



SHINE

"In every line, let your spirit shine."

2026

COMPETITION GUIDELINE

GENERAL GUIDELINES

Registrations

Registration Procedure

1. Fill Out the Registration Form

Participants complete the [online registration form](#) and provide all required information. Registration is open from Friday, 14 August - Friday, 4 September 2026.

For collective registration, you may contact our representatives below:

1) Group A (Upper Primary grade 5-6) competition

Jovanka: jovanka.martino@teachindonesia-school.com or wa 085773790464

Joanne: joanne.martin@teachindonesia-school.com or wa 08170222845

2) Group B (Junior High School) competition

Gabby: gabriella.nathany@teachindonesia-school.com or wa 088804234195

Nadine: nadine.hutabarat@teachindonesia-school.com or wa 0895416225865

2. Registration Confirmation

The committee reviews the submitted information and sends a confirmation message to the registered participants along with the registration fee invoice.

3. Payment

Confirmed participants proceed with the required payment according to the selected competition or activity. Payment can be transferred to account:

BCA 6600150934
a/n Restiasari/Eliana

Please ensure that the transfer is completed correctly and include the following format in the **transfer remark**: lomba - participants name/school.

Example: lomba - andi rianto

lomba - sekolah indonesia

After completing the payment, participants are required to **submit the proof** of payment through whatsapp to our representative.

4. **Technical Meeting**

Participants attend the technical meeting to receive detailed information regarding the rules, schedule, procedures, and other event requirements.

Technical Meeting will be held **online** on **Friday, 11 September 2026**.

5. **Re-registration**

On the event day, participants complete the re-registration process by submitting the following documents:

1. Re-registration form
2. Copy of students ID
3. School/church recommendations letter

COMPETITION GUIDELINES

SPELLING BEE

Category

Upper Primary Level (grade 5-6)

Junior High School Level (Grade 7–9)

Participants

Individu

Each contestant is given a piece of paper and is assigned a desk. Contestants provide their own pencils or pens. Judges shall give at least two practice words before starting competition, the judge will pronounce each word twice and give a definition of the word. Contestants will then write the word. This process will be followed for all words. Following the final word, judges will collect all papers. Winners will be selected according to accuracy.

50 words will be heard. Words are provided by the Committee and should be spelled as they appear on the official list. Alternate spellings will however be accepted (e.g. neighbour/neighbor, customize/customise).

The list of the words is attached [here](#).

CHESS

Category

Upper Primary Level (grade 5-6)

Junior High School Level (Grade 7–9)

Participants

Individu

Committees will provide chess sets. Contestants may provide their own chess set (including board and pieces of a regular size and shape) and use them in competition in mutual agreement with their opponent and the Academics Coordinator.

Players designated “white” and “black” sit on opposite sides of the playing board, with the board orientated so that there is a white square in the corner on the player’s right-hand side. Each player has 16 pieces:

King - 1 piece	Queen - 1 piece	Rooks - 2 pieces
Bishops - 2 piece	Knights - 2 pieces	Pawns - 8 pieces

Pieces are set up so that the white queen is on a white square and the black queen is on a black square. The white side moves first. The decision of which player is white will be decided by lot.

Rules of movement are as listed below:

- ★ King - 1 square in any direction.
- ★ Bishop - any distance diagonally, but cannot pass an occupied square.
- ★ Rook - any distance forward, backward, or sideways, but cannot pass an occupied square.
- ★ Knight - 2 squares straight, (forwards, backwards or sideways) to be followed by 1 square to the side. It can pass an occupied square.
- ★ Queen - any direction, any distance, but cannot pass an occupied square.
- ★ Pawn - 1 square forward, or 2 squares forward on its initial move. It cannot pass an occupied square in a forward direction but can capture an opponent which is one square diagonally in front. (When a Pawn reaches the opposite end of the row, it is promoted to be a Queen, Bishop, Knight or Rook, at the player’s choice. Usually the Queen is selected as this is the most powerful piece.)

Aim of Game

The aim of the game is to checkmate the opponent’s King. A player who makes a movement that directly attacks the opponent’s King usually announces “CHECK”. The opponent must protect their King on their next move by moving their King to a safe square, capturing the attacking piece, or moving a piece between the threatening piece and the King. If the opponent fails to do this they have lost the game.

