

**SINGAPORE SCHOOLS SPORTS COUNCIL
GENERAL RULES AND REGULATIONS FOR ALL SPORTS AND GAMES 2016**

1. RULES AND REGULATIONS

All sports and games shall be conducted:

- 1.1 Except as varied hereunder the laws of cricket (2000 code 2nd edition -2003) shall apply
- 1.2 in the event that the rules and regulations are modified for safety /developmental reasons to suit the level of our students, 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 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 Game Advisor,
- c) Organising Secretaries and
- d) 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 Championship 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 (for the identified 6 sports/games viz. basketball, judo, football, rugby, taekwondo and hockey, RAMS must be conducted twice a year);
- 2.2.5 to ensure that court/pitch/venue managers¹ conduct RAMS for the respective Championships venues;
- 2.2.6 to appoint judges/referees/umpires/linesman/officials;
- 2.2.7 to organise training/upgrading officiating courses for judges/referees/umpires/linesman/officials (where applicable);
- 2.2.8 to incur expenditure within the allocated budget approved by the SSSC;
- 2.2.9 to select players to represent SSSC in approved local and overseas Championships; and also to appoint coaches to take charge of the teams;
- 2.2.10 to nominate players for SSSC's Colours Award;
- 2.2.11 to deal with matters pertaining to discipline, protest and other aspects of the Championship;
- 2.2.12 to source for coaching and officiating courses to upgrade the technical knowledge and expertise of teachers;
- 2.2.13 to implement the Baseline Safety Standards in the organisation of the National School Games.

3. DIVISION

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

A Division* 2 Jan 1997 - 31 Dec 1997
 1 Jan 1998 - 31 Dec 1998
 1 Jan 1999 - 31 Dec 1999
 1 Jan 2000 - 31 Dec 2000

¹ Court/Pitch Managers will be responsible for the safety for the field of play for the competition. Venue Manager will take care of the area beyond the field of play. Venue Manager may also take charge of the entire competition venue including the field of play depending where the competition is held. This should not be highlighted anymore.

1 Jan 2001

B Division* 2 Jan 2000 - 31 Dec 2000
1 Jan 2001 - 31 Dec 2001
1 Jan 2002 - 31 Dec 2002
1 Jan 2003

C Division* 2 Jan 2003 - 31 Dec 2003
1 Jan 2004 - 31 Dec 2004
1 Jan 2005

Except for the following conditions:

- 3.1.1 All students in the Junior Colleges and Centralised Institute must compete in the 'A' Division.
- 3.1.2 Year 1 to Year 4 students in the Integrated Programme (i.e. Through-Train Programme) and International Baccalaureate Programme will compete in their respective age group. Those in Year 5 (equivalent to JC 1) and Year 6 (equivalent to JC 2) must compete in the 'A' Division.
- 3.1.3 All students in Secondary Schools must compete in the 'B' or 'C' Division according to their year of birth.
- 3.1.4 All students in Secondary Schools not born in the stipulated year for 'B' or 'C' Division must compete in the 'A' Division.
- 3.1.5 All students in the 'C' Division will not be able to opt to represent the school in the 'B' Division, in all individual and team sports.

4. ENTRIES

- 4.1 Each school is eligible to enter one boys' and one girls' team for the following Divisions:
 - a) A Division
 - b) B Division
 - c) C Division
- 4.2 **The game of Cricket will be organised at National Level.**
- 4.3 All entries must be received by the Convenor concerned on or before the stipulated closing date **via e-registration (<http://sssc.ereg.sg/>)**
- 4.4 The registration forms of players must be received by the Convenor concerned on or before the stipulated closing date which must be at least three (3) working days before commencement of the competition.

