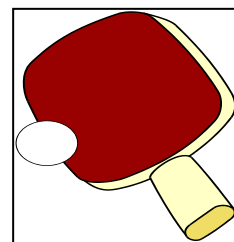
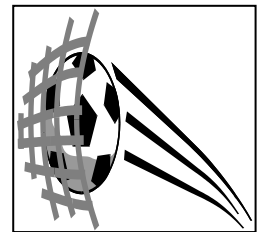
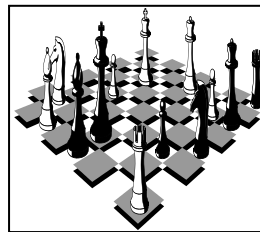
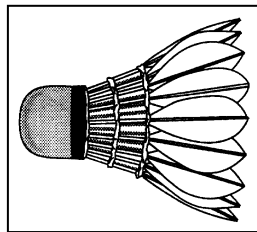


National Competitions Regulations



2016/2017

Further copies of these regulations can be obtained from:

The Competitions Co-ordinator
The Boys' Brigade Scottish Headquarters
Carronvale House
Carronvale Road
Larbert
FK5 3LH
Tel. No. 01324 562008
email – scottishhq@boys-brigade.org.uk

The Competitions Co-ordinator
The Boys' Brigade
Felden Lodge
Felden
Hemel Hempstead
Herts
HP3 OBL
Tel. No. 01442 231681
email – BBNatCompsEW@gmail.com

The Competitions Co-ordinator
The Boys' Brigade
Northern Ireland Headquarters
'Newport' 117 Culcavey Road,
Hillsborough
BT26 6HH
Tel. No. 028 92688444
email – nihq@boys-brigade.org.uk

Guidance on Timings

Questions have been raised on how long premises should be booked for hosting of events and the following are guidelines which it is hoped will encourage prompt arrival and quick turn around between games.

Sport	Time
Badminton	1 court for 3 hours
Chess	1 room for 3 hours
Football	4 teams – 1 pitch for 2 hours 5 teams – 1 pitch for 3 hours 6 teams – 1 pitch for 4 hours
Masterteam	1 hall for 2 hours plus setting and clearing up hall
Table Tennis	1 table for 3 hours

THE BOYS' BRIGADE

NATIONAL COMPETITIONS 2016/2017

- 1 A warm welcome is extended to all Companies taking part in this Session's Competitions. It is hoped that everybody will gain pleasure and enjoyment from their meetings with fellow members of The Boys' Brigade. Winning is the obvious goal for all competitors but having taken part and given of your best is an achievement in itself.
- 2 You are reminded who can take part and the age groupings for each contest.

Members of the Company Section, Seniors, Staff Sergeants, Girls' Association and Amicus Groups who are within the age groupings as detailed below for each contest.

AGE GROUPINGS (born on or between) **Staff Sergeants not eligible**

FOOTBALL (Senior) 1.9.98 - 31.8.2002
 FOOTBALL (Junior) All Boys born on or after 1.9.2002

BADMINTON - }
 CHESS - } Members as above born on or after 1.9.98
 MASTERTeam - }
 TABLE TENNIS - }

Any person outside these age groups is not allowed to take part in the respective competition. Any breach of this regulation will entail automatic disqualification of the offending Company, Group or Association from the appropriate competition.

3 NATIONAL FINALS 2016-2017

Event	Venue	Date
Badminton	England & Wales	29 April 2017
Chess	Scotland	22 April 2017
Masterteam	Ireland	8 April 2017
Football (Senior)	Scotland	25 March 2017
Football (Junior)	Ireland	13 May 2017
Table Tennis	England & Wales	1 April 2017

There is always a tight schedule to meet the dead lines for National Finals so your full co-operation in keeping the contests running to schedule is vital.

- 4 It is hoped that all Competitions will be played with enthusiasm and friendly rivalry that will exhibit the true Boys' Brigade spirit to onlookers and the many people from outwith the Brigade without whose help nothing could be done.

All the best to everyone and get cracking!

NATIONAL COMPETITIONS

GENERAL RULES

- 1 A Company can enter more than one team in each event. No allowance can be made to avoid clashes and integrity of each Company is assumed in non interchange of team personnel .
- 2 Teams must consist of members within the prescribed age limits from the Company etc. they represent.
- 3 No Anchors, Juniors or any Section Officer is allowed to take part in these Contests.
- 4 Entry to all Contests, except five-a-side football, implies a readiness to entertain another team, or to visit the Headquarters of another Company and having entered teams are expected to take part in all rounds for which they qualify including National Finals.
- 5 Submission of an Entry Form confirms that all teams will compete in **ALL** rounds including National Finals of the selected competition(s) if team should progress
- 6 Competing Companies must ensure an Officer or registered leader accompanies their team in any Contest. This person will be responsible for the behaviour of those on the team and everything that is in keeping with the Aims & Objectives of The Boys' Brigade.
- 7 Each region will organise the qualifying rounds of the Contests. Elimination will be arranged to produce the number of qualifiers for National Finals as allocated at the preceding meeting of the National Co-ordinators.
- 8 The Brigade disapproves of any Contest matches taking place on a Sunday.
- 9 The team drawn at home or the host team shall be responsible for all the arrangements including:
 - a. **Badminton, Chess, Table Tennis:** contacting the away team within three days of receipt of the draw to arrange a mutually agreeable date and time for the contest. If unable mutually to reach agreement, the home team shall offer a choice of dates, days of the week and times. If an away team has not been contacted within three days of receiving the draw they should contact the home team.

