



SPORTSG ENTERPRISE INNOVATION AND CAPABILITY DEVELOPMENT GRANT

Frequently Asked Questions (FAQ)

**ENTERPRISE INNOVATION AND CAPABILITY DEVELOPMENT GRANT
FREQUENTLY ASKED QUESTIONS (FAQ)**

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**ENTERPRISE INNOVATION AND CAPABILITY DEVELOPMENT GRANT
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GENERAL

1. Who is eligible to apply for the InnoGrant?

The grant is open to Singapore-registered organisations that are at least 30% Singaporean-owned and pursuing technology solutions for sports and/or fitness.

2. Can two or more organisations form a consortium to apply for the InnoGrant?

The consortium must either form a single incorporated business entity or be led by a main business entity registered under the Accounting and Corporate Regulatory Authority (ACRA) with valid operations in Singapore. Additionally, the consortium must have a minimum of 30% local shareholding.

3. Can I apply for the InnoGrant for more than one project?

You may submit more than one project, but ensure that you have sufficient resources and capabilities to undertake multiple projects.

4. Can I apply for the InnoGrant if I have already received a grant from another government agency?

Applicant must declare all existing sources of government funding for the same InnoGrant proposal. Projects cannot receive grants for the same project deliverables from different government agencies.

5. Can I seek other private investments while applying for the InnoGrant?

You may continue to seek private investments.

6. Can I apply for the InnoGrant if the project has already started?

The grant will only cover the relevant qualifying project costs from the project's start date as stipulated in the grant's Letter of Award. All costs incurred prior to that date will not be covered.

7. My project does not fall within the list of focus areas preferred for the InnoGrant, but it can be utilised/applied in the sport and fitness industry. Can my project be supported?

The technology categories serve as a general guide. Please write to innogrant@sport.gov.sg to determine if the project could qualify for the InnoGrant.

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8. Does Esports innovation and technology development fall within the scope of the InnoGrant?

Yes, if your solution focuses on active virtual sports that involve physical exertion and/or emulate real-world sports in a virtual setting, or a virtual representation of the sports sanctioned by the International Sports Federations (IFs).

9. Can I apply for the InnoGrant if I am already a past InnoGrant recipient?

You can apply if the solution or product is distinct from the previously approved InnoGrant project and is not a continuation of its development.

10. Can organisations established for less than 3 years apply for the InnoGrant?

Yes, please submit any available financial statements with your InnoGrant application.

11. Is there a closing date for InnoGrant applications?

Applications can be submitted at any time, provided that the project's target completion date is before 28 February 2026.

12. What is the implication to my project's funding if the actual completion date extends beyond 28 February 2026?

Expenses incurred after the approved project's target completion date as stipulated in the Letter of Award or 28 February 2026, whichever is earlier, will not be covered by the grant. If your project remains incomplete by aforementioned date, it may also affect your ability to fulfill your obligations under the grant conditions.

13. Is there support available to assist me with issues encountered during the application process?

For InnoGrant queries, please write to innogrant@sport.gov.sg.

EVALUATION OF APPLICATIONS

14. What will my submission be evaluated on?

Your submission will be evaluated on the following areas:

- a. Strategic outcome of the project;
- b. Relevance of the sport and fitness industry problem(s);

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- c. Innovativeness and/or competitiveness of the product or solution;
- d. Commercial potential of the product or solution; and
- e. Overall project management plans.

15. How long do I have to wait to know the results of my submission?

The result will be known within two months from the complete submission of the application, depending on the complexity of the proposal.

16. Do I need to address the commercial merits if the project is still at its early stage?

Commercial potential is one of the evaluation criteria. Refer to Q14.

17. Does the InnoGrant only support projects which serves the public or for high-performance athletes?

The InnoGrant does not limit your target audience as long as your project is an innovation technology solution for the sport and fitness industry.

GRANT SCHEME

18. How will the InnoGrant be disbursed?

The InnoGrant will be disbursed in two tranches, at the mid-way point and the end point of the project, if all Key Performance Indicators (KPIs) are met. Progress reports, site visits and demonstrations will be required to verify the KPIs.

19. How much of the project costs will the InnoGrant cover?

For SMEs, the InnoGrant will fund up to 50% of qualifying project costs or \$1,000,000, whichever is lower.

For non-SMEs, the InnoGrant will fund up to 30% of qualifying project costs or \$1,000,000, whichever is lower.

Note:

- a. SMEs are defined as enterprises with operating receipts not more than \$100M or employment not more than 200 workers.
- b. Non-SMEs are defined as enterprises with operating revenue more than \$100M and employment more than 200 workers. It also includes ministries, statutory boards, and government or government-aided schools.
- c. Refer to Q20 on qualifying project costs.

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20. What are qualifying project costs for the InnoGrant?

Qualifying project costs include expenses related to the project’s development, such as:

- a. Third party consultancy and/or service fees (where applicable);
- b. Software and equipment; and
- c. Manpower hiring and/or training of existing staff.

The InnoGrant can only cover expenses incurred locally and on service providers registered in Singapore.

Examples of items that do not fall within the qualifying project costs (non-exhaustive):

S/N	Item
1	Development and/or maintenance of website
2	Capital expenditure, i.e. funds used to acquire, upgrade and maintain physical assets such as property, plants, buildings, or equipment etc.
3	Rental costs
4	Infrastructure-related costs (e.g. renovation, maintenance, and any other related fees etc.)
5	Office equipment (e.g. stationery, desks, chairs, hard disk, laptops etc.)
6	Manpower costs not related to the development of the project (e.g. air tickets, accommodation, recruiting staff/intern to carry out functions such as marketing, sales, administration, human resources etc.)
7	Training courses that do not relate to the development of the project
8	Patenting related costs
9	Certifications accredited overseas Note: Local certification that is required during the testing phase may be considered on a case-by-case basis
10	Royalties
11	Marketing/publicity/advertising-related costs
12	Audit of accounts

21. Does all the project expenditure have to be local?

The InnoGrant will only cover qualifying project costs of solutions or services providers registered in Singapore.

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22. How will I receive the grant monies?

You will receive the grant monies through your registered account on Vendors@Gov. For more information, please refer to vendors.gov.sg/doc/LoginRegister.pdf.

23. What is the maximum project duration?

The project should not exceed 18 months.

24. What if the project fails to meet the agreed KPIs?

If project KPIs are not met, SportSG reserves the right to withhold the disbursement of the relevant tranches of the InnoGrant, clawback any disbursed funds and/or terminate the InnoGrant.

25. Can I use SportSG's logo for publicity?

The award of grant to you is not an endorsement of your solution. The use of SportSG logo will require prior written approval from SportSG.