

COMMUNITY GAMES & SINGAPORE NATIONAL GAMES 2012

SEPAKTAKRAW

TECHNICAL RULES & REGULATIONS

(as at 24 November 2011)

1. Rules

- 1.1 The tournament shall be administered in accordance with the Community Games & Singapore National Games 2012 Rules and Regulations.
- 1.2 The tournament shall be conducted in accordance with the rules and regulations of the International Sepaktakraw Federation (ISTAF) and the Singapore Sepaktakraw Federation (PERSES).

2. Eligibility

- 2.1 All participants shall be Singapore Citizens, Singapore Permanent Residents (PRs) with Singapore Blue Identity Card or non-Singapore Citizens residing in Singapore with the following passes;
 - a) Student's Pass;
 - b) Long Term Pass;
 - c) Dependant's Pass;
 - d) Work Permit;
 - e) S Pass; and
 - f) Employment Pass.
- 2.2 Team manager, assistant team manager and coach are not be allowed to register as a player to participate in the tournament.
- 2.3 Participants are allowed to represent only one Cluster and they must reside in that Cluster. The validity of the participant's residential eligibility is at the point of registration. Please refer to Annex of the General Rules and Regulations for the listing of Clusters.
- 2.4 If a participant were to register for more than one sport, the first confirmed address shall be used throughout the games.
- 2.5 The checking for Cluster boundaries is available on the web at <http://pa-online.pa.gov.sg/NASApp/sim/AdvancedSearch.jsp>

Non-Singapore Citizens

- 2.6 Registration of non-Singapore Citizens (including Singapore PRs) is a maximum of 1 participant per category.

National Athletes

- 2.7 Registration of National athletes is a maximum of 1 participant per category.

3. Team Composition

- 3.1 The competition shall consist of Men's Junior and Men's Open categories.
- 3.2 The team composition of each category shall consist of a minimum of 3 participants and up to a maximum of 5 participants.
- 3.4 The age eligibility of both categories is as follows:

Category	Age	Team Size	
		Min	Max
Men's Junior	< 16 year old	3	5
Men's Open	16 to 20 years old: 1 to 2 21 to 35 years old: 1 to 2 ≥ 36 years old: 1	3	5

- 3.5 The age of participant shall be taken as at 1 January 2012.

4. Format of Play

Scoring System

- 1.1. Each match shall be played to the best of 3 sets based on the 15 rally point system, with 2 minutes interval between sets. Sets will be referred to as the first, second and third sets.
- 1.2. Each set is won by the side which scores 15 points with a minimum lead of 2 points.
- 1.3. When either serving side or receiving side commits a fault, a point is awarded to the opponent side.
- 1.4. In the event of a 14-14 tie, the set shall be won by the side which gets a lead of 2 points, or when a side reaches 17 points (whichever occurs first). When the score is tied at 14-14, the Match Referee will announce setting up to 17 points.
- 1.5. During the third set, sides will change ends when one side reaches 8 points.

The Toss of Coin and Warm-Up

- 1.6. Before the start of a match, the Court Referee will toss a coin/disc in the presence of the captains. The captain who calls correctly may elect to either serve first or choose which side of the court to start the match from. The loser makes the remaining choice. Both sides will abide with the Court Referee's instructions.
- 1.7. The side winning the toss shall 'warm-up' first for 2 minutes followed by the other side. Only the 3 registered players and 2 other representatives from the team are allowed to move freely in the court with the official ball.

The Start of Play and Service

- 1.8. The side which serves first will serve first for 3 consecutive services, following which the other side will serve for the next 3 consecutive services.
- 1.9. Service will alternate thereafter every 3 points, regardless of which side wins a point.
- 1.10. At deuce (when both sides reaches 14-14), the service shall alternate on every point.
- 1.11. The side which receives first in any set shall serve first in the subsequent set.
- 1.12. Players shall change sides before the start of each set.
- 1.13. The throw must be executed as soon as the Referee calls the score. If either of the Inside players throws the ball before the Referee calls the score, it must be re-thrown and warning given to the team. A repetition of this act will be considered as 'Fault'.
- 1.14. During the service, as soon as the Tekong kicks the ball, all the players are allowed to move about freely in their respective courts.
- 1.15. The service is valid if the ball passes over the net, whether it touches the net or not, and inside the boundary of the two net tapes and boundary lines of the opponent's court.