Home team is responsible for officials unless both teams in badminton and table tennis agree to alternate umpires.
 - b. **Football:** contacting all the away teams in their group promptly and not less than 14 days before the arranged date, giving details of the venue, date, time, shared cost of expenses and instructions how to reach the proposed venue. Host team is responsible for appointing necessary officials. A Company which has entered either or both football tournaments shall remain liable for its share of expenses incurred by the host Company in hiring the hall etc. whether it PLAYS or NOT unless written notice of withdrawal is given to the host Company and appropriate national co-ordinator as soon as the draw is received.
 - c. **Masterteam:** ensuring that premises have been booked and sending written confirmation of date, time and venue with map to visiting teams.
 - d. **General:** All home teams **MUST CONFIRM** arrangements **VERBALLY** at least seven days before arranged date in all events.
- 10 Any team that is unable to fulfil its contest **MUST** notify its opponents, except in Football and Masterteam when the host Company **MUST** be notified at the earliest opportunity. The appropriate National Co-ordinator **MUST** be notified in all cases of withdrawal.

- 11 The closing date for each round **MUST** be strictly adhered to unless an extension has been authorised by the appropriate National Co-ordinator. **Failure to comply** with this rule may result in the disqualification of both teams from the contest.

In Masterteam the fixed date **MUST** be adhered to at all times.

Masterteam Dates	
Round	Date
First	By 12 November 2016
Second	By 10 December 2016
Third	25 February 2017
Final	8 April 2017

- 12 The WINNING TEAM shall notify the result to the appropriate National Co-ordinator within three days of the contest (in the case of football the result shall be sent by the HOST Company and in Masterteam by the questionmaster). If result cards are used the person in charge of both teams shall sign before they are submitted to the appropriate National Co-ordinator. Results may be notified by email to the address indicated on page 2 of these regulations.
- 13 All persons in charge of teams as in Rule 5 above and all officials are expected to familiarise themselves with these general rules, the rules of the particular contest and the rules/laws of the relevant game.

Officials required:

Badminton	Umpires and line judges
Chess	Adjudicators
Football	Referees and time-keepers
Masterteam	Question Masters/Scorers
Table Tennis	Umpires

- 14 Detailed instructions for conducting a contest in each event are given in the succeeding pages under the appropriate heading.
- 15 The deciding authority in any dispute in National Competitions under these Regulations shall be the appropriate National Co-ordinator in consultation with the Regional Director. Appeals will be dealt with by the Brigade Executive National Competitions Group.
- 16 **Finals:** regional finals for each event should be completed not later than four weeks **BEFORE** the date of the relevant National Final. Names and contact details of qualifiers should be sent to the relevant National Co-ordinator immediately.
- 17 Host Companies are responsible for ensuring that premises used for events are safe and appropriate prior to commencement of play ie. All loose items of furniture etc should be stored outwith the immediate vicinity of likely play.
- 18 Where external referees/umpires are used the Host Company **MUST** provide a copy of relevant regulations to these officials at least seven days prior to the match.
- 19 The number of players in a team are set out for each event. Where a team decides to have a reserve at the National Final they can only play for a whole game/match and cannot be changed during games/match. This does not apply to football as substitutes are permitted during games/matches.
- 20 In Badminton and Table Tennis National Finals it is recommended that team members wear a distinctive company identification on their shirts if at all possible.

Guidelines for Hosting of a National Competition Final

Dates for National Finals are normally set in June. Try to arrange suitable venue as soon as possible.

Accommodation & Transport

Depending on the Event and how much travelling is required by competing teams 1 or 2 night's accommodation is required.

Minimum standard is a Church Hall for the teams plus reserves as per regulations for team members. If possible camp beds or similar for officers. A small charge may be made for accommodation per night if it is being provided by the hosts.

Breakfast(s) minimum cereal, toast, tea/coffee or orange etc.

If possible 1 evening meal

Transport from accommodation to venue for Final and back.

If possible transport to & from accommodation on arrival & return or help organize transport for the team, public transport, taxi or mini-bus hire etc.

Provide companies with names of Guest Houses & Hotels in the area if they want to book and pay for the accommodation themselves.

The Final

Suitable venue which meets the standards of size and equipment as per Regulations and viewing for spectators. Refreshments should be made available at the venue or afterwards at a venue close by.

Staff

An organizing committee and back up plus umpires, referees, timekeeper, question master, scorer keepers etc. or what ever is required for the competition.

Inform visiting teams of arrangements as soon as possible of accommodation, transport & venue etc to enable them to make necessary travel arrangements.

Programme/Promotional Materials

A souvenir programme should be produced with each officer and team member receiving a copy. Where possible banner & poster should be obtained from Regional HQ to promote The Boys' Brigade at the National Final venue.

General

If hosts can provide better than the minimum standard i.e. Civic Reception or better accommodation etc. through sponsorship etc. the competing companies will be informed in advance.

Guidelines for Co-ordinators re National Finals (Teams Competing)

Each Region should inform the Hosting organizer of the teams competing in the Final at least 4 weeks before the Final to enable printing, accommodation and transport etc. to be arranged.

Guidelines for Companies competing in a National Competition Final

Respond to emails, telephone calls etc. from the hosts who seek information re travel arrangements and info for programme etc. as soon as possible

Companies may be asked to stay at church hall accommodation and they will be required to bring sleeping bags etc.

Companies may need to organize their own transport to & from the accommodation.

All meals may not be available; companies may need to source local eating places.

Companies can choose to sort out their own accommodation etc. provided they inform the hosts of their arrangements.

