



TOURNAMENT INFORMATION

EVENT:

JSSL FA Cup 2021

EVENT DATES:

10th, 11th, 12th December 2021, 3-Day Tournament

EVENT DISCIPLINE:

4 A-Side Football Tournament

ORGANIZER:

JSSL Singapore Events Pte Ltd

TOTAL NO OF PLAYERS:

144 teams

96 boys teams

48 girls teams

VENUE:

Our Tampines Hub (1 Tampines Walk Singapore 528523)

BOYS AGE GROUPS (Only Vaccinated Players)

1. B12's : Players must be born on/after Jan 1st 2009
2. B13's : Players must be born on/after Jan 1st 2008
3. B14's : Players must be born on/after Jan 1st 2007
4. B15's : Players must be born on/after Jan 1st 2006
5. B17's : Players must be born on/after Jan 1st 2004 + 1x 2003 per team

GIRLS AGE GROUPS (Only Vaccinated Players)

1. G13's : Players must be born on/after Jan 1st 2008
2. G14's : Players must be born on/after Jan 1st 2007
3. G15's : Players must be born on/after Jan 1st 2006
4. G17's : Players must be born on/after Jan 1st 2004 + 1x 2003 per team

*Players can play in a maximum of two teams but they have to be in two separate age-groups.

TOURNAMENT FORMAT

1. VENUE

- a. Our Tampines Hub
- b. Only fully-vaccinated people are allowed in the venue.

2. STAGE 1 – LEAGUE FORMAT

- a. Age Groups – teams will be split into groups of 4 (except for Girls' categories)
- b. Teams will play in a League System on Day 1 and Day 2.
- c. League games will be played for the duration of 24 minutes
 - 2x12min halves with a 1 minute interval
- d. Teams will earn: win 3 points; draw 1 point; loss 0 points

3. STAGE 2 – CUP KNOCK OUT COMPETITION

- a. Teams will be placed into the Cup or Plate category based on their league position from Day 1 and Day 2.
- b. Where applicable, the top 2 placed teams in each group will proceed to the Cup Knock Out Competition (please refer to table below for further details)
- c. All Cup Competition games will be 24 minutes
 - 2x12min halves with a 1 minute interval
- d. Teams play until they are knocked out or reach the FINALS.

Age-Group	Number of Teams	Groupings	Cup Knockout
Boys 12	20	5 Groups of 4	Top 3 + Best 4th
Boys 13	24	6 Groups of 4	Top 2 + 4 Best 3rd
Boys 14	20	5 Groups of 4	Top 3 + Best 4th
Boys 15	24	6 Groups of 4	Top 2 + 4 Best 3rd
Boys 17	28	7 Groups of 4	Top 2 + 2 Best 3rd
Girls 13	5	1 Group of 5	Top 3
Girls 14	6	1 Group of 6	Top 4
Girls 17	6	1 Group of 6	Top 4

4. STAGE 2 – PLATE KNOCK OUT COMPETITION

- a. Where applicable, teams that finish outside the top 2 placings in the group stages will proceed to the Plate Knock Out Competition
- b. All Plate Competition games will be 24 minutes
 - 2x12min halves with a 1 minute interval
- c. Teams play until they are knocked out or reach the FINALS.

5. DEADLOCKED ON POINTS IN GROUP STAGES

- a. In the event that 2 or more teams are tied with the same number of points, the teams seeding for the Cup Competition and Plate Competition will be decided in the following order:
 - Goal Difference – Team with the better goal difference will qualify
 - Goals For – Team with the most goals scored will qualify
 - Goals Against – Team with the least goals against will qualify
 - Head to Head result – The winner of the head to head meeting will qualify
 - 1 Penalty kick per team – Sudden Death
- b. Best 3rd and 4th placed teams will be determined by number of points won, followed by the above factors.

