

2011

WARWICK MALAYSIAN  
STUDENTS ASSOCIATION



THE UNIVERSITY OF  
WARWICK

WARWICK  
MALAYSIAN GAMES  
2011  
[RULES AND  
REGULATIONS]

*3/19/2011*

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## Rules and Regulation

### 1.0. General Rules

1. Where the rules and regulations of a particular game are not stipulated in the following text, it will be played in accordance to the standard international rules and regulations of that sport with strict authority given to the Sports Officials to make changes and run the event in the best manner as he or she sees fit. All Referees and Sports Captains are to refer to the Sports Officials at all times. Further appeals should be brought up to the Games Chair, namely the Warwick MSA committee members.
2. **Players are advised to play in only one sport to avoid a clash in fixtures** and also because different sports will be played at different venues.
3. There will be **time schedules for every match in each event**. In order to keep the Games running smoothly, **all participants and teams are to be punctual** for their match. A **walkover** will be conceded in any event whereby a particular team is late by **more than 5 minutes**. Every participant or team is requested to report at least **one match before their respective match** to be on standby. All Sports Officials will keep official timing for the Games.
4. **Sports Officials are given the authority to disqualify teams that are exhibiting unsportsmanlike behaviours. Such conduct includes but not limited to violence and cheating. We retain the absolute right to disqualify any team we deem to be executing any form of misconduct.**
5. **Every University may be required to provide referees for events** in which they have registered to compete in. The referees shall be the **team captains** of his or her respective sport, **unless stated otherwise in the rules and regulations under specific games**. Referees are indicated in the fixtures; please refer to them for further details.
6. Games can only be played in the adjudication of a Referee. The Referee's judgment should not be questioned in the light of good sportsmanship.

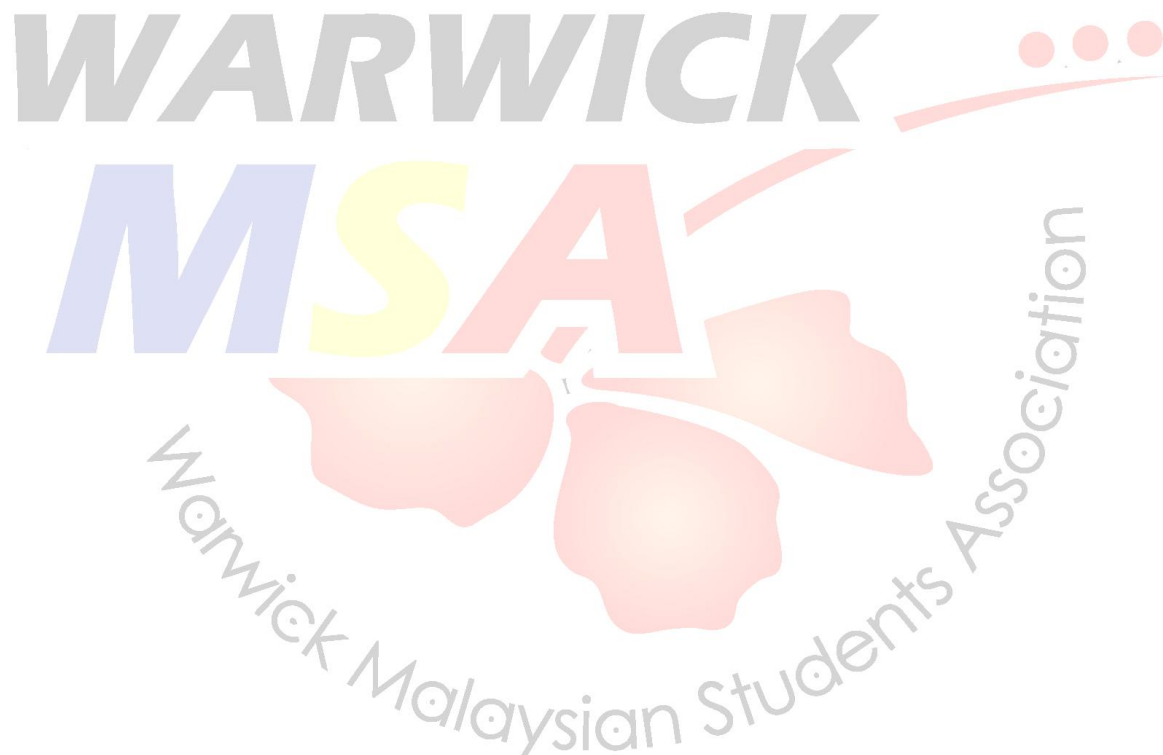
Any dispute with regards to refereeing decisions must be brought up to the respective Sports Officials as soon as possible. Sports Officials are under no obligation to overturn any decision already made and will make his decision bearing in mind fairness for the sport as well as the management of the event. Further appeals should be brought up to the Games Chair.