BADMINTON

- 1 Each team shall consist of four players plus 1 reserve if required.
 - 2 The contest shall be played in accordance with the rules of Badminton as issued by the International Badminton Federation or by the governing body in any of the four home countries eg. Scottish Badminton Union; Badminton Association of England etc.
 - 3 Shuttlecocks which must be medium speed feather or CORK BASED nylon (the latter is recommended to reduce cost) shall be supplied by the home team but each player will be responsible for his own racquet.
 - 4 It is appreciated that playing conditions will vary from venue to venue with regard to roof height and lights. Local rules regarding "lets and faults" will apply and must be made clear to visiting teams before the contest starts.
 - 5 During play teams should supply umpires alternately, unless otherwise agreed by both teams.
 - 6 All matches shall be played as doubles using the Rally Point System of scoring.
 - 7 All ties shall consist of six matches. A match will comprise of the best of three games to 21 points unless otherwise arranged [If facilities or time do not permit each match may be restricted to one game of 21 points with players changing ends when the score first reaches 11 points. This format must be agreed by both teams before the start of play.]
 - 8 Before play commences each team captain should hand a team sheet to his opposite number indicating each players name against the letters A B C D. A toss shall be conducted before every game and the side winning the toss shall exercise the option either
 - 8(1) (a) to serve or receive first
 - (b) to start play at one end of the court or the other8(2) The side losing the toss shall then exercise the remaining choice
 - 8(3) The matches shall be played in the following order

Match 1 – A and B	Match 2 – C and D	Match 3 – A and D
Match 4 – B and C	Match 5 – B and D	Match 6 – A and C
- 9 **SCORING SYSTEM**
 - a. The side winning a rally shall add a point to its score whether serving or receiving.
 - b. If the score becomes 20-all, the side which gains a two point lead first, shall win that game.
 - c. If the score becomes 29-all, the side scoring the 30th point shall win that game.
 - d. The side winning a game shall serve first in the next game.
- 10 **CHANGE OF ENDS**

Players shall change ends,

 - a. At the end of the first game.
 - b. At the end of the second game, if there is to be a third game.
 - c. In the third game when a side first scores 11 points.
- 11 **LINE CALLS**

Players shall be responsible for calls on their side of the net except where neutral line judges have been appointed.

- 12 In the event of any dispute on line calls etc, only players on court and the line judge concerned may discuss the point with the umpire whose decision is FINAL. Accompanying Officers must not get involved.
- 13 **INTERVALS IN PLAY**
When one side reaches 11 points there is an interval not exceeding one minute, and between games there is an interval not exceeding two minutes. Players may leave the court during the intervals between games but must be ready to commence the next game before the interval time elapses. Up to two coaches may come on court during these intervals.
- 14 The team which wins the majority of matches shall be the winner of the Contest. If the contest is drawn an additional match of one set, consisting of any pairing, from the four team members, shall be played to decide the winner. This set shall be won by the first side to 21 points with a change of ends when a side first scores 11 points. - There is no setting or playing to a clear two point lead.
- 15 **NATIONAL FINALS**
The six competing teams will be arranged in two sections of three – one team from each country in each section -providing mini leagues A & B where teams will play each other as in paras 6 and 14 above. All **ties** shall consist of six **matches**. A match will comprise of the best of three **games** to 15 points – normal Badminton setting procedures to apply.

Results & Points Scoring - in the sections (mini-leagues):

- 3 points for a Tie win
- 2 points for a Tie drawn but with better games difference – if still level
- 2 points for a Tie drawn but with better aggregate points difference.
- 1 point for a Tie drawn but with lesser games difference or if still level
Then lesser aggregate points difference.
- 1.5 points for a Tie drawn where games difference/points difference has
Failed to produce a Winner.
- 0 points for a Tie lost.

Section Placings:

If 2 or more teams in a Section gain the same number of points the Section placings will be determined as follows:

- (a) The team with the better/best points difference aggregated over the 2 Ties played in the Section. If still level then –
- (b) The team which scored the higher/highest number of 'points for' – if level then
- (c) Team who won the Tie involving the teams concerned. If still not resolved:
- (d) An additional Game to 15 points (NO setting) shall be played. This Game may be of any pairing from the declared Tie team members.

Semi-Finals Draw etc:

Winner of Section A v Runner-up of Section B
Winner of Section B v Runner-up of Section A.

If any Tie in the Semi-finals or Final finishes in a draw then the winner shall be determined as in (d) above (Sectional).

Knock-out Stages Format:

Semi-finals – Ties to be best of 6 Matches - each Match to comprise
Best of 3 Games to 15 points (NO setting).

5th & 6th Place Play-off – Same format as for Semi-Finals

3rd & 4th Place play off – Best of 6 Matches – each Match to comprise
1 Game to 15 points (NO setting)

Final – Tie to be best of 6 Matches – each Match to comprise best of 3 Games
To 21 points with setting as per Badminton Rules.