6. JSSL FA Cup – AGE GROUP CHAMPIONS, TROPHIES & MEDALS

- a. All participating teams will receive medals
- b. The overall team Cup and Plate Champion in each Age Group will receive a Trophy

TOURNAMENT RULES & REGULATIONS

5. TEAMS

- a. Each team is allowed to register up to a maximum of five (5) players. Five (5) players may enter the venue as a team but only four (4) are allowed on the field of play. Subs can be made at half-time OR in case of injury.
- b. You may register an initial five (5) players and register an additional one player (1) should you have any injuries or changes to be made after Day 1.
- c. Players can play in a maximum of two teams (same club) but they have to be in two separate age-groups.
- d. Each team must designate a goal keeper who must wear a different coloured numbered jersey. Goal keepers can be rotated during a game.
- e. Each team is allowed to register 1 pitch-side Coaches/Manager, who must wear their Coach/Manager accreditation at all times and official Club apparel.
- f. Female players can be one (1) year older per age group if playing in the Boys Competition.
- g. Minimum number of players to start a match shall be three (3), failing which a walkover shall be awarded to the opponent with a score of 3-0.
- h. All team members must wear the same team kit including shin pads and numbers on their shirts.
- i. All team members MUST have age-appropriate wristbands to enter the field of play.

6. BOYS AGE GROUPS

- a. B12's : Players must be born on/after Jan 1st 2009
- b. B13's : Players must be born on/after Jan 1st 2008
- c. B14's : Players must be born on/after Jan 1st 2007
- d. B15's : Players must be born on/after Jan 1st 2006
- e. B17's : Players must be born on/after Jan 1st 2004 + 1x 2003 per team

7. GIRLS AGE GROUPS

- a. G13's : Players must be born on/after Jan 1st 2008
- b. G14's : Players must be born on/after Jan 1st 2007
- c. G15's : Players must be born on/after Jan 1st 2006
- d. G17's : Players must be born on/after Jan 1st 2004 + 1x 2003 per team

8. ELIGIBILITY

- a. All players must meet the age category in order to be eligible to play.
- b. Boys Age Groups – Players can play for 2 teams but they have to be in separate age-groups.
- c. Girls Age Groups – Players can play for 2 teams but they have to be in separate age-groups.
- d. Submission of ineligible players may render the team to be disqualified from the tournament.
- e. Female players can play one (1) year older in the boys age group.
- f. All players' team lists must be submitted with full name, player picture and D.O.B.

- g. All team managers must sign a waiver document releasing JSSL Singapore of all liabilities associated with the tournament.
- h. Any team/club that violates the above Registration of Players Rule shall be disqualified from the tournament. All matches featuring the ineligible player/players will be awarded to the opponents with a score of 3-0.

9. TEAM/PLAYER REGISTRATION

- a. All players' team lists must be submitted with full name, player picture and D.O.B at least 1 day prior to their first tournament game. Team Managers will be responsible for submitting their team lists on time.
- b. All players must bring along their original valid passport or original picture identification card on the 1st day of the tournament when they register for verification purposes.
- c. One coach from each team will be required to fill up a short pre-event survey to complete the registration process. Coaches will only receive their Team Managers passes upon conclusion of the registration process.
- d. All teams will be required to register as a team with ALL players, 45minutes before their first game of play with their original passport, at the venue where they are playing their first games.
- e. If a player does not have his/her original passport or original picture ID then he/she will not be registered and will not be allowed to participate until they produce the original.
- f. Teams will concede a walkover if they fail to turn up four (4) minutes after their scheduled time of play, unless they have valid reasons, wherein the decision of the presiding Tournament Official will be final.
- g. All players will receive a wristband for their age group upon registration with their original identification. The wristband MUST be worn throughout the three (3) days of the competition. Any player without their wristband will not be allowed to participate. Players must re-register with their original passports if they lose their wristband and pay \$10 for the new wristband.
- h. Players are required to wear appropriate attire including boots and shin guards. Any player inappropriately dressed can be disqualified from playing.
- i. Teams are required to have numbers on their jersey that relates to their team/player registration.
- j. Teams are to bring two (2) sets of numbered Jerseys of different colour. In the event of a colour clash, the team named second shall be required to make a change.
- k. The Team Managers will be responsible to monitor and ensure that any player/s under suspension are not fielded for subsequent matches, failing which the team may be disqualified.

