

# Malaysian Games 2018

## Dodgeball (Coed)



### Registration

The team shall only consist of

- a) **6 players on court**
- b) **4 substitute players**

### Restriction

- a) The Player(s) shall be an Australia Resident or student studying at an Australian Institution, regardless if it a secondary or tertiary education.
- b) A player may only join one team, in one category, even if he/she is registered as a substitute player. No dual teams in one category is allowed.
- c) With respect to clause (c), joining multiple categories is at the player's risk and it is their own responsibility to avoid possible clashes due to multiple participation as well as their own health and stamina due to the excessive gameplay, which the entire Organising Committee of Malaysian Games, the establishment of the venue, or any representatives from MASCA shall not be held liable.
- d) Any Player or individual has the right to join as many type of sport as they wish. However, it is the player's own responsibility to ensure the participating sports undertaken by the individual does not clash. Players can refer to the tentative itinerary that is set by the Organising Committee of Malaysian Games 2018, which is subject to change without prior notice.
- e) With respect to clause (e), any change whatsoever or any error or misjudgement on the player's part shall not be deemed a valid reason for any refund for the registration fees paid towards Malaysian Games 2018.
- f) Any form of acceptable proof of the player being a Malaysian is accepted as deemed fit by the Game Marshall(s).
- g) The Game Marshalls or by extension the Organising Committee of the Sports Department of Malaysian Games 2018 has every right to cancel a category, or in extreme circumstance, the entire Sport for the following reasons:
  - a. Act of God
  - b. The insufficient number of players/teams to execute the tournament effectively
  - c. Where the number of players/teams would win by default simply by registering
  - d. Any extenuating circumstance beyond the control of the organisers, which includes but is not limited to Emergencies civil unrest etc.

## Definitions

- a) For purposes of this Rulebook, the definitions of the terms are:
  - a. Player  
A student or Australian resident who has registered to be one of the Players in the Tournament.
  - b. Substitute  
A student or Australian resident who has registered to be one of the Players in the Tournament, but is not rostered as one of the main competing team.
  - c. Team  
A registered team of **6 players on court**, with the provisions of **4 substitute players**
  - d. Game  
A **Dodgeball game** played between two opposing Teams.
  - e. Game Marshall  
Designated Organising Committee of the Sports Department of Malaysian Games 2018, who shall also be known as administrators (Admin)
  - f. Category  
Categories shall refer to the finer details of the Game, and restrictions imposed in segregating players such as Men's Singles for Badminton.
  - g. Organising Committee  
The Organising Committee shall refer to the Organising Committee for the entire Sports Department of Malaysian Games 2018

## Registering

- a) Any team who wishes to register shall gather a team of players with respect to requirements and restrictions imposed.
- b) The team shall register via a google form link provided by the Organising Committee.
- c) The details of the players that shall be provided are:
  - a. Full name of Player(s);
  - b. Form of identification. With this identification, the Player shall also provide the identification number of the document such as Passport Number, NRIC Number, Student ID number etc;
  - c. Email address & Mobile Phone Number for communication; and
  - d. Emergency contact person and contact number.
- d) During registration, a section shall be filled to designate one of the Players as "Team Captain". All further communication, including updates shall be directed

- to the Team Captain and any other requests for amendments can only be done by the Team Captain.
- e) A Player who is assigned as “Team Captain” agrees automatically to become the spokesperson and liaison with the Organising Committee for whatsoever reason and understands that communication between the other Players and the Organising Committee shall not be entertained with respect to clause (d).
  - f) With respect to clause (d), should there be any disputes with the team captain, a formal notice of all other Players shall be sent to the Organising Committee. The team shall then effectively deregister and 25% of the registration fee shall be refunded if the deregistration is done before the 30<sup>th</sup> March 2018. Otherwise, no refunds shall be provided.