CHES

- 1 Each team shall consist of three Players plus 1 reserve if required
- 2 The rules of the International Chess Federation (F.I.D.E) will apply.
- 3 Whenever possible, "Staunten Pattern" Chess sets should be used in matches and where teams cannot agree upon which Chess sets to use, "Staunten" sets must be used. Teams must clarify this technicality with each other prior to the day of the contest.
- 4 Before the day of the contest, agreement on a maximum playing time of not less than one hour per game must be reached by both teams, and whether chess clocks are to be used. If clocks are available, and a team expresses a preference, then clocks must be used.
5. An Adjudicator must be appointed by the home team, to ensure the rules of Chess and 'system of play' is complied with, and is in attendance for consultation where necessary.
- 6 Each player in the team shall play each player in the opposing team, giving a total of 9 games. The winner of each game will be awarded 1 point, and in the event of a drawn game ½ a point will be awarded to both players subject to para 8b.
- 7 Before the toss for choice of colours takes place, each team captain must nominate his players in board order. The captain winning the toss then decides whether his team shall play as ABC or XYZ in the following order of play, viz:

1st SERIES OF GAMES

1)	B	(White)	v	Y	(Black)
2)	C	(Black)	v	X	(White)
3)	A	(White)	v	Z	(Black)

2nd SERIES OF GAMES

4)	A	(Black)	v	X	(White)
5)	C	(White)	v	Y	(Black)
6)	B	(Black)	v	Z	(White)

3rd SERIES OF GAMES

7)	C	(White)	v	Z	(Black)
8)	A	(Black)	v	Y	(White)
9)	B	(White)	v	X	(Black)

The winning team shall be that which gains most points. In the event of a draw, the contest will be decided on the result of game No. 4 (A v X); if that game should also have been drawn, the result of game No. 7 (C v Z) will decide the contest. Should the contest still result in a draw - and only then - one member of each team shall play a deciding game to the finish.

SYSTEM 'A' - WITHOUT CLOCKS

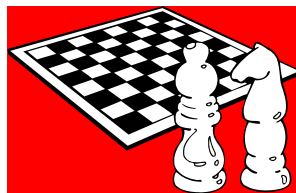
- 8 a. In the event of a game still being in progress after the agreed time, the result of the game must be adjudicated by the captains of the two teams. If they fail to agree, then the Adjudicator must be consulted for his decision.

SYSTEM 'B' - WITH CLOCKS

- b. The total amount of playing time (agreed in rule 3) shall be divided equally between the players, ie. if the total playing time is one hour, then each player will have 30 minutes playing time on his own clock. The minute hand should be so set that when a player has used up his allotted time, the indicator flag falls at 12 o'clock. If the game continues until a flag falls, then that player whose flag falls has LOST THE GAME ON TIME CONTROL, subject to the proviso that his opponent has sufficient mating material left on the board at the conclusion. If the captains of the teams fail to agree, then the Adjudicator must be consulted for his decision.

Before each match starts, conditions decided upon in rule 3, ie. maximum time agreed, and also the use of system A or B, must be written down and submitted to the Adjudicator. This is most important to ensure fair play. NOTE: If both teams cannot agree on which system to use, then system 'B' must be used, which will be the system employed at the Finals.

- 9 In the unlikely event of a game not being satisfactorily resolved under rule 6/7, a diagram of the unresolved game(s) must be submitted to the appropriate National Co-ordinator, who will in turn pass it on to the National Adjudicator. This diagram must be submitted without comment and the decision of the National Adjudicator will be absolute and final.



FIVE-A-SIDE FOOTBALL

1 GENERAL

Except where other provisions are made in these regulations the Laws and Rules of Association Football apply.

2 NUMBER OF BOYS

Teams are restricted to a maximum pool of **EIGHT** players who must be within the age limits set out in page 2 para 2 of these regulations for Junior or Senior Contests.

3 TEAM LINES

A team line giving the name and date of birth of each team member **MUST** be completed by the person in charge of each team and handed to the HOST Company Organiser prior to the start of play.

4 CHECK OF TEAM LINES

It is the responsibility of the **HOST Company Organiser** to check the team lines **PRIOR** to the start of play to ensure that the number of players listed and stated dates of birth are within these regulations, Any apparent discrepancy **MUST** be resolved **BEFORE ANY PLAY COMMENCES** in order to save any disappointment. In the event that a team plays a Boy who is outwith the age limits then an automatic disqualification of the team will take place.

5 FORMAT

All contests will be run on a league basis, with each team playing each other once. Subject to the proviso where a group consists of four or fewer teams. The top team(s) in each group will go forward to the next round of the Contest.

Points will be awarded as follows:

- 3 points for a win
- 1 point for a draw

In the event of two or more teams gaining the same number of points, the league placing will be determined as follows:

- a. The team with the better/best goal difference. If level, then procedure (b) will apply.
- b. The team which scored the highest number of goals. If level, then procedure (c) will apply.
- c. The team which won the match involving the teams concerned in their group match.

If (a), (b) or (c) do not produce the required qualifier(s) then a play-off shall be arranged. This will be an abbreviated game of three minutes each way. If the score is still level at the end of six minutes play, the game shall be restarted with a "drop ball" and continue until the first goal is scored (ie The Golden Goal applies).

ORDER OF PLAY

For groups comprising SIX teams

A v B C v D E v F B v C F v A B v E
D v F C v E D v A F v C B v D E v A
F v B A v C E v D

For groups comprising FIVE teams

A v B C v D E v A B v C D v E A v C
E v B D v A C v E B v D

For groups comprising FOUR teams

A v B C v D A v C 2 D v B A v D B v C

If the round comprises four or fewer teams, then prior to the start of play and subject to the consent of all remaining teams the contest can be amended so that each team plays the other twice.

6 FIELD DISCIPLINE

Any player guilty of an offence under the laws of the game which warrants a caution (yellow card) shall leave the field of play for 2 minutes and sit with the timekeeper (appointed under those regulations until told by that official to re-enter the field of play). Any time on the penalty unexpired at the end of the game shall be carried forward to the next game in that round and the player concerned **MUST** report to and sit with the timekeeper until told to enter the field of play. No substitute can be introduced for a player in the **SIN BIN**.