10. DURATION OF MATCHES

- a. League Matches will be played for the duration of 24 minutes, with 2x12min halves and a 1 minute interval.
- b. Knock Out Games will be played for the duration of 24 minute, with 2x12min halves with a 1 minute interval.
- c. The technical committee reserves the right to change the time of the match without prior notice.
- d. It is the responsibility of the respective teams to keep track of their actual match time. During the duration of the tournament, matches may start earlier or later than

the provided printed schedules. Teams are responsible for taking to the field when required.

11. INJURIES

- a. If a player is injured during a game and has to leave the pitch permanently due to the injury then a substitution may be made.
- b. If a team has lost a player due to injury and they do not have a substitute, then they will play their remaining games in a 3v3 format.
- c. If a team loses a player due to injury they will have the opportunity, if possible, to bring in an alternative age appropriate registered player to ensure there are 4 players in that team.

12. FIFA RULES

- a. Standard FIFA rules shall apply, failing which the decision of the technical committee shall be final.
- b. Coaches and teams supporters will not question the decision of the referee. Side-line coaching / instructions by team supporters is NOT allowed. If supporters continue with bad language/side-line coaching and attempt to distract the Referee from the game, the Referee will ask the Team Manager to restrain their supporters. If this appeal is not heeded, the Referee will warn the Team Manager that this is a breach of the Tournament rules and that disciplinary action will be taken against the team.
- c. In this case, the Referee reserves the right to default the infringing team, abandon the game and submit a report to the Organizing Committee for a decision. If, for any reasons a match could not be played, the match may be rescheduled at the discretion of the organizer.
- d. No protest shall be entertained as the decision of the referees and the technical committee is final.

13. CENTRAL TIMING WHISTLE

- a. The timing of matches will be controlled by a central timing whistle.
- b. Teams must be in the team holding tents on the side of each pitch 5minutes before the start of their scheduled game.
- c. When the central timing whistle goes the matches will only come to an end once:
 - i. the ball goes out of play or
 - ii. if the ball is in a dead ball position
 - iii. Should a penalty be awarded after the central timing whistle has gone, but while the ball is still in play then the penalty will be awarded and taken. This only applies to a penalty and NOT to free kicks.
 - iv. As soon as a game is over the next team on that field can enter the pitch and warm up before the central timing whistle goes off for the next game.

14. KICK OFF & OFFSIDES

- a. Teams cannot score a goal direct from the kick off.
- b. At least 1 additional player must touch the ball from the kick off before a goal can be awarded.
- c. There are no offsides.

15. EXTRA TIME – GOLDEN GOAL – KNOCK OUT COMPETITION

- a. In the event of a draw in the CUP & PLATE Knock Out Competition both teams will play Extra Time & Golden Goal.

- b. The coaches will nominate 3 players to start the Golden Goal Knock Out Competition.
- c. The 3 players can only be nominated from the 4 players on the pitch at the end of the regular time.
- d. The 3 players start on the pitch and the first team to score wins.
- e. The kick off for the 3 on 3 will be a drop-ball situation.
 - i. If after the 1st minute no team scores, then a player from each team will be withdrawn once the ball is out of play or the game is in a dead ball position called by the referee.
- f. The teams then play 2 on 2. The first team to score wins.
 - i. If after the 2nd minute no team has scored, then another player from each team will be withdrawn, once the ball is out of play or the game is in a dead ball position called by the referee.
- g. The teams then play 1 on 1 until one of the teams score.
 - i. During the 1 on 1, In the event of a free kick or throw or goal kick, the team in possession can restart the game by passing the ball to themselves from the dead ball position. For a throw in they can pass the ball on the ground to themselves.
- h. No substitution is allowed during the period of extra time, unless a player is seriously injured, which is to be decided by the referee.
- i. If a player makes a professional foul during the 3 on 3 which is deemed to prevent an opportunity for the other team from scoring then the player will receive an automatic red card and be sent off.