Capturing

This involves moving a piece to a square occupied by an opponent’s piece which is then captured and removed from the board. Pawns only capture diagonally forward. If a Pawn moves 2 squares forward on its initial move to escape being captured, the enemy Pawn can still capture it as if it had moved only one square. This capture must however be made immediately, if the move passes the pawn will be deemed safe. This move is called “En Passant” capture.

Castling

To Castle: The King moves 2 squares towards the Rook. The Rook moves to the square next to the King on the other side. To do this the King must not be in check, both the King and Rook must be in their first move, and there is no piece between the King and the Rook.

Time

All games will be timed at 10 minutes per player to a maximum of 20 mins per game. If a player's time runs out before the game is completed, the game is automatically lost provided the opponent has enough pieces left to deliver a checkmate. If the opponent does not, the game will be considered a draw and then re-played.

Chess is an elimination competition. No Judges Form is required.

CHECKERS

Category

Upper Primary Level (grade 5-6) and Junior High School Level (Grade 7–9)

Participants

Individu

Committees will provide Checkers Sets. Contestants may provide their own checkers set (including board and pieces of a regular size and shape) and use them in competition in mutual agreement with their opponent and the judges.

Checkers is played with two players. Each player has 12 pieces of one colour and a playing board that is shared with their opponent. The board should be turned so that a black square is in the corner on each player's left-hand side. All pieces are placed on black squares in the first three rows, each colour at opposite ends of the board.

Black always moves first. The decision of which player will be black is decided by lot.

The players move alternately. All pieces must "slide" diagonally forward to an adjacent empty black square beyond or use the "jump" move - jumping over an opposing piece on a diagonally adjacent square, to the square immediately beyond if this square is unoccupied. Pieces are not to move backward or to red/white squares.

The opponent's pieces that are "jumped" over are "captured" and removed from the board. Players **MUST NOT** "jump" over their own pieces. If a "jump" move is available it **IS COMPULSORY** for it to be taken, and if a sequence of "jumps" is possible, the player **MUST** make all the captures possible in that sequence. When more than one jump sequence is available the player can choose to take any one of these sequences, provided it is taken to completion. When a "jump" rule is violated, the player **MUST** retract the illegal move and make the "capture(s)" instead.

When a player's piece reaches the opponent's end row (this is called King row), the piece is crowned as a King, this ends the move. For simple identification, a same colour piece should be placed on top of the piece to make a King. The King may then "slide" or "jump" either diagonally forward or backward. The King is NOT permitted to jump over his own men. The compulsory 'jump' move also applies to the King.

The winner is the player who either "captures" or blocks all of their opponent's pieces and makes it impossible for them to move.

Deliberate time wasting could result in the judges disqualifying a player. Checkers is an elimination competition. No Judges Form is required.

DANCE

The Dance Competition is an opportunity for primary-level students to demonstrate creativity, teamwork, confidence, discipline, and appreciation of performing arts through an engaging and appropriate dance performance.

Category

Primary Level (Grade 5–6)

Participants

Group performance (3-6 students/group)

Music

Participants may choose their own music, instrumental or with appropriate lyrics.

Dress Code

Costumes must be decent, appropriate, and suitable for primary school students.

Clothing should allow participants to move comfortably and safely.

Costumes should not be excessively revealing, transparent, or excessively tight.

Avoid clothing or accessories that may cause injury or interfere with movement.

Footwear must be appropriate for the dance and venue.

Simple and creative accessories are allowed as long as they are safe.

Costumes should support the theme and concept of the performance.

Choreography Guidelines

The choreography should be creative, coordinated, and age-appropriate.

Movements should demonstrate rhythm, coordination, expression, and teamwork.

Choreography must not contain inappropriate, suggestive, or offensive movements.

Avoid movements that could cause injury or require dangerous stunts.

Participants may combine different dance styles creatively.

Formations, transitions, levels, and use of stage space are encouraged.

The performance should have a clear beginning, development, and ending.

Props may be used but must be safe, easy to handle, and prepared by the participants.

Music Guidelines

Music must be appropriate for a primary school audience.

Songs containing inappropriate language, themes, or messages are **not** permitted.

Edited versions of songs should be submitted if necessary.

Participants must submit their music to the committee according to the registration/technical meeting schedule.