- 4.5 The registration forms must include the following particulars:
- a) Full Name as in NRIC / Student pass
 - b) Date of Birth
 - c) NRIC No. or Student Pass No.
 - d) Race
 - e) Nationality
 - f) Baseline Safety Acknowledgement Form

5. REGISTRATION OF PLAYERS

- 5.1 Each team can register a **maximum of 18 players**. However, a **minimum of 11 players** must be registered if a school intends **to field a team for the competition**. **If a school chooses not to register the maximum number of players allowed by the sports/game, at the time of submitting the registration form to the Convenor, the school shall not be permitted to register additional players subsequently.**
- 5.2 The date of posting in the Joint Admission Exercise (JAE) of students announced by MOE shall be the day in which a student would be deemed as a bona fide member of the school or JC or CI.
- 5.3 Students requesting for a transfer after the Joint Admission Exercise may not represent their new school until the transfer has been officially effected.
- 5.4 Only in the event that any of the player(s) registered is/are transferred or has/have to leave school during the preliminary rounds, schools shall be allowed to replace the affected player(s).
- 5.4.1 Schools must write in to inform the Convenors of the replacement at least one (1) working day before the next match.
- 5.4.2 No replacement of player is allowed once the Championship reaches the semi-final stage.
- 5.5 If a school chooses not to register the maximum number of players allowed by the sports/game, at the time of submitting the registration form to the Convenor, the school shall not be permitted to register additional players subsequently.
- 5.6 International students can only be registered to play for their school **after** they have been issued with the student passes by the Immigration and Checkpoints Authority (ICA).
- 5.7 International students who are in the schools/junior colleges/centralised institute on exchange programme are not allowed to represent the school.

- 5.8 Students granted Leave of Absence (LOA) by MOE will be allowed to represent the school.
- 5.9 Registration constitutes representation, that is, once a student is registered to play for a school/junior college/centralised institute, he or she is deemed to have represented his or her school/junior college/centralised institute. Hence, the student is not allowed to represent another school/junior college/centralised institute in the same sports/games in the same year.

6. CHAMPIONSHIP FORMAT

- 6.1 The competition will be played on the 20/20 Format. However, if ground and weather conditions do not permit the full 20 overs to be played during available time period, the SCA representative / National Convenor can reduce the number of overs for the match. This information must be communicated to the teachers i/c of both teams before the commencement of the match.
- 6.2 For Team Games, there must be a minimum of **three (3)** registered **teams** from **three (3) different schools** before a team competition can be organised.
- 6.3 Preliminary Rounds

One-Group Round Robin format (3 – 7 Teams)

If there are 3 – 7 teams, the championship will be played in a one group round robin format.

At the end of the one-group round robin format, semi-finals will be played between the teams ranked 1st & 4th and 2nd & 3rd

Two-Group Championship Format (8 – 11 Teams)

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. The Convenor may determine the number of teams per group by drawing of lots.

The winner and runner-up of each group shall enter into a criss-cross semi-final. The winner of Group I will meet the runner-up of Group II and vice-versa.

6.4 3rd & 4th Positions & Finals

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

Any deviation from the competition format requires approval from the Council or the Standing Committee.

6.5 Approved Match Balls & Number of Overs

Teams will use the SSSC Approved **Four Piece RED** cricket ball which will be issued to them. Teams must hand it to the Umpire immediately after the toss.

‘A’ & ‘B’ DIVISIONS - Matches will be played over one innings with each innings being limited to a maximum of 20 overs , bowled straight through, and will be played over ONE DAY with a maximum of 4 overs per bowler.

‘C’ Division – Matches will be played over two innings with each innings being limited to a maximum of 10 overs and bowlers being limited to a maximum of 4 overs per bowler over the two innings and the match be played over ONE DAY .

The team’s first innings scores will be added on to the second innings scores to form the total scores for the match.

Batsmen who have been declared ‘out’ in the first innings will not be permitted to bat again in the second innings.

The new ball used by the fielding teams in the first innings will be used again in the second innings

6.6 Playing hours will be as follows:

Preliminary Rounds & Semi-Finals & Finals (A’ ‘B’ & ‘C’ DIVISIONS)

1st Inning	1.30pm to 3.00pm (1 drinks interval)
Break	3.00pm to 3.15pm
2nd Inning	3.15pm to 4.45pm (1 drinks interval)

* Matches scheduled on Fridays will commence at 2.30pm and the playing hours for the innings will be adjusted accordingly..