- a. Where a player receives two cautions (yellow cards) in the same game the second yellow will automatically be converted to RED. The player concerned will then be subject to action as in Rule 7. If a player is in the SIN BIN at the beginning of a game working off an unexpired penalty that yellow card will count as received in the game in which it was given.
- b. If in the course of the same round a player receives three yellow cards (cautions) the third yellow will automatically be converted to RED and action will be as in Rule 7.

Note: Yellow cards in respect of cautions are not cumulative from round to round.

- 7 Any player **ORDERED OFF** (red card) shall take no further part in that round and is automatically suspended from the next round for which the company is eligible. The name and Company of any player **ORDERED OFF** must be reported by the Host Company to the appropriate National Co-ordinator. The referee must be asked to forward a report to the appropriate National Co-ordinator. The National Co-ordinator in consultation with the appropriate National Headquarters Official may impose a further penalty on receipt of the Referee's Report.
- 8 Over the years we have encountered a number of disputes in this Contest, which are not in keeping with the high standards of The Boys' Brigade. Some of the causes for these disputes have arisen from poor Officer leadership, the conduct of participants and the absence of suitable referees. Therefore, Host Organisers are asked to ensure that every attempt is made to employ the services of independent qualified referees, Officers in Charge of teams are requested to remind their players of their conduct

during the contest and the severe action which will be taken by the Organisers of the Contests in the event of any misbehaviour.

9. **HOST COMPANY ACTION**

- a. Arrange premises and notify visiting teams as in General Rules paras 8(b) and (d).
- b. Arrange for neutral experienced referees to officiate and also take action as in general rule 17.
- c. Make draw for order of play ahead of the round to ensure
 - i. Prompt Start
 - ii. Subsequent matches run without unavoidable delay
- d. Provide a size four five-a-side ball.
- e. Send result sheet and, if necessary, name of Boy and his Company of any player **RED CARDED** along with referee's report of ordering off not later than three days after contest to the National Co-ordinator.

10. **VISITING TEAMS ACTION**

- a. If you decide to withdraw notify host organiser and national co-ordinator as in General Rule 9 – You are reminded of your liability to share costs of any expenses already incurred by HOST Company.
- b. Arrive at least 15 minutes before the notified starting time and be ready to play as required by the order of play.
- c. Teams who fail to report in time to play shall forfeit the three points for each game missed and a nominal score of 2-0 will be recorded in favour of the appropriate opponents.

11. **PLAYING AREA**

- a. The playing area **must be indoors** and the following dimensions are **recommended**,

maximum length 120' (36 metres)	minimum length 100' (30 metres)
maximum, width 90' (28 metres)	minimum width 60' (18.5 metres)
- b. **Centre Mark**
A suitable mark should be made in the exact centre of the playing area on which the ball is placed to commence a game.
- c. **Goal Area**
A semi-circle of 25' (7.5 metres) radius shall be drawn from the centre of each goal line. The extremities of these semi-circles should reach the wall or barricade whether or not the goal posts encroach onto the field of play
- d. **Penalty Spot**
A penalty spot should be placed at a point 20' (6 metres) from the centre of each goal.
- e. **Goal**
The goals shall be 16' (5 metres) long and 4' (1.2 metres) high.

12. **THE BALL**

The ball used shall be a five-a-side ball size four or five.

13. **NUMBER OF PLAYERS**

- a. Each game shall be played by two teams each consisting of not more than five players, one of whom shall be the goalkeeper.
- b. Three substitutes per team shall be permitted at any time during a game. Once substituted a player cannot take further part in that game, except where a team would be reduced to less than five players due to injury.
- c. Any of the outfield players may change places with the goalkeeper during a

stoppage in the game. The referee must be informed before the change is made.

- d. A game is abandoned if there are fewer than three players in either team. The team which has not caused the abandonment will be awarded the three points for the game and a score of 2-0 recorded in its favour, unless the actual score at the point of abandonment is more advantageous with regard to goal difference when the actual score will be recorded.

14. PLAYERS EQUIPMENT

- a. Four players of the team shall be dressed in uniform shorts and shirts, goalkeepers may wear tracksuits but the colour of the goalkeeper's dress must be distinguished from that of the other players.
- b. Light footwear shall be worn without rigid or hard soles, bars or studs. **Shin guards must be worn and all items of jewellery removed before the start of play.**

15. REFEREES

An experienced neutral referee shall be appointed to officiate in each game. He shall have the same powers and duties as laid down in the Laws of the Game.

16. TIMEKEEPER/SCORER

An independent timekeeper/scorer shall be appointed to assist the referee. This official shall:

- a. Record goals scored.
- b. Act as timekeeper and signify half-time and full-time by an agreed signal unless the referee has made it known that he will time the game himself.
- c. Suspend time on the referee's instructions for all stoppages and add that time to the end of each half.
- d. Record and control the re-entry into the field of play of any player ordered by the referee to the "SIN BIN".
- e. Record the name and company of any player **RED CARDED**.
- f. Be responsible for advising the referee that **RED CARD** action is appropriate for multiple **YELLOW CARDS** under these regulations.

17. DURATION OF THE GAME

- a. The duration of the game shall be 12 minutes (6 minutes each way)
- b. Allowances shall be made in either period for time lost through stoppages as decided by the referee and recorded by the timekeeper.
- c. Time shall be extended to permit a penalty kick being taken at or after the expiration of the normal period in either half.
- d. Half-time shall be an immediate change of ends unless the referee authorises a break which shall not exceed two minutes.

