

INTER-FACULTY GAMES

The Tan Chorh Chuan Challenge Trophy

TCHOUKBALL (MIXED)

Rules & Regulations

1. Laws of the Game

The competition shall be conducted in accordance with the existing laws of the games as approved by the Tchoukball Association of Singapore and the general rules and regulations of the NUS Inter-Faculty Games.

2. Player Eligibility

Refer to Rule 4 for player eligibility in the *IFG General Rules & Regulations*.

3. Registration of Players

- 3.1 Respective Faculty Sports Secretaries must confirm participation by submitting the General Participation Form to the NUS students' sports club before the stipulated deadline found on the form.
- 3.2 Participation shall be confirmed with the hosting faculty at least 14 days before the commencement of the competition. (Meaning 14 days before the first game of that sport regardless of which faculty is playing first)
- 3.3 Respective Faculty Sports Secretaries must submit the Team Registration Form to hosting faculty and the NUS students' sports club at least 7 days before the commencement of the competition. (Meaning 7 days before the first game of that sport regardless of which faculty is playing first)
- 3.4 Each team may register a minimum of 7 players and a maximum of 12 players. Each faculty may send a maximum of 1 team.
- 3.5 Registration must be finalized before the commencement of the competition. No substitutions and additions will be permitted after the commencement of the competition.

4. Prizes

Medals will be awarded to the players of the top 3 teams. In addition, the champion team shall be awarded a champion trophy and banner.

5. Competition Rules

5.1 Submission of Lineup

The team must submit the complete official line up of up to a maximum of 12 players to the hosting faculty convener at least 10 minutes before the scheduled time of play. No changes will be accepted once the team line-up has been submitted.

Refer to Rules 8 and 9 for no-show and walkover rules in the General Rules and Regulations.

5.2 Match Format

5.2.1 The duration of a match is two periods of 10 minutes, with a maximum interval of 2 minutes between periods. This applies for all matches.

5.2.2 The dimensions of the playing pitch are at 27 meters (width) x 16 meters (length).

5.2.3 In sports halls, the ceiling is considered to be out of the playing area.

5.3 Participation

Each team may field up to 7 players with a minimum of 3 women on court.

5.4 Advancement to the Finals

3 league points will be awarded to the winning team of each match and 0 points to be awarded to the other team. 1 league point will be awarded to each of the 2 teams in the event of a draw. The 2 teams with the highest league points in each group will advance to the Final Round.

5.5 League Ties

- a. Should there be a tie in league points between two teams, the winner of the game between the two teams concerned shall be awarded the higher placing.
- b. If that game ended in a draw, the positions shall be established by considering the difference of the points, for and against, among all the teams in the same group.
- c. If more than two teams have equal league points, the positions shall be established by considering the difference of the points, for and against, among the teams having equal league points.
- d. If a tie still exists after applying this rule, the team with the highest number of goals against all teams within the group will qualify.

5.6 Semi-finals and Finals

In the semi-final rounds, the winner of Group A will play the runner-up of Group B and the winner of Group B will play the runner-up of Group A. The winners of the semi-final rounds will play for the championship in the finals. The other two teams will play for 3rd and 4th placing. During the semi-final and final rounds, if the score is tied at the end of playing time, there will be an extension of 5 minutes until a clear winner can be declared at the end of the extension. In the case of another draw at the end of the extra time period, a second extra time period of 5 minutes must be played, and so on until there is a winner at the end of the period.

6. Substitution

Each team is allowed unlimited number of substitutions after a point has been scored.

7. Attire

Refer to Rule 11 for attire in the *IFG General Rules & Regulations*.

8. Official Calls

In all matches, the referees, umpires and line checkers will have the final call.

9. Alterations and Amendments

The Organising Committee of the competition reserves the right to change or alter these Rules and Regulations given any unusual or extra-ordinary circumstances at its discretion and will inform all teams of any amendments accordingly.

END

Approved by:

Sports & Recreation Centre
Office of Student Affairs
26 April 2017