Music should be in a format specified by the committee.

Performance Duration

Allowed duration: 3 minutes - 5 minutes

The timing begins when the performance/music starts and ends when the performance finishes.

Performances exceeding the maximum duration may receive a time deduction from the judges' score.

TAMBOURINE DANCE

Category

Junior High School Level (Grade 7–9)

Participants

Group performance (3-6 students/group)

General

All students in all tambourine items must dress appropriately. Special attention should be given to shirt and skirt lengths in regard to choreographed movements. Tambourine items are not dance items. Performers are required to demonstrate their skills in the proper techniques of tambourine playing. Choreography must be secondary in the performance and may add to the visual effect, but will not necessarily earn points from the judges.

Tambourine items may be accompanied by recorded music featuring multiple instruments and vocals but the accompaniment must not be a dominating feature of the item. The accompaniment must not include applause, cheering or calling out. General Music Selection Guidelines apply to all tambourine items.

Students should select music that presents a Gospel message, reflects Christian values and leads to praise, joy, prayer, etc. (Col 3:16-17). Students are to ensure that their performances glorify God and not themselves. Give careful attention that the musical presentation does not reflect secular mannerisms. Students should consider it important to select items that are least likely to cause offense to other

Christians remembering the principles of Romans 14:13-15:3 & 1 Cor. 8:9. Raucous music should be avoided. On the other hand, all in attendance are

A timbrel routine of 5-20 tambourines played together as **percussion** for a music score. (A Tambourine ensemble may not be directed from the front.)

Introduction

The contestant or a preselected spokesperson is to introduce the group, the school represented and the title of the song to be performed. This does not count against the TIME of the performance but does count as part of the PRESENTATION. The introduction should not be rushed or mumbled. Speak with control and authority. A Scripture reference or some other brief comment may be appropriate to prepare the audience for your presentation.

MIMES

Category

Junior High School Level (Grade 7–9)

Participants

Individual or Group performance (3-6 students/group)

1. The contestant or a preselected spokesperson is to introduce the group, the school represented and the title of the song to be performed. This does not count against the TIME of the performance but does count as part of the PRESENTATION. The introduction should not be rushed or mumbled. Speak with control and authority. A Scripture reference or some other brief comment may be appropriate to prepare the audience for your presentation.
2. A Mime event may be a solo (1) or Group (2-5) only. Students may enter as a solo or group.
3. Duets may include students of the same gender or from either gender.
4. The mime must tell a story with movement and facial expressions and gestures. Students must ensure that the story has structure (i.e. a beginning, middle and end). A written outline of the story must be given to the judges.
5. No props or dialogue are permitted. Students MUST NOT mouth words. The students are to show all imaginary props with movement. Each movement is to have specific purpose which adds meaning to the delivery of the story.
6. The presentation time limit is four (4) minutes minimum to six (6) minutes maximum. If the piece does not meet the time requirements, students will receive a 0.5 point deduction for any portion of thirty (30) second increments outside the allotted time.
7. Only instrumental music may be used, no sound effects allowed.
8. The mime must illustrate a Bible Story or Biblical principle.

9. Entrants must wear plain black clothing or traditional black and white striped shirt (braces optional) with black trousers or trackpants. NOTE: Black trackpants and a loose black t-shirt are allowed.
10. The traditional white face with black accents and white gloves are optional.
11. Plain, black backdrops are permitted.

VOCAL

Category

Solo: Upper Primary Level (grade 5-6)

Duet/trio: Junior High School Level (Grade 7–9)

General

Students should select music that presents a **Gospel** message, reflects Christian values and leads to praise, joy, prayer, etc. (Col 3:16-17). Students are to ensure that their performances glorify God and not themselves. Give careful attention that the musical presentation does not reflect secular mannerisms. Students should consider it important to select items that are least likely to cause offense to other Christians remembering the principles of Romans 14:13-15:3 & 1 Cor. 8:9. Raucous music and shallow, repetitive lyrics should be avoided. On the other hand, all in attendance are asked to exercise some moderation in their judgement of music styles showcased.

If a chosen piece is not in the student(s) range, it may be rewritten in a more appropriate key.

In the vocal Section, all categories are **non-gender** specific. Male and female contestants may compete together in Music Instrumental events involving two (2) or more contestants.

