



BALAY SPORTSFEST 2024

General Guidelines & Mechanics

As of March 16, 2024

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 2024**:

- Men’s Basketball
- Men’s Volleyball
- Women’s Volleyball
- Table Tennis
- Badminton
- Men’s Swimming
- Women’s Swimming
- Men’s Chess
- Women’s Chess
- Darts
- Billiards
- Bowling
- Tug-o-War
- E-Games Mobile Legends

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, Darts**

- 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 the FINALS, and non-winners will play for 3rd and 4th.

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

- Each **Balay Ate/Kuya** is responsible for the behavior and actions of all the Balay members.
- 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.
- 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 **FIVE Minutes of the 4th quarter** (Stop Time).
- The Coach / Team Leader can field any player in each quarter.

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).
- 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.

VI.3 Table Tennis

- Team composition: Two (2) Men and Two (2) Women. 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 will be:**

- Singles A (Female)
- Single B (Male)
- Mixed Doubles (Male and Female)

VI.4 **Badminton**

- Team Composition: Two (2) Men and Two (2) Women. 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.
- All players must play. Changing the line-up is not allowed.
- Each player can play only one (1) event.
- Race to 30 points (change court on the 15th point).
- There will be a ten (10) minute break after each game.
 - **The events will be:**
 - Singles A (Female)
 - Singles B (Male)
 - Mixed Doubles (Male & Female)

VI.5 **Swimming (Men and Women)**

- Team composition: Two (2) Men and Two (2) Women
- Official roster of players should be declared prior to the start of the game.
- Any stroke can be used in any of the events.
- There will only be one (1) heat per event. The best time of swimmers per event will be recorded and computed.
- Each player can participate in Two (2) events.
- The events will be:
 - 25 Meters individual (Male and Female)
 - 50 Meters individual (Male and Female)
 - 100M relay (2 Males & 2 Females)

VI.6 **Chess (Men and Women)**

- Team Composition: Four (4) Men and Four (4) Women
- Teams have the option to designate a Team Captain, who may or may not actively participate as a player. Alternate players are considered substitute players and must be declared on or before the deadline stated above.
- The order of the 4 players submitted at the beginning of the tournament will remain constant throughout the entire duration of the event.
- **Tournament System/Format & Time Control:**
 - The tournament shall be played in a single-round robin team play (from boards 1-4). No substitutions will be allowed at any point of the tournament. Players on higher board numbers cannot play on lower boards. In the absence of higher board players, players on lower boards may play up to 2 boards higher.

- The team which accumulated the highest Match Points at the end of the tournament (Round 5) will be declared champions.
- The tournament will be governed by the 2024 FIDE Laws of Chess for Rapid event.
- Time Control: 10 minutes + 5 seconds increment play to finish.
- Recording is optional.
- Before each round, players must turn off or silence their mobile phones and electronic devices. Bringing such items into the playing venue is strictly prohibited. Phones or gadgets can be left at the Secretariat table or with the non-playing captain and retrieved after the game. Violation of this rule may lead to game forfeiture.
- Nonplaying members /Spectators must abstain from intervention during play. Any communication between them and their players must be done under the control of the tournament arbiter(s).
- **Scoring System:**
 - For a won game, a winner gets 1 (one) game point and the loser 0 (zero). For a draw, each player shall be given 1/2 (one-half) game point. The total number of game points earned over 4 (four) boards shall constitute a team's score for a particular round or match.
 - A team who wins in each match will be given 2 points, a tied score constitutes 1 point and a team that lost will be given 0 points.
 - Final placing/ranking shall be determined by match points.
 - Cumulative game points will be used for tie breaking purposes only.
 - Individual awards will be computed based on their cumulative points in their respective board assignments.
- **Forms of Illegal moves are as follows:**
 - Wrong Movement of piece.
 - Exposing King to an attack.
 - King remaining under check.
 - Capturing the Opponent's King.
 - Using two hands in making a move (Capturing, Castling and promotion).
 - Non-replacement of piece after pawn promotion.
 - Pressing the clock without making a move.
 - **Penalties:** 1st offense: Plus 1 minute to the opponent's time. 2nd offense: Loss of the game.
- **Forms of Infringements:**
 - Displacement of pieces on the board.
 - Use of force in pressing the clock.
 - Constant distractions of the opponent.
 - Using a piece in pressing the clock.
 - Moving pieces with one hand and pressing the clock with the other hand.
 - **Penalties:** 1st offense: Oral Warning. 2nd offense: Plus 1 minutes to the opponent's time. 3rd offense: Loss of the game.
- **Pairings:**
 - Pairings are done via fully licensed Swiss Manager Program. Results will be uploaded to chess-results.com. 5 (FA Neri 2024) FIDE Berger Table or Pairing Table for 5-6 Teams* where corresponding number