18. START OF PLAY

- a. At the start of the game, choice of ends and the kick off shall be decided by the toss of a coin. The team winning the toss shall have the option of ends or kick off. The referee having given a signal, the game shall be started by taking a place kick, ie a kick with the ball stationary on the ground in the centre of the field of play. Every player shall be in his own half of the

- playing area and every player of the opposing team shall be not less than 2 metres from the ball until it is kicked off. The ball may be played in any direction from the kick off.
- b. .After a goal has been scored the game shall be re-started in a like manner by a player of the team losing the goal.
 - c. After half-time when re-starting the game, ends shall be changed and the kick off taken by a player of the opposite team to that of the player who started the game.
 - d. A goal shall not be scored direct from a KICK OFF.
 - e. After any other stoppage the game shall be re-started by the referee dropping the ball at a point nearest to where it was when play was suspended, unless it was in the goalkeeper's possession, when that player shall, at the referee's signal, roll the ball out to re-start the game. The referee shall not drop the ball within 6' (2 metres) of the lines marking the goal areas or within 6' of surrounding walls or barricades. When play is stopped to administer a caution or to dismiss a player from the playing area, play shall be resumed by an Indirect Free Kick awarded to the opposing side from the point where the infringement occurred – unless that player has been guilty of foul play when a Direct Free Kick shall be awarded to the opposing side. If any such offence is committed whilst the ball is out of play, then the referee, after taking the disciplinary action necessary, will 'drop the ball' to re-start the game.

19 BALL IN PLAY

The ball shall be in play at all times from the start of the game unless;

- a. The ball has crossed the goal-line or the barricade surrounding the playing area.
- b. The referee or timekeeper has given the signal for half or full time.
- c. The game has been stopped by the referee.
- d. The ball rises above head height -the referee shall have discretion of the interpretation of head height and shall make this known to players before play commences. If a ball has been played above head height an **INDIRECT** free kick shall be awarded where the ball was last played unless the ball was last played by the defending goalkeeper within his goal area when the kick shall be taken from the point 2 metres (6') outside the said area nearest to where the offence occurred.
If the ball rebounds to above head height from any of the following situations:
 - i. from striking player who had made no attempt to play the ball.
 - ii. where the ball is played simultaneously by opposing players.
 - iii. from a wall, barricade, goalpost, crossbar or other obstruction, the game shall be restarted by a drop ball where the rebound occurred.
- e. If the ball goes above head height by the goalkeeper making a save and rebounds back into play the game shall continue.
- f. **NOTE: HEADING is FORBIDDEN** at all times irrespective of the height of the ball. (Indirect free kick

20 BALL OUT OF PLAY

When the ball goes out of play below head height, a member of the opposing team shall roll the ball into play. When a member of the defending team puts the ball out of play over the barricade on that player's own goal-line but below head height, the opposing team shall be awarded a roll in taken from the goal-line at the point where the ball went out of play unless that point is within the goal area when the roll in shall be from a point 6' (2 metres) outwith the goal area.. When a member of the attacking team puts the ball out of play over the barricade on the opponent's goal-line, but below head height, the goalkeeper shall roll the ball out. (If the ball drops on the back of the net behind the goal, it shall be regarded as out of play and the game shall be re-started with a roll-out by the goalkeeper).

21 GOALKEEPER RETURNING THE BALL INTO PLAY

After holding the ball the goalkeeper must immediately return the ball into play with an underarm bowling action. It must not be thrown nor kicked and it must be kept below head height.

When the ball has been returned into play by the goalkeeper it **MUST** be played by at least two other players before it can be returned to the goalkeeper. Penalty for infringement an indirect free kick taken from where the ball was returned to the goalkeeper subject to it being a minimum of 6' (2 metres) outside the goal area.

22 PLAY WITHIN THE GOAL AREA

- a. Only the defending goalkeeper is allowed within the goal area, except when a penalty kick has been awarded and then only the player taking the kick can enter the goal area – not to take a rebound if goalkeeper has parried the ball
The defending goalkeeper must remain within the goal area at all times.

23 PENALTY FOR INFRINGEMENT

- a. By the attack – a Direct Free Kick at the point of entry into the goal area.
- b. By the defence – a penalty kick.
- c. By the defending goalkeeper – a penalty kick.

Note: Referees should distinguish between accidental and intentional entry into or exit from the goal area. Only deliberate action where the player either plays the ball or tries to play the ball should be penalised. Accidental entry or exit which has no effect on the play should be ignored.

24 OTHER OFFENCES BY THE GOALKEEPER

- a. A goalkeeper who deliberately handles the ball outside the area even though standing within the area, should be penalised by the award of a penalty kick.
- b. A goalkeeper may stop the ball with any part of his person, but is forbidden to kick the ball intentionally. In this instance an Indirect Free Kick should be awarded and taken by a player of the opposing team at a spot 6' (2 metres) outside the goal area nearest to where the infringement occurred.

25 SCORING

A goal is scored when the whole of the ball crosses the goal-line between the goal posts and under the crossbar, provided it has not been thrown, carried or intentionally propelled by hand or arm by a player of the attacking side, except in the case of a goalkeeper, who is within that player's own goal area.

A goal is not allowed if the ball was last played by a player of the attacking side whilst within either goal area. (If the ball is last played by a defending player whilst within either goal area, a goal shall be allowed).

