



ROMP 17 (Tchoukball)
TECHNICAL RULES AND REGULATIONS
(Accurate as of Mar 2017)



1 Rules and Regulations

- 1.1 The tournament shall be administered in accordance with the ROMP 17 (Tchoukball) Rules and Regulations.
- 1.2 The tournament shall be conducted in accordance with the Official FITB Rules and any other tournament rules and regulations as stipulated by the Organizers wherever applicable.

2 Player 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 that are valid:

- Student’s Pass;
- Long Term Pass;
- Dependant’s Pass;
- Work Permit;
- S Pass; or
- Employment Pass.

3 Registration

3.1 All Teams are required to pay a registration fee for their participation.

Category	Registration Fees
Men’s under 18	\$140
Women’s Open	\$160
Men’s Open	\$160

3.2 All players are to submit the registration and indemnity forms. All fields in the forms must be filled up unless stated otherwise. Registration will not be accepted if forms are **incomplete** or **if payment has yet to be received**.

**Players under age of 21 are required to get the consent of their parent/legal guardian by completing part B of the personal particulars form.*

CONTACT

3.3 Reporting details on event date will be communicated to the respective Captains via the contact details indicated in the registration forms.

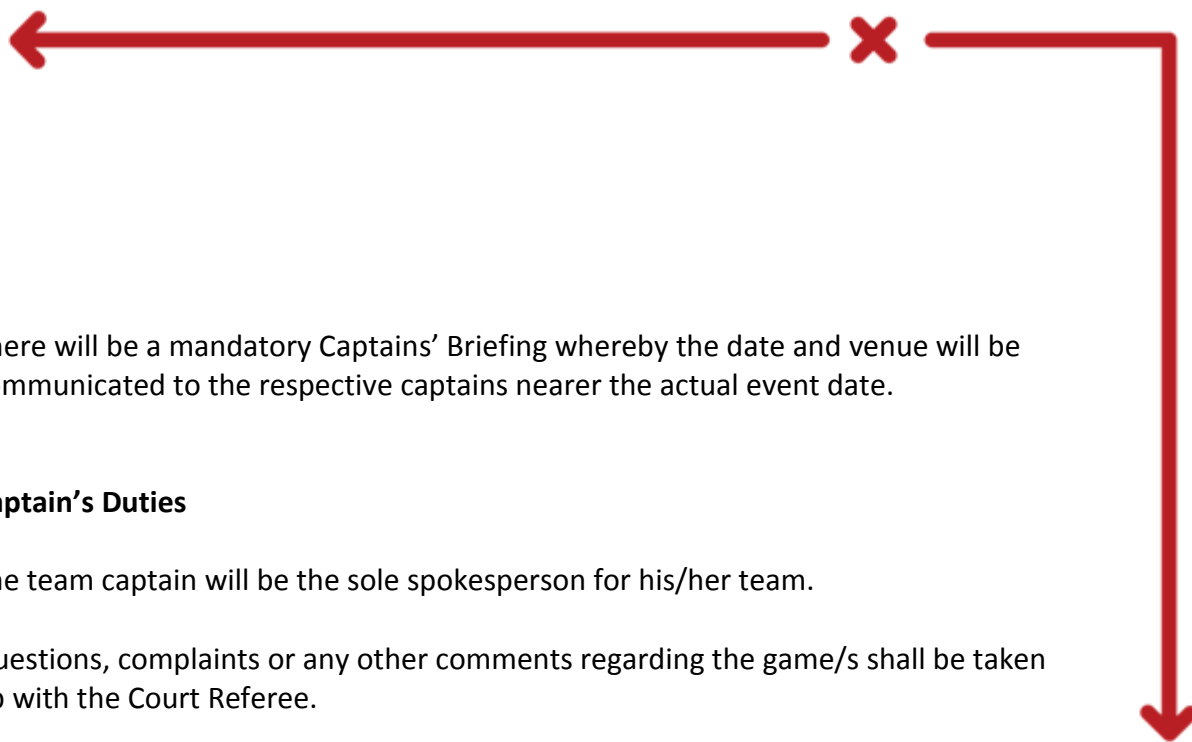
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- 3.4 There will be a mandatory Captains' Briefing whereby the date and venue will be communicated to the respective captains nearer the actual event date.