## **Tournament Cost**

- a) Every Team must pay the registration fee within **5 working days** after submitting the registration form and shall send a copy of the transaction to the following email: [games@malaysiangames.com.au](mailto:games@malaysiangames.com.au)
- b) Fees are as follows:
  - a. MSOs Rego: \$185
  - b. Standard Rego: \$220

**Note: Further definitions and elaborations of MSOs Rego and Standard Rego are found in Appendix.**

### **Tournament**

- a) Game time
  - Each game is constructed into a 20-minute(s) game of two halves’ before going into sudden death.  
*\*Refer to 5.0.8 for elaboration on sudden death\**  
*\*Time length for each game is subject to change based on number of teams participating\**
  - The maximum buffer period for sudden death is 10 minutes, this means that once 10 minutes has passed after commencing sudden death, the team with the most number of players will win the round.
  - There will be 1 lunch break and 2 mini-break in between games.
- b) Participants
  - As Dodgeball is new to Malaysian Games 2018, to ensure that all teams exhibit fair play, any team player(s) with experience (participated) in the following league tournament(s) is restricted to a maximum number of players per team:  
*\*If you/your teammate(s) have participated in any of the following league tournament(s), please ensure all criteria below has been met to form a valid team\**

a) **Rookie Dodgeball League**: Only 4 players with experience in any Rookie League tournament(s) is allowed in a team. This means that your team may only consist of 4 Rookie League players, the remaining vacancy must consist of players **without ANY** league tournament experience.

b) **Social Dodgeball League**: Only 2-3 players with experience in any Social League tournament(s) is allowed in a team. This means that your team may only consist of 4 Social League players, the remaining vacancy must consist of players **without ANY** league tournament experience.

c) **National Dodgeball League**: Only 2-3 players with experience in any National League tournament(s) is allowed in a team. This means that your team may only consist of 2-3 National Dodgeball League players, the remaining vacancy must consist of players **without ANY** league tournament experience.

*\*Points contributing to the final score will be deducted for any team(s) that refuse to abide by the above rule\**

- If none of the above is applicable (a full team without any players with experience in league tournaments), then a valid team is formed.
- There are no restrictions on the nationality of participants. A team can be comprised of either:
  - a) All Malaysians
  - b) A mix of Malaysians and Non-Malaysians
  - c) Non-Malaysians.

*\*Please understand this rule is exclusively for Dodgeball as it is a newly introduced sport in Malaysian Games 2018\**

c) Round Robin

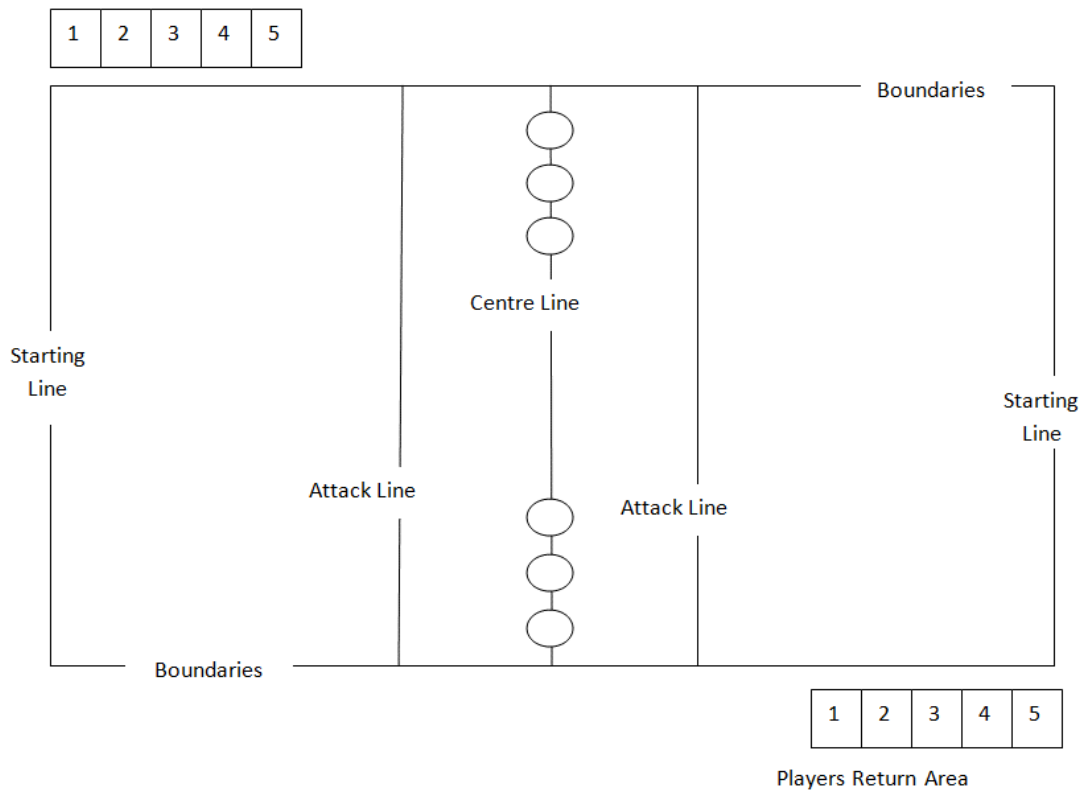
- Each team is required to play against every participating team to score points. Eg: Team 1 is required to play a total of 7 rounds against other team(s) to accumulate their total outstanding points.  
*\*Please refer below for an example of game schedule\**
- Every team's score for each round will be noted and tabulated into a score board.
- The tournament does not require any final's or semi-final's as the winning team will be determined via point system. This means that the team with the highest total outstanding score after having played against every participating team (Eg: Team 1 vs Team 2, Team 3, Team 4, Team 5, Team 6, Team 7 & Team 8), will be announced 1<sup>st</sup> place, followed by 2<sup>nd</sup> and 3<sup>rd</sup> placings.