Introduction

The contestant or a preselected spokesperson is to introduce the group, the school represented and the title of the song to be performed. This does not count against the TIME of the performance but does count as part of the PRESENTATION. The introduction should not be rushed or mumbled. Speak with control and authority. A Scripture reference or some other brief comment may be appropriate to prepare the audience for your presentation.

Accompaniment

Although not part of the assessed performance itself, the accompaniment plays an important role in a performance. The accompaniment must direct the listener's attention to the performance without dominating or distracting. The accompaniment must be balanced and integrated, and if recorded, the recording must be of good quality.

Contestants may use any of the following:

1. Acapella (no musical accompaniment)
2. One LIVE musical accompaniment that is capable of playing chords e.g. guitar (no orchestral or multiple live instruments).
3. A pre-recorded backing track with one or multiple instruments/sounds may be used. Backing track **MUST NOT** include vocals.

If recorded accompaniment or backing track is used:

- ensure it is a good quality recording
- bring a second copy of the CD/USB in case of emergency
- accompaniments for several items may be recorded on one CD/USB
- the track number for specific items must be given to the sound operator with the CD
- clearly label your USB/CD with your name and school

Time Limits

Participants in this event are given a time limit: Maximum five (5) minutes.

Duet (2 contestants)/Trio (3 contestants)

Each singer must sing separate parts in harmony. A small amount of unison may be acceptable, but the majority of the item must be in parts. There are three different gender categories available in the duet event: male, female and mixed. Students in a vocal small group cannot accompany themselves while singing.

STORY TELLING

Category

Upper Primary Level (grade 5-6)

Junior High School Level (Grade 7–9)

Participants

individual

Appearance

Dignity and good grooming should be apparent. Clothing should be clean and neatly pressed. Shoes should be shined. Participants must wear school uniforms.

All dummies, puppets and characters in plays **MUST** have proper appearance.

Poise-self confidence

Approach - The approach is one of the most important elements in all Platform events. The contestant should walk confidently and briskly to the podium or front of the room and establish eye contact, introduce themselves and their team, pause and then begin their presentation.

Eye Contact - The contestant/s should establish rapport with the audience by good eye contact. They should avoid looking down, up at the ceiling or out of the window. Their eyes should move over the entire audience slowly and naturally.

Posture and Gestures - The rule for posture is DO NOT SLOUCH!! The contestant/s should stand straight, but not lock-kneed. Gestures should be free and should flow naturally from enthusiasm. Natural movements are more effective than forced gestures.

Delivery - The speaker/s should project their voice (using their diaphragm), recreate the mood, experience, emotion, and feelings of the author and employ voice variations and tempo.

Introduction

The contestant or a preselected spokesperson is to introduce the group, the school represented and the title of the song to be performed. This does not count against the TIME of the performance but does count as part of the PRESENTATION. The introduction should not be rushed or mumbled. Speak with control and authority. A Scripture reference or some other brief comment may be appropriate to prepare the audience for your presentation.

Illustrated Storytelling

The student tells, from memory, a Bible-based story (e.g. missionary adventure, Jungle Doctor, Danny Oris, etc.). They may use such items as flannel graph, visual aids, costume, sound effects, accompaniment or any “prop” that enhances story material.

1. The student must indicate to judges to which group they are speaking.
2. At least four hand-held illustrations (pictures, tools, books, etc.) must be used.
3. No lip-syncing allowed.
4. No other person may assist. Recorded material must be compiled, arranged and operated by the student.
5. This is NOT a one-act play. The emphasis is on telling an effective story.
6. There are **NO** separate categories for males and females.
7. Set-up time is limited to two (2) minutes.
8. The time limit for the presentation is four (4) minutes minimum to six (6) minutes maximum.
9. High value will be given to the originality the performer used to make the story “live” for the audience.
10. DO NOT USE PUPPETS.
11. Scripts MUST be memorised. Places will not be awarded if scripts are not memorised.

