

SINGAPORE 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.
- 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.
- 1.3 as governed by the Rules and Regulations of the Singapore Schools Sports Council.
- 1.4 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 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 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

- 2.2.5 to ensure that venue managers conduct RAMS for the respective championships venues
- 2.2.6 to appoint Official referees and linesmen
- 2.2.7 to incur expenditure within the allocated budget approved by the SSSC
- 2.2.8 to select players to represent SSSC in approved local and overseas championships; and also to appoint coaches to take charge of the teams
- 2.2.9 to nominate players for SSSC's Colours Award
- 2.2.10 to deal with matters pertaining to discipline, protest and other aspects of the championship; and
- 2.2.11 to source for coaching and officiating courses to upgrade the technical knowledge and expertise of teachers-in-charge.
- 2.2.12 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 except for the conditions as stipulated in this paragraph.

B Division - Born in 2 Jan 2000 – 1 Jan 2003

C Division - Born in 2 Jan 2003 – 1 Jan 2005

Except for the following conditions:

- 3.1.1 All students in Secondary Schools must compete in the 'B' or 'C' Division according to their year of birth.

3.1.2 All students in the 'C' Division will not be able to represent the school in the 'B' Division, in individual and team sports/games from 2012.

- 3.2 Championships for both divisions will be organised at direct National levels. However, it would be dependent on the number of entries.

4 ENTRIES

- 4.1 Each school is eligible to enter one boys team for:
 - a) the B Division
 - b) the C Division
- 4.2 When Zone championships are used as qualifying rounds for the National championships, the top 4 teams of each division from each zone will proceed to compete in the National championships.
- 4.3 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 The total number of players to be registered shall not less than nine (9) players and not more than fifteen (15) players for both the Zone and National Championships. This Registration is Final.
- 5.2 Registration of players will be done through the SSSC eRegistration Portal. Teachers in-charge are to ensure the registration is complete and all documents are acknowledged
- 5.3 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, JC or CI.
- 5.4 Students requesting for a transfer after the Joint Admission Exercise may not represent their new school until the transfer has been officially effected.
- 5.5 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).
 - 5.5.1 Schools must write in to inform the Zone/National Convenors of the replacement at least one (1) working day before the next match.
 - 5.5.2 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.
- 5.6 If a school chooses not to register the maximum of fifteen (15) players, at the time of submitting the registration form to the Zone/National Convenor, the school shall not be permitted to register additional players subsequently.
- 5.7 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).
- 5.8 International students who are in the schools on exchange programme are not allowed to represent the school.
- 5.9 Students granted Leave of Absence (LOA) by MOE will be allowed to represent the school (e.g. student who is accompanying parents for overseas attachment but name is still in school cockpit is allowed to represent school as long as he/she is in Singapore).

- 5.10 Registration constitutes representation, that is, once a student is registered to play for a school, he or she is deemed to have represented his or her school. Hence, the student is not allowed to represent another school in the same sport/game.
- 5.11 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.
- 5.12 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 "Back".
- 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 on the front and back. A player shall be assigned with a permanent number throughout the Championship. Only numbers 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 at the back. The size of the number in front should be 10 cm 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 information)
- 8.3 The preliminary round of the direct National Championship shall use a four-group championship format. 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. The top 2 teams of each group will proceed to compete in the 2-Groups format of quarterfinals of the National Championship. The groups shall be determined by drawing of lots.
- 8.4 For the semi-finals, the champion and runner-up of each group shall enter into a criss-cross championship. The winner of group I will meet the runner-up of group II and vice-versa.
- 8.5 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.
- 8.6 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 – 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 substitution 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 with the team registration form.
- 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 foot steps 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.
- a) 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.

- b) 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.
- b) Any part of player's body crossing over the opponent's court whether above or under the net except during the follow-through ball.
- c) Playing the ball more than three (3) times in succession.
- d) The ball touches the arm of a player.
- e) Stopping or holding the ball using any body parts (e.g. under the arm, between the legs).
- f) 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.
- g) The ball touches the ceiling roof, the wall or any objects outside the playing court.
- h) Any player who delays the game unnecessarily.
- i) 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 set is won by the side which scores fifteen (15) points with a minimum lead of two (2) points.
- 16.3 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).
- 16.4 When the score is tied at 14-14, the Official Referee will announce “setting up to 17 points”.
- 16.5 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.
- 16.6 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 will not be 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 regards 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 display unsportsmanlike conduct, gesture or any action towards the officials, opponents, team-mates or spectators.
- 18.7 To disobey orders and rules of play.
- 18.8 Misconduct by an athlete towards officials, opponents, team-mates or spectators may be classified in three categories according to the seriousness of the offence.
- a) Rude conduct: action contrary to good manners or moral principles
 - b) Offensive conduct: defamatory, insulting words or rude gestures or any action expressing contempt
 - c) Aggression: actual physical attack or aggressive or threatening behavior

According to the judgment of the referee and depending on the seriousness of the offence, the referee may issue

- Verbal Warning OR
- YELLOW CARD OR
- RED CARD to player concerned

- 18.9 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 Championship Organising 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 In the event of two or more teams equal in points at the end of the league, the tie shall be broken in the following order:-
- a) The "Regu" 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 (15) minutes of grace period is allowed. The Zone/National Convenor or their appointed Venue Manager may at his/her discretion extend this grace period if he/she thinks the extension of grace period is justifiable (e.g. when delay may be caused by traffic jams, floods, etc). However, the team concerned must contact the Zone/National Convenor or their appointed Venue Manager to inform him/her of the delay. Teams must abide by the decision of the Zone/National Convenor or the representative.

21 POSTPONEMENT

- 21.1 The Zone/National Convenor or 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 or the representative.

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 a give walk-over.
- 22.3 For each withdrawal or walk-over, a written explanation duly endorsed by the Principal shall be submitted to the Convenor and the Game Advisor within two (2) working days.
- 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 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 Convenor/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 only to the Official Referee. Any decision taken by the Official 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 affected match. The protest must be in writing and duly endorsed by the Principal and accompanied by a protest fee of one hundred and fifty dollars (\$150.00) in cheque payable to the "Singapore Schools Sports Council".
- 24.3 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.
- 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 In the event that the National and 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.

25 APPEAL

- 25.1 Upon the release/disclosure of the decision of the Championship Organising Committee, only schools may appeal to the Central 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 endorsed by the principal and accompanied by an administrative appeal fee of three hundred dollars (\$300).
- 25.3 Upon receiving the notice of appeal from the school, a non-refundable appeal fee of \$300 shall be deducted from the school's account via IFAAS.

25.4 The Board of Appeal will deliberate on the appeal and it's decision shall be final (Please refer to Annex A).

26 SUSPENSION

26.1 A player suspended by any one of the following bodies is barred from participating in SSSC championships for that sports/games for the period of suspension:

- i the School
- ii the Zone Council
- iii the Schools Sport Council
- iv 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 recognized 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

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 :

- i 3 teams - 2 team prizes
- ii 4 teams - 3 team prizes
- iii 5 or more teams - 4 team prizes

30 TEACHER-IN-CHARGE OF TEAM

30.1 Each participating team must be accompanied by **a teacher-in-charge (an Education Officer or a Contract Adjunct Teacher only)** 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.

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.

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

- a) submit team registration list 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.
- e) take note of game fixture and schedules
- f) make transport arrangement for the teams
- g) accompany the teams for all games
- h) be responsible for the conduct and behaviour of the external instructor, players and supporters
- i) represent the school in matters pertaining to protest and appeal
- j) accompany players to any disciplinary board meeting.

31 PAYMENT FOR OFFICIAL REFEREES

31.1 The payment for official referees will be paid centrally through MOE National School Games Office.

32 EXTERNAL INSTRUCTORS

32.1 External instructors are expected to conduct themselves with decorum during games.

32.2 Schools must ensure that their external instructors adhere to the following regulations:-

- 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.

32.3 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 Sub-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).

34 COACHING DURING THE GAME

34.1 Team Officials are allowed to coach while play is in progress. All coaching must be performed at the Team Bench only.

35 SUPPORTERS

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

35.2 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.

35.3 Participating schools must ensure that their supporters and spectators attending the game(s) conduct themselves to the best of their abilities (Refer to Annex C). 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.

36 DISQUALIFICATION

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

- a) fielding over-aged student
- b) fielding unregistered player
- c) fielding an ineligible player (i.e. suspended player)
- d) fielding student without a valid student pass
- e) fielding a non-bona-fide student
- f) team/player not accompanied by a teacher (Education Officer)
- g) team/player which caused a game to be abandoned

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

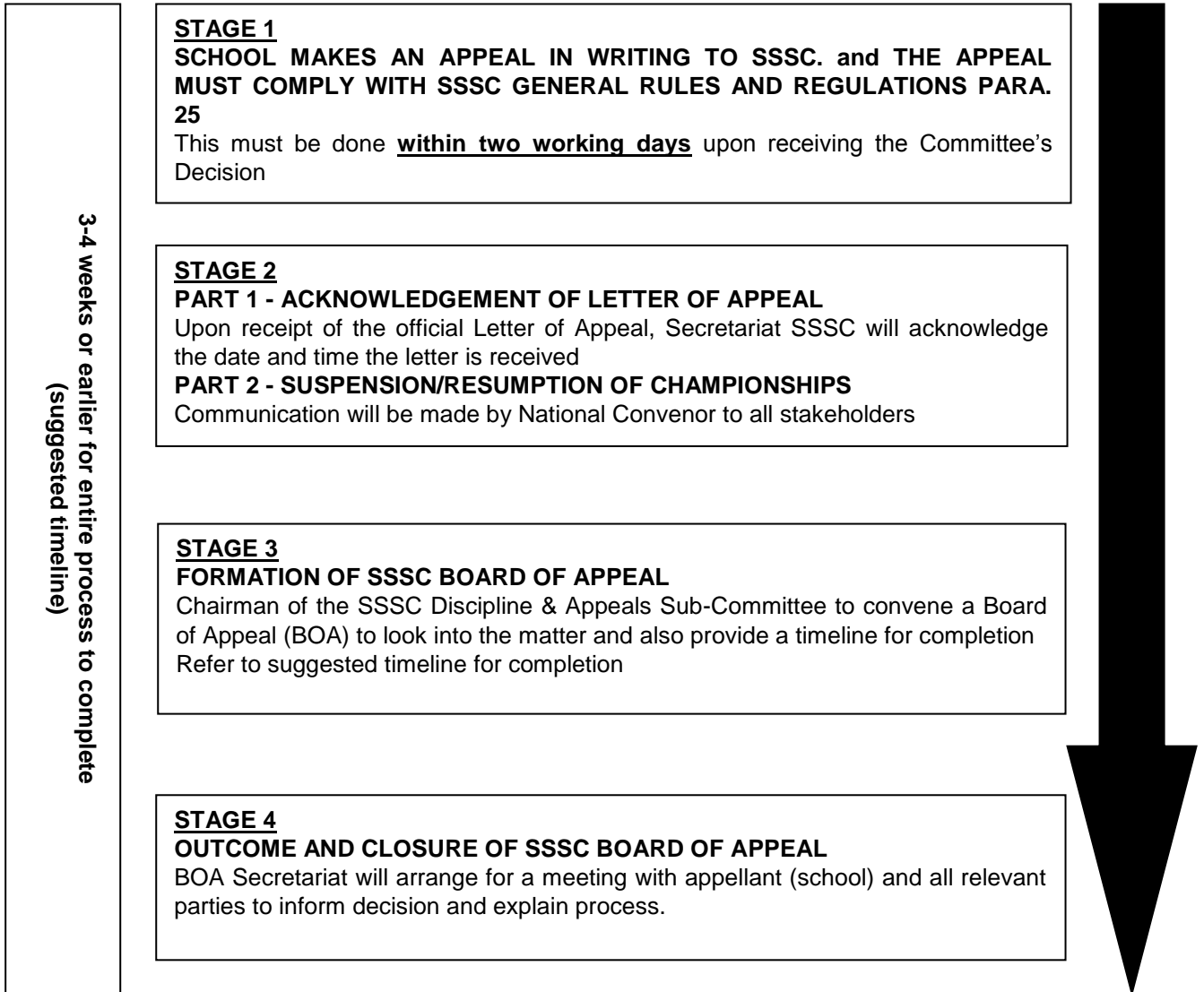
37 MATTERS NOT PROVIDED FOR

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

38 AMENDMENTS

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

SSSC PROCEDURE FOR APPEALS WORKFLOW



As in accordance with the SSSC General Rules and Regulations under rule 12.3, the decision of the Board of Appeal or the Standing Committee shall be final.

CHAMPIONSHIP FORMAT

6.3 The championships at the preliminary rounds for Team Sports/Games shall be organised on an inter-school league. Where entries are grouped, **each group shall have a minimum of four (4) teams.**

Groupings for 3 to 11 participating teams

Number of Teams	Group A	Group B	Remarks
3 to 7 teams	3 to 7		The championship will be played in a one group round robin format. The top 2 placed teams will playoff for 1 st & 2 nd position and the 3 rd and 4 th placed teams will play-off for 3 rd & 4 th position.
8 teams	4	4	Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
9 teams	4	5	Convenor may draw to determine the number of teams per group. Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
10 teams	5	5	Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
11 teams	5	6	Convenor may draw to determine the number of teams per group. Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.

Groupings for 12 to 15 participating teams

Number of Teams	Group A	Group B	Remarks
12 teams	6	6	Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
13 teams	6	7	Convenor may draw to determine the number of teams per group. Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
14 teams	7	7	Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
15 teams	7	8	Convenor may draw to determine the number of teams per group. Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.

OR

Number of Teams	Group A	Group B	Group C	Remarks
12 teams	4	4	4	Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
13 teams	4	4	5	Convenor may draw to determine the number of teams per group. Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
14 teams	4	5	5	Convenor may draw to determine the number of teams per group. Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
15 teams	5	5	5	Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.

Groupings for 16 or more participating teams

Number of Teams	Group A	Group B	Group C	Group D	Remarks
16	4	4	4	4	Convenor may draw to determine the number of teams per group. Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
17	4	4	4	5	
18	4	4	5	5	
19	4	5	5	5	
20	5	5	5	5	
21	5	5	5	6	
22	5	5	6	6	
23	5	6	6	6	
24	6	6	6	6	
25	6	6	6	7	
26	6	6	7	7	
27	6	7	7	7	
28	7	7	7	7	

SEEDING

For two-group championship format

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

For three-group championship format

The champion of the preceding championship 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 championship, the fourth placed team of the preceding championship will be seeded.

For four-group championship format

The champion of the preceding championship 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.

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.