depends on the random draw lots of teams via Swiss Manager Program:

- **Rd 1: 1 vs 6, 2 vs 5, 3 vs 4.**
- **Rd 2: 6 vs 4, 5 vs 3, 1 vs 2.**
- **Rd 3: 2 vs 6, 3 vs 1, 4 vs 5.**
- **Rd 4: 6 vs 5, 1 vs 4, 2 vs 3.**
- **Rd 5: 3 vs 6, 4 vs 2, 5 vs 1.**
- **Please note that this pairing table may still vary depending on the number of registered Balays.*

- **Appeals**

- Appeals Before the beginning of the tournament, an Appeals Committee shall be selected. Protests, including contested decisions of the Chief Arbiter or her assistants, must be submitted in writing to the Chairman of the Appeals Committee within 15 minutes after completion of the game.

- **Tie Break Individual ties** shall be resolved in the following order:

- Direct Encounter
- Buchholz Cut 1
- Buchholz
- Sonnenborn-Berger
- number of wins
- Armageddon

- **Team Tie Break**

- Cumulative Score of teams
- Direct Encounter
- Sonnenborn-Berger (MP)
- Board 1 result
- Armageddon

- The organizer(s) reserves the right to amend or alter any of the aforementioned rules regulations for the interest and success of the tournament.

VI.7 Bowling (Men and Women)

- Team composition: There will be a maximum of ten (10) players for each Balay (5 Males and 5 Females).
- The Official roster of players should be declared prior to the start of the game.
- All players to play.
- This will be a team competition. Total scores will be computed as reference for the final rankings.

VI.8 Tug-O-War

- Team Composition: Each Balay has eight (8) players (4 Males and 4 Females).
- Teams will be divided into Three (3) Groups. Knock out game; for semi-finals, winner Bracket A versus the Loser's Bracket best time (Bracket B vs Bracket C). Winner vs Winner for Finals, Loser vs Loser for 3rd Place.

- 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.

VI.9 Darts

- Team Composition: There should be a maximum of Five (5) MEN and Three (3) WOMEN.
- **Format of the game**
 - The number of teams shall be divided into two (2) groups.
 - The top two teams in each group will vie for a semifinal game in a crossover format.
 - 1A vs 2B and 2A vs 1B.
 - Winner vs Winner - Championship, Loser vs Loser - Third Placer
 - Players should be allowed to play 1 single and 1 doubles event only except if there is a deciding game.
 - The 1st and 2nd singles matches will be played by Men. The mode of play is 501.
 - The 3rd singles match will be played by Women. The mode of play is 501.
 - The 4th and 5th Matches will be played by mixed doubles (Male & Female). The mode of play is 701.
 - The 6th match in case of a deciding game: 2 men and 2 women shall play in the mixed composition. The mode of play is 1001.
 - **Points System**
 - Default – 0 Point
 - Singles – 1 Point
 - Mixed Doubles – 1 Point
- **Resolutions of ties:**
 - Match Points - Win 2 points, Lose 1 point and Default 0 point.
 - In case of a three way tie, Set points will be determined (The team who has the highest number of set points after regular eliminations (6.7.4, 6.7.5 and 6.7.6) will be the first place and so on and so forth). If in case, there still be a three way tie after determining the set point,

The team who accumulated the fastest time after regular elimination (6.7.4, 6.7.5 and 6.7.6) will be the number one team and the second fastest time accumulated will be the 2nd place.