6.7 Teams are not allowed to declare or forfeit their innings during the game.

6.8 Players are not allowed to retire, unless on medical grounds & with the consent of the umpire.

6.9 Matches

6.9.1 'Non-Starter' Matches

'Non-Starter' Matches due to weather or ground conditions **will be rescheduled only once to another day.**

6.9.2 Matches with fewer than 10 overs in the second innings

If a match has started and fewer than 10 overs (A, B & C Div) have been bowled by the team fielding second, and the match is called off, it would resume on another day from the point at which the match was called off.

6.9.3 Matches with more than 10 overs in the second innings

'A' 'B' & 'C' DIVISIONS matches **which have commenced and are called off due to ground, weather or any other unforeseen circumstances** will be declared to have been **completed after 10 overs have been bowled by the team fielding second.** At that point the winner will be the team to have scored the higher run rate (ie runs per over).

- If the team batting first was all out, the runs scored by the first batting side will be divided by the full 20 overs to give their run rate.
- **In case of a Tie where a team is all out in less than the allotted overs the team's run rate will be calculated by its full quota of overs allocated and not by the number of overs the team was all out.**
- The team batting second will have their run rate decided by the number of overs they have batted.

6.9.4 Rescheduled Matches

If the **rescheduled match** cannot be started or is called off before the team fielding second has completed 10 overs, the points would be shared by the two teams. **Rule 6.9.3** will

apply to matches that are called off after the team fielding second has completed 10 overs,

6.9.5 With exceptions to Rules 6.9.1 to 6.9.4, the 'A', 'B' and 'C' Division matches for the Semi-Finals as well as Finals (1st and 2nd placing) , 3rd and 4th placing which are played on adjoining grounds and which have to be rescheduled because of inclement weather, will be resumed from the point at which the match was called off.

6.10 No ball, Wide Ball & Extra Ball

6.10.1 'No ball'

In addition to a 'no-ball' penalty of 1 run, any runs scored off a 'no-ball' will be awarded to the striker (i.e. if 3 runs are scored off a 'no-ball' the 3 runs will be awarded to the striker and the penalty of 1 run will be awarded to the team - a total of 4 runs)

For all the Divisions:

Free hit after foot-fault no ball.

The delivery following a no ball called for a foot fault (Law 25.4) shall be a free hit for delivery for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide), then the next delivery will become a free hit for whichever batsman is facing it.

For any free hit, the striker can be dismissed only under the circumstances that apply to a 'no ball', even if the delivery is called a wide ball. Handled the ball - Law 33, Hit the ball twice - Law 34, Obstructing the field - Law 37 or Run out - Law 38.

Field changes are not permitted for free hit deliveries unless there is a change of striker (the provisions of clause 41.2 shall apply).

6.10.2 'Wide Ball'

In addition to a 'wide-ball' penalty of 1 run, any runs made off a 'wide-ball' will be treated as 'wides'

6.10.3 Extra ball will be bowled for either a 'no-ball or 'wide-ball'

6.11 Fielding Restriction (Applicable only to 'A' and 'B' Division only.)

6.11.1 **Fielding restrictions shall apply to the first 6 overs of**

each innings (Fielding Restriction Overs).

- a. At the instant of delivery there may not **be more than 5 fieldsmen on the leg side.**
- b During the Fielding Restriction Overs **only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.**
- c During the **non Fielding Restriction Overs**, no more than **5 fieldsmen shall be permitted outside the fielding restriction area.**
- d. In circumstances **when the number of overs of the batting team is reduced**, the number of Fielding Restriction Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Total overs In innings	No. of overs for which Fielding restrictions will apply
5-6	1
7-9	2
10-13	3
14-16	4
17-19	5

- e Where, in an **interrupted innings**, on resumption the recalculated number of Fielding Restriction Overs (as set out above) is no longer achievable, the actual number of Fielding Restriction Overs for that innings will be the closest achievable whole number (Rule: 41.2.4)
- f If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Fielding Restriction Overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions. (Rule: 41.2.5)
- g In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'. (Rule: 41.2.6)

7 REPORTING FOR MATCHES

- 7.1 There should be **a minimum of 7 players** when a team reports to the match venue.

