



PUBLIC SERVICE NETBALL TOURNAMENT 2026

EVENT INFORMATION

Date	:	Sunday, 11 October 2026
Time	:	8.30am to 6pm
Venue	:	Temasek Polytechnic Sports Hall 2, 21 Tampines Ave 1, Singapore 529757
Registration Fee	:	\$42 per team (Excludes GST)
Closing Date	:	Thursday, 1 October 2026

RULES & REGULATIONS

1 RULES OF THE GAME

- 1.1 The Tournament shall be conducted in accordance with the existing rules of the game as approved by the INF, STAR Games General Rules and below Tournament Rules.

2 ELIGIBILITY

- 2.1 The tournament is open to all female civil servants and officers serving in statutory boards, institutions of higher learning, government-aided schools and registered former Statutory Boards.
- 2.2 The following personnel shall not be eligible to participate in the tournament:
- a) Public Officers who have represented Singapore (including those as Reserves) in SEA Games, Asian Games, Commonwealth Games or Olympic Games during the current year and past two years,
 - b) Players who earn their living as professional players for Clubs, etc during the current and past two years

3 REGISTRATION

- 3.1 Registration of teams shall be done online at www.csc.sg/stargames/.
- 3.2 An organisation can enter any number of teams. Organisations entering two or more teams must register the players before the closing date. Switching of players among their teams after registration is not allowed.
- 3.3 Each team shall comprise a minimum of 7 players and a maximum of 12 players.
- 3.4 Pregnant ladies are not allowed to play in the netball tournament. If found playing with the knowledge of the team, that team shall be disqualified.
- 3.5 Sports Liaison Officers/team captains must ensure that the particulars of registered players given in the online registration portal are updated and corrected two days before commencement date of the tournament. No changes to the list of registered players shall be entertained on day of the tournament unless there are valid reasons.

4 REPORTING

- 4.1 On the day of the Tournament, Team Captains must report to the Tournament Officials by 8.30am to register their attendance. Teams scheduled to play, must report punctually to the umpires at the designated courts
- 4.2 No match may start unless each team has at least five players on the designated court. If a team is unable to field the minimum number of five players within 1 minute of starting time (grace period), the umpires shall give a walkover against the team.

5 FORMAT

- 5.1 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.
 - b) The games will be played 7 minutes half with no rest interval.
 - c) Teams will receive 3 points for a win, 1 point for a draw and 0 point for a loss.
 - d) Teams with equal points at the completion of the round robin, 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
 - e) The top two teams from each group shall proceed to play in the quarter-finals (knock-out format).

- f) The winners of semi-finals will play in the final to determine the first and second placing, while the losers of semi-finals will play for third and fourth placing.
 - g) All teams should be ready at your respective courts to start the games promptly. Games will commence on time.
- 5.2 If a match ends in a draw, the teams will switch side to play and the team first to score 2 goals shall win the match.
- 5.3 A separate category for Div II agencies may be formed if there is a minimum registration of 8 Div I agencies and 6 Div II agencies. Only medals shall be awarded for Div II agencies.

6 SCORER AND SCORE CARD

- 6.1 Team captains are responsible for collecting the score cards from the official table before their match. They shall fill in the details in the scorecards and hand it to their scorers with their signatures.
- 6.2 It is compulsory for all teams to provide a scorer for each of their matches. Both scorers shall sit together to ensure that their scoring is consistent with one another. They must hand the scorecards to the officials at the Official Table immediately after the match. The Organiser will not settle any discrepancy of score for the team.

7 DRAW

- 7.1 The system of draw shall be as follow:
- a) The top four teams of last year's tournament shall be seeded and placed into different groups. The placing of the four teams shall be pre-determined by the Organiser.
 - b) For agencies with more than one team, the teams from the same agency shall be drawn into different grouping first.
 - c) After completion of (b), the rest of the teams shall then be drawn into the different groups.
 - d) The top two teams from each group shall proceed to play in the quarter-finals (knock-out format).
- 7.2 The fixtures of the tournament shall be forwarded to participating organisations one week before the commencement date of tournament. Team Captains must contact the Sports Section of Civil Service Club if they did not receive the fixtures by then.

8 ATTIRE

- 8.1 In the event of clash of bib colours, the first named team shall change bibs to another colour.
- 8.2 In the tournament, “playing bibs” must be clearly displayed both in FRONT and at the BACK of the T-shirt or blouse as it would be disadvantage to the opposing team if your team does not have bibs at the back and front (as the umpire will not be able to see when a player is off-side). The umpire is empowered to penalise your team and give a walkover.
- 8.3 Players must not wear jewellery watches and hair band. Rings are to be removed.

9 ORGANISATION OF THE GAME

- 9.1 The use of unlimited substitutions from a full squad up to 12 is permitted. Substitution is only allowed after a goal is scored, ball is out of court, half-time and injury time.
- 9.2 The umpire is no longer required to say ‘Play’ at a Throw-In.
- 9.3 Rules governing coaching from the sideline during the game have been removed. Sideline coaching is allowed during the play.
- 9.4 The clock will not stop in the event of any injuries.

10 DISCIPLINE

- 10.1 A Protest Committee shall be convened to hear any report made against a player/team concerning misconduct or disciplinary offence.
- 10.2 Any team causing a game to be abandoned by walking out shall be liable for disciplinary action.

11 PHOTOGRAPHY

- 11.1 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.
- 11.2 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.

12 PERSONAL DATA PROTECTION

- 12.1 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.

DISCLAIMER

The Civil Service Club reserves the right to cancel, postpone or change the 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.