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**TCHOUKBALL (MIXED)**  
***Rules & Regulations***

**1. Laws of the Game**

The competition shall be conducted in accordance with the International Tchoukball Federation (ITF) and Tchoukball Association of Singapore (TAS) Rules and Regulations as well as the General Rules and Regulations of the NUS Inter-Faculty Games (IFG).

In the event of any dispute, the NUS IFG General Rules and Regulations approved by the IFG Council shall supersede any relevant international sports laws.

**2. Player Eligibility**

Refer to Rule 5 for player eligibility in the NUS IFG General Rules and Regulations.

**3. Registration of Players**

- 3.1. Respective Faculty Sports Directors must confirm participation by submitting the General Participation Form to the NUS Students' Sports Club before the stipulated deadline found on the form.
- 3.2. **Participation** shall be confirmed with the hosting faculty at least **14 days** before the commencement of the competition. (Meaning 14 days before the first game of that sport regardless of which faculty is playing first)
- 3.3. Respective Faculty Sports Directors must submit the **Team Registration Form** to the hosting faculty and the NUS Students' Sports Club at least **7 days** before the commencement of the competition. (Meaning 7 days before the first game of that sport regardless of which faculty is playing first)
- 3.4. Each team may register a minimum of 7 players and a maximum of 14 players. Each faculty may send a maximum of 1 team.
- 3.5. Registration must be finalised before the commencement of the competition. No substitutions and additions will be permitted after the commencement of the competition.

**4. Prizes**

Medals will be awarded to the players of the top 3 teams. In addition, the champion team shall be awarded a champion trophy and banner.

**5. Competition Rules**

5.1. Submission of Line-up

- 5.1.1. The team must submit the complete official line-up of up to a maximum of 14 players to the hosting faculty convenor at least 10 minutes before the scheduled time of play. No changes will be accepted once the team line-up has been submitted.
- 5.1.2. Each team is allowed a maximum of **2** Varsity Athletes. Teams are allowed to field only **1** Varsity Athlete at any time on court during every match.

5.2. Definitions

5.2.1. A match refers to a contest between 2 teams (faculties)

5.2.2. Each match consists of 2 periods of 10 minutes each

5.3. Competition Format

5.3.1. **In the event of 7 and less participating teams**, a single round robin format will be played, from which the top 3 teams would be decided based on league points scored (Refer to 5.4). There will be no Semi-Finals or Finals.

5.3.2. **In the event of 8 and more participating teams**, a preliminary group round robin format will be played. The top 2 teams from each group with the highest league points will proceed on to the Semi-Finals.

5.3.2.1. The Semi-Finals shall be played as follows:  
Group A 1st position VS Group B 2nd position  
Group B 1st position VS Group A 2nd position

The **winners of the Semi-Finals** will play in the Finals. The other 2 teams will play for 3rd and 4th placing.

5.3.2.2. The placing of the 1st to 4th teams will be determined by their finishing position after the Semi-Finals, Finals and 3rd Place matches. The remaining teams will be placed according to league points scored.

5.4. League Points

5.4.1. Points shall be awarded in the following scenarios:

Win: 3 league points to the winning team of each match.  
Loss: 0 league points to the losing team of each match.  
Tie: 1 league point to each team.

Walkover: **30-0 points** for the entire match will be awarded in favour of the non-offending team, who will be declared winner of the match (Refer to 5.12).

5.5. Match Format

5.5.1. **Preliminary Rounds & Single Round Robin Format**

5.5.1.1. Each match consists of 2 periods of 10 minutes, with a maximum interval of 2 minutes between periods.

5.5.1.2. In the event of a tie, 1 league point will be awarded to each team.

5.5.2. **Semi-Finals, Finals & 3rd Place Match**

5.5.2.1. Each match consists of 2 periods of 10 minutes, with a maximum interval of 2 minutes between periods.

5.5.2.2. In the event of a tie at the end of playing time, there will be an extension of 5 minutes until a clear winner can be declared at the end of the extension.

5.5.2.3. In the case of another draw at the end of the extra period, a second extra period of 5 minutes must be played, and so on until there is a winner at the end of the period.

5.6. League Ties

5.6.1. Should there be a tie in league points between two teams, the winner of the game between the two teams concerned shall be awarded the higher placing.

5.6.1.1. If that game ended in a draw, the team with a higher goal difference, for and against, among all the teams in the same group, shall be awarded the higher placing.

5.6.1.2. If there is a tie in goal difference, the team with a higher goal average shall be awarded the higher placing.

5.6.1.3. If there is a tie in goal average, the team scoring more goals in total shall be awarded the higher placing.

5.6.2. Should there be a tie in league points between more than two teams, the team with a higher goal difference, for and against, among all the teams in the same group, shall be awarded the higher placing.

