



### 3

## DIVISIONS

3.1 Players shall be placed under 3 divisions as follows:

A Division* (20 & under)	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 Jan 2001

B Division* (17 & under)	2 Jan 2000 - 31 Dec 2000
	1 Jan 2001 - 31 Dec 2001
	1 Jan 2002 - 31 Dec 2002
	1 Jan 2003

C Division* (14 & under)	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' team for each division.
- 4.2 Where preliminaries are held at zone level, the best 4 teams of each division from each zone will proceed to the national competition.
- 4.3 All entries must be submitted to the National Convenor on or before the stipulated closing date for entries.
- 4.4 The entry forms shall include accurate details of the dates of birth and NRIC numbers of the students.

## 5 **COMPETITION FORMAT FOR RUGBY**

- 5.1 There must be a minimum of 3 registered teams from 3 different schools before a team competition can be run.
- 5.2 The tournament is divided into two tiers. The 1<sup>st</sup> tier comprises of **5 - 6** established rugby playing school teams and the 2<sup>nd</sup> tier comprises of the remaining rugby playing school teams
- 5.3 The 1<sup>st</sup> tier will consist of **5 - 6** teams playing in a round robin format. At the end of the 1<sup>st</sup> round, the top 4 teams will playoff for the Cup where the 1<sup>st</sup> placed team plays the 4<sup>th</sup> placed team and the 2<sup>nd</sup> placed team plays the 3<sup>rd</sup> placed team in the semi-finals. The winners of each semi-final will play for the Cup. The losers will enter a 3<sup>rd</sup> and 4<sup>th</sup> placing playoff.  
The 5<sup>th</sup> and 6<sup>th</sup> placed teams will playoff for the Plate.
- 5.4 The 2<sup>nd</sup> tier will consist of 8 - 10 teams drawn into 2 groups. In the event there are 9 teams, the 9<sup>th</sup> team will be drawn into Group A. At the end of 1<sup>st</sup> round, the champion and runner-up of each of the two groups shall enter into a criss-cross competition. The winner of Group A shall meet the runner-up of Group B and vice-versa. The winners of each semi-final will play for the Bowl. The losers will enter a 3<sup>rd</sup> and 4<sup>th</sup> placing playoff.
- 5.5 There is no seeding of teams.
- 5.6 **For 'A' Division the following applies:**

The 8 - 10 teams will be drawn into 2 groups. In the event there are 9 teams, the 9<sup>th</sup> team will be drawn into Group A.

At the end of 1<sup>st</sup> round, the 1<sup>st</sup> and 2<sup>nd</sup> placed teams from each group shall proceed to the Cup semi-finals. The 3<sup>rd</sup> and 4<sup>th</sup> placed teams will proceed to the Plate semi-finals.

Seeding shall be according to the previous year's results. The top 4 teams from previous year's competition will be drawn into 2 groups.

If there are 5 - 7 teams in the 'A' division, they will have to play in a round robin format. At the end of the round robin, the top 4 teams will playoff for the Cup where the 1<sup>st</sup> placed team plays the 4<sup>th</sup> placed team and the 2<sup>nd</sup> placed team plays the 3<sup>rd</sup> placed team in the semi-finals. The winners of each semi-final will play for the Cup.

The losers will enter a 3<sup>rd</sup> and 4<sup>th</sup> placing playoff.  
The 5<sup>th</sup> and 6<sup>th</sup> placed teams will playoff for the Plate.