- In case of a Tie, the winner over the other will be applied.
- Rule of Succession - Players are required to be in the venue before their respective game. The team will be given 10 minutes allowance to submit their designated player. Failure to do so will mean forfeiture of the game.
- **Mechanics**
 - 501: In world darts competition or in any major league darts, the game played is called 501. The rules of the game are simple. Both players are given 501 points at the beginning. Players take turns throwing 3 darts per turn.
 - Any scored hit with 3 darts is subtracted from 501 until the points are departed to 0. The objective of the game is to finish with the least number of darts possible. 1 game of 501 is called LEG.
 - For the men player last dart pin should only hit double point to close the game instead of single point or triple point, while women players will go straight 501 to close the game.

VI.10 BILLIARDS

- Team Composition: One (1) Male and One (1) Female
- EVENT: Nine (9) Balls – DOUBLES (team)
- FORMAT: Teams will be divided into two (2) brackets, with a single round robin format for each bracket. The top 2 from each bracket qualifies for the semis (crossover). Winners play for finals; non-winners play for 3rd and 4th.
- Players in a team will alternately hit the ball.
- In case of a tie, winner over the other. In case of triple ties, total number of scores will be computed.

VI.11 E-Games (Mobile Legends)

- General Guidelines for Double Elimination Bracket MLBB
- **Team Composition:**
 - A team must consist of 5 players.
 - Playing for 2 teams at the same time is not allowed.

- **Double elimination format**
 - Pairings will be randomized.
 - All matches will be played in a best of 3 format except for the Grand Finals (which will be played in a best of 5 format.
 - Choosing of side will be determined by coin toss.
 - Winner of the coin toss will pick first, then the loser will pick for the second game, etc.
 - All results must be reported to the respective admins right after the match within 30 minutes.

- **Technical issues and contingencies**
 - The match referee can exhibit pauses. Each team has a maximum of 5 minutes total of pause time.
 - If a game experiences a critical bug at any point during the match that significantly alters game stats or gameplay mechanics, or the external environmental conditions become untenable then a restart may occur. Officials must determine that the bug is critical and verifiable.
 - If players believe they have experienced a critical bug, they must alert a referee in a timely fashion and request for a pause.
 - Each team captain shall verify that every player on his/her team has finalized their intended game settings.
 - Teams may not remake after the 1st creep wave has spawned.

- **Tournament punctuality**
 - Teams are expected to be in the in-game lobby and at the stage. Maximum 10 minutes waiting time.
 - If any team is not ready during the designated time, their opponent can take a default win by contacting an admin and having him check the lobby.
 - If both teams agree, they can delay for a maximum of 10 minutes. After 10 minutes, whoever has the most players in their team will take a default win and must report to an admin and have him check the lobby.

- **In Game Rules**
 - The mobile application to be used is Mobile Legends: Bang Bang (Developer: Moonton)
 - The game mode used: Tournament Mode.
 - The first team to destroy the opposing team's Base wins.
 - If any player disconnects during a match, they can request a League Official to pause the game for the player to reconnect. Once all players are ready, as indicated by both Team Captains, the League Official will resume the game.
 - In the case of a server crash, the game can be continued from a new draft but must be the same line up.

