in Sporting Excellence</p>
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COACHES' OATH

***In the name of all the coaches,
we promise to respect all athletes,
officials and coaches in these
National School Games.
We shall act in the best interest of the
athletes and schools,
without doping and without drugs.
We commit ourselves to ensure that the
spirit of sportsmanship and fair play is
fully adhered to and upheld always."***

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

Character in Sporting Excellence