



PUBLIC SERVICE BEACH CAPTAIN'S BALL TOURNAMENT 2023

EVENT INFORMATION

Date	: Saturday, 10 June 2019
Tentative Time	: 12.00pm to 6.00pm
Venue	: Diamond, 8 Siloso Beach Walk, Sentosa
Registration Fee	: \$30 per team
Closing date for entries	: Friday, 26 May 2023

Note: Participants must show the image of the Sentosa ticket at the gantry point (only via Monorail, Taxi and Drive in) for free entry into Sentosa.

RULES & REGULATIONS

1 ENTRY REQUIREMENTS

- 1.1 Sports Liaison Officers can register their players online at www.csc.sg/stargames.
- 1.2 Registration must be accompanied by online payment of registration fee otherwise it will be void.
- 1.3 An agency is allowed to register players from other government agencies. The agency registering the mixed-agency team must ensure that all the team members are eligible players.
- 1.4 A player is allowed to play for one agency only. Multiple representation of agencies by a player is strictly not allowed.
- 1.5 Switching of players among teams after submission of Registration Form is not permitted. Team Managers/Captains are not allowed to make any additions or changes to the list of registered players once the Tournament commences at 1pm.
- 1.3 Pregnant ladies are not allowed to play in the tournament and if found playing with the knowledge of the team, that team shall be disqualified.

- 1.4 Each team shall comprise a minimum of 5 players (1 catcher, 1 blocker, 3 runners) and a maximum of 10 players.
- 1.5 For each match, team can field a maximum of 2 male players and minimum of 1 male player.

2 **REPORTING**

- 2.1 All participating teams must report at least **30 minutes** before their first match on day of the Beach Captain's Ball Tournament. Team Captains must register their teams' presence with the tournament official.
- 2.2 Teams must report punctually to the umpires at their designated court for their matches. Late reporting may result in disqualification of the team.
- 2.3 No match may start unless each team has at least five players on the scheduled court. In the event that any team being unable to field the minimum number of five players within 1 minute of starting time, that is 1 minute grace period, the umpires shall give a walkover against such team that has less than five players.

3 **FORMAT**

- 3.1 The format of the Tournament shall be as follows:
 - a) In the preliminary round, teams will play a round robin format in their respective groups. Teams will receive 3 points for a win, 1 point for a draw and 0 point for a loss. Teams with equal points on completion of the round robin round, will be placed according to
 - I. head-to-head results
 - II. goal difference (i.e. difference between goals for and goals against)
 - III. no. of goals scored
 - b) Top two teams from each group will qualify for the knock-out round.
 - c) The winners of semi-finals will play in the final to determine the first and second placing, while the losers of each semi-final will play for third and fourth placing.
 - d) If a match in the knock-out round, semi-final or finals ends in a draw, the teams will switch side to play and the team first to score 2 goals shall win the match.
 - e) Each game shall comprise two **5 minutes** halves with no rest interval.
 - f) Duration of play will be subjected to change if there are any delays (i.e. inclement weather).
 - g) Central timing shall be managed by the Organiser. The clock will not stop in event of injuries.

- h) Rolling substitutions are allowed after a goal is scored or anytime to substitute an injured player. The use of unlimited substitutions from a full squad up to 12 is permitted.
- i) A minimum of 1 and maximum of 2 male players must be on court at all times.
- j) All teams must provide scorers for their games. Before the start of any games, the captains of both teams shall fill in the names of their players in the scorecards, sign and hand them to the scorers. Both scorers must sit together and cross check the scores. The scorecards must be handed to the official table immediately after each game without demand. The Organiser will not settle any discrepancy of score for the teams.
- k) All teams must be ready at the designated courts to start the games promptly. A team must have a minimum of 5 players on the court before a game can start otherwise that team shall concede a walkover to the opponent team.

4 DRAW

4.1 The system of draw shall be as follow:

- a) For agencies with more than one team, the teams from the same agency shall be drawn into different grouping first.
- b) After completion of (b), the rest of the teams shall then be drawn into the different groups.

5 ATTIRE

- 5.1 Members of a team should wear similar colour jerseys. When the colours of two teams are similar, each team will send a representative to play scissors-paper-stone to determine which team will wear the bibs. Players must have a shirt underneath the bibs for hygiene purposes. Teams with players who wear random attires would be asked to put on the bibs too.
- 5.2 Players must not wear jewellerys, watches or fancy rings. If wedding rings are worn, they must be taped.
- 5.3 Bare body is not allowed.

6 GAME RULES

6.1 Starting Play/Time-out

- a) Each team will send a representative to play scissors-paper-stone. The team which wins the scissors-paper-stone can choose to start first and choose the side to start from.

- b) The opposing team, which does not start the game, will start the 2nd half.
- c) There will be no time-out throughout the game. If a player is injured during the game, he/she must leave the court immediately.

6.2 Out-of-Court

- a) Any ball that goes beyond the demarcated playing area will be considered to be out-of-court.
- b) Ball possession will be awarded to the opposing team of last player who touches the ball before it leaves the court and must be thrown behind the line where it went out.
- c) Players may jump from within the court to the outside of the playing area to deflect the ball back to the court. However, the ball must leave their hands before they land outside the court. If the player lands before the ball leave their hands, it will be considered to be out-of-court.