DRAWING-PASTEL

Category

Upper Primary Level (grade 5-6)

Participants

Individual

1. Participants must complete their artwork onsite at the designated competition venue.
2. Participants will have a **maximum of 3 hours** to complete their artwork.
3. Participants must bring their own drawing materials and equipment, unless otherwise specified by the committee. Entries in this event must use pastels or chalks, consisting of pigment powder ground chalk and gum which is formed into a dry paste.
4. The artwork must be created entirely during the competition period. **Pre-drawn or prepared artwork is not** permitted.
5. Participants must work independently and may not receive assistance from teachers, parents, or other participants.
6. All artwork must be completed and submitted before the 3-hour time limit ends.
7. It is recommended that colour be built up gradually, starting with light open lines of colour which are overlaid to produce the colour effects and visual blending.
8. Special attention should be given to keeping your entry 'clean' as pastels and chalks can easily be smudged.
9. Pastels are to be consistent with a Biblical Worldview and must not portray the face of Christ.

DRAWING-SKETCH

Category

Junior High School Level (Grade 7–9)

Participants

Individual

1. Participants must complete their artwork onsite at the designated competition venue.
2. Participants will have a maximum of 3 hours to complete their artwork.
3. Participants must bring their own drawing materials and equipment, unless otherwise specified by the committee. Entries in this event must use charcoal, graphite or lead pencils. **DO NOT** use coloured pencils or other forms of colour.
4. The artwork must be created entirely during the competition period. **Pre-drawn or prepared artwork is not** permitted.
5. Participants must work independently and may not receive assistance from teachers, parents, or other participants.
6. All artwork must be completed and submitted before the 3-hour time limit ends.

7. Sketching is not about drawing an outline and 'colouring-in' shapes or areas, rather it focuses on the building of lines, strokes and shading to form a unifying picture or effect. Special detail should be given to the depiction of tone (the combination of a subject's natural light, colour and texture), so that your entry has the appearance of depth.
8. Avoid solid, continuous outlines. Lines can be varied by the hardness/softness of the lead (ranging from 9H- 8B), sharpness of the tip, pressure applied and speed at which the line is drawn.
9. Special attention should be given to keeping your entry 'clean' as leads and charcoals can easily be smudged.
10. Sketches are to be consistent with a Biblical Worldview and must not portray the face of Christ.

TABLE TENNIS

Category

Men's Singles & Women's Singles

Junior High School Level (Grade 7–9)

Participants

Individual

General

All P.E. uniforms and competition clothing **MUST** comply with the following:

- Sleeves are to stay draped over the shoulders at all times.
- Sleeveless shirts will **NOT** be allowed. However, a numbered tank top/singlet over a T-shirt is acceptable.
- Shoes must be worn on both feet at all times.

Code of Conduct

1. Students must play by and adhere to the rules of competition; should accept the authority of match officials, should compete in a respectable manner and display good sportsmanship both on and off the field/court; should refrain from any form of verbal/physical abuse or discrimination.
2. Staff, Sponsors and Coaches should be a positive role model, encouraging and supportive of players; should accept the authority of match officials; should refrain from any form of verbal/physical abuse and harassment towards students, officials and other staff/spectators.
3. Any persons not adhering to competition rules or behaving in an unruly, disruptive manner will be given a verbal warning. If conduct is repeated, the official/umpire/referee may suspend play until appropriate action has been taken and, if need be, request that a disruptive person is removed from the game/sideline.

Singles

1. The bat may be any commercially produced bat with rubber sheets. There are to be no holes or damaged portions on the rubber sheets; sandpaper, cloth or bare wooden surfaces are not allowed. Students must supply their own bat.
2. Warm-up may be no longer than one (1) minute.
3. A game is won by the player/team who scores 11 points unless both players/teams score 10 points, then the game is won by the player/team who leads by two points i.e. 12-10 or 13-11 etc. A match shall consist of the best two (2) out of a maximum of three (3) games.
4. Player change ends after every game. If a third game is required, player change ends once the first player scores five (5) points in an eleven (11) point game.
5. A player scores a point when their opponent either fails to make a good serve; fails to make a good return; obstructs the ball; allows the ball to bounce twice in their court; strikes the ball twice in making one return; moves the table while the ball is in play; touches the playing surface with their free hand; or touches the net or its supports while the ball is in play.
6. A legal serve is one where the ball is placed on the palm of the free hand; it must be stationary, above the table, and behind the serving end line. The server must toss the ball without imparting spin so that it remains visible to the umpire at all times. The server then uses the bat to strike the ball on its descent. The ball must first touch the server's court and then go over the net, touching the receiver's court. If a player misses the ball while attempting to serve they lose the point.
7. In Singles, the ball can bounce anywhere on the table during service, as long as it still meets the legal service requirements.
8. After every two (2) points the server becomes the receiver and the receiver becomes the server in an eleven (11) point game.