- 7. No Referee will be allowed to umpire a game or match in which his or her University is competing in. In the event of more than 1 referee needed, (for line judges, etc) referees must be from different universities.**
- 8. All Referees are to be punctual for the games in which they are to umpire. In the event that a referee is late by more than 5 minutes, his or her university will receive a deduction of 3 points from their End-of-Games Score Tally.**
- 9. The Warwick Malaysian Students Association will provide the necessary equipment for certain sports events i.e. shuttlecocks, tennis balls etc. when required to do so. However, players are responsible for providing their own racquets or any others as such that is necessary for them to compete in that event.**
- 10. Players representing the University must be University Students. Organisers reserve the right to request proof of identification.**
- 11. Participants must be members of their respective University's Malaysian Society or the equivalent. There would be no discrimination amongst nationality or otherwise.**
- 12. Payment is to be made before arrival at Warwick.**
- 13. The Organising Committee of the Warwick Games 2011 shall not be held liable for any injuries sustained during the course of play of any of the events, and neither will the Organising Committee be held liable in the event that personal possessions are misplaced or lost during the Games.**

14. All decisions made by the referees as well as the officials are **FINAL**.

15. The teams have to be ready at their respective venues **5 minutes before the scheduled time** for a briefing of the match. At the scheduled time, the game will start whether or not players of both teams are all present. Failure to turn up for the match entirely will result in the match being forfeited.

16. All players are expected to make participate with sportsmanlike conduct.



## 2.0. 11-a-side Football

### 2.1 General Rules

- All football teams are to register at the Westwood Games Hall by 8.45 AM.
- All players are advised to wear **TURF** boots as they will be playing on artificial grass fields.
- All teams should wear jersey with the same colour to ease identification. Bibs may be provided.
- Pitch-side will be decided by the toss of a coin.

### **Qualifying Rounds:**

- Teams will be split into two groups. Each group will play a round-robin to determine who the top two teams from each group will be. The top two teams from each group will advance to the semi-final round.
- **The Warwick Malaysian Students Association will provide referees.**
- **Qualifying rounds will be 10-minute halves with a 4-minute half time. (Total time of 24 minutes / match.) Teams will switch pitch-side after half time.**

### **Semi-Finals and Finals:**

- Semi-finals and the finals will be played as knockout rounds.
- **Qualifying rounds will be 12-minute halves with a 5-minute half time. (Total time of 29 minutes / match.) Teams will switch pitch-side after half time.**
- In the case of a tie, the game official will decide if extra time is to be played or an immediate penalty shoot out to take place after a one minute break.

### 2.2 Game Rules:

- **All prevailing soccer rules and regulations apply.**
- Players who show any form of un-sportsmanship-like behaviour on court will be immediately sent out of field to be replaced by a substitute. This decision will be made by the chief referee and cannot be contested. Possession of the ball will be awarded to the opponent.
- There will not be a distinction between direct and indirect free kicks.
- The Referee has the authority to:
  - *Control the Start and End of matches*

- *Halt or pause the game in a case of injury or miscellaneous emergencies*
  - *Pause time in order to make explanations to the players should he wish to do so*
  - *To send off any player for violent conduct, unprofessional behaviour or dissent.*
  - *The player whom is sent off cannot play for the remainder of the tournament.*
- Rolling Substitution is allowed.
  - Switching of goalkeeper in the middle of the game will be allowed.
  - Metal studs are **not allowed**.