Substitution

- 1.16. Substitution of a player is allowed at any time upon request made by the Team Manager to the Official Referee when the ball is not in play.
- 1.17. Each team may have up to a maximum of 2 substitutions per set.

- 1.18. All substitutions are subject to the authorisation of the Court Referee, and must be executed at the side of the court in view of the Match Referee. Substitutions may only be made between points, or immediately prior to the start of a set.
- 1.19. If a team starts a set with different players from those who finished the previous set, each change shall be considered as a substitution in the new set.
- 1.20. Each team will be allowed to make a substitution for injury provided that they have not utilised any substitutions in that set. If they have utilised both substitutions, the game will end and they will be considered as having lost.
- 1.21. If a player is shown a red card and is sent off, that player's team is allowed to make a substitution, provided that they have not utilised any substitution in that set. If they have already done so in that set, the game will end and the team with the sent-off player will be considered as having lost.

Time-Out

- 1.22. Each side will be entitled to one tactical time-out in each set, each such time-out to last a maximum of 1 minute.
- 1.23. Time-outs may only be called by the team manager or coach between points, when the ball is not in play.
- 1.24. Only the 3 registered players and 2 other representative from the team from each side are allowed at the base-line during the time-outs. These should consist of the players and two other representatives. The two representatives must be properly attired and their attire must be different from the players.
- 1.25. There will be no automatic time-out.

5. Walkover

- 5.1. A team shall concede a walkover if the team line-up fails to meet the team composition criteria as stipulated in point 3 of the Technical Rules and Regulations.
- 5.2. A team shall concede a walkover, if they fail to register and be present within the 15-minutes grace after the scheduled time of play. (E.g. Scheduled time of play is 7.30pm, by 7.45pm teams should be registered and be on court to play, otherwise they would concede a walkover.)
- 5.3. A team shall concede a walkover if they play less than 2 sets per match.

6. Disqualification

- 6.1. Individual or team may be disqualified in the event of fielding ineligible player or unruly conduct of player.
- 6.2. 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 2012 and/or Singapore National Games 2012.

7. Equipment and Attire

- 7.1. The pro model, new Sepaktakraw rubberised ball, orange coloured with white stripes, will be used in this tournament in accordance with the ISTAF rules.
- 7.2. 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 other way give an unfair advantage and that endangers himself or other players shall not be permitted.
- 7.3. A player's attire consists of Jersey/T-shirts, shorts, socks and sports shoes with rubber soles without heels. The entire apparel of a player is regarded as part of his body. All Jerseys/T-shirts should be tucked in. In case of cold weather, the players are permitted to use tracksuits.
- 7.4. All playing shirts shall be numbered on both the front and back. A player must be assigned only one (1) number (from 1 to 36) to be used throughout the tournament.
- 7.5. The numbers shall be not less than 19cm in height on the back, and not less than 10cm in height on the front (centre chest area).
- 7.6. The Captain of each team shall wear an armband of a different colour from the Jersey/T-shirt on the left arm.

8. Reporting

- 8.1 Participant(s) must bring along and produce either his valid Singapore pink identity card, valid passport, student pass with NRIC number or driving licence for verification at every match. Failing which, he will not be allowed to compete in the match.
- 8.2 Participant(s) who are non-Singapore Citizens residing in Singapore must bring along and 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; and
- f) Employment Pass.

8.2 Team manager, assistant team manager or coach of a team shall undertake to submit the players' identity cards and team line-up sheet to the presiding Tournament Official 15 minutes before the scheduled time of play.

9. Tournament Jurisdiction

- 9.1 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 any notices or updates to draws or schedules.
 - 9.2 In the event of any dispute arising over any participants, the match shall be played under protest and the Organisers shall determine the matter on receipt of the protest.
 - 9.3 While reasonable precautions will be taken, the Organisers, their servants and agents will not be responsible or in any way liable for any death, disability, personal injury, loss of property or any other loss howsoever arising from any cause whatsoever at any time during the course of this tournament.
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