## **6**                    **MATCH FORMAT & OTHER CONSIDERATIONS**

- 6.1     Each match shall be two equal periods of thirty minutes each for all divisions. All matches can either be played on natural or artificial turf.
- 6.2     The half-time interval will be 8 minutes. There will be a water break at 15 minutes interval between each halves.
- 6.3     The minimum number of players to be fielded at the start of the match is thirteen. If a team is unable to field the minimum number of players within 15 minutes after kick-off time, the team shall forfeit the game. There must be sufficient trained front row during the whole match. Teachers-in-charge present must report to the MDC prior to the start of the game that they are not able to field enough trained front row for the match. An uncontested scrum shall be called and in accordance to Law 3.6 of the World Rugby<sup>2</sup> rules and regulations. (See item 11: 'Withdrawal and Walk-over'.)
- 6.4     All players must wear numbered jerseys and mouth guards are mandatory. Dangerous articles such as rings, pendants, etc. shall not be worn on the field of play. Fingernails are to be cut short.
- 6.5     A team may change players from game to game but they must come from the registrations list of 28 players (see item 8: 'Registration of Players').
- 6.6     A maximum of **9** (+ 1) players may be substituted in any match. A player who has been substituted may not play again in the same match. A front row player may play again if there are no suitable players available.
- 6.7     A player ordered off by the referee for breach of the Laws of the Game will face suspension unless the National Schools Games Rugby Disciplinary Committee decides otherwise.
- 6.8     The 'blood Injury' rule shall apply. It will be in accordance to Law 3.11<sup>3</sup> of the World Rugby rules and regulations.
- 6.9     The 'Head Injury assessment' rule shall apply. It will be in accordance to Law 3.12<sup>4</sup> of the World Rugby rules and regulations.

## **7**                    **MATCH OFFICIALS**

- 7.1     The referee is the deciding authority on the field of play and the sole judge of time. The referee may be assisted by the assistant referees, the 4<sup>th</sup> officials and the MDC during the match.
- 7.2     The teacher-in-charge of each team is required to provide a competent touch judge for

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<sup>2</sup> <http://laws.worldrugby.org/?law=3.6>

<sup>3</sup> <http://laws.worldrugby.org/?law=3.11>

<sup>4</sup> <http://laws.worldrugby.org/?law=3.12>

the match.

- 7.3 Schools or colleges offering their pitches for the matches will also be required to appoint a responsible teacher to be the Pitch Manager who shall be in charge of all necessary physical arrangements (e.g. marking out the pitch, arranging for perimeter markers, flags for touch judges, referee's attendance, general spectator discipline and faxing results to the convenor).

## **8 REGISTRATION OF PLAYERS**

- 8.1 Each team may register up to a maximum of **28 players and a minimum of 20 players**. A registration of more than **20 players must consist of a minimum of 5 trained front row players**. A registration of **20 players or less must consist of a minimum of 4 trained front row players**. The trained front rows must be registered in first 5 rows of the team registration sheet and the E-Registration system.
- 8.2 The date of posting in the Joint Admission Exercise and Polytechnic Foundation Program as announced by the MOE shall be the day in which students would be deemed bona fide members of the school team. Students posted to the polytechnics in the JAE would no longer be allowed to represent the JC or CI on the posting day onwards.
- 8.3 No new registration is allowed after the closing date.
- 8.4 **Baseline safety registration forms** must be signed by the Principal faxed/emailed to the convenor before the competition commences. All other forms or online submission must also be completed before the commencement of the competition.

## **9 GRACE PERIOD**

- 9.1 Fifteen-minute (15-min) grace period is allowed. The Convenor may at his/her discretion extend this grace period if he / her thinks the extension justifiable (e.g. in special cases where delay may be caused by traffic jams, floods, etc.). However, the teams concerned must contact the Convenor / MDC at the venue concerned to inform him/her of the delay 30 minutes prior to the start of the match. Teams must abide by the decision of the Convenor.
- 9.2 If the match is delayed due to weather, the following protocol shall take place:

Summary of Game start time and cut off time.

<b>Game Number</b>	<b>Kick Off Latest By:</b>	<b>Complete Game Latest By:</b>
1	3.45 PM	5.00 PM
2	5.15 PM	6.30 PM

**Teams must abide by the decision of the Convenor.**

## 10 **POSTPONEMENT**

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 representative. If the need arises, teams may have to play their postponed games on Saturday mornings.**

## 11 **WITHDRAWAL AND WALK-OVER**

- 11.1 Any withdrawal or walk-over is considered contrary to the spirit of the game. Schools participating in the competition should not withdraw or conceded walkovers.
- 11.2 For any withdrawal or walk-over, a written explanation duly endorsed by the Principal must be submitted to the Convenor within 2 work-days. A copy is to be sent to the game Adviser.
- 11.3 The minimum number of players is 13. If a team is unable to field them within 15 minutes after the scheduled time, the referee shall award the match to the opposing team, subject to the approval of the National Schools Games Rugby Organising Committee.
- 11.4 In play-off for top 4 placing, any walk-over will disqualify the team from placing.

