

SINGAPORE NATIONAL GAMES 2018
SEPAK TAKRAW
RULES AND REGULATIONS

1. Rules

- 1.1 The tournament shall be conducted in accordance with the rules and regulations of the International Sepaktakraw Federation (ISTAF, <http://sepaktakraw.org/>) and the Singapore Sepaktakraw Federation (PERSES, <http://www.perses.org>) and
- 1.2 Governed by the Singapore National Games 2018 General Rules and Regulations.

2. Eligibility & Registration

S/No	Category	Clarification
1	Corporate (Men) - Regu	70% staff, 30% non-staff. No age restrictions.
2	Men's Youth - SYOF (16 years old and under) (14 years old and under) (11 years old and under)	Singapore Youth Olympic Festival 3 categories in SNG 2018 SYOF
3	Men's Masters (40 years old and above)	Born year 1978 and before
4	Men's Open – Quad	Open 4 competing players per team

3. Event Venue & Schedule

All matches will be held at Heartbeat @ Bedok from 21 July to 5 August 2018.

Date	Timing	Competition Stage
21.7.2018	10am to 9pm	Group Stage
28.7.2018	10am to 9pm	
29.7.2018	10am to 9pm	
30.7.2018	8pm to 10.30pm	
31.7.2018	8pm to 10.30pm	
1.8.2018	8pm to 10.30pm	
2.8.2018	8pm to 10.30pm	
3.8.2018	8pm to 10.30pm	
4.8.2018	10am to 9pm	Quarter / Semi Finals

5.8.2018	10am to 5pm	Finals
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Note: all above may change once the entries are finalised

4. Competition Format

Regu Event

- Each Regu must register a minimum of 3 players and up to a maximum of 5 players
- No players will play in more than one (1) match category
- No restrictions to National Players
- Each Regu may consist of a maximum of 30% non-Singapore/PR player
- For Corporate, each Regu may consist of a maximum of 30% non-employee of the company

Quad Event

- Each Quad must register a minimum of 4 players and up to a maximum of 6 players
- No players will play in more than one (1) match category
- No restrictions to National Players

Entries will be drawn and grouped into groups of 3 to 6, depending on the final entries.

Each Regu shall consist of a minimum of three (3) players and a maximum of five (5) players (one (1) Regu of three (3) players plus two (2) reserves) all of whom must be registered.

Prior to the start of the game, each Regu must have at least three (3) players present on the playing court. Any Regu with less than three (3) players shall not be permitted to play the game and shall be disqualified.

For the Quad event, each Team shall consist of a minimum of four (4) players and a maximum of six (6) players plus two (2) reserves) all of whom must be registered.

Prior to the start of the game, each Quad Team must have at least four (4) players present on the playing court. Any Team with less than four (4) players shall not be permitted to play the game and shall be disqualified.

The competition shall start from a Preliminary round-robin format. Top 2 from each group will then progress into Quarters or Semi Finals and Finals.

Preliminary Stage

Each match must be officiated by 1 Referee.

Each team is required to provide a non-playing player / official as a linesman.

Each match will consist of 1 set of 21 points.

The change of sides will occur when any team reaches 11 points.

At deuce (when both sides reaches 20-20), the service shall alternate at every point made.

Semi-Finals, 3rd and 4th placing, Finals

Each match shall be determined on the basis of a best-of-three (3) sets format, with two (2) minute breaks in between sets. Sets shall be referred to as the first, second and third. The Regu which wins two (2) sets first, shall be declared the winner of the match.

a) Scoring System

When either the serving or receiving Regu commits a fault, a point is awarded to the opponent. Each set is won by the Regu which scores twenty-one (21) points with a minimum lead of two (2) points for the preliminary stage. For the Semi-Finals, Finals, 3rd and 4th Placing matches, each set is won by the Regu which scores fifteen (15) points with a minimum lead of two (2) points

In the event of a score of 14-14, the set shall be won by the side which gets a lead of two (2) points, or when a side reaches eighteen (18) points, whichever occurs first. In such a situation, the Referee shall announce "Setting up to eighteen (18) points".

When either the serving side or receiving side commits a fault, a point is awarded to the opponent side.

b) Tie-Break Procedures

In the Preliminary Round, if two (2) or more teams obtain an equal number of points, the tie shall be decided in the following order:

- The regulations difference of the match played by the teams shall be decisive.
- The set differences of the matches played by the teams shall be decisive.
- Points differences are obtained by deducting by Points Against from all Points For will be decisive.

5. The Toss of Coin and Warm Up

Just before the start of a match, the Court 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 first or

(ii) Choose which side of the court to start the match from.

The loser makes the remaining choice. Both sides shall abide by the Court Referee's instructions.