4 Captain's Duties

- 4.1 The team captain will be the sole spokesperson for his/her team.
- 4.2 Questions, complaints or any other comments regarding the game/s shall be taken up with the Court Referee.
- 4.3 The decision/s of the Court Referee is final. Only questions concerning rule interpretation or eligibility are appealable.
- 4.4 Captains are to ensure that Teams are present at the holding area before their scheduled match time, even if the earlier/ongoing games are delayed. Captains are to ensure that their teams report to their respective courts within 1 minute of the stipulated match time and to wait for Referee's signal to commence the game. Failure to do so will lead to a walkover without any negotiation. **Refer to point 7.7 (walkover)**
- 4.5 Captains to note that the Team's name which is written first on the fixtures will get the first possession.
- 4.6 Captains are to ensure that there are seven (7) players from their team on the court unless meeting the criteria of **point 5.4 (team injuries)**
- 4.7 Captains are to ensure that their players understand **point 9 (misconduct)** such that continuous misconduct, flagrant and intentional fouls will lead to immediate dismissal without any replacement for the current game and/or all remaining games.

5 Team Composition

- 5.1 Each team must have minimum seven (7) and maximum ten (10) players in their roster and be registered as a team. In addition, each team is allowed to register up to 3 registered officials (FITB Licensed Coaches and Team Managers).

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5.2 The age eligibility of the respective categories is as follows:

Category	Age	Registered Team Size	
		Min	Max
Men's under 18	≥ 13 and ≤ 18 yrs old	7	10
Women's Open	No Age Limit	7	10
Men's Open	No Age Limit	7	10

5.3 The age of participants eligible to participate will be taken according to the age for that year without considering the month and date (Eg: Born in 1998, hence age for this year will be considered as 19 and hence not able to play for Men's U18 Category)

5.4 If a player is injured (or unable to continue play for whatsoever reasons) and the team is unable to maintain the team composition requirements with its available substitute(s), the team shall continue to play with a handicapped number of on-court players. However, it is up to the opposing team to decide if they would wish to play with a same number of players to encourage fair play.

6 Reporting

6.1 Participants must bring along and produce either his/her valid Singapore pink or blue identity card, valid passport, student pass with NRIC number or driving license for verification at the point of registration. Failing which, he/she will not be allowed to compete in the tournament.

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

- Student's Pass;
- Long Term Pass;
- Dependant's Pass;
- Work Permit;
- S Pass or
- Employment Pass.

6.3 Team Captains shall undertake to submit their players' identifications and ensure that the players playing on court are actually the players whose identity cards are submitted. Teams who do not comply will be disqualified from the competition, applicable even post-competition.