26 FOULS AND MISCONDUCT

- a. **CHARGING** is forbidden – penalty **DIRECT FREE KICK**.
- b. Sliding tackles are banned – penalty for infringement **DIRECT FREE KICK**.
- c. **OBSTRUCTION** intentional obstruction of an opponent who is not playing the ball, including standing with any part of the body against a surrounding wall or barricade to prevent an opponent from reaching or obtaining possession of the ball, shall be penalised by an **INDIRECT FREE KICK**.

27 OFFSIDE

There is no offside. Players other than the goalkeepers may place themselves in any part of the playing area outside the goal areas

28 THROW-INS, GOAL KICKS, CORNER KICKS

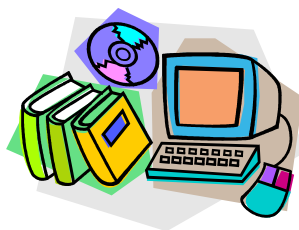
There are no goal kicks, corner kicks or throw-ins.

29 NATIONAL FINALS

In a National Final where the top 2 teams are equal on points at the end of the round-robin league section, a play off shall be arranged between the teams concerned. This will be an abbreviated game of three minutes each way. If the scores are level at the end of six minutes play the game will be re-started by a drop ball and continue until a goal is scored (golden goal). This rule applies to the winning position only. If there are 3 or more teams finishing on equal points the Format of Rule 5 shall apply to determine the top 2.

MASTERTEAM

- 1 All teams shall consist of four young people within the age groups detailed in Page 2. BB Uniform should be worn for this event.
- 2 An entry to the Contest implies a willingness to entertain other teams on the date specified. If your hall is central in your group, we shall arrange for the contest to be held there.
If your hall is unavailable on the dates of the Contest, this should have been stated on the entry form
- 3 Teams shall sit in groups at tables to allow for discussion among the team where appropriate.
- 4 One member of the team shall write the answer on the paper provided. (the team's answer may be kept by a team member on a separate paper)
- 5 An independent Questionmaster will be appointed by the appropriate National Co-ordinator for each contest. The decision of the Questionmaster will be final in all matters.
- 6 Generally the Questionmaster will ask a question, allow a suitable time for discussion and writing of the answer, and then continue to the next question in that category.
- 7 There will be ten questions in each category.
At the end of each category papers will be collected and marked. The marking will be done while the succeeding category of questions is being asked. The scores will be given after a category of questions has been completed.
- 8 One mark will be given for each correct answer. A half mark may be allowed at the Questionmaster's discretion.
- 9 Where it is decided regionally that a **TIE BREAKER** procedure is necessary to determine the qualifier(s) for the next round this will operate as follows until the qualifier(s) is/are known.
 - (a) An abbreviated round of five questions.
 - (b) If (a) fails to resolve the tie, there will be a sudden death play-off using the spare questions from the current contest starting with Round 1 et seq.The tie breaker procedure shall operate in the National Final if there is equality of marks at the end of the contest.
- 10 **Note:** If on the check of team lines prior to the start of the Contest it is found that a member or members are outwith the age limits set out in Page 2 para 2, the team may continue in the Contest with the reduced number of members. Similar action will apply if a team arrives with fewer than four members.



GUIDELINES TO HOST COMPANIES

The following guidelines have been drawn up to assist those Companies who have not previously acted as Hosts for this Contest and need some guidance concerning the arrangements which need to be made. It may also serve as a useful checklist for those Companies who have hosted in the past.

- 1 Ensure that the venue for the contest has been booked with the Hall Management otherwise it could be rather embarrassing on the night! If you wish to hold the contest in some other suitable venue, eg. local school, this will be quite acceptable.
- 2 It is recommended that you arrive at the venue in good time to complete your arrangements and welcome the Questionmaster and competing teams on their arrival. The following may need to be checked at the venue:-
 - (a) Hall - clean and tidy.
 - (b) Seating - sufficient for teams and supporters. The spacing between teams should be such as to allow them to talk quietly among themselves without being overheard. A reasonable space between audience and teams is also useful so that comments from the audience are not normally audible to the teams
 - (c) Lighting.
 - (d) Heating - cold halls are most unwelcoming.
 - (e) Refreshments - it is customary for the Host Company to provide light refreshments following the contest, eg. tea and biscuits. (See 3).
 - (f) Toilets.
 - (g) Scoreboard (See 4)
 - (h) Name Cards (See 5)
- 3 Where travelling becomes far greater in the later rounds of the contest, it is suggested that Host Companies provide a meal for those teams coming a distance. Further, it may be necessary for Hosts to provide overnight accommodation.
- 4 It has been recommended to Questionmasters that they obtain the services of a suitable assistant to act as scorer. The marks awarded should then be displayed on a blackboard or flip-chart, etc.
- 5 The Host Company must provide cards bearing the name of each Company and cards for each person's name. This is necessary for the Questionmaster to conduct the General Knowledge rounds.
- 6 The following outline for the evening is suggested:
 - (a) All teams should arrive at the venue not later than 15 minutes before the notified starting time.
 - (b) Official welcome by Host Company. This could be done by the Company Captain.
 - (c) Introduce Questionmaster to teams and audience.
 - (d) Any announcements.
 - (e) The contest.
 - (f) Thanks and Closing Prayer following the contest.
 - (g) Refreshments - departure.

Please note the Questionmaster is aware of these guidelines.

TABLE TENNIS

- 1 Each team shall consist of 3 Players plus 1 reserve if required
- 2 The normal rules of Table Tennis will apply and tables shall be full standard size. Any 40mm ball of three star quality shall be used and shall be supplied by the home team. Each player shall be responsible for his own bat.
- 3 Before each contest, the two Captains shall toss to decide which should be named A, B and C, and which X Y and Z.