**N.B. Players are required to bring 1 X soccer ball for tournament use.**  
**Players are encouraged to be in a unison team colour when in play.**

### **2.3 Scoring System**

- i. During the round robin stage, the scoring system will be as follows:  
**Win = 3, Draw = 1, Lose = 0.**
- ii. Rankings will be based on the following criteria :
  - a. The team with more points will be ranked higher. However, in the case whereby two teams are locked with the same points, goal difference applies
- iii. During the knockout stages, if the game ends in a tie, extra time/penalty shootout will commence after a one-minute break.

### 3.0 Badminton

#### General Rules

- Badminton teams are to register at the University Sports Centre by 1245 HOUR\*.
- Badminton will be played at the University Sports Centre Desso Hall from 1300 to 1700\*.
- The side to start will be decided by the toss of a coin.
- Medals will be awarded to the champion, first runners-up and second runners-up.

\*Times are subject to change

#### Men's Singles

- The format would be announced on the day itself.
- Each match is 1 set of 21 points. Players will switch sides whenever the point of 11 is reached.
- Players will referee and time-keep other games as assigned in the fixtures.
- **A time limit of 15 minutes is allowed per match.\***
- Players will be given notice of the time one-minute before the end of the match.
- **The winning player will be decided by points or most points after prescribed time limit.**

\*Time limit is subject to change as it depends on the participation rate.

#### Men's Singles Semi-Finals and Finals (Rounds 3 and 4)

- Each match is 1 set of 21 points. Players will switch sides whenever the point of 11 is reached.
- Players who are eliminated in the qualifying rounds will be assigned to referee matches. In no event may a player umpire a match in which his school is playing.
- **A time limit of 15 minutes is allowed per match.**
- Players will be given notice of the time one-minute before the end of the match.
- **The winning player will be decided by points or most points after**

prescribed time limit.

### Mixed Doubles

- The format would be prescribed on the day itself.
- Each match is 3 sets of 11 points. Players will switch sides whenever the point of 6 is reached.
- Teams are allowed to rest for one minute between sets.
- **Badminton Team Captains are expected to referee mixed doubles qualifying matches as assigned in the fixtures.**
- **Teams who are eliminated in the qualifying rounds will be assigned to referee matches in the finals. In no event may a player umpire a match in which his school is playing.**
- **A time limit of 30 minutes is allowed per match.**
- Teams will be given notice of the time one-minute before the end of the match.
- **The winning team will be decided by points or most points after prescribed time limit.**

### Game Rules

- **All prevailing badminton rules and regulations apply.**
- **Any disputes should be taken to the Game Official.**
- **The new scoring system will be used.**

## 4.0 Basketball

### General Rules

- Basketball teams are to register at the University Sports Centre before 8.50 AM
- Basketball will be played at the University Sports Centre Desso Hall from 0900 to 1300\*
- **Basketball would be 5-a-side.**
- Universities may register teams consisting of 5 participants and up to 3 reserves (no gender restrictions).
- Basketball will be played in round robin where all teams will play one another.