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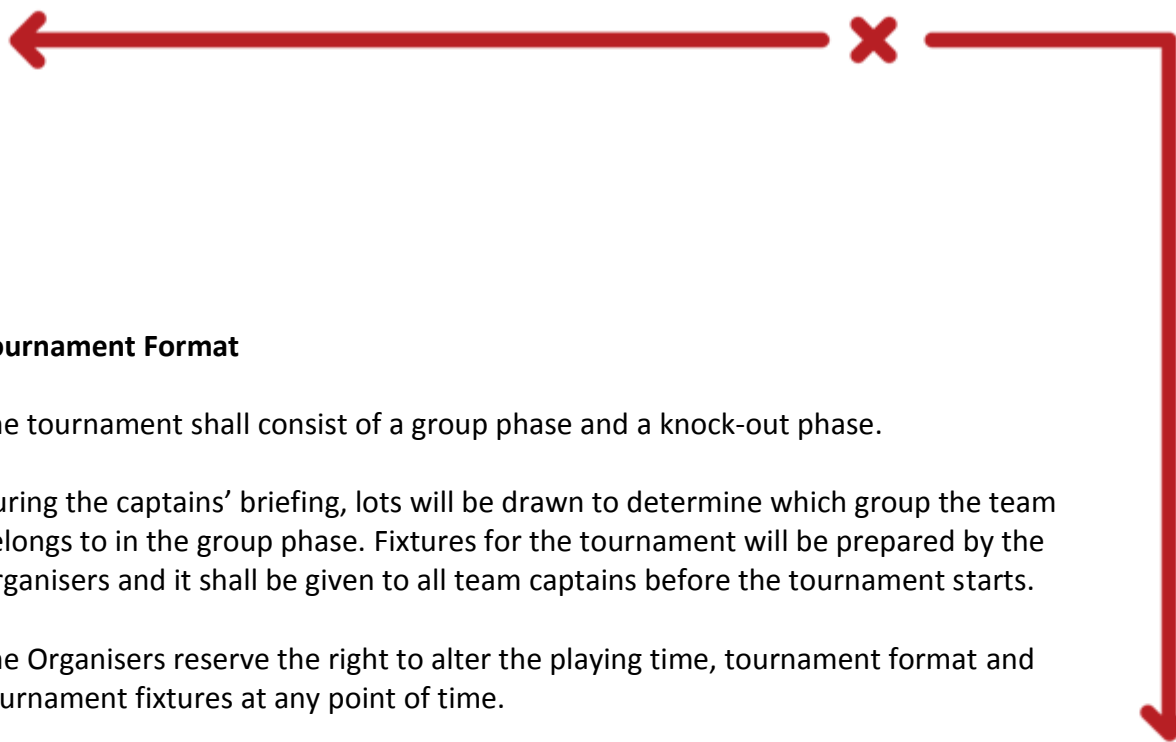
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7 Tournament Format

- 7.1 The tournament shall consist of a group phase and a knock-out phase.
- 7.2 During the captains' briefing, lots will be drawn to determine which group the team belongs to in the group phase. Fixtures for the tournament will be prepared by the Organisers and it shall be given to all team captains before the tournament starts.
- 7.3 The Organisers reserve the right to alter the playing time, tournament format and tournament fixtures at any point of time.
- 7.4 Group Phase
 - 7.4.1 Teams will be playing using a round robin format at group phase. The group winners and the first runner-up of the group will advance to the knock-out phase.
 - 7.4.2 Teams will be awarded 3 match points for every match won, 2 match points for every match drawn and 1 match point for every match loss. No points will be awarded if the team has committed a walkover.

- 7.4.3 In the event that two (2) or more teams tie on match points, the following system shall apply to break the tie (in the order of consideration):
 - The result of their head to head match; the team that wins in the head to head match ranks higher.
 - The number of Points Scored (PS) minus the number of Points Lost (PL) in all matches within the teams that tied; the team with the higher Points Difference (PD) ranks higher.
 - The number of Points Lost (PL) in all matches within the teams that tied; the team with the lower Point Lost (PL) ranks higher.
 - The number of Points Scored (PS) in all matches within the teams that tied; the team with the higher Points Scored (PS) ranks higher.
 - The number of Points Scored (PS) minus the number of Points Lost (PL) in all matches within this group; the team with the higher Points Difference (PD) ranks higher.
 - The number of Points Lost (PL) in all matches within this group; the team with the lower Point Lost (PL) ranks higher.
 - The number of Points Scored (PS) in all matches within this group; the team with the higher Points Scored (PS) ranks higher.
 - A re-match will be arranged and the first team to score 5 points ranks higher.