MUSIC BAND

Category

Junior High School Level (Grade 7–9)

Participants

Group

General

Students should select music that presents a Gospel message, reflects Christian values and leads to praise, joy, prayer, etc. (Col 3:16-17). Students are to ensure that their performances glorify God and not themselves. Give careful attention that the musical presentation does not reflect secular mannerisms. Students **should** consider it important to select items that are **least likely to cause offense to other Christians** remembering the principles of Romans 14:13-15:3 & 1 Cor. 8:9. Raucous music should be

avoided. On the other hand, all in attendance are asked to exercise some moderation in their judgement of music styles showcased.

Introduction

The contestant or a preselected spokesperson is to introduce the group, the school represented and the title of the song to be performed. This does not count against the TIME of the performance but does count as part of the PRESENTATION. The introduction should not be rushed or mumbled. Speak with control and authority. A Scripture reference or some other brief comment may be appropriate to prepare the audience for your presentation.

Band

Time limit: Maximum ten (10) minutes (including set up & pack)

1. There must be a **leader**. You must provide a **sound technician** (this can be one of the performers, or an additional student). The Sound technician is included as part of the Ensemble and must be clearly identified on the Group List which is sent in with Registration. The sound technician must report to the committee representative for instruction in use of the sound equipment at a specified time and place.
2. Any instruments may be used.
3. There must be **at least 1 vocalist, and at least 3 instrumentalists**. Singers may play instruments. No external recording may be used.
4. The committee will supply the following:
 - Electric drum set
 - one keyboard
 - 3 hand held microphones
5. You will be awarded marks for intelligent arranging e.g. if your guitars are playing cross rhythms, let your keyboard/piano play more sparsely. Remember, less is more!
6. Vocalists:
 - you will always receive marks for effective harmonies
 - diction is important.
 - sing confidently
7. Set Up and Pack Down:
 - You will have 5 minutes set up and pack down time
 - Drum kits should be set up prior to performance and moved to the stage quickly.
 - Be punctual! Time is limited. Have an intelligent setup and pack down a plan and work to it.

PHOTOGRAPHY-EVENT

Category

Junior High School Level (Grade 7–9)

Participants

Individual

Event/Action photography: A photo showcasing individual or crowd photography at TIS Open House events, held at Water front, Saturday, 19 September 2026.

General

1. If the photograph is obviously not in focus where it is meant to be, it will not be judged.
2. Students may use any camera for all entries. Editing software is permitted for enhancements, such as hue, saturation, brightness, contrast, shadows, highlights, lights/blacks, minor blemish removal, cropping, straightening, lens correction, distraction element elimination, etc for a photo or part of a photo. Major manipulation, for example: liquefaction, enlarging or shrinking body parts, or major object addition or subtraction are not allowed.
3. Students **must** send the softcopy of the photo to yohanes.yosafat@teachindonesia-school.com latest by 5 PM along with the **title/caption** explaining the photo.

BADMINTON

Category

- Men's Singles
- Women's Singles

Participants

Junior High School Level (Grade 7 - 9) → Individual with maximum number of participants 16 for men's singles and 16 for women's singles.

Competition Format

The competition will use a Single-Elimination (Knockout) System.

Scoring System

1. All matches will use a Best-of-Three Games format.
2. The player who wins two games first wins the match.
3. Each game is played to 21 points.
4. The rally-point scoring system will be used, meaning that a point is awarded after every rally.
5. At 20–20, play continues until one player has a two-point lead.
6. If the score reaches 29–29, the player who scores the 30th point wins the game.
7. Therefore, 30 points is the maximum score for one game.

Examples:

21–15 = game won;

- 21–19 = game won;
- 22–20 = game won after deuce;
- 30–29 = game won at the maximum score.

Change of Ends

1. Players change ends after the first game.
2. If a third game is required, players change ends when one player first reaches 11 points.
3. Players must change ends promptly and be ready to resume play.