16. FOULS

- a. Each match will have ONE (1) referee. All decisions by the referee are FINAL.
- b. Yellow Cards
 - i. A player receiving a total of 2 Yellow cards shall be banned from the next match.
 - ii. The yellow card count will be zeroed at the end of the first league group stages and after Day 1.
- c. Red Card
 - i. A player receiving a direct Red Card shall be barred for the subsequent 1 match.
- d. Indiscipline
 - i. A player/team official involved in fights, abusing of match/tournament officials and damaging of Club property shall be banned from the tournament and the Club premises.
 - ii. Spectators are asked to stand in the allocated spectator areas and are not allowed to stand by/behind the goal posts or in the officials and player areas.
 - iii. Parents with aggressive behaviour will be asked to leave.

17. INCLEMENT WEATHER

- a. If the field becomes unsuitable for play due to heavy rain or for any other reasons, the Technical Committee reserves the right to make any changes necessary to the duration of games and format of the tournament.

18. FIRST AID & MEDICAL COVERAGE

- a. A medical team will be on site at each venue to provide treatment to injuries sustained during the course of play.

- b. Any players with open wounds are required to seek medical attention and are only allowed to play when the bleeding has been stopped.
- c. Medical coverage and Personal Accident insurance will not be provided to players.
- d. The Organizing Committee will not be held liable for any death, disability, personal injury, loss of property or any other loss howsoever arising from any cause whatsoever at any time during the course of this tournament.
- e. The Organizing Committee will take all reasonable precaution, but each player is responsible for his or her personal health and safety upon agreement to participate in this tournament.

19. SAFE MANAGEMENT CHECK IN

- a. All players, coaches and officials will be able to participate and take part in the tournament as long as they have:
 - i. Completed the full vaccination* process (2 doses) + 14-day observation period
 - ii. Complete an ART test conducted on site prior to their first game each day; and
 - iii. Submit an online declaration form at least 24 hours prior to 10th December which outlines the above
- b. Players, coaches and officials will be required on arrival at the Venue to produce:
 - i. their Covid Vaccination Certificate (of 2 doses) + 14-day observation period
 - ii. Valid ART test must be conducted on site before entry into the Venue is allowed and prior to the first game of the day for each team:
 - iii. ART test will be conducted at the Venue entrance with a designated testing area and designated holding area for results
 - iv. Event organisers will provide all ART tests for players, coaches and officials
 - v. a Valid ART test by an approved MOH test provider taken 24hrs prior to
 - vi. Check in using the Safe Entry QR Code

20. CLUB SAFE MANAGEMENT OFFICER (SMO)

- a. All Clubs will be required to have 1 Safe Management Officer present with their team during the Team Registration process.
- b. The SMO must wear their club t-shirt / polo top for easy identification.
- c. The SMO cannot coach games. Their role is to ensure that player and coaches from that Club strictly abide by the rules. And to work closely with the Event Organizers to ensure smooth and easy compliance.
- d. Any Club that does not follow the rules will risk being ejected from the JSSL Singapore FA Cup Competition.

21. SAFE MANAGEMENT PROTOCOLS

- a. Teams and coaches are advised to arrive a maximum of 45 Minutes before their allocated Match Timing to avoid crowding. Please do NOT arrive earlier as space allocation is limited.
- b. When players arrive outside the venue, the adherence to Singapore's Safe Management Measures is the responsibility of the respective club and the SMO.
- c. A Maximum of 1 Coach per Team of 5 players is allowed.
- d. All Players must wear their masks inside the venues at all times except for when they enter their assigned Pitch. They must also put their masks back on before leaving their assigned Pitch.
- e. All Coaches and Staff must wear masks at all times inside the Venue and at all times.