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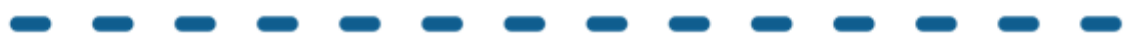
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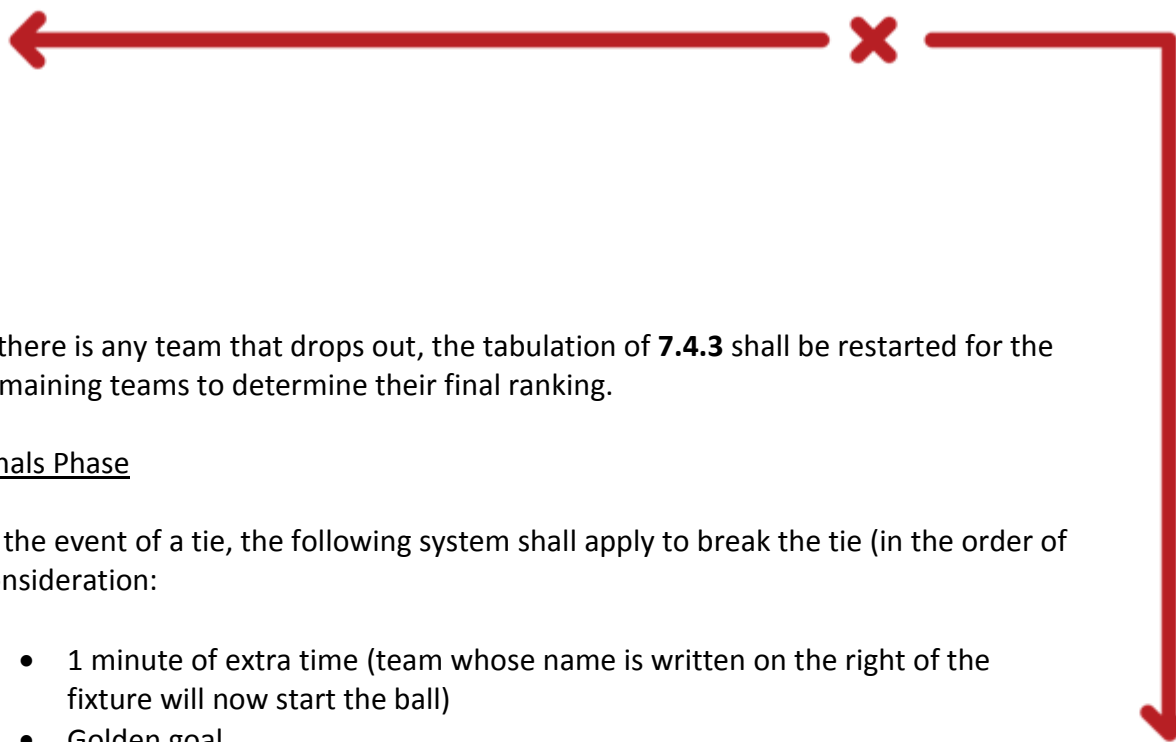
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X 7.4.4 If there is any team that drops out, the tabulation of **7.4.3** shall be restarted for the remaining teams to determine their final ranking.

7.5 Finals Phase

7.5.1 In the event of a tie, the following system shall apply to break the tie (in the order of consideration:

- 1 minute of extra time (team whose name is written on the right of the fixture will now start the ball)
- Golden goal

7.6 Playing time

7.6.1 One (1) period of 9 minutes continuous playing time.

7.7 Walkover

7.7.1 Teams should be present at the match court 3 minutes before the match begins.

7.7.2 A team shall be conceded a walkover if the team fails to report within one (1) minute from the start of the game time.

7.7.3 A team shall concede a walkover if they fail to register and be present at the scheduled time of play, this also applies if the team registered late and do not make it in time for their first game (Teams are encouraged to register early so as to avoid a walkover).

7.7.4 The team that has conceded a walkover will suffer a score of 0-15 for that particular match.

8 Tournament Rules

8.1 Only registered players and officials (**point 6.1**) are allowed to be at the technical area designated by the organizers i.e. no one else (e.g. supporters) are allowed to sit on the bench.



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8.2 Fouls

8.2.1 All fouls and violations will be called by the referee.

8.3 Time Out and Substitution

8.3.1 No time outs are permitted in the game and tournament, game will only be stopped in the case of a serious injury as determined by referee or event organizer.

8.3.2 A rolling substitution system will apply and teams can only substitute after a game point has been scored.

9 **Conduct of the Game**

9.1 The game shall be played in the spirit of fair game.

9.2 Any form of cheating, rough play (pulling of shirts, pushing, hacking, tripping etc), unsporting behavior, use of vulgarities and/or intentional breaching of any game rules will not be tolerated.