	COURT 1		COURT 2	
9:00 AM	Team 1	Team 2	Team 3	Team 4
9:30 AM	Team 5	Team 6	Team 7	Team 8
10:00 AM	Team 1	Team 3	Team 2	Team 4
10:30 AM	Team 5	Team 8	Team 7	Team 6
11:00 AM	Team 1	Team 4	Team 3	Team 2
11:30 AM	Team 5	Team 7	Team 6	Team 8
12:00 PM	<hr/>			
12:30 PM	LUNCH BREAK			
1:00 PM	Team 1	Team 5	Team 3	Team 6
1:30 PM	Team 2	Team 8	Team 7	Team 4
2:00 PM	Team 1	Team 6	Team 3	Team 5
2:30 PM	Team 2	Team 7	Team 8	Team 4
3:00 PM	BREAK			
3:30 PM	Team 1	Team 7	Team 8	Team 3
4:00 PM	Team 2	Team 5	Team 6	Team 4
4:30 PM	BREAK			
5:00 PM	Team 7	Team 3	Team 5	Team 4
5:30 PM	Team 1	Team 8	Team 2	Team 6

## Game Marshalls/ Referees Identification

All Game Marshalls/ Referees can be identified with their uniform and/or lanyard.

## General Rules and Regulations



### Dodgeball Court

- a) Attack Lines – Upon the opening rush, athlete must withdraw the balls back towards the attack line before launching an attempt
- b) Centre Line – Middle ground for both sides. Balls are placed on the centre line prior to a match. Athletes are not permitted to step on the centre line after the opening rush
- c) Boundaries – Guidelines for the court area. Athletes that touch these lines are considered out of play.
- d) Return area – Athletes that are out of play are required to position themselves in correct order in the return area. The area is meant for athletes that are out of play and must wait in queue to come back into the game when a team mate catches a “live” ball. Athletes must apply First Out, First In order.

### 1.0 Official Dodgeball Ball

1.0.1 The official Dodgeball ball is FOAM ball with diameter of 7 inches for all age segment.

1.0.2 Every match requires Six (6) Dodgeball balls.

## **2.0 Uniforms & Equipment(s)**

### Uniforms:

- 2.0.1 All teams must have matching uniforms or jerseys as specified in the tournament regulations.
- 2.0.2 All jersey must have Athletes' Number and is unique to each athlete.
- 2.0.3 All athletes must wear shoes when game is in play.
- 2.0.4 Jerseys and uniforms must not have inappropriate wordings or suggestive images that may offend others.

