

**SINGAPORE SCHOOLS SPORTS COUNCIL  
NATIONAL SCHOOL GAMES  
RULES AND REGULATIONS FOR TABLE-TENNIS 2017**

**1 RULES AND REGULATIONS**

All sports and games shall be conducted;

- 1.1 according to the laws/rules established by the respective international federations/boards/governing bodies
- 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 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:-  
The National Convenor,  
The Game Advisor,  
The Zone Convenors.  
Organizing Secretaries and  
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 competitions
- 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 venue managers conduct RAMS for the respective championships venues

- 2.2.6 to appoint judges/referees/umpires/linesman
- 2.2.7 to organize training/upgrading officiating courses for judges/referees/umpires/linesman
- 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 competitions; 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 competition; and
- 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 organization 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.

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

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 Centralized 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/games from 2012.

#### **4 ENTRIES**

- 4.1 Each school is eligible to enter one boys'/girls' team for:
- i the A Division
  - ii the B Division
  - iii the C Division
- 4.2 When Zone competitions are used as qualifying rounds for the National competitions, the top 4 teams of each division from each zone will proceed to compete in the National competitions.
- 4.3 All entries must be received by the Convenor concerned on or before the stipulated closing date.
- 4.4 The registration Teacher in-charges, Coaches and players must be done through the following web page:  
<https://sssc.ereg.sg>  
The registration must be completed at least one (1) working day before the commencement of the competition.
- 4.5 The registration must include the following particulars of the students:
- 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 Acknowledgement Form

#### **5 REGISTRATION OF PLAYERS**

- 5.1 The total number of players to be registered shall not deviate from that laid down in the Rules and Regulation of the respective sports/game for both the Zone and National competitions.
- 5.2 Teams, which have qualified from the Zone competitions to the National competition, may register a new team list at the time of registration.
- 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 or 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 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 competition reaches the semi-final stage.
- 5.6 Each team match will consist of three singles and two doubles. A maximum of 12 players and a minimum of 8 players per team to be registered. Players taking part in singles are not allowed to play doubles and each player is only allowed to play in one of the single or double match in a team match.
- 5.7 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.
- 5.8 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.
- 5.9 International students who are in the schools/junior colleges/centralised institute on exchange programme are not allowed to represent the school.
- 5.10 Students granted Leave of Absence (LOA) by MOE will be allowed to represent the school.
- 5.11 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.

## 6 CHAMPIONSHIP FORMAT

- 6.1 For Team Sports/Games, there must be a minimum of **three (3) registered teams** from **three (3) different schools** before a team championship can be organized.
- 6.2 For Individual Sports, there must be a minimum of **three (3) registered individuals** from **three (3) different schools** before a championship can be organized.

- 6.3 The championships at the preliminary rounds for Team Games shall be organized on an inter- school league. Where entries are grouped, each group shall have a minimum of **four (4)** teams.  
**(Please refer to ANNEX B for more information)**
- 6.4 The Zone championships of these seven (7) team games; badminton, basketball, netball, soccer, sepak takraw, table tennis and volleyball, will be used as qualifying round for the National championship.
- 6.5 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.
- 6.6 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 3<sup>rd</sup> and 4<sup>th</sup> positions.
- 6.7 Any deviation from the championship format requires approval from the Council or the Standing Committee. Basketball, Rugby and Table Tennis have minor deviations in the championship format that must be clearly stated in the respective sports/games rules and regulations.
- 6.8 When there is a Division comprises of 3 to 7 teams and there is a Division comprises of 13 to 15 schools participate in the Championship the playing format will follow the playing format spell out in the Annex A

## **7 TEAM MATCH PLAYING FORMAT**

### **7.1 LINE UP FOR EACH MATCH**

7.1.1 Each team may submit a fresh line-up of players before the commencement of each match.

7.1.2 The line-up of players shall be submitted to the Tournament Officials' table 10 minutes before the start of each match. No changes are allowed thereafter.

7.1.3 On the line-up form, players should use their statutory name as shown in NRIC and Registration Form.

7.1.4 For the Team match all line up forms submitted by teams would have to include the name of the coach on the line up form (Only one Coach Name on the line up form) that has been appointed by the school to coach the playing team for that particular team match.