Intervals

1. A maximum 60-second interval is permitted when the leading score reaches 11 points in each game.
2. A maximum 120-second interval is permitted between the first and second games and between the second and third games.
3. Players must return to the court promptly when the interval ends.
4. The referee or organizing committee may manage interval timing to keep the event on schedule.

Draw and Player Seeding

1. Players will be placed in the competition draw through an official draw conducted by the organizing committee.
2. Seeding may be applied if the organizing committee has established appropriate criteria before the draw.
3. Once officially announced, the draw will be considered final.
4. Players may not request a change of opponent after the draw, except in the event of an administrative error by the organizing committee.

Pre-Match Requirements

Each participant must:

- Complete the required registration or check-in before the match.
- Arrive at least 15 minutes before the scheduled match time.
- Wear appropriate sports clothing.
- Wear suitable sports shoes for the badminton court.
- Bring all necessary personal equipment.
- Complete an appropriate warm-up before the match.
- Ensure that they are ready and fit to participate.

Late Arrival and Walk Over

1. A player who is not present when the match is called will be given a maximum grace period of 10 minutes from the official call.
2. If the player remains absent after the grace period, the organizing committee may award the match to the opponent by walkover (WO).
3. The decision to award a walkover will be made by the organizing committee based on attendance records and the circumstances.
4. Players who have been called must proceed to the assigned court immediately.

Conduct During Match

1. Demonstrate good sportsmanship at all times.
2. Respect opponents, officials, teachers, organizers, and spectators.
3. Follow the decisions and instructions of the umpire.
4. Avoid provocative or disruptive behavior.
5. Use respectful language and behavior.

6. Avoid deliberately delaying the match.
7. Take care of school facilities and competition equipment.
8. Keep the competition area clean and orderly.

Prohibited Conduct

1. Physical violence, threats, or intimidation toward another participant.
2. Insulting, mocking, or deliberately humiliating an opponent.
3. Deliberately distracting an opponent in an unsporting manner.
4. Throwing a racket or other equipment.
5. Kicking, hitting, or intentionally damaging court facilities or equipment.
6. Using abusive or disrespectful language toward officials or organizers.
7. Leaving the court without the umpire's permission during a match.
8. Any other behavior considered unsporting by the organizing committee.

Depending on the seriousness of the violation, the organizing committee or umpire may issue a warning, penalty, or disqualification.

Equipment

- A badminton racket that is in safe and playable condition.
- Appropriate non-marking sports shoes suitable for an indoor badminton court.
- Appropriate and comfortable sports attire.
- Any other personal equipment required for participation.
- Competition shuttlecocks will be provided by the organizing committee. The committee reserves the right to determine the brand and type of shuttlecock used.

Umpires and Match Decisions

1. Each match will be supervised by an umpire or official appointed by the organizing committee.
2. The umpire is responsible for managing the match and applying the competition rules.
3. All participants must respect the umpire's decisions during the match.
4. Any complaint or protest must follow the procedure established by the organizing committee.
5. The final decision of the organizing committee regarding competition matters shall be binding.

Sportsmanship and Fairplay

The School Cup is not only about winning matches, but also about demonstrating positive character and respect.

PLAY FAIR – RESPECT YOUR OPPONENT – GIVE YOUR BEST

Participants are expected to accept victory with humility and defeat with dignity. No participant should seek an advantage by violating the rules or intentionally disadvantaging another participant.

Safety

1. Participants must warm up properly before each match.
2. Participants must use appropriate sports equipment and footwear.
3. If a participant is unable to continue because of physical discomfort or another safety concern, they must immediately inform the umpire.
4. The organizing committee may suspend or stop a match if circumstances create a safety risk.
5. All participants must follow the instructions of school staff, officials, and organizers.

Special Provisions

1. Any matter not covered by these guidelines will be determined by the organizing committee.

2. The organizing committee reserves the right to make reasonable technical adjustments if unexpected circumstances affect the competition.
3. Any changes will be communicated to participants before they are implemented whenever reasonably possible.
4. By participating in the School Cup, each participant is considered to have read, understood, and agreed to these competition guidelines.

“Let the best player win, but let every player leave the court with pride and respect.”

GOOD LUCK AND PLAY FAIR!

JUDGES FORM

For a more detailed evaluation area you may check the judges form [here](#).