### Equipment(s):

- 2.0.5 Athletes are not permitted to wear jewellery or watches and wristbands or any other equipment that may distract athletes during play, materials that are made out of metal (i.e. zippers) are also not allowed. Braces with sufficient padding such as body part guards are allowed.
- 2.0.6 Marshals may call athletes to remove certain objects or equipment during game play

## **3.0 Honor System – Every Dodgeballer's No 1 Rule**

- Sportsmanship, honesty and integrity are the important values that form the basis of Spirit of the Game and it is unique to Malaysian Association Dodgeball's (MAD) Dodgeball tournament. It is a point scoring system incorporated into a league table. Apart from winning matches to accumulate points, teams can earn additional points through sportsmanship, honesty and integrity, rated by MAD Marshals or Moderator.
- All dodgeballer(s) must practice the honor system. The honor system is to mould individuals to be honest, to harvest good sportsmanship and self-integrity. As a dodgeball athlete, it is your personal responsibility to never allow yourself or your teammates to cross that line between fun competition and unsportsmanlike behaviour.
- Athletes are expected to call whether or not a hit was legal or whether they were legally eliminated. Marshals will monitor all situations. The marshal's responsibility will be to rule on any situations which teams cannot agree. The marshal's decision is final – no exceptions.

## **4.0 Standard Operating Procedure (Starting the Match)**

- 4.0.1 Before each match, the Marshals will conduct a briefing session with both competing teams with the effort to introduce opponents. The Marshal will remind teams to abide by the Honor System that is to honor your opponents and the sport. Actions will be taken against athletes who failed to abide by the Honor System.

4.0.2 A coin toss will be made to decide which team to make the first attempt (this does not mean the opponent cannot make the first attempt)

4.0.3 A standard practice is to Shake Hands before and after the match.

## **5.0 Dodgeball Rules**

Dodge ball kicks off with an official call of  
*“READY.... 1, 2, Dodgeball!”*

5.0.1 The opening rush – Starting the match.

- All athletes must have one foot on the base line prior to an opening rush.
- Athletes may run after the Signal from the Head Marshal. Athletes can only run after the official call of 1, 2, “Dodgeball” is mention.
- After the signal from the Head Marshals, Three (3) athletes from the right may run to retrieve Three (3) balls placed along the center line. The other Three (3) balls on the left belong to your opponent.
- A Foul Start is a violation when an athlete ran before the signal from the head marshal. A second Foul Start will result in all balls to be rolled to the opponents.
- A Foul Start can also occur when an athlete takes or touches ball(s) which does not belong to the team. As a result, all balls will be given to opponents after the second Foul Start.
- However, athletes may collect opponent’s balls only after collecting their own balls and retrieving to the attack line.
- After retrieving the balls from the center line, the balls must be brought back to the attack line thereafter the balls are considered “live” balls.
- If the ball is not brought back to the attack line, the ball will not eliminate opponents if the ball strikes the opponents cleanly as it is not a “live” ball. It is declared as “dead” ball.
- Athletes that continuously cause foul starts will be retired to the Return Area as if a “live” ball has struck them and can only resume play if a team mate catches a ball.

5.0.2 After the Opening rush:

- In general, the game will continue until all opponents are eliminated, match will restart with all six athletes, until time expires



- When game is in play, any athlete found stepping on/out of boundaries (base line, center line) will be removed from the game and can only get back into the game when a teammate catches a ball.

#### 5.0.3 Athlete is Eliminated when:

- When struck by a “live” ball thrown by opponents without touching any foreign object along its way.
- When struck by a “live” ball and the ball bounces off and strikes another teammate before falling to ground, both athletes are eliminated. Multiple Eliminations is possible and is referred as Double Kill, Triple Kill etc.
- When your ball (“live” ball) is caught by your opponent.
- When a teammate blocks an incoming “live” ball from the opponent and hits you before falling to ground or touching any foreign object. This is Elimination by a Friend.
- When the ball held by an athlete falls to the ground after being hit by a “live” ball thrown by the opponents.
- When stepped on/ out of boundaries.
- When a player is holding on to a ball and using the ball as a bridge outside the boundaries to retrieve another ball.
- When a player uses attire/game wear in any way to facilitate the catching of balls.

#### 5.0.4 Athletes that are Eliminated:

- All eliminated athletes must be stationed at the Return Area according to the first out, first in system.
- Any athlete that does not follow the sequence shall be returned to the Return Area.
- The Return Area is marked from 1 – 5 where athletes will stand when eliminated, according to the first out, first in sequence.

#### 5.0.5 How can Athletes go back into the Game:

- Only when a teammate catches a “live” ball thrown by opponents, athletes must follow the first out, first in sequence.