### **7.2 ORDER OF PLAY**

- i. 1<sup>st</sup> singles
- ii. 1<sup>st</sup> doubles
- iii. 2<sup>nd</sup> singles

- iv. 2<sup>nd</sup> doubles
- v. 3<sup>rd</sup> singles

### **7.3 SUBSTITUTION**

No substitution shall be allowed once play has commenced.

### **7.4 INTERVAL (TIME-OUT)**

7.4.1 One request of time-out per match by each team will be allowed during competitions. The duration of such time-outs will be one minute.

7.4.2 Player may take up to 1 minute break at the end of each game.

### **7.5 SCORING**

7.5.1 A game shall be won by the player or pair first scoring 11 points unless both players or pair score 10 points, when the game shall be won by the first player or pair subsequently gaining a lead of 2 points. A match shall consist of the best of 5 games.

7.5.2 After each 2 points have been scored, the receiving player or pair shall become the serving player or pair and so on until the end of the game, unless both players or pair score 10 points, when the sequence of serving and receiving shall be the same but each player shall serve for only 1 point in turn.

### **7.6 UMPIRES**

All participating schools are to provide an umpire for every team match scheduled except for Semi-Finals and Finals where umpires are provided by the organiser.

### **7.7 COMPLETION OF ALL MATCHES**

All matches must be played off. Any team giving a walkover on any match shall concede a 5-0 defeat. Except Semi-Finals and Finals.

### **7.8 COMPETITION BALL**

The 40 mm+ Nitaku \*\*\* white ball will be used.

## **8 GRACE PERIOD**

Fifteen minutes (15 min) grace is allowed. The Convenor or his 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.

## 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 WALK-OVER

10.1 Any withdrawal or walk-over is considered contrary to the spirit of the game.

10.2 Schools participating in the competition should not withdraw or give walk-over.

10.3 For each withdrawal or walk-over, a written explanation duly endorsed by the Principal shall be submitted to the Convenor and the Adviser within two (2) working days.

10.4 In play-off for top 4 placing, any walk-over will disqualify the team from being placed

## 11 ABANDONED GAME

11.1 The referee/umpire/match manager is required to submit a written report on an abandoned game within one (1) working day.

11.2 For decision on abandoned game, refer to Para 21 on disqualification.

## 12 PROTEST

12.1 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.

12.2 All protests shall be referred to the Championship Organising Committee. The protest(s) must reach the Committee within **one (1)** working days following the match to which it relates. The protest must be in writing and duly signed by the principal. There will be a protest fee of **\$150 + 7% GST** to be deducted from the protest school to the Zone/Singapore Schools Sports Council if the protest is overruled by the Championship Organising Committee.

- 12.3 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.
- 12.4 If the protest is upheld, the protest fee will not be required. If it overruled, the protest fee of \$150 will be deducted from the protesting school's account, via IFAAS.
- 12.5 In the event that the National and Zonal Championship Organizing 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**

- 13.1 Upon the release/disclosure of the decision of the Competition Organising Committee, **only** schools may appeal to the Council.
- 13.2 Notices 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.
- 13.3 Upon receiving the notice of appeal from the school, the appeal fee of \$300 + 7% GST shall be deducted from the school's account via IFAAS.
- 13.4 The Board of Appeal will deliberate on the appeal. The decision of the Board of Appeal shall be final. **(Please refer to Annex A)**

### **14 SUSPENSION**

A player suspended by any one of the following bodies is barred from participating in SSSC competitions 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

### **15 AWARD OF LEAGUE/TEAM MATCH POINTS**

The following scoring system shall apply:

- 15.1 Table-Tennis Team Match League Points
  - i 2 points for a win
  - ii 1 point for a loss



- iii 0 point for conceding a walk-over

15.2 The ranking order shall be determined primarily by the number of team match points gained.

## **16 TIE IN LEAGUE POINTS**

16.1 In the event of two or more teams of the group have gained the same number of Team match points their relative positions shall be determined only by the results of the matches between them, by considering successively the numbers of team match points, the ratios of wins to losses first in individual matches (for a team event), games and points as far to resolve the order.

16.2 The ratios of wins to losses first in individual matches (for a team event), games and points will follow the ITTF set of tie-breaking rules to resolve the tie.

## **17 PRIZES**

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

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

18.1 Each participating team must be accompanied by a teacher who shall remain with the team throughout the duration of play.

18.2 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.

18.3 The teacher-in-charge shall be an Education Officer or a Contract Adjunct Teacher only.

## **19 REFEREES / UMPIRES / OFFICIALS**

- 19.1 For Team Games, all participating schools must provide a referee/umpire/official or make payment for a referee/umpire/official arranged by the Convenor for the preliminary rounds.
- 19.2 Schools have to ensure that their referees/umpires/officials are present to fulfil their duties as scheduled by the convenor.
- 19.3 For Individual Sports, all participating schools must provide one official for the full duration of the championship if needed.

## **20 EXTERNAL INSTRUCTORS**

- 20.1 An External instructors are expected to conduct themselves with decorum during competitions.
- 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 clarifications.
- 20.3 Schools must ensure that their external instructors adhere to the SSSC Rules and Regulations.
- 20.4 External instructor who has breached any of the rules and the school which engaged him/her, will be referred to the respective Competition Organising Committee by the respective convenors for appropriate action to be taken.

## **21 SUPPORTERS**

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.

## **22 DISQUALIFICATION**

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

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

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

## **23 ATTIRE**

All school athletes must be suitably attired in accordance with the requirement of the game/sport. The attire should bear the school colours/logo/badge or name. No white playing attire.

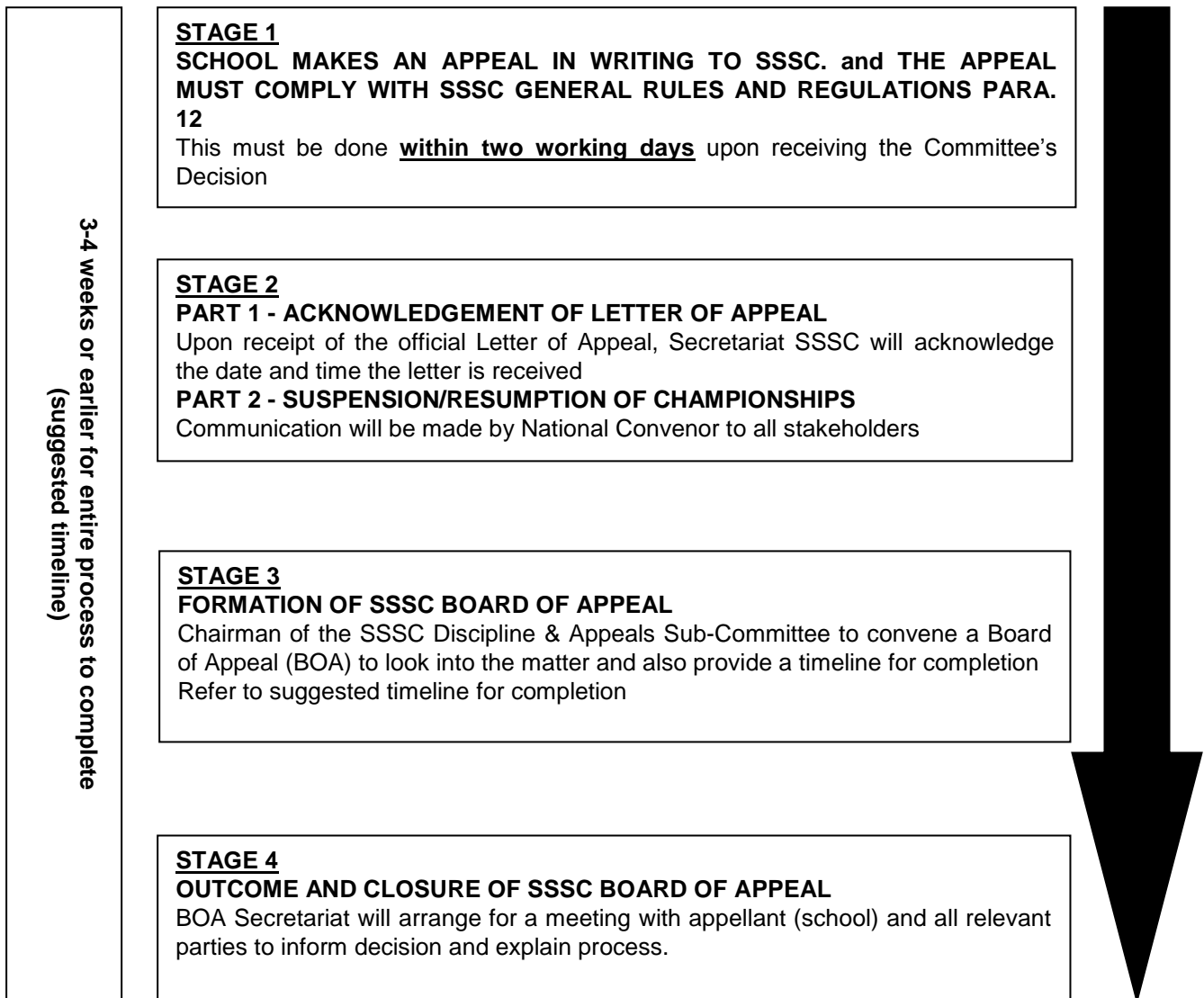
## **24 MATTERS NOT PROVIDED FOR**

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

## **25 AMENDMENTS**

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 para.12, the decision of the Board of Appeal or the Standing Committee shall be absolute.

## Annex B

**CHAMPIONSHIP FORMAT**

The championships at the preliminary rounds for Team Sports/Games shall be organized 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 play-off for 1 <sup>st</sup> & 2 <sup>nd</sup> position and the 3 <sup>rd</sup> and 4 <sup>th</sup> placed teams will play-off for 3 <sup>rd</sup> & 4 <sup>th</sup> 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.
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 Schools to 15 Schools participated in a Division are to divide into three groups in the first round.

**Preliminary Round**

13 schools Divide into 3 Groups in the preliminary round with 2 groups of 4 Schools, 1 group of 5 schools.

A Group      B Group      C Group