The Regu winning the toss shall 'warm-up' first for two minutes followed by the other Regu. Only three players and two other person shall be allowed to move freely in the court with the official ball.

6. The Start of Play and Service

Preliminary Stage

Each match must be officiated by 1 Referee.

Each team is required to provide a non-playing player / official as a linesman.

Each match will consist of 1 set of 21 points.

The change of sides will occur when any team reaches 11 points.

At deuce (when both sides reaches 20-20), the service shall alternate at every point made.

Semi-Finals, 3rd and 4th placing, Finals

Each match must be officiated by 1 Referee.

Each team is required to provide a non-playing player / official as a linesman.

The Regu which serves first shall serve three consecutive times, followed by the opposing Regu which shall also serve three consecutive times. Service shall alternate thereafter every three points, regardless of which side wins the point.

The motion of the "Rolling Ball" is counted as one count when the ball touches any part of the body from below the neck and roll to the other approved part of the body and vice versa unintentionally.

At deuce (when both sides reaches 20-20), the service shall alternate at every point made.

The Regu receiving the first service in the previous set shall serve first in the subsequent set. Players shall change sides before the start of each set. **During the third set, the teams shall change sides when one Regu reaches 11 points.**

Once the Referee calls "POINT, (Name of Team)", the Tekong of the serving team has fifteen seconds to be ready for the next service with his foot in the Service Circle. If this action is delayed, a warning shall be given. Wiping of sweat, adjusting of attire and other related actions shall be done within the period of fifteen seconds.

The throw must be executed as soon as the Referee calls the score. If the throw is executed before the Referee calls the score, it shall be re-thrown and a warning shall be given to the Regu. A repetition of this act shall be considered a Fault.

During the service, as soon as the Tekong kicks the ball, all the players shall be allowed to move about freely in their respective courts. The service is valid if the ball passes over the net, whether it touches the net or not, and is inside the boundary of the two net tapes and boundary lines of the opponent's court.

7. Substitution

Substitution of a player shall be permitted at any time by showing the Substitution Card to the Referee when the ball is not in play. The Substitution Card shall indicate the jersey number of the outgoing player.

In each Regu, two Substitutions may be permitted in each set. The player who has been substituted earlier shall be allowed to re-enter the same set. One or two substitutions may be made at the same time for Regu event competitions.

For Regu events, each Regu may nominate a maximum of two reserves for any match, in addition to three players

If a Regu starts the next set with different players from those who finished the previous set, each change is considered as a substitution.

In an event of an injury, the injured player may be substituted provided the two substitutions have not been utilised yet. If the two substitutions have already been fielded and the injured player is rendered unfit to continue play, the game will end and the Regu shall be considered as having lost.

Any Regu having less than three players (Regu) or four players (Quad) shall not be allowed to continue the game and shall be considered as having lost.

If a player is shown a Red Card and is sent off from the game, his Regu is allowed to make a substitution, provided that his Regu has not utilized both substitutions in that set. If his Regu has utilized both substitutions in that set, the game shall end and the Regu with the sent-off player shall be considered as having lost.

8. Time Out

Each Regu shall be entitled to one time-out for a period of not exceeding one minute in each set.

Only the Team Manager or the Coach may call for time-out only when the ball is not in play.

Only two persons of different outfits from the playing Regu shall be allowed at the baseline during time-out and break.

9. Temporary Suspension of Play

The Referee may suspend play temporarily for not exceeding five minutes for each Regu in the event that a player is injured and required immediate medical attention.

An injured player shall be allowed up to five minutes of injury time. If after five minutes, he is unable to continue play, a substitution shall be made. However, if the injured player's Regu has already made two substitutions earlier, the match shall be awarded to the opponent. An injury time shall not exceed 5 minutes in total per Regu.

In the event of obstructions, disturbances or disruptions, only the Official Referee may suspend the match after consulting the Tournament Committee.

Following a match suspension, all players shall not be allowed to leave the court except with the expressed permission of the Official Referee.

10. Equipment

The pro model (new Sepaktakraw rubberised ball – orange or yellow coloured with white or brown stripes) and the approved net, post and courts will be used in this tournament in accordance with the ISTAF rules.

All equipment used by players must be appropriate for Sepaktakraw. Any equipment that is designed to increase or reduce the speed of the ball, increase a player's height or movement or in any way give an unfair advantage and/or endangers himself or other players shall not be permitted.

11. Players Attire

All apparels used by players shall be in accordance with the Law of the Game. Any equipment that is designed to increase or reduce the speed of the ball, increase a player's height or movement or in any other way give an unfair advantage or endangers himself or other players shall not be permitted.