#### 5.0.6 Valid Catches:

- Making valid catches will eliminate the thrower.
- A valid catch is when a ball is thrown without touching the ground or any foreign objects (examples roof, walls and officials) is caught.
- A catch can also occur when an athlete catches a “live” ball that has been blocked or deflected off a teammate.

- Catching a “live” ball in between legs or using any part of the body is also considered a valid catch.
- A “live” ball hitting several athletes simultaneously is caught before touching the ground or any other foreign is considered as a valid catch. All athletes who were hit are safe and the thrower is out.
- Each ball caught is 1 live saved. In the event if a person throws 3 balls and is caught by 3 opponents, 3 players will be revived.
- Valid catches are determined by usage of player’s limbs and body parts only.

#### 5.0.6 Making attempts to eliminate opponents:

- To eliminate opponents, athletes need to throw “live” balls at opponents.
- If the ball touches any foreign objects in flight such as ceiling, marshals, the ball shall be declared as a “dead” ball and will not eliminate opponents.
- Athletes touching “live” balls (intentionally or not intentionally) but not catching them are out
- If a “live” ball blocked by a teammate using a held ball hits another teammate before the ball drops on the ground, the hit team mate is eliminated (by friend).
- If a “live” ball hit several athletes before it touches the ground or any foreign objects, all hit athletes are out (multiple elimination).
- If a “live” ball hit any part of athletes’ body, hair, shoe etc is eliminated.
- Genuine attempts must be made to eliminate opponents.

#### 5.0.7 Ending of Match

- When time is up.
- Team with the most games won wins the match.
- If time is up and game is not complete, the remaining players shall continue in Sudden Death Mode.
- Every dodgeball game (not match) must have a winner.

#### 5.0.8 Sudden Death Mode

- Marshals will stop the play and divide 3 balls equally to each team. At marshal’s signal, the game resumes until 1 team is fully eliminated.
- In Sudden Death Mode, players CANNOT BLOCK incoming balls thrown by opponents, a block is deem as a HIT and will cause the player to retire.

#### 5.0.9 Tie Breaker

- In the event when a winner is needed to proceed to the following round (knock-out-rounds), a 4-minute Tie Breaker is played.
- All six players will start the tie breaker game. In the tie breaker round, blocking is allowed (as normal game)

- If the Tie Breaker is not finished after 4 minutes, Sudden Death Mode applies.

#### 5.0.10 Stopping game play:

- No time outs can be called during the duration of the match except for injuries.
- The injured athletes can no longer return to play for the duration of the game.
- Time will be stopped after each game for balls to be aligned on centerline and will resume when marshal signals.

#### 5.0.11 Called to make attempts when:

The Marshals will call for teams to throw the ball based on:

- Team with more number of balls is required to throw first.
- In the case of equal number of balls on each side, the team with the most number of athletes will be required to throw the balls first
- The winning team from the previous game will throw first should there be the same number of athletes and balls on both sides. This is only valid after a game has been played. The first game of the match will be dictated by a coin toss in which the winner of the toss will throw first.

#### 5.0.12 Substitution

- Substitution can only be made at the end of each game.
- No substitution can be made when game is in play with the exception of injuries.

#### 5.0.13 Illegal athlete(s):-

- Making substitution without Marshal's consent.
- Return to the court without the Marshal's consent
- Deliberately (cheating) sneaking into the court even though the eliminated signal is given.
- An illegal athlete will be given a straight red card (refer to red card penalty)
- The following are actions taken by Marshals if Athletes are caught:
  - a) The athlete will be removed from the game & tournament.
  - b) If caught during the game, the team will play with (1) less athlete throughout the match.
- Substitution for the offender is not allowed.

### 5.1 Definitions and Terms

- Action: The time after the official time has started but before a game has ended except when the official has called time out.
- Live Ball: Is a ball thrown without touching any objects when thrown by opponents. Live balls will assist the Marshals to make decision whether an athlete is "saved" or

“eliminated” A live ball that hits another ball or athletes are considered as live ball. Balls that are thrown that is reflected off another ball (holding or on the floor) is also considered as live ball.