### Matches

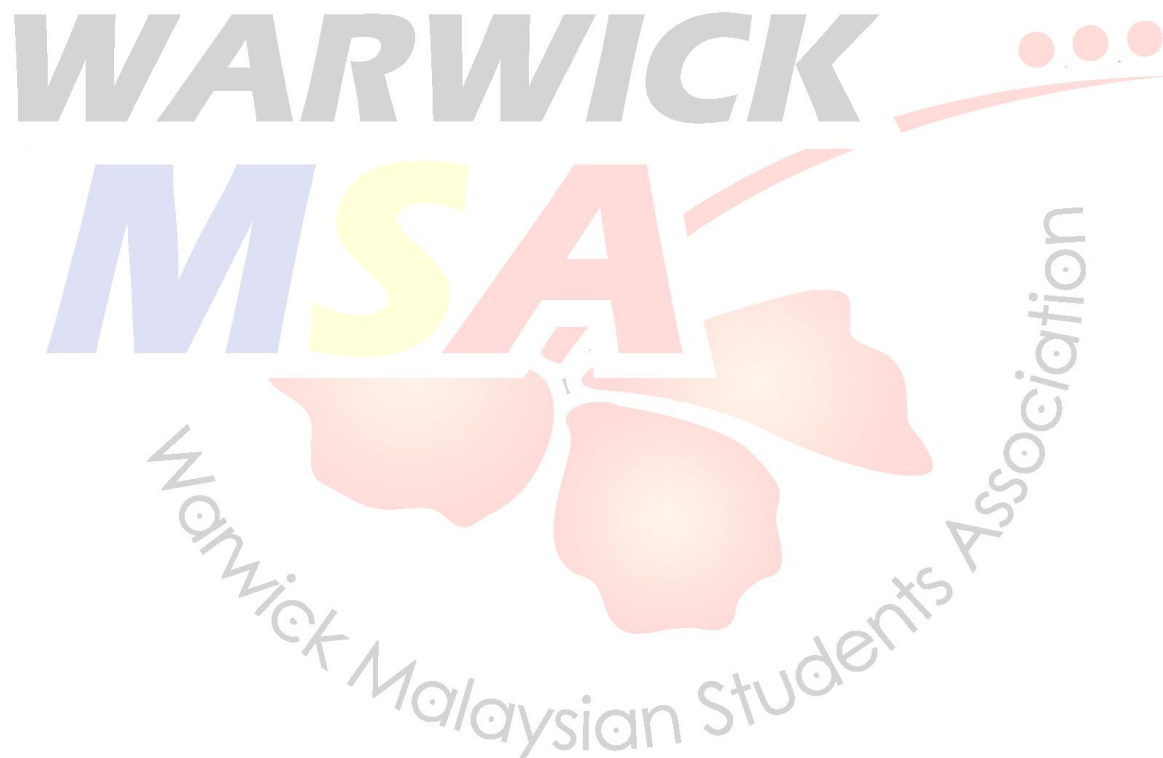
- **Matches will be 10-minute halves with a 5-minute half time. (Total time of 25 minutes / match.)\***
- **Referees will be provided by teams that are not playing - in no event may a referee be allowed to umpire a match in which his University is playing.**
- **Referee for next match will be represented by one player from each team that played in the previous match.**
- **Each team is allowed one (1) timeout of 30 second per games.**
- 3 points will be awarded for a win, 1 point for a draw and 0 points for a loss.

### 4.3 Game Rules

- **All prevailing basketball rules and regulations apply.**
- Players who show any form of un-sportsman-like behaviour on court will be immediately sent out of court to be replaced by a substitute. This decision will be made by the chief referee and cannot be contested. 2 game points will be awarded to the opponent as well as possession of the ball.
- The timing for the game runs even when the ball is dead. Only the final 2 minutes of each game will have stoppage time. Time will only be stopped for injuries and timeouts.
- Any player ejected from a game by a referee will be suspended for the remainder of the tournament. He or she will be sent out of the sports centre.

- **N.B: Teams are required to bring 1 X basketball for use during the tournament.**

*\*Subject to change.*



## 5.0 Netball

### General Rules

- Netball players are to register at the Xcel Leisure Centre by 0900 HOUR.
- Netball will be played at the Xcel Leisure Centre (Outdoor Netball Courts) from 0900 to 1600 HOUR;
- Shuttle service will be provided to and from the leisure centre to university.
- Universities may register teams of 7 participants and up to 4 reserves (females only).
- The side to start will be decided by a toss of coin.
- Medals will be awarded to the winning team, first runners-up and second runners-up.

### Qualifying Rounds

- Qualifying rounds will be played in a round robin format. Each game lasts 29 minutes (1st half - 12mins, 5 min break, 2nd half - 12mins). Teams are to switch sides after half time.
- There will be a 10-minute interval between every match for teams to make their way to the next court and warming up.
- In deciding the teams' progression a point system will be used. 3 points will be awarded for a win, 1 point for a draw and 0 points for a loss. In the event of a tie, a winning tally will be used to determine the winner, starting with the number of wins, then draws.