A v X B v Y C v Z B v X A v Z
C v Y B v Z C v X A v Y

- 4 In every Tie each player in the team shall play each player in the opposing team giving a total of nine matches. A match shall consist of the best of five games.
- 5 A game shall be won by the player first scoring 11 points unless both players score 10 points when the game shall be won by the player subsequently gaining a lead of 2 points.
- 6 After each 2 points have been scored the receiving player shall become the serving player and so on until the end of the game unless both players score 10 points when a 2 point lead is required (see rule 3).
- 7 The player starting at one end in a game shall start at the other end in the next game of the match and in the last possible game (5th) the players shall change ends when the first player scores 5 points.
- 8 The contest shall be won by the team which wins the majority of matches (thus, if one team has won five matches, the contest need not continue, subject to the agreement of both teams).

9 NATIONAL FINAL

- a. The final will comprise 6 teams. Where possible dividers between tables & score boards should be provided.
- b. The 6 teams will be drawn into two groups of three. Each group will be made up of one team from each region.
- c. Each team in each group will play each other, ie

Group 1 (teams A, B and C)

A vs B

B vs C

A vs C

Group 2 (teams X, Y and Z)

X vs Y
Y vs Z
X vs Z

- d. All matches shall be played in group stages, ie 9 games with the rules for individual matches as outlined in the Boys Brigade Table Tennis Rules (see Rule 4), however each team will gain a point depending on result, ie

6-3 and above	- 3 points
5-4	- 2 points
4-5	- 1 point
3-6 and below	- 0 points

- e. At the end group stages, a league table will be produced which will give total points

- f. In the event of a tie between two teams, the result will be decided by

Result between the two teams, ie winner of that match will take the higher place.

- g. In the event of a tie between three teams, the result will be decided by (in order)

- i. Greatest number of game wins (ie 7-2, 8-1 etc counts) – if still equal
- ii. Difference between individual games won minus games conceded, ie from the best of 5 games.
- iii. Difference between individual points won minus points conceded, ie from the 'up to 11 scores'

- h. Once the league tables for the group stages completed, then the semi finals will comprise.

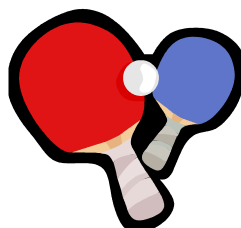
Winner group 1 vs Runner up group 2
Winner group 2 vs Runner up group 1

All matches to be played as best of 9 (ie first to 5 as per Rule 8)

- i. The final group of matches will comprise. All as best of 9

Play off for 5th / 6th place, (ie teams finishing bottom of their groups)
Play off for 3rd / 4th place (losing semi finalists)

Grand Final - Winner of each semi final.



BADMINTON RULES (SCOTLAND PILOT SCHEME 2016-17)

- 1 Each team shall consist of 4 players plus 1 reserve if required
- 2 The contest shall be played in accordance with the rules of Badminton as issued by the International Badminton Federation or by the governing body in any of the 4 home countries eg. Scottish Badminton Union, Badminton Association of England etc
- 3 Shuttlecocks which must be medium speed, feather or CORK BASED NYLON (the latter is recommended to reduce cost) shall be supplied by the home team. Each player will be responsible for his own racquet.
- 4 It is appreciated that playing conditions will vary from venue to venue with regard to roof height and lights. Local rules regarding "lets and faults" will apply and must be made clear to visiting teams before the contest starts.
- 5 During play teams should supply umpires alternately, unless otherwise agreed by both Teams.
- 6 All matches shall be played as doubles using the Rally Point System of scoring.
- 7 All ties shall consist of 6 matches. A match will comprise of the best of 5 games to 11 points. The team reaching 11 points first will win the game. There will be no setting.
- 8 Before play commences each team captain should hand a team sheet to his opposite number indicating each player's name against the letters A B C D. A toss shall be conducted before every game and the side winning the toss shall exercise the option either
 - (1) (a) to serve or receive first
 - (b) to start play at one end of the court or the other
 - (2) The side losing the toss shall then exercise the remaining choice
 - (3) The matches shall be played in the following order:

Match 1	A and B	Match 2	C and D	Match 3	A and D
Match 4	B and C	Match 5	B and D	Match 6	A and C.
- 9 (a) The side winning a rally shall add a point to its score whether serving or receiving.
 - (b) The side scoring 11 points first will win the game.
 - (c) The side winning a game shall serve first in the next game.
- 10 Players shall change ends at the end of each game. In addition in a deciding game teams will change ends when 1 team reaches 6 points.
- 11 Players shall be responsible for calls on their side of the net except where neutral line judges have been appointed.
- 12 In the event of any dispute on line calls etc. only players on court and the line judge concerned may discuss the point with the umpire whose decision is FINAL. Accompanying Officers (or Staff) must not get involved.
- 13 When 1 side reaches 6 points there may be an interval not exceeding 1 minute, and between games there is an interval not exceeding 2 minutes. Players may leave the court during the intervals between games but must be ready to commence the next game before the interval time elapses. Up to 2 coaches may come on court during these intervals.
- 14 The team which wins the majority of matches shall be the winner of the tie. If the tie is

drawn an additional match of 1 game, consisting of any pairing from the 4 team members, shall be played to decide the winner. This game shall be won by the first side to reach 15 points with a change of ends when a side first scores 8 points. There will be no playing to a 2 point lead (i.e.setting).