9.3 Continuous misconduct/flagrant/intentional fouling will result in immediate dismissal of the player or team in question for the current game and/or all remaining games. This will be done at the discretion of the organizing committee and referees. Fighting will not be tolerated under ANY circumstances and will result in immediate disqualification. Team disqualified under such circumstances will not be refunded.

9.4 In the case of violence, the player(s) involved will be banned from further participation in the tournament.

9.5 Teams and supporters are to respect the decisions of the Referees. Referee's decision shall be final.

10 **Equipment and Attire**

10.1 Participating teams are strongly encouraged to wear same colored jerseys/shirts.

10.2 Team(s) without appropriate jerseys/shirts will wear the bibs provided by the Organizers



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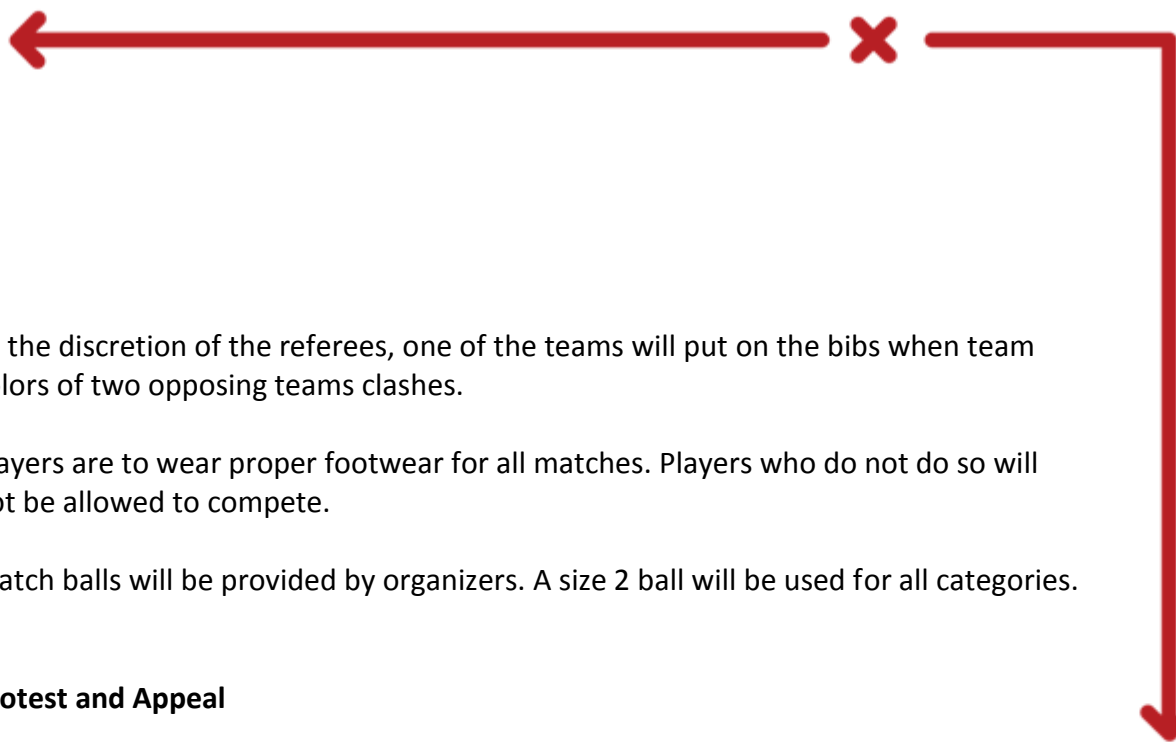
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- 10.3 At the discretion of the referees, one of the teams will put on the bibs when team colors of two opposing teams clashes.
 - 10.4 Players are to wear proper footwear for all matches. Players who do not do so will not be allowed to compete.
 - 10.5 Match balls will be provided by organizers. A size 2 ball will be used for all categories.
- 11 Protest and Appeal**
- 11.1 Protest regarding error in scoring will only be entertained if the team captain brings it to the attention of the tournament officials during the game. The tournament officials will immediately rectify any scoring error made.

***The rules and regulations are correct and updated at the time of print.
It is subject to change at the discretion of the Organisers*

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