### Semi Finals

- The top four teams of the qualifying rounds will proceed to the semi finals.
- The first team will then proceed to play against the fourth, and the second against the third.
- Points accumulated during the qualifying rounds decide team rankings.
- Each match will last for 29 minutes (1st half - 12mins, 5 min break, 2nd half - 12mins). Teams are to switch sides after half time.
- There will be a 10-minute interval in between every match for teams to make their way to the next court.

- **Team Captains of teams who have been eliminated are expected to referee the semi-finals.**
- In no event can a referee umpire a match in which her own institution is playing.

### Finals

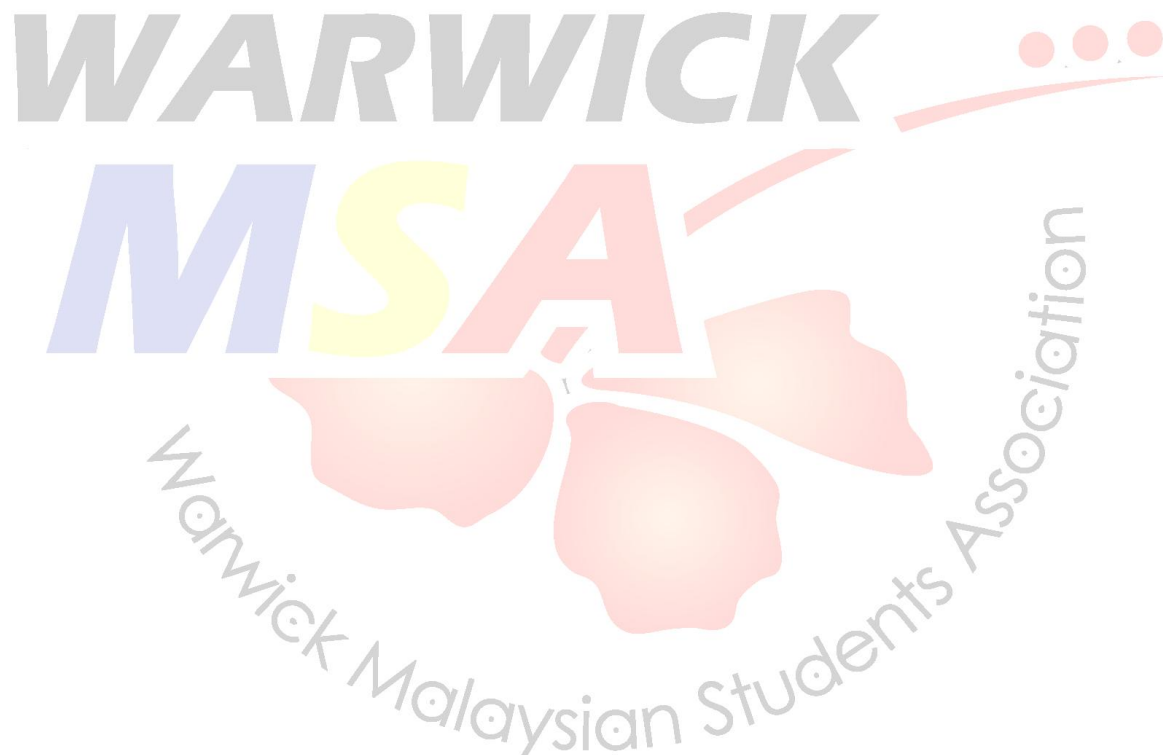
- Both winning teams from the semi final will play against each other for 1<sup>st</sup> and 2<sup>nd</sup> placing, with the other two remaining teams playing for 3<sup>rd</sup> and 4<sup>th</sup> placing.
- Each match will last for 29 minutes (1st half - 12mins, 5 min break, 2nd half - 12mins)
- There will be a 10-minute interval in between every match for teams to make their way to the next court.
- **Team Captains of teams who have been eliminated are expected to referee the finals.**
- In no event can a referee umpire a match in which her own institution is playing.

