



NANYANG TECHNOLOGICAL UNIVERSITY

SPORTS CLUB

c/o SPORTS & RECREATION CENTRE
20 NANYANG GREEN SINGAPORE 637715
TEL: 67905172 FAX: 63165315
WEBSITE: WWW.NTUSPORTSCLUB.SG

Surf N Sweat 2017

Beach Tchoukball: Rules and Regulations

1 TEAM FORMATION

1.1 Number of Players

Two teams consisting of **seven (7) players** each are playing the game. Each team will be able to field in **five (5) players (Minimum 2 Females on court at any point of time)** for each game with **two (2) player as substitute**. During the match, substitute players must remain outside the sand court until the moment of substitution. If minimum number of players is not met, the match will not proceed and a walkover will be ruled for the opposing team.

1.2 Substitutions

A rolling substitution system will be used. A substitute player is allowed to enter into the playing sand court **only after** the player that is being substituted has left the playing sand court. Substitution will be allowed **from the sidelines whenever a point is scored by either of the teams and referee to be notified**. Failure to abide by substitution rules will result in a breakdown.

2 PLAYERS' EQUIPMENT AND ATTIRE

2.1 Safety

A player shall not use equipment or wear anything sharp that could cause injury to him/her or to any other players, including any kind of jewelry, as determined by the referees. No watches are allowed. If players are found to have any of these items during game play, they will be asked to remove all dangerous objects prior to the game. Players are not allowed to use any artificial improvement to enhance their performance (e.g. doping substance, glue/resin, gloves etc.) Finger taping/strapping is authorized provided it is used for medical reasons. Final decision will be taken by the referee.

2.2 Footwear

Players shall play bare-footed. It is strictly forbidden to wear any kind of hard footwear or equipment that may cause injury to another player. Socks and/or elastic ankle guards and/or foot wraps are optional.



NANYANG TECHNOLOGICAL UNIVERSITY

SPORTS CLUB

c/o SPORTS & RECREATION CENTRE

20 NANYANG GREEN SINGAPORE 637715

TEL: 67905172 FAX: 63165315

WEBSITE: WWW.NTUSPORTSCLUB.SG

2.3 Uniforms

The players' uniforms consist of shorts and shirt/singlet. Use of plastic goggles for eye protection is allowed. Bare-bodied players are not allowed. If both teams are wearing the same color jersey, the team listed as the Away Team will wear the bibs. Randomly attired teams will be required to put on the bibs as well. For hygiene purposes, a shirt must be worn underneath the bibs.

3 REGISTRATION & REPORTING

3.1 Registration for all teams will **start at the stipulated time in the confirmation email** at the Beach Event Registration Counter.

3.2 Teams are advised to report to the respective Court IC, **15 minutes prior to the start of their subsequent matches**. If teams are not present at the court during their stated time slot, it would be considered a walkover. The team on the field ready to play will be considered winner with a walkover 10-0 score line for that particular match.

3.3 In case of bad weather or any circumstances on the day of the matches, the respective teams are still required to report on time (unless otherwise instructed). **The organization reserves the right to delay the matches according to contingency plan**. In a situation of heavy rain with thunderstorm, the organization reserves the right to cancel the event with no refunds given. Thank you for your kind understanding.

4 REFEREEING

The game shall be directed and officiated by the officiating team. The referees shall determine, before or during the game, if the conditions of the area of play and surrounding the area of play are satisfactory for **safe play**. The referees shall have full authority to enforce the Laws of the Game in connection with the match to which they have been appointed for. **The decisions of the referees, regarding facts connected with play, are final**. The referee who has whistled an infraction shall enter the playing area to position the ball where the infraction was committed, and to position the players accordingly to the Laws of the Game.

OUR 21 SUB-CLUBS

AIKIDO CLUB, FENCING CLUB, SHITORYU KARATE CLUB, JUDO CLUB, TAEKWONDO CLUB, SILAT CLUB, SNOOKER & POOL CLUB, RUNNERS' CLUB, BOWLING CLUB, INLINE SKATING CLUB, CONTRACT BRIDGE CLUB, GOLF CLUB, INTERNATIONAL CHESS CLUB, ACES CHEERLEADING CLUB, TENNIS CLUB, FLOORBALL CLUB, SCUBA DIVING CLUB, WAKEBOARDING CLUB, YACHTING CLUB, NTU LIFEGUARD CORPS, WINDSURFING CLUB



NANYANG TECHNOLOGICAL UNIVERSITY

SPORTS CLUB

c/o SPORTS & RECREATION CENTRE
20 NANYANG GREEN SINGAPORE 637715
TEL: 67905172 FAX: 63165315
WEBSITE: WWW.NTUSPORTSCLUB.SG

5 GAMEPLAY

5.1 Start of Game / Time-out

The team listed as Home Team will start the match.