- **Dead Ball:** Balls that are no longer in play and therefore not valid if it hits an athlete. Should a ball strike another ball in flight, the balls are dead balls, if a ball strikes any other physical object, it is a dead ball. Declaration by the official that an attempt has been nullified. A kicked ball is a dead ball. An attempt made prior to the official start of play is a dead ball.
- **Attempt:** The act of the team with possession of the ball trying to put out a member of the other team by throwing the ball at them.
- **Traped Ball:** A clean ball handling maneuver whereby the ball is trapped between the athletes’ hands and the surface. This does not constitute as a catch or a hit. The athlete is called out.
- **Catch:** The act of an athlete catching an attempt (a “live” ball) by the other team. The ball can strike another athlete first. If an athlete catches a ball and fall out of the court or step on the line, then the catch will be invalid.
- **Return Area:** An athlete who is OUT may return to the game after a valid catch by his teammate. The athletes return in the order they are put out from.
- **Drivenball:** A judgement of the marshal for a ball that is generally delivered with force and intention. Intentionally to the head of any athletes or to hurt athletes.
- **Five Second:** A 5 second call by marshals for team to make valid attempts when there is no game play on court.
- **Forfeit:** A match forfeit occurs when a team fails to show up on time to play as scheduled or fails to field at least five athletes to begin.
- **Interference:** An attempt is touched by athletes in the return area, an object foreign to the court that was not present at the start of the game, a marshal mid-positioned on the court, or any person not involved with the game. Interference results in the declaration of a dead ball.
- **Kick:** Any intentional contact of the ball with the head or foot of athletes. Kicking is illegal and results in an out.
- **Lines:** The lines are markings for boundries.
- **Line Marshals:** The marshals positioned at the rear and opposite corners of the court responsible for determining whether an athlete is in or out of bounds when game is in play.
- **Match:** A series of games.
- **Games:** The number of games (sets) played in a match.
- **Taunting:** Verbally attacking the opposing team in an unsportsmanlike manner as determined by the marshal. Taunting is illegal. Teams charged with taunting may have current game forfeited, or if serious enough, and after a game, have match forfeited.

- Throw: Another term for an attempt.

## 5.2 Athletes' Code of Conduct

5.2.1 Dodgeball is a self-regulated game that relies on the Honor System. If you are out, you are expected to raise your hand and go out without anybody else telling you to do so.

5.2.2 If your teammate(s) is out (knowingly or not) and does not go out, it is your responsibility to tell him/her to do so.

5.2.3 Marshals' responsibilities are to rule on unclear plays, settle disputes, keep the game moving and ensure athletes' safety. Marshals will at times let you know if you are out and a lack of call by Marshals does not remove your obligation to the Honor System.

5.2.4 Athletes must treat their fellow dodgeballers, Marshals and spectators with respect and courtesy. Personal and malicious remarks directed at anybody in the dodgeball community, have no place in our game at any time.

5.2.5 Athletes must respect the authority of the Marshals to regulate the game and abide by their decisions. Marshals' decisions are final.

5.2.6 Team Captains are the only athletes to address concerns to Marshals and Moderator. They are expected to do so in a courteous and respectful manner, and to confine their discussions to interpretations of the rules and not to challenge the marshals' decisions regarding judgment.

5.2.7 Athletes must refrain from any action that might arouse fellow athletes or spectators to unsportsmanlike behavior.

5.2.8 Athletes are expected to comply wholeheartedly with the intention to have good sportsmanship and spirit of the game. Deliberately attempting to violate the rules is inexcusable.

## 5.3 Officials

### 5.3.1 Roles of Marshals

- To monitor matches played in accordance to the Honor System.
- To assist teams in making correct calls.
- Marshal's decisions are final – no exception.
- To eject athletes that display bad sportsmanship.

### 5.3.2 Role of Moderator

- The match moderator is the authorized person to resolve conflicts.
- The moderator may overrule the Marshal's decision in the event of wrongful decision.
- The moderator may issue yellow/red cards to any athletes that fail to abide by the honor system.
- The moderator is also responsible to give points known as Honor System Points.
- The moderator may call for time out to reprimand issues with coaches and athletes.

## 5.4 Hand & Whistle Signals

### 5.4.1 Hand Signals

Start of game



5 second rule



Players to shake hands



Time out



### End of game/match



### Foul Out Calls



### Ready sign



#### 5.4.2 Whistle Signals

Athletes are required to follow these whistle signals when blown by the marshals.

- One Blow – Indicates pause of game
- Two Blows – Indicates a time out
- Three Blows – Indