



BALAY SPORTSFEST 2023

General Guidelines & Event Mechanics

As of May 10, 2023,

I. THE BALAY SPORTS EVENTS

For Sports Events, we shall conform to the National Sports Associations (NSA), International Federation Rules and Regulations as stipulated for each sporting event.

I.1 The following sports are included in the Balay Program Sports Events 2023:

- Men’s Basketball
- Men / Women Volleyball
- Table Tennis (Mixed)
- Badminton (Mixed)
- Men/Women Running Events
- Bowling (Mixed)
- Tug-O-War (Mixed)
- Sack Race (Mixed)

II. GENERAL GROUND RULES

2.1 *Points for General Championship*

2.2 The following point system shall be observed in determining the General Championship:

RANK	POINTS
Champion	50 Points
1 st Runner Up	35 Points
2 nd Runner Up	25 Points
3 rd Runner Up	15 Points
4 th Runner Up	10 Points
5 th Runner Up	5 Points
No Entry	0

2.3. Specific Ground Rules for each sporting event will be applied. In the absence of ground rules, updated and existing International Federation Rules will be followed.

2.4 Each player can play a maximum of **Three (3)** events.

2.5 In case of a tie for any rank, it should be resolved by the following in order of priority:

2.2.3.1 Number of Championships

2.2.3.2 Number of 1st Runner-up Finishes

2.2.3.3 Number of 2nd Runner-up Finishes

2.6 **DEFAULT** – A Balay that fails to appear during their scheduled time of the game and after a grace period of **Fifteen (15) minutes** will be declared a default in favor of the opponent.

2.7 **FORFEITURE** – When a Balay becomes incomplete, it must employ substitution through legal means, otherwise their game shall be considered forfeited.

III. TOURNAMENT FORMAT

III.1 For Basketball, Volleyball, Badminton, and Table Tennis

- The Balays will be divided into two (2) brackets, with a single round-robin format.
- The top two (2) Balay from each bracket will qualify for the crossover (semi-finals).
- The winners will play for FINALS, and non-winners will play for 3rd and 4th.

III.2 For Running Events

- No heats will be done.
- All players in the lineup will play in the FINAL.
- A player included in the line for Running Events can play a maximum of 2 running events.

III. 3 For Sack Race & Tug-o-War

- Single round-robin for Each Balay. Each Balay will have a minimum of four (4) games.
- After the elimination, ranks will be determined.
- Rank 3 vs Rank 4 (Battle for 3rd)
- Rank 1 vs Rank 2 (Battle for Championship)

III. 4 For Bowling

- “Head-to-head” match.
- 2 games per player. 10 frames in a game.
- Total score of the 10 players will be consolidated and the highest score will be declared as the winner.

IV. RESOLUTION OF TIES

- A tie shall be resolved by the following procedure below:
 - Rank the tied teams by the results of games among themselves; a winner has placed ahead of a loser (win-over-the-other/head to head)
 - In case of multiple ties (three or more teams):
 - *Match Point* (Wins = 2 Points and Loss = 1 Point, Default = 0)
 - *Set quotient*: Set won over sets lost; point quotient of games of involved teams.
 - *Point quotient*: Points scored over points against

V. DECORUM OF BALAY MEMBERS

- V.1 Each **Balay Ate/Kuya** is responsible for the behavior and actions of all the Balay members.
- V.2 Players/Coaches/Team Officials uttering derogatory words or profane language, pointing an accusing finger/dirty finger, or cursing the referees and other officials during and immediately after the game shall be sanctioned or subjected to disciplinary actions.
- V.3 Players who have been thrown out or ejected from the game by the referee/umpire or due to unsportsmanlike behavior will merit a one (1) game suspension. He or she will not be allowed to play in the succeeding game based on the game schedule.

VI. GROUND RULES PER SPORTING EVENT

VI.1 Basketball (Men)

- Team composition: there will be a maximum number of fifteen (15) players. The official roster of players should be declared prior to the start of the game.
- There will be 4 quarters in one game. Each quarter will be played for 10 minutes running time except for the last (4th) quarter (Stop Time). The Coach / Team Leader can field any player in each quarter.
- **All players must play.**

VI.2 Volleyball (Men and Women)

- Team composition: there will be a maximum number of fifteen (15) players. The official roster of players should be declared prior to the start of the game.
- During the Elimination Round, games will be 3 sets race to 25 points (running score). Deciding set (3rd Set) is up to 15 points only.
- During the Semi-Finals & Final Round, games will be 5 sets race to 25 points (running score). Deciding set (5th set) is up to 15 points only.
- The Coach / Team Leader can field any player in each set.
- **All players must play.**

VI.3 Table Tennis (Mixed)

- Team composition: There will be a minimum of four (4) and a maximum number of six (6) members, 2 Males, and 2 Females. Each Balay can put two (2) reserves (1 Male and 1 Female). The official roster of players should be declared prior to the start of the game.
- There will be 3 sets in one (1) game, race to 11. During the finals, it will be 5 sets.
- There should be no repetition of players, one event per person.
- **All players (minimum of 4) must play.**
- Changes in the submitted lineup will not be accepted.
- **The events are:**
 - ☐ Singles A (Female)
 - ☐ Single B (Male)
 - ☐ Mixed Doubles (Men and Women)

VI.4 Badminton (Men and Women)

- Team Composition: There will be a minimum of six (6) and a maximum number of seven (7) members. The official roster of players should be declared prior to the start of the game.
- **All players must play.** Changing the line-up is not allowed.
- Each player can play a maximum of one (1) event (*The line up is strictly followed*).
- Race to 30 points (change court on the 15th point).
- There will be a ten (10) minute break after each game.
- **The events are:**
 - ☐ Singles A (Male)
 - ☐ Singles B (Female)
 - ☐ Mixed Doubles (Male & Female)
 - ☐ Single C (Male)
 - ☐ Singles D (Female) *Decision match*

VI.5 Bowling (Men and Women)

- Team composition: There will be a maximum of ten (10) players for each Balay (4 Males and 6 Females).
- The official list roster of players should be declared prior to the start of the game.
- “Head-to-head” match. 2 games per player. 10 frames in a game.
- Total score of the 10 players will be consolidated and the highest score will be declared as the winner.

VI.6 Running Events

- Team Composition: Each Balay can field one (1) player for each event (Men and Women Division).
- Each player can play a maximum of two (2) running events.
- The events are:
 - ☐ 100 M (Men and Women)
 - ☐ 200 M (Men and Women)
 - ☐ 400 M (Men and Women)
 - ☐ 4x100 M Relay (Men and Women)
- Participants should run in designated lanes and cannot cross lanes, throughout the race.
- Participants shouldn't step on white lines that mark their lanes throughout the race.
- Before giving the 'set' command or before firing the starter gun, runners cannot touch the other side of the start line with their hands or feet.
- Participants should not obstruct other athletes during the race.
- Participants must start to run immediately after firing the starting gun/whistle or else it would be a disqualification.
- For the relay event, participants shouldn't drop the baton throughout the race.

VI.7 Sack Race

- Team Composition: There will be a maximum of ten (10) players which will be arranged alternately (Male - Female - Male - Female....)
- Each person places both of their feet in the sack.
- Participants begin hopping towards a marked point and back, tagging the next person in their team. Then the next person enters the sack and repeats the process.
- The team that crosses the finish line first wins.

VI.8 Tug-O-War

- Team Composition: Each Balay has eight (8) players (4 Males and 4 Females).
- Each Balay has to work together to pull the rope.
- The team that is dragged towards the center by the opposing team and whose mark crosses the center line will be proclaimed the loser.
- The rope must be pulled underarm and nobody's elbow must go below the knee, otherwise a foul will be called.