7.2 Line-Up

A Team List based on registered players only must be submitted **to the scorer** by the teacher-in-charge at least **15 minutes** before the commencement of the match.

8. GRACE PERIOD

Fifteen minutes (15 min) grace is allowed. The Convenor or his/her representative may at his 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, floods, 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.

If no prior contact has been made with SCA/Umpire, teams that fail to arrive by the end of the grace period or an agreed extension to the grace period will be penalised. **Namely for every 4 minutes delay one over will be deducted from their allocated number of batting overs.**

9. POSTPONEMENT

The Convenor or his representative shall, at his/her discretion, decide to postpone a match if he/she thinks the venue is unfit for play, or for any other valid reasons for which he/she deems a postponement is in order. Teams must abide by the decision of the Convenor or his/her representative.

10. WITHDRAWAL AND WALKOVER

- a. Any withdrawal or walkover is considered contrary to the spirit of the game.
 - b. Schools participating in the Championship should not withdraw or give a walkover.
 - c. For each withdrawal² or walkover, a written explanation duly endorsed by the Principal shall be submitted to the Convenor and the Game Advisor within two (2) working days.
 - d. In play-off for top 4 placing, any walk-over will disqualify the team from being placed.
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11. ABANDONED GAME

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

12. PROTEST

- a. Any clarification on points of laws/rules must be lodged immediately by the teacher-in-charge **only** to the referee/umpire. Any decision taken by the referee/umpire will be final.
- b. 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. A protest fee of one hundred and fifty dollars plus GST* will be charged. If the protest is upheld, the protest fee will not be required. If it is overruled, the protest fee of \$150 plus GST* will be deducted from the protesting school's account, via IFAAS.
- c. The Championship Organising Committee will meet to deliberate on the protest within **seven (7)** working days. The decision will then be made known in writing to the school concerned.
- d. **In the event that the National and/or Zonal Championship Organising Committees are involved in a protest, the affected school concerned will inform the SSSC Secretary and shall not be involved in any further deliberations on the matter.**

13. APPEAL

- a. Upon the release/disclosure of the decision of the Championship Organising Committee, **only** schools may appeal to the Council.
- b. Notice of appeal shall be lodged with the Secretary of the Zone/Main 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.
- c. Upon receiving the notice of appeal from the school, the appeal fee of three hundred dollars (\$300) plus GST* will be deducted from the school's account via IFAAS.
- d. The Board of Appeal will deliberate on the appeal. The decision of the Board of Appeal shall be final **(Refer to Annex B)**.

14. SUSPENSION

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

- a) the School
- b) the Zone Council
- c) the Schools Sport Council
- d) the Singapore Cricket Association

15. AWARD OF LEAGUE POINTS

The following scoring system shall apply:

Win	2 points
Loss	1 point
Walkover	0 point

16. TIE IN LEAGUE POINTS

Preliminary Rounds

- a. For Tie between 2 or more teams, the winner shall be the team winning the most number of goals/matches/games.
- b. 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.
- c. **In the event that tie still unresolved between the two teams, the net run rate will be used to decide the winner.**

Semi-Finals & Finals

- the higher run rate (no of runs/ no of overs) will be the winner
- if the run rate is same, the winner will be the team that has lost fewer wickets
- if both teams have lost the same number wickets, then the winner shall be based on the **net run rate**.