- **Forbidden Acts and Behavior**

- Creating/Exploiting Bugs: Creating or exploiting any in-game bug to achieve victory.
- Account Sharing: Using another player's account in a contest; or instigating, working together or guiding another person to use another competitor's account to enter the game.
- Screen Spying: Looking at or trying to look at a non-game screen.
- Deliberate Disconnection: Deliberately disconnecting for improper or unclear reasons.
- Cheating: Using any kind of device or program to cheat or using any resembling means to cheat. (Eg: Devices or gestures to signal etc.)
- Others: Any other act, conduct or behavior that violates the rules and integrity standards that have been laid down.
- Profane and Hostile Speech: Team members shall not use obscene, offensive, vulgar, rude, threatening, abusive, libelous or defamatory language to attack or offend others; they shall also not use incendiary, inciting or discriminatory language in the game zone, during the contest, on social media, or in any public area nearby (E.g.: during live-streams or interviews).
- Interference/Impolite Behavior: Team members shall not make any indecent, impolite, or insulting actions or gestures towards other team members, fans or official staff.
- Team members must follow the instructions given by all MPL personnel.
- Insulting Behavior: It is forbidden to insult officials, other team members or audience members. Team members and special guests (if present) must be polite to all individuals participating in the contest.
- Unauthorized Communication: All cell phones, tablets and other voice-message enabled devices must be removed from the contest zone before the contest begins. Competitors shall not send messages or emails or use social media when in the contest area. During the contest, starting competitors may only communicate with other members of their team.
- Banned Substances: Competitors and coaches are forbidden from taking any banned substances including but not limited to stimulants, sedatives or inhibitory drugs. Staff are obliged to report any individual or team who violates this rule to the Organizing Committee.
- Competitor Clothing: Competitors shall wear their official team uniforms during the whole contest period, and pre-/post-contest interviews conducted by. All starting team members must wear their uniforms throughout the contest. All jackets and other clothing worn during the contest are subject to checks and rulings by official staff. Officials reserve the right of final interpretation on team clothing.
- Identity: Competitors may not cover their faces or attempt to take any action to conceal their identity from officials. Face masks and hats may not be worn. In the event of special circumstances, please inform the organizers in advance to obtain permission.
- Discrimination and Slander: Team members shall not make any discriminatory or slanderous comments or actions based on race, skin color or ethnicity that offends the dignity of a country, individual or group.
- Harassment: All forms of harassment are strictly forbidden.
- Negative Comments: Team members shall not make any statements in bad faith that negatively affect or harm the contest organizing company, affiliated organizations or Mobile Legends: Bang Bang. Officials reserves the right to adjudicate on such matters.

- Unauthorized Publishing of Malicious, False or Leaked Information: If a team/team member releases information they have been told not to, then the team/team member will be subject to punishment.
- Investigations into Competitor Behavior: If decides that a team/team member has violated the contest rules, the retains the right to carry out punishments. If official staff contacts a team member to carry out investigations, then that team member is obligated to tell the truth. Any team member who obstructs the investigation by withholding information or misleading officials will be subject to punishment.
- Improper Behavior: Team members shall not take part in any behavior the officials deems to be immoral, shameful or counter to traditional social norms.
- Illegal Behavior: Team members shall not violate any laws, rules or public security regulations.
- Confidentiality: Team members shall not use any method of communication including any social media channel to reveal any confidential information provided by MPL, the organizing company, or affiliated organizations.
- Gifts: No team member shall accept gifts, cash gifts, or remuneration in exchange for promises or demands related to the contest with the objective of defeating or attempting to defeat other teams or to abandon the contest. The only exception to this rule is the appearance fee paid by the team's official sponsor(s) and owner(s) to team members.
- Bribes: No team member shall provide gifts or cash to any team member, coach, manager, referee, official, employee of the contest organizing company or person related to another team for the promise or demand of defeating or being defeated by a team.
- Refusing Orders: No team member shall refuse or ignore instructions or decisions by officials.
- Match Fixing: No team member shall propose, agree, plan or attempt to influence the game or its result by any legal or prohibited means. Players involved in match fixing will be punished for dishonest behavior.

SPORTSFEST 2024

LIST OF EVENTS – GUIDE

EVENT	TOTAL NUMBER OF PLAYERS	CATEGORY
Men’s Basketball	15	
Women’s Volleyball	15	
Men’s Volleyball	15	
Badminton	2 Men /2 Women <i>*Can put 2 reserves (1 male and 1 Female), no repetition, one event per person.</i>	
Table Tennis	2 Men /2 Women <i>*Can put 2 reserves (1 male and 1 Female), no repetition, one event per person.</i>	
Swimming	2 Men /2 Women	
Tug of War	4 Men / 4 Women	
Billiards	1 Male / 1 Female	
Bowling	5 Men/ 5 Women	
Darts	5 Men / 3 Women	
E-Games	5 Men <i>or</i> 5 Women <i>or</i> Mixed	5 Players required
Chess	4 Men/4 Women	