14 schools Divide into 3 Groups in the preliminary round with 2 groups of 5 Schools, 1 group of 4 schools.

A Group      B Group      C Group

15 schools Divide into 3 Groups in the preliminary round with every group comprise of 5 schools

A Group      B Group      C Group

The schools draw in the 3 groups in the preliminary round will play a round robin (League system).

The top 2 schools in the groups with the higher league points will advance to the Second round.

AA1 --- Group Winner      BB1--- Group Winner      CC1--- Group Winner  
AA2 --- Group Runner-up      BB2--- Group Runner-up      CC2--- Group Runner-Up

The results of the preliminary round of the 2 schools in the same group that advance to the second round will be brought forward into the second round.

### **Second Round Round Robin**

The 2 schools in the same group in the preliminary that advance to the second round will not play each other in the second round.

The results of the preliminary round of the 2 schools in the same group that advance to the second round will be brought forward into the second round League Table.

The 2 teams from the same group that qualified for the Second round will play a round robin (League system) with the other 2 Groups Group Winner and Group Runner-up.

AA1 vs BB2  
AA2 vs BB1  
AA1 vs CC2  
AA2 vs CC1  
AA1 vs BB1  
AA2 vs BB2  
BB1 vs CC2  
BB2 vs CC1  
BB1 vs CC1  
BB2 vs CC2  
CC1 vs AA1  
CC2 vs AA2

There will be a ranking of number 1 to number 6 for the second round.

### **Semi-Finals**

The school that ranked no.1 in the second round will play the school that rank no. 4 in the second round for the Semi-Final.

Winner of this game will advance to the final. Loser of this game will play for the 3<sup>rd</sup> & 4<sup>th</sup> position game.

The school that ranked no. 3 in the second round will play the school that rank no.2 in the second round for the Semi-Final.

Winner of this game will advance to the final. Loser of this game will play for the 3<sup>rd</sup> & 4<sup>th</sup> position game

**3<sup>rd</sup>/4<sup>th</sup> Position**

2 Loser Schools of the semi-final will play for 3<sup>rd</sup> and 4<sup>th</sup> Position.

**Final**

2 Winner schools of the semi-final will play for the Final.

**Groupings for 16 or more participating teams**

Number of Teams	Group A	Group B	Group C	Group D	Remarks
16 teams	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 teams	4	4	4	5	
18 teams	4	4	5	5	
19 teams	4	5	5	5	
20 teams	5	5	5	5	
21 teams	5	5	5	6	
22 teams	5	5	6	6	
23 teams	5	6	6	6	
24 teams	6	6	6	6	
25 teams	6	6	6	7	
26 teams	6	6	7	7	
27 teams	6	7	7	7	
28 teams	7	7	7	7	