### Game Rules

- Each game will consist of 1 match
- There is to be no contact between players. Players may not take the ball out of another's hands, push or shove another.
- Any player that requires repeated reminders of her behaviour on court would be immediately sent out of court to be replaced by a substitute. This decision will be made by the chief referee and cannot be contested.
- There is to be no defending within 3 feet of the player with the ball (measured from the pivot foot). Obstruction will be called in this event.
- The ball must be touched in each third as it travels through the court (it may not be passed the full length of the court or over a third.
- Play starts with a centre pass given to one team and taken from the centre circle.
- After each goal, play is restarted with the 'centre pass' which alternates between the teams and does not depend on which team scored.
- Players must not pass the ball once and re-catch it without it touching someone else or the goalpost. They may bounce the ball once to gain possession but no dribbling is allowed.
- Players must **pass the ball** within **3 seconds** of receiving it.

- Timeouts are set at 30 seconds and will be limited to **one timeout per half**.
- Substitution is allowed only during dead ball situations
- Each goal scores 1 point.

**N.B. Teams are required to bring their own bibs, and 1 x netball.**



## 6.0 Mixed Volleyball

### General rules

- Mixed Volleyball teams are to register at the University Westwood Sports Centre by 8.50 AM\*
- Mixed Volleyball will be played at the University Westwood Games Hall from 0900 to 1300\*.
- Universities may register teams consisting of 6 participants and up to 4 reserves. There must be always 2 female players on the court at all times.
- Standard rules of volleyball apply.

*\*Time is subject to change.*

### Notes

- Only the captain may appeal to the judge
- All teams must be ready for their games 20 minutes before the scheduled time.
- The captain must report to the official stand 15 minutes before the games start.
- Each team must provide one umpire and 2 linesmen to service assigned matches of another group.
- All the umpire and linesmen must report to the official 10 minutes before the schedule time
- All the requirements in which the team fail to proceed will be penalized.
- Decisions from the umpire are to be respected and not questioned.
- Please note that any excessive complaints or violent conduct from any teams or individual may lead to disqualification.

### Qualifying Round

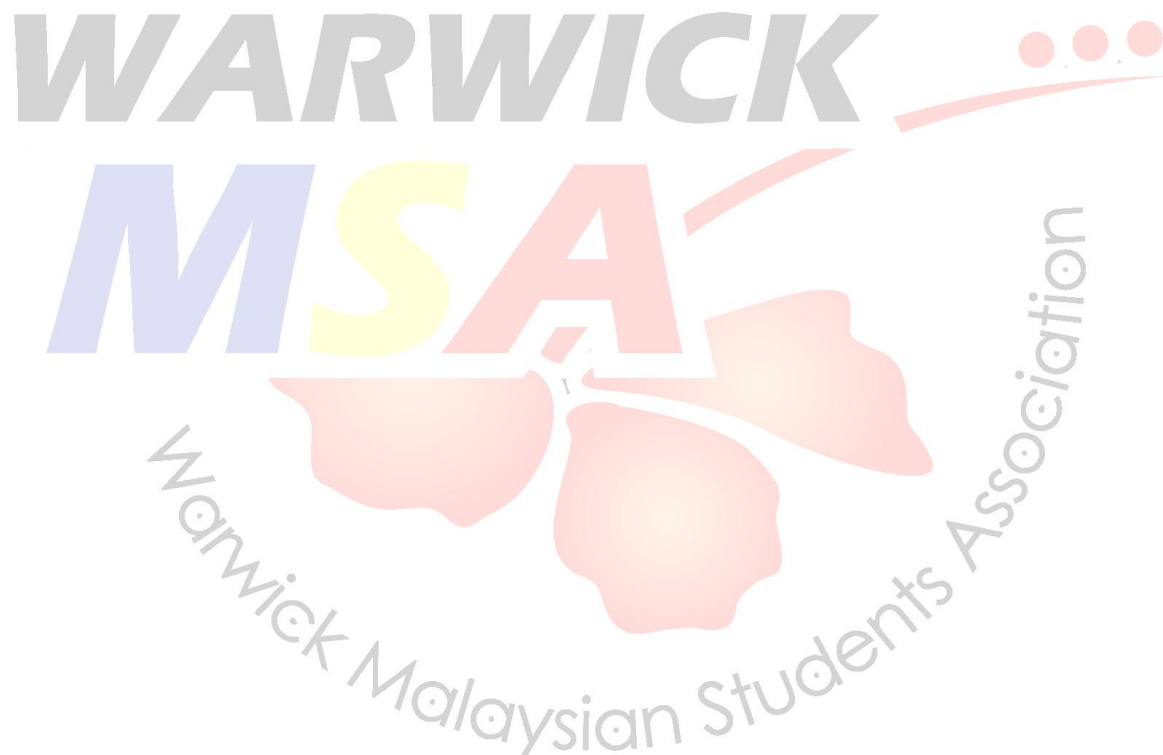
- Each match is 1 set of 15 points. A match has a maximum time limit of 15 minutes.\*