5.6.2.1. If there is a tie in goal difference, the team with a higher goal average shall be awarded the higher placing.

5.6.2.2. If there is a tie in goal average, the team scoring more goals in total shall be awarded the higher placing.

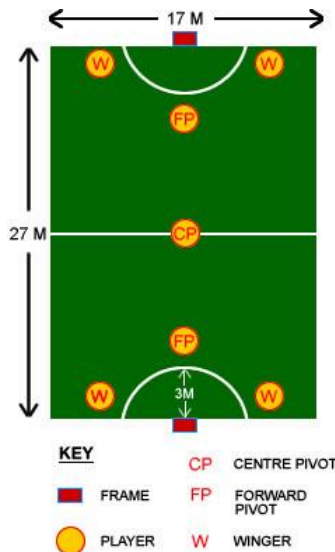
5.7. The Court

5.7.1. The official dimensions for a court are as follows:


5.7.1.1. The court has a size of 17 metres (width) X 27 metres (length), the court used for IFG will be adjusted based on the availability of the venue and the size of the players. The international court size is 20 metres X 40 metres.

5.7.1.2. The "D" is a semi-circle with radius 3 metres (subject to changes based on the actual court size). One frame will be placed in the centre of each D.

5.7.2. In sports halls, the ceiling is considered to be out of the playing area.



*Illustration of a tchoukball court typically used in Singapore*

- 5.8. Players  
One team consists of 7 players with up to 7 substitutes. There must be at least 3 women on court at any one time.
- 5.9. Substitutions  
Teams are allowed unlimited substitutions after scoring a point. The substituting players must make contact with each other behind the side-lines.
- 5.10. Game Play
- 5.10.1. When jumping in to shoot or pass within the 'D' area, players must complete all shoots and passes while they are airborne, meaning the ball is released before landing in the 'D' area,.
- 5.10.2. Only 3 consecutive shots at a frame from both teams is allowed.
- 5.10.3. Any interfering with another team's passes or movement is not allowed.
- 5.10.4. A foul results in the opposing team gaining possession at the site of the foul. The opposing team must then make one pass before they can shoot at goal. After a point is scored, the other team restarts the game behind the scoring frame. Actions contributing to a foul include but are not limited to:
- 5.10.4.1. Only 3 passes between a team is allowed. Making 4 is considered a foul.
- 5.10.4.2. Catching a rebound from your team's shot is not allowed.
- 5.10.4.3. Stepping out of bounds with the ball is a foul.
- 5.10.4.4. Dropping the ball is a foul.
- 5.10.5. A player gives a point to the opposing team when shooting and:
- 5.10.5.1. The ball rebounds and lands immediately in the  forbidden zone.
- 5.10.5.2. The ball rebounds and goes out of the playing area.
- 5.10.5.3. The ball rebounds and touches him.
- 5.10.5.4. Misses the rebound surface completely.
- 5.11. Equipment
- 5.11.1. 2 regulation size 2 balls will be used per match (with 1 being used at any point in time), in regulation with TAS.
- 5.11.2. Competition balls will be provided by the IFG Council.
- 5.12. Walkovers and Disqualification
- 5.12.1. If a team concedes a walkover or is disqualified, the non-offending team will be awarded a score of 30 for the entire match. The offending team will be awarded a score of 0.
- 5.12.2. In the event that a team has been found to partake in or committed, but not limited to, dishonest behaviour such as cheating, fielding ineligible players or similar situations in which a breach of integrity has occurred, the IFG Organising Committee reserves the right to disqualify the team from the competition.

5.12.3. Refer to Rules 8 and 9 for no-show and walkover rules in the NUS IFG General Rules and Regulations.

**6. Attire**

Refer to Rule 11 for attire in the NUS IFG General Rules and Regulations.

**7. General**

Varsity team players will be nominated to serve as referees for all matches. In the event that varsity players are not available for umpiring, a neutral umpire from a third faculty should be nominated to umpire games between two teams. Nominated varsity players must not be participating in the sport they are refereeing.

**8. Official Calls**

8.1. In all matches, all faculties shall abide by the decisions of the Match Officials.

8.2. The IFG Council will be the rightful and final adjudicators of all protests and disputes.

**9. Alterations and Amendments**

The IFG Council reserves the right to change or alter these Rules and Regulations given any unusual or extraordinary circumstances at its discretion and will inform all teams of any amendments accordingly.

**END**

**Approved by:**

Office of Student Affairs


27 July 2022

ITF R&R: [http://www.tchoukball.org.sg/sites/default/files/ER-01\\_OfficialTchoukballRules\\_en.pdf](http://www.tchoukball.org.sg/sites/default/files/ER-01_OfficialTchoukballRules_en.pdf)

BASIC RULES: <https://www.tchoukball.org.sg/content/how-play-tchoukball>

**Acknowledgement**

The above Rules & Regulations for IFG 22 has been read and checked by:

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Ryan Tan and Bing Qian  
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Sports Director 2022  
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