The opposing teams shall wear jerseys of a different colour.

A team shall have a minimum of two sets of jerseys of different colour. If both teams are wearing the same colour jerseys, than the home team shall change. When the match is played in a neutral venue, the team listed first on the match program shall make the change.

A player's attire consists of a jersey, shorts, socks and sport shoes with rubber soles without heels. The entire apparel of a player is regarded as part of his body. All jerseys shall be properly tucked in prior to the start of the match.

All jersey shall be numbered on both the front and back. A player shall be assigned only one number from 1 to 36 throughout a tournament.

The numbers shall not be less than 19 cm (centimetres) in height on the back, and not less than 10 cm in height on the front within the chest area.

The name of the player or the club he represents shall be printed on the back of the jersey above the number and must be clearly visible.

Jerseys may carry a sponsor's logo subject to tournament regulations.

The jersey manufacturer logo may appear on any player apparel at approved size.

The Captain of each Regu shall wear an armband on the left upper arm. Its colour must be a different colour from the jersey.

Any other apparel not specifically mentioned in these Law of the Game shall have to be approved by PERSES and ISTAF.

12. Reporting

Participant must produce either his valid Singapore Pink or Blue Identity Card, valid Passport, Student Pass with NRIC number or driving license for verification at every match. Failure to do so will result in the participant being barred from taking part in the match.

- Participants are to report 1 hour before the scheduled match
- Assemble at the staging area 15 minutes before scheduled match.
- If the official team START LIST is not submitted 30 minutes prior a scheduled tie
- If player/s for the individual match category do not report for the match on court within 3 minutes of match announcement

Participant(s) who are non-Singapore Citizens residing in Singapore produce one of the following valid passes:

- a) Student's Pass;
- b) Long Term Pass;
- c) Dependant's Pass;
- d) Work Permit;
- e) S Pass; or
- f) Employment Pass.

Team manager, Assistant Team Manager or Coach of a team shall undertake to submit the players' identifications and team line-up sheet to the presiding Tournament Official 15 minutes before the scheduled time of play.

13. Walkover

A team shall concede to a walkover, if they fail to register and be present at the scheduled time of play. [REPORTING]

A team shall concede to a walkover if they play less than 2 sets per match.

Conceding a match walkover would mean the match along with all points will be awarded to opponent and conceding a tie walkover would mean the tie, all matches/games and points of each game will be awarded to the opposing team.

Teams will automatically concede to a match walkover, if they do not have enough registered participants to play.

There are no provisions for players arriving later to be fielded for the remaining matches. However, this team line-up will still have to fulfil all the team composition requirements and must be physically present at least 15 minutes before the start of the match, failure will result in the team conceding to a match walkover.

Participant(s) shall concede to a walkover if they fail to be present on court within the 3 minutes of the time the match is called to play.

14. Disqualification

Individual or team may be disqualified in the event of fielding ineligible player or unruly conduct of player(s).

The Organisers reserve the right to disqualify team(s)/participant(s) at their discretion and take further disciplinary action that could be in the form of a fine and/or term ban in Community Games and/or Singapore National Games.

15. Misconduct of Team Officials

Disciplinary action shall be taken against any Team Official and/or members of his team for any act of misconduct committed during a tournament whether inside or outside the court.

Any Team Official who misbehaves or creates disturbances shall be immediately escorted out of the arena by the Tournament Officials and the Official Referee, and will also be immediately suspended from his appointment being a Team Official until a Disciplinary Committee makes the decision.

A Team Official who has committed a breach of discipline, shall be dealt with in accordance with PERSES and the Organising Committee.

16. Tournament Jurisdiction

The Organisers reserve the right to interpret or amend the rules and regulations of the tournament at any time. Notifications of such changes will be posted on the tournament website. All participants are advised to visit the tournament website frequently for the latest notices or updates to draws or fixtures.

In the event of any dispute matters arising over any participant(s) and or any team(s), the match will continue regardless. The Organisers will only determine on the matter upon receipt of the protest in writing, together with a prescribed protest fees of \$300, submitted by the Team Manager within 24 hours after the match.

While reasonable precautions will be taken, the Organisers will not be responsible for or be liable for any death, disability, personal injury, loss of property or any other losses during the course of this tournament.

17. Award of Prizes

Prizes will be awarded for the top 3 teams/regus, 1st, 2nd and 3rd placed regus. Medals will be awarded to all top 3 teams / regus.

18. Governing Body

The tournament shall be conducted in accordance with the rules and regulations of the International Sepaktakraw Federation (ISTAF, <http://sepaktakraw.org/>) and the Singapore Sepaktakraw Federation (PERSES, <http://www.perses.org>).