*\*Time limit is subject to change as it depends on the participation rate.*

### Semi Finals and Finals

- During semi finals, each match is 1 set of 25 points. A match has maximum time limit of 20 minutes.\*
- During finals, each match is best of 3 sets of 25 points (the last set will be 15 points). There will be no time limit for the finals.

*\*Time limit is subject to change as it depends on the participation rate.*



## 7.0 Ultimate Frisbee

### General Rules

- Ultimate Frisbee teams are to register at the University Westwood Sports Centre by 12.45pm.\*
- Ultimate Frisbee will be played at University Westwood Games Hall from 1300 to 1800.\*
- A team consist of 5 participating players and 3 substitutes.
- **There must be a minimum of 2 female players on the court at all times.**

### Game Rules

- Ultimate is a **five** a-side team sport played with a flying disc.
- The marker administers a stall count on the thrower by announcing "Stalling" and then counting from one (1) to **eight (8)** The interval between the start of each word in the stall count must be at least one (1) second.
- It is played on a rectangular field, about half the width of a football field, with an end zone at each end.
- The object of each team is to score a goal by having a player catch a pass in the end zone that they are attacking.
- A thrower may not run with the disc, but may pass the disc in any direction to any team-mate.
- Any time a pass is incomplete, a turnover occurs, and the other team may take the disc to score in the opposite end zone.
- Games are typically played to 11 goals and last around 20 minutes
- Ultimate Frisbee is self-refereed and non-contact.
- Each team will put a maximum of **five (5)** players and a minimum of **three (3)** players on the field during each point.
- A team may make (unlimited) substitutions only after a goal is scored and before the next pull, except for injury.
- For full details on rules and regulations on Indoor Ultimate Frisbee, please refer to <http://ultimaterules.co.cc/>.

## 8.0 Touch Rugby

### General rules

- Touch rugby teams are to register at the Westwood Games Hall before 9.00 AM.
- Touch Rugby will be played at the Frisbee Pitch from 9.30 A.M to 04:30 PM.

### Qualifying Rounds:

- Qualifying rounds are 15 minutes straight with a 5 minutes change/rest time.
- Qualifying rounds will be a round robin format where all teams will play one another.
- **Team Captains are expected to referee games as assigned in the fixtures.**
- 3 points will be awarded for a win, 1 point for a draw and 0 points for a loss.
- In event of a tie, a winning tally will be counted with number of wins, then draws to determine the winner.
- The top four teams in terms of points after the qualifying rounds will proceed to the semi finals.

### Semi Finals:

- The top four teams of the qualifying rounds will proceed to the semi finals.
- The first team will then proceed to play against the fourth, and the second against the third.
- Points accumulated during the qualifying rounds decide team rankings.
- Semi- Final rounds are 10-minute halves with a 2-minute half time. (Total time of 22 minutes.)
- 8-minute intervals between games are to allow teams to rest and make their way to the next pitch.
- Team Captains of teams who have been eliminated are expected to the referee the finals according to the fixtures.
- In no event can a referee umpire a match in which his own institution is playing.