No time-out for any reason will be allowed throughout the game. The time will only stop with the approval of the referee when any unforeseen circumstances occur, e.g. injuries to any players on court, equipment failure etc.

5.2 Awarding of Points

A player scores a point if the ball rebounding from the frame:

- Touches the field of play before a defender catches it;
- Touches a defender who fails to control it so that it falls on the floor or is knocked out of the field of play;
- Touches a defender on a part of his body below the knee;
- Touches a defender who is inside the forbidden zone or outside the field of play, who enters the forbidden zone or leaves the field of play to catch the ball, or who runs through the forbidden zone to take a defensive position.

A player concedes a point (i.e.: a point is awarded to the defending team) if:

- He shoots and misses the frame;
- The ball, rebounding from the frame after he has shot, falls out of the field of play or into the forbidden zone;
- He shoots and the ball rebounds onto him;
- He touches the ball rebounding directly from the frame after a team mate's shot, while being in the forbidden zone or outside of the field of play;
- He deliberately touches the ball rebounding directly from the frame after a team mate's shot, preventing it from falling out of the field or into the forbidden zone



NANYANG TECHNOLOGICAL UNIVERSITY

SPORTS CLUB

c/o SPORTS & RECREATION CENTRE
20 NANYANG GREEN SINGAPORE 637715
TEL: 67905172 FAX: 63165315
WEBSITE: WWW.NTUSPORTSCLUB.SG

5.3 Faults

A player commits a fault if he:

- He touches the ball with a part of his body below the knee (a contact with the knee or the kneepad is allowed)
- He makes more than 3 contacts with his feet on the ground while holding the ball
- He holds the ball for more than 3 seconds
- He makes a pass that takes the team count of successive passes over 3 (a deflection of the ball from one player to another is considered as a pass/Inbound pass or pass from commencement of the game is not counted in passing count)
- He touches any area outside of the field of play while holding the ball, or takes his last step outside of the field of play before catching the ball
- He drops the ball during a pass;
- He obstructs, voluntarily or not, the movement of an opponent about to receive, shoot, or pass the ball, or about to position himself
- He touches the ball passed or shot by an opponent before the ball gets in contact with the rebound frame while being in the field of play (excluding the forbidden zone), he touches the ball rebounding from the frame after a team mate's shot
- He makes a 4th consecutive shot at the one frame on which 3 consecutive shots have already been made (a breakdown or restart returns the count of consecutive shots to zero)
- He steps on the line of the forbidden zone with the ball in his hands or while taking his last step before catching the ball
- He comes into contact with the forbidden zone before throwing the ball
- He shoots after a restart before the ball has crossed the median line
- He shoots at the edge of the frame

OUR 21 SUB-CLUBS

AIKIDO CLUB, FENCING CLUB, SHITORYU KARATE CLUB, JUDO CLUB, TAEKWONDO CLUB, SILAT CLUB, SNOOKER & POOL CLUB, RUNNERS' CLUB, BOWLING CLUB, INLINE SKATING CLUB, CONTRACT BRIDGE CLUB, GOLF CLUB, INTERNATIONAL CHESS CLUB, ACES CHEERLEADING CLUB, TENNIS CLUB, FLOORBALL CLUB, SCUBA DIVING CLUB, WAKEBOARDING CLUB, YACHTING CLUB, NTU LIFEGUARD CORPS, WINDSURFING CLUB



NANYANG TECHNOLOGICAL UNIVERSITY

SPORTS CLUB

c/o SPORTS & RECREATION CENTRE
20 NANYANG GREEN SINGAPORE 637715
TEL: 67905172 FAX: 63165315
WEBSITE: WWW.NTUSPORTSCLUB.SG

6 Warnings/ Sending Offs

- 6.1 The Referees have sole discretion over exercising warnings/sending offs.
- 6.2 The following offences are unacceptable and will be dealt with by the referees.
- i) Unbecoming attitudes shown by Players
 - ii) Profanity / Foul language
 - iii) Rough Play
 - iv) Throwing the ball at Players to intentionally hurt them
 - v) Dangerous plays which might hurt other players (E.g. Intentional Contact with catcher to prevent opposing team from scoring.)
 - vi) Not respecting the referees' decision
 - vii) Unsportsmanship behaviour (e.g. stalling intentionally)

7 Duration

- 7.1 The duration of all matches for the group stages shall be **8 minutes (running clock)**, straight through.
- 7.2 The duration of all matches for the knock out stages shall be **9 minutes (running clock)**, straight through.