- f. All Players must stay within their Venue Zones and designated holding tent. They must remain in their Groups of 5 once entering the venue. At no point should they move to another group or mingle with other groups.
- g. Coaches should maintain a 3 metre safe distancing gap with their players at all time. There will be designated areas for Coaches by the side of the pitch and Coaches must stay in this area for the duration of the match.
- h. Referees should wear masks at all times when they are not refereeing.
- i. Players are to bring their own water bottles and arrive in their match kit. Once inside the venue players must stay in their designated holding tent until proceeding to their assigned pitch.
- j. Coaches are required to wear face coverings at all times including Warm up and Matches.
- k. All players are required to wear face coverings on the side-line.
- l. Players should have their own protective equipment including gloves and pads.
- m. No handshakes or fist bumps are allowed. Players may bow to show good sportsmanship.
- n. Spitting, chewing, smoking, alcohol and tobacco are not allowed. Any person found in violation will be immediately ejected.
- o. Players are encouraged to bring and use hand sanitizer.
- p. Please be vigilant in preventing the spread of the virus by practicing good hygiene as recommended by government guidelines.
- q. All coaches and Players should conduct a daily self-assessment and not attend matches if:
 - i. They are feeling ill or exhibiting symptoms of COVID-19.
 - ii. An individual or a household member has been in close contact with anyone who has tested positive for, been diagnosed with or is suspected to have COVID-19.
 - iii. The individual has tested positive for COVID-19 and has not determined it is safe to return.
- r. Please stay home if you are experiencing any symptoms or have had exposure risks as listed by Government policy.
- s. Coaches are to ensure that all players bring their Original IC, Passport or Player ID Cards for registration and that all players are registered before they play their first game.

22. ENTRY & PAYMENT

- a. Entry & Payment: SGD\$500 per team, per age group registration fee
- b. Teams may use their official credit notes from the recent league received from Rina via email. We will not be providing any refunds for unused credit notes.
- c. Please keep in mind that most of the categories are fully booked very early. To secure a spot in the tournament – register early. Once you receive confirmation of your teams you will receive an invoice for payment. The registration fee must be paid within 14 days from when you have been accepted and receive your invoice. All payments need to be done to the JSSL Events bank account: Once we receive the payment of your registration fee, we will confirm your registration. Note that all bank transaction fees have to be paid for by the teams. You have to pay in Singapore \$ currency.

23. INSURANCES/RESPONSIBILITY

- a. Make sure that all your players are insured both on and off the playing field. JSSL Singapore does not carry any group insurance protecting participants in case of injury, illness, theft, or damage to property. JSSL will not be held liable or responsible for any damage or injury to any player or parent during the JSSL 7's.

24. CANCELLATION OF TOURNAMENT & FORCE MAJEURE

- a. In the event that the tournament can't be held or is postponed due to events beyond the control of the tournament organisers (force majeure*) or due to events that are not attributable to wrongful intent or gross negligence or the tournament organisers, the tournament organisers cannot be held liable by the delegations for any damages, costs or losses incurred, such as transportation costs, accommodation costs, costs for additional orders, financial losses etc. Under these circumstances, the tournament organisers reserve the right to either retain the entire registration fee and to use it for a future tournament, or to reimburse the delegations after deducting costs already incurred for the organization of the tournament and which could not be recovered from third parties.
- b. **JSSL Singapore is in no way responsible for injury or economic loss which may arise in the case of acts of terror, war, warlike events, civil war, revolution or civil disturbances or because of the actions of the authorities, strikes, lockouts, blockades or similar events.**

25. SUPPLEMENTARY RULES

- a. The Rules and Regulations as depicted are current at the time of printing. The Organizing Committee reserves the right to add, delete and/or vary the said Rules and Regulations at any time as it deems fit.