### Finals:

- Both winning teams from the semi final will play against each other for 1<sup>st</sup> and 2<sup>nd</sup> placing, with the other two remaining teams playing for 3<sup>rd</sup> and 4<sup>th</sup> placing.
- Final rounds are 10-minute halves with a 2-minute half time. (Total time of 22 minutes.)
- 8-minute intervals between games are to allow teams to rest and make their way to the next pitch.
- Team Captains of teams who have been eliminated are expected to the referee the finals according to the fixtures.
- In no event can a referee umpire a match in which his own institution is playing.

### Game Rules

- **Changeover - Roll Ball** – Player A places ball on ground in between his legs and steps over it. Player B who picks it up is called the “dummy half” and he plays on.
- **Start/Penalty - Tap Ball** – Attacking team taps the ball with his foot on the ground and plays on. Defending team should be 5m away from attacking team.
- The game would be played using the **one touch rule**. **Excessive touching force** would result in a penalty.
- Each team is allowed 6 touches to score a try. After 6 touches, changeover – roll ball.
- After attacking player is touched, defending team is required to back up 5m from the touch. Attacking player must perform a “roll ball”.
- Defending team is allowed to move up once the dummy half touches the ball or the person rolling the ball moves away from the ball
- Rolling subs – Players can substitute anytime. Outgoing player has to leave the field before incoming player enters the field. Strategically, to only substitute on attack.
- If attacking player is touched less than 5m from the defending teams try line, the roll ball will be done 5m from the try line with the defending team on the try line.
- Ball in flight – last touch (and ball to the ground) signifies changeover unless ball was intercepted, i.e. if defending team hits the ball to the

ground, possession remains with attacking team and touches start from 0.

- TRY - Ball must be played firmly on the ground in the try area to be counted as a try.
- Dummy half cannot score.
- **Tracking Rule** – While backing 5m upon a successful touch, the defender is not allowed to change his course of direction until the required distance has been cleared.
- **Fumbling Rule** – Dummy half who does not make a clean scoop of the ball after a dump is made will give the referee to judge whether it is a changeover.
- **Dumps must be square on** – While making a dump, player's shoulders must be facing the tryline squarely, with respect to the field. Players are not allowed to dump the ball diagonally.

#### Roll ball

- Drop ball
- Run out
- Dummy half touched

#### Penalty

- Offside (Attack) - Forward pass – Players are only allowed to pass backwards using their hands. No kicking allowed.
- Offside (Defence) – Defending team did not back 5m
- Obstruction (Attack) – attacking player is not allowed to run behind referee or other players to avoid a touch. Likewise, players of attacking team are not allowed to obstruct defending players from attempting to affect a touch.
- Obstruction (Defence) – Defending team when offside tries to obstruct attacking team.
- Excessive touching force – Plus a very stern warning from the ref
- Off the mark – dumping the ball or performing the roll ball more than 1m away from where the attacking player was touched.
- Touch-pass (off-loads) – the attacking player passes out the ball after getting touched

## 9.0 Marking System

### Determination of Winning Institution

The Champion of Warwick Malaysian Games 2010 will be decided based on the total number of points amassed.

Points awarded towards total tally per sport/activity (unless otherwise stated):

Position	Points
Champion	4
1 <sup>st</sup> Runners Up	2
2 <sup>nd</sup> Runners Up	1

The institution with the highest number of points amassed will be the overall winner of the games. If at the end of the games, 2 Universities are tied with the same score, precedence will be decided based on medal tally, starting with the team with more gold medals, and failing that, silvers and so on.

Medals will be awarded for champions, 1<sup>st</sup> runner-ups and 2<sup>nd</sup> runner-ups and to both main players and reserves. This applies to all games.

Awards for contingents will also be up for grabs:

- Overall Champion
- MSA Football Cup
- MSA Netball Cup
- Vice-President Touch Rugby Shield

***The organisers reserve the right to alter any rules and regulations as they deem fit towards any unforeseen circumstances.***