6.2 Scoring a goal

- a) A goal/point is scored when the catcher takes possession of the ball with both hands while remaining on the stand for at least 3 seconds.
- b) If the catcher is unable to maintain possession of the ball, he/she is allowed to throw the ball back into the playing area to continue the game.
- c) Catchers are not allowed to jump to receive the goal-scoring pass.
- d) The ball must be released from the player's hands as a pass to the catchers.
- e) Half court rule applies in the game play – players are not allowed to score in the opposition half of the court.
- f) In the event of a dead ball, players are required to make at least 1 pass to their team-mates first before attempting to score.
- g) After a goal is scored, the opposing team will start the game from the goal line.

6.3 Fouls

- a) Captain's Ball is a non-contact game. No player shall knock or push an opponent or interfere with his/her play accidentally or deliberately.
- b) Contact on the ball – When the players swat the ball away from the hands of the player before it is released.
- c) Contact on the player –
 - i. When the players hit the hand/s of the player with ball possession
 - ii. When players snatch the ball away from the player with ball possession

- iii. When players contact with players from the opposing team regardless of ball possession
 - iv. Rough play towards opponents (pushing, leaning, elbowing etc.)
- d) Obstruction – When the players or blocker are less than 3 feet away from the player with ball possession.
 - e) The player who commits any contact or obstruction will be out of play until the penalty pass has been taken. The offending players must stand out play beside the thrower until the pass has been taken.
 - f) Travelling/Stepping – When the players run or walk with the ball in possession. If players are running to catch the ball, they can only take one step after catching hold of the ball. If players are stationary with ball possession, they can only move 1 step while the landing foot is in the same position (pivot foot). Changing the position of the pivot foot will also result in a travelling foul.
 - g) Holding – When players hold possession of the ball for more than three seconds.
 - h) Jumping – When players jumps and lands with the ball still in his/her hands.
 - i) Kicking – When players deliberately use their legs to play the ball.
 - j) Bouncing/Rolling – When players continuously bounce or roll the ball on the ground (like dribbling in basketball). Players are allowed to bounce or roll the ball to another player.
 - k) Repossession – When players (in possession of the ball) drop and pick up the ball, before it comes into contact with any other players.
 - l) When a foul is committed, a free pass will be awarded to the team fouled against. Free pass must be taken from the point where the foul was committed immediately, without the use of any actions to deliberately stall time.

6.4 Defending

- a) Defenders/Blockers are not allowed to defend from behind goal lines or behind the captain/catcher. For every infringement committed, a penalty pass will be awarded to the attacking team.
- b) Defenders/Blockers may jump from within the court and land outside of the playing area. In the situation where the defender happens to land outside of the playing area before tapping the ball out, ball possession will still be awarded to the attacking team.
- c) Defenders/Blockers are not allowed to touch or push the captains/catchers from the opposing team. For every infringement committed, a penalty pass will be awarded to the attacking team.

- d) Defenders/Blockers are not allowed to enter or land in the No Entry Zone. In the situation where the defender/blocker enters or lands in the No Entry Zone, a goal will be awarded to the attacking team.

7 DISCIPLINE

- 7.1 The umpire's decision is final. No appeals will be entertained whether during or after the match.
- 7.2 Players will be given a warning for repeated infringement of the game rules or intentional commitment of fouls during the match.
- 7.3 Any team that cause a game to be abandoned by walking out shall be liable for disciplinary action.

8 OTHERS

- 8.1 Lunch will not be provided. Players are advised to take their lunch before the tournament.

9 PHOTOGRAPHY

- 9.1 The Civil Service Club reserves the right to use any photographs (including those of Participants), motion pictures, recordings, or any other media records of any STAR Games, for any legitimate purpose, including commercial advertising and distribution to sponsors and partners.
- 9.2 Photography and/or videography will be taken during the event for news and publicity purposes by the official photographer and/or videographer, and may be used for print and on online/electronic platforms of the Civil Service Club. The Organiser owns all rights to the photographs and video recordings. Any participants who do not wish to have their photographs or video recordings taken can notify inform the Organiser at the event site.

10 PERSONAL DATA PROTECTION

- 10.1 All participants consent to their personal data being collected and processed for purposes of administration and communication in a particular event. Participants also agree to receive postings on other events organised by the Civil Service Club.

11 COVID-19 SAFE MANAGEMENT MEASURES

- 11.1 All participating agencies and teams must comply with prevailing COVID-19 Safe Management Measures (SMMs) issued by Ministry of Health and Sport Singapore.

- 11.2 Players must exercise social responsibility and not show up for matches if feeling unwell or exhibit any symptoms of Covid-19 infections.

DISCLAIMER

The Civil Service Club reserves the right to cancel, postpone or change the game format, venue, date and/or time of the competition at its discretion due to inclement weather, facility problem or any other situation deemed as appropriate.

The Civil Service Club and its servants and/or agents will not be held responsible for any claims arising out of any death or injury, damage or loss, suffered or caused while attending this competition, and this includes all costs and expenses incurred as a result of such claims.