## 12 **ABANDONED GAME**

- 12.1 If a match cannot be continued due to inclement weather, the following procedures apply:
  - A)** Match to be continued from where play was stopped with the score remaining the same at a time and venue stipulated by the convenor
  - B)** If three quarters (3/4) of the match has been played and the match cannot proceed, the result will stand. This does not apply from the semi-final stage onwards.
- 12.2 Any team causing a game to be abandoned by walking out shall be liable for disciplinary action. The team shall be considered as having conceded a walk-over. A written explanation duly endorsed by the Principal must be submitted to the Convenor within 2 working days. The MDC and Referee shall submit a report each to the Convenor.

## 13 **PROTEST**

- 13.1 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. He can do this either during the interval or at the end of the match.
- 13.2 All protests shall be referred to the National Schools Games Rugby Organising Committee. The protest(s) must reach the Committee within one (1) work-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.

- 13.3 The National Schools Games Rugby 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.
- 13.4 **In the event that the National and/or Zonal National Schools Games Rugby Organising Committee 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.**

**14** **APPEAL**

- 14.1 Upon the release/disclosure of the decision of the National Schools Games Rugby Organising Committee, only schools may appeal to the Council.

Notice of appeal shall be lodged with the Secretary of the Zone/Main Council within two (2) work-days upon receiving the National Schools Games Rugby Organising Committee's decision. The appeal must be in writing and duly signed by the principal.

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.

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

**15** **SUSPENSION**

A player suspended by any of the following bodies is barred from participating in the competition for the period of the suspension:

- a) the school
- b) the SSSC Council
- c) the SSSC Zone Council
- d) Singapore Rugby Union (SRU)

**16** **AWARD OF LEAGUE POINTS**

- 16.1 Three league points shall be awarded to the winner and one point for a draw. No point is given for a loss or when the team concedes a walk-over. The recipient of the walk-over will be awarded three league points and 30 game points.

- 16.2 Ranking shall be decided by the number of league points scored.

**17** **TIE IN LEAGUE POINTS**

- 17.1 In the event of a tie in league points between two teams, the team which had won the match between the two teams concerned shall be ranked higher. If the match in question had ended in a draw, the team which has a better game point difference for all matches played will be ranked higher.

- 17.2 In the event of a three-way tie in league points, the team which has the best game point

difference for all matches played shall be ranked highest.

Example:

	<u>Points For</u>	<u>Points Against</u>	<u>Difference</u>	<u>Ranking</u>
Team 'A'	150	130	+20	2 <sup>nd</sup>
Team 'B'	128	103	+25	1 <sup>st</sup>
Team 'C'	114	106	+ 8	3 <sup>rd</sup>

17.3 In the event of a tie in league point and game point difference, the team with the highest 'Points For' shall be ranked higher.

17.4 If a tie still persists after 17.3, the tie shall be decided by a toss of a coin.

## **18 TIE IN GAME POINTS IN SEMI-FINALS & FINALS**

18.1 When there is a tie at the expiration of regular time in the semi-finals or finals, extra-time shall be played.

18.2 Such extra-time shall be played in two periods of ten minutes each when teams will change ends with a 2-minute interval. The side that kick-off first at the start of the match will again do so in extra-time. The kick-off will alternate to the other side for the second period of extra-time.

18.3 The team scoring first in extra-time shall be declared the winner and the match shall end.

18.4

- In the event that it is still tied after extra time: The team that scores the first 'try' in regular time will be declared the winner. If there were no tries scored at regular time, the team that score the first point will be declared the winner.

If there is no score at regular time, 'sudden death' penalty kicks will be taken from the 22m line to decide the winner.

## **19 TEACHER-IN-CHARGE OF TEAM**

19.1 Each participating team must be accompanied by **2 teachers** in charge who shall remain with the team throughout the duration of play. At match site, the teacher in charge of the team will be the **only** point of communication between the schools and the MDCs. Any concerns raised by parents or stakeholders will be relayed by the school's TIC and relayed to the MDCs. TIC are required to submit the team sheet **before** the start of the match.

19.2 Failure to comply shall lead to disqualification of the team.

19.3 **Teachers must bring along a file which contains the team registration form, copies of players' details for identification purposes. Failing which, the players without identification papers will not be allowed to play.**

19.4 Teachers will be required to help the MDC with their own substitution. The process of substitution will be as follows:

- Ensure that substituting players are well conditioned for the game.
- Sending the substituting players to the MDC to enter the match.
- Ensuring that the substituted player leaves the field without delay.
- Ensure that the jersey numbers of the players substituting and being substituted are accurate.



- 19.5 One of the 2 teachers on site will have to tend to their injured player/s at the paramedic station during injury treatment and assessment and the teachers will have to ensure that there are no outsiders from their team around the station. Only when the player/s has been officially discharged by the paramedic from the station, the player/s is allowed to return to their team.
- 19.6 Should the school decide to engage additional medical help, the teachers must inform the MDC prior to the start of the match.
- 19.7 Teachers shall be the main school representatives on the following issues:
- Substitution
  - Assessing injuries
  - Communication between officials and their instructors
  - Ensure that their stake-holders abide by the code of conduct.
- 19.8 When teachers are unsure on any matters on **19.7**, they may seek help from the following:

Substitution matters	MDC, ARs, 4 <sup>th</sup> Official & School coaches who must be officially contracted to the school
Assessing Injuries	Paramedic on site, any medical help they have appointed prior and registered with the MDC
Stakeholders	They can engage their School Leaders to help by deploying more teachers on site.

**20**                    **EXTERNAL INSTRUCTORS**

- 20.1 External instructors are expected to conduct themselves well in carrying out their duties. The term external instructors is as follows:
- Must be contracted officially to the school
  - Must be registered with the MOE instructors' registry.
  - Must have all valid coaching certification.
  - Must be able to produce the above items on site when requested by the organising committee.
- 20.2 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 clarification. Failure to comply with the rule shall lead to action being taken against the school.
- 20.3 The onus is on the school to ensure that its external instructor comply with the above rules.

**21**                    **SUPPORTERS**

- 21.1 Schools sending supporters to any competition shall ensure that there are sufficient teachers on duty to maintain discipline.
- 21.2 Supporters shall be attired in their school uniforms.

**22**                    **MATTERS NOT PROVIDED FOR**

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

**23****AMENDMENTS****23.1 SCRUM ENGAGEMENT LAW**

The call for engagement in scrums will be 'Crouch-Bind-Set'. Bind denotes front row players are to Bind on to their opposite number and their ears must be in line.

**OFFSIDE LINE FOR SCRUM-HALF AT SCRUMS**

**The offside line for the scrum-half is the tunnel for all age group.**

**23.2 80-POINT CAP IN SCORES**

When there is an 80 point difference in the score, the match will end.

23.3 The Schools Sports Council shall have the right to delete, add or amended the rules and regulations lay down herein.

23.4 Disciplinary hearing will convene at periodic intervals. Players red-carded will not be allowed until disciplinary committee convenes. Number of games missed in that period will be taken into account.

**24****PARAMEDICS**

24.1 NSG appointed paramedics must be on site before any NSG rugby match can commence.

24.2 Paramedics may enter the field while the game is ongoing to tend to the injuries and ensure the well-being of any players that may have been injured/ unwell.

24.3 Paramedics have the right to not allow any players they deem unfit to carry on the match. A permanent substitution will have to be made by the teacher.

24.4 However, a paramedic may take in the feedback should there be a trained medical officer present during the match. This trained medical officer must make known about their qualifications before the start of any matches to the MDC and the paramedics.

24.5 The list of treatment and emergencies protocol is in annex A for SSSC Rules and Regulations.

**National Schools Games Rugby  
SINGAPORE SCHOOLS SPORTS COUNCIL**