In the event of a tie, extra time of 2 minutes will be played. During extra time, the winner will be decided by the **first team to score 3 points**, whichever comes first. The away team will start the game for extra time.



NANYANG TECHNOLOGICAL UNIVERSITY

SPORTS CLUB

c/o SPORTS & RECREATION CENTRE
20 NANYANG GREEN SINGAPORE 637715
TEL: 67905172 FAX: 63165315
WEBSITE: WWW.NTUSPORTSCLUB.SG

8 Scoring

8.1 The teams will be divided into **eight (8)** groups. The Group Stages will be played on a single **round robin** League system. The top 2 teams from each table will qualify and move on to play in the knockout stages.

8.2 In all league games, point will be awarded as follows:

WIN	3 POINTS
DRAW	1 POINTS
LOSE	0 POINT

8.3 In the event of a tie in points between **TWO** teams in the same table, the deciding factor will be in the sequence of

- i) Outcome of the head to head games involving the tied teams
- ii) Goal difference,
- iii) Number of goals scored,

8.4 In the event of a tie in points between **MORE THAN TWO** teams in the same table, the deciding factor will be in the sequence of

- i) Goal difference involving the tied teams,
- ii) Number of goals scored involving the tied teams

8.5 If both teams fail to turn up on time, it would be considered as a lost for both teams hence no points would be awarded to either team.

OUR 21 SUB-CLUBS

AIKIDO CLUB, FENCING CLUB, SHITORYU KARATE CLUB, JUDO CLUB, TAEKWONDO CLUB, SILAT CLUB, SNOOKER & POOL CLUB, RUNNERS' CLUB, BOWLING CLUB, INLINE SKATING CLUB, CONTRACT BRIDGE CLUB, GOLF CLUB, INTERNATIONAL CHESS CLUB, ACES CHEERLEADING CLUB, TENNIS CLUB, FLOORBALL CLUB, SCUBA DIVING CLUB, WAKEBOARDING CLUB, YACHTING CLUB, NTU LIFEGUARD CORPS, WINDSURFING CLUB



NANYANG TECHNOLOGICAL UNIVERSITY

SPORTS CLUB

c/o SPORTS & RECREATION CENTRE
20 NANYANG GREEN SINGAPORE 637715
TEL: 67905172 FAX: 63165315
WEBSITE: WWW.NTUSPORTSCLUB.SG

9 INJURIES

- 9.1 If there are any injuries involved, the injured player will need to leave the court (if possible) and the time on the stopwatch will continue to run.
- 9.2 However, if the injury results in the player being unable to be shifted out of court, the game will stop. If the opponent caused the injury deliberately, the game will be awarded to the team with the injured player. However, if the injury was accidental, time keeper will have to stop and record the time on the score.

Serious injuries will include: Broken limbs/ Neck

Minor injuries: Abrasions/ Sprains

For minor injuries, please report to medics immediately and JASON TANG (H/P: 9638 3531). For serious injuries please report to FLORENCE OOI (H/P No.: 9739 6599) with details of the injury.

OUR 21 SUB-CLUBS

AIKIDO CLUB, FENCING CLUB, SHITORYU KARATE CLUB, JUDO CLUB, TAEKWONDO CLUB, SILAT CLUB, SNOOKER & POOL CLUB, RUNNERS' CLUB, BOWLING CLUB, INLINE SKATING CLUB, CONTRACT BRIDGE CLUB, GOLF CLUB, INTERNATIONAL CHESS CLUB, ACES CHEERLEADING CLUB, TENNIS CLUB, FLOORBALL CLUB, SCUBA DIVING CLUB, WAKEBOARDING CLUB, YACHTING CLUB, NTU LIFEGUARD CORPS, WINDSURFING CLUB