17. PRIZES

- a. The number of prizes and plaques (for team Championships only) to be awarded at the Zone and National Championship shall be as follows:

3 teams : 2 team prizes

- 4 teams : 3 team prizes
- 5 or more teams : 4 team prizes

18. TEACHER-IN-CHARGE OF TEAM

- a. Each participating team must be accompanied by a teacher who shall remain with the team throughout the duration of play (Please refer to CCA Handbook for the role of the teacher in charge).
- b. 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.

19. PITCH MANAGERS

- 19.1 The teacher i/c of the 1st named school in the fixtures will be the pitch manager for the match.
- 19.2 Pitch Managers should download the app “**Lightning@SG**” on mobile devices for the lightning warning alert.
- 19.3 The pitch manager is responsible for alerting and instructing the umpires and the scorer to stop the match once he receives a lightning alert message. The match can proceed only after the lightning alert has been lifted.

20. REFEREES / UMPIRES / JUDGE / OFFICIALS

- a. For Team Games, all participating schools must provide a referee/umpire/judge/official or make payment for a referee/umpire/judge/official arranged by the Convenor for the Championship.
- b. Schools have to ensure that their referees/umpires/judges/officials are present to fulfil their duties as scheduled by the Convenor.
- c. For Individual Sports, all participating schools must provide one official for the full duration of the Championship if needed.

21. EXTERNAL INSTRUCTORS

- a. External instructors are expected to conduct themselves with decorum during competitions (**Refer to Annex C**).

- b. 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.
- c. Schools must ensure that their external instructors adhere to the SSSC Rules and Regulations and the code of conduct.
- d. An external instructor who has breached the Rules and Regulations and the code of conduct will be referred to the respective Championship Organising Committees by the respective convenors or the schools which engaged him/her for appropriate action to be taken.

22. SUPPORTERS

- a. Schools sending supporters to any competition shall ensure that their students are in proper school uniform and there is sufficient number of teachers on duty to maintain discipline.
- b. **Supporters are not allowed to participate in any form of sideline coaching and/or interfering during the game.**
- c. **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.**

23. DISQUALIFICATION

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

- a) fielding overage player
- b) fielding unregistered player
- c) fielding an ineligible player
- d) fielding player without a valid student pass
- e) fielding a non-bona-fide student
- f) team/player not accompanied by a teacher in charge
- g) team/player which caused a game/match to be abandoned

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

24. ATTIRE

All school athletes **MUST** be properly attired (Long White Trousers, White / School Colours (except red) Collared Shirt, **Proper Footwear and Socks**).

The attire of players should bear the school colours/logo/badge or name.

Any substitute **MUST** be dressed in proper cricket attire as described above.

Caps or hats **may** be worn at all times whilst on the field, except when bowling.

Please note that it is **COMPULSORY** to wear helmets, at all times when batting and also when fielding within 3 meters from the batsman. Teachers i/c are to ensure that this rule is **strictly adhered** to.

25. MATTERS NOT PROVIDED FOR

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

26. AMENDMENTS

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

Mr Adolphus Tan
SSSC Cricket Convenor
Principal
St Patrick's School

ANNEX A**CHAMPIONSHIP FORMAT**

In determining the format for the competition, games organising committees should aim to provide meaningful³ competition experiences for participating teams. **The suggested championship formats highlighted in this Annex are options that the Organising Committee can consider when drawing up their fixtures.** The selected competition format should be standardised within the same sport (i.e. across zones).

One-Group Championship FormatGrouping

The Championship will be played in a one-group round robin format.

Number of Teams	Group
3 to 7 teams	One-Group

The Championship Organising Committee may decide to adopt on one of the options listed below:

Option 1: Team ranking will be based on the league points awarded at the end of the single round robin league format.
Without play-offs or semi-finals

Option 2: 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
With Play-offs

Option 3: 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.
With Semi-Finals

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.

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

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

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)	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

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

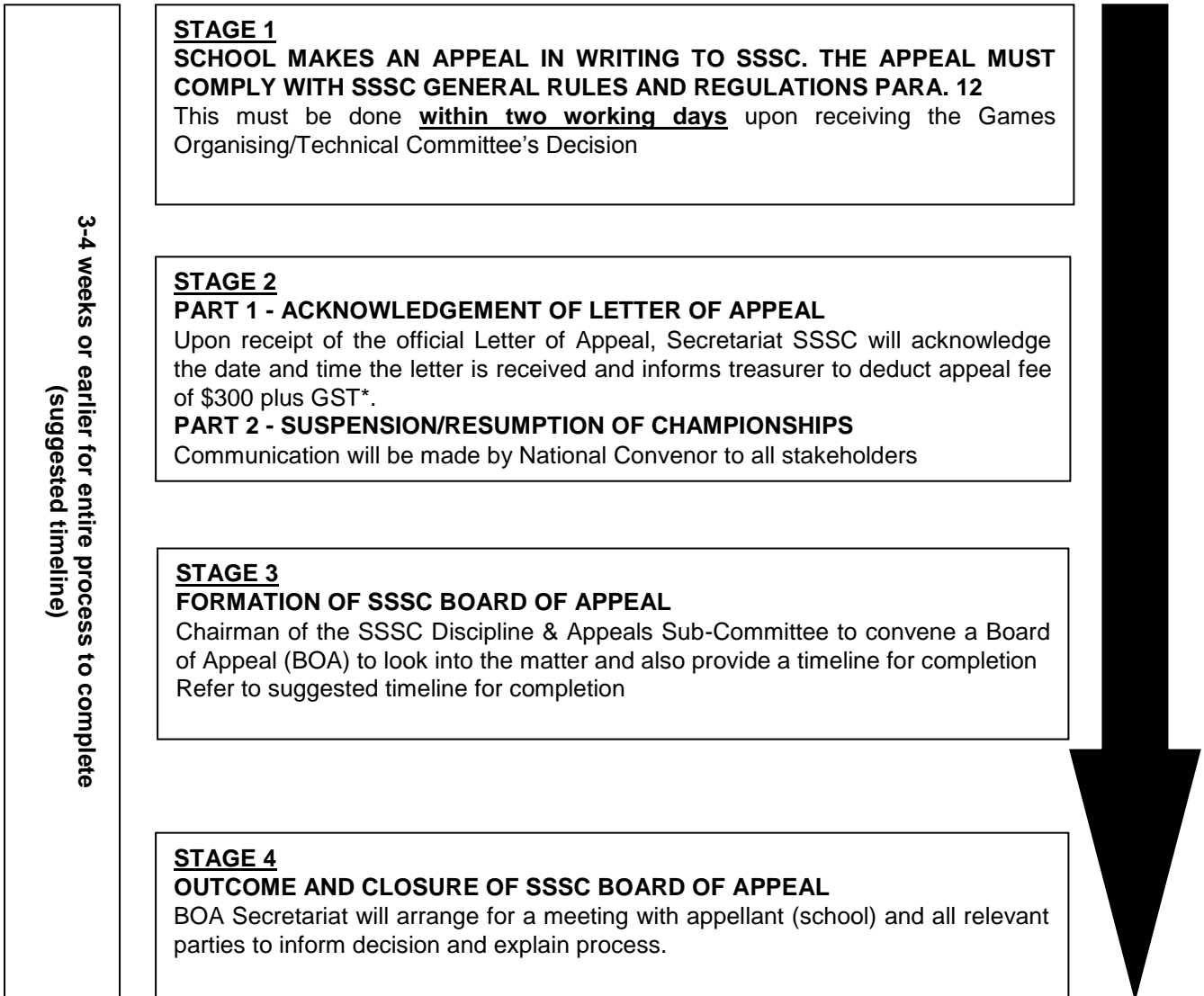
Finals

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

ANNEX B

SSSC PROCEDURE FOR APPEALS
WORKFLOW



As in accordance with the SSSC General Rules and Regulations under para.12, the decision of the Board of Appeal or the Standing Committee shall be absolute.

Annex C

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.

Annex D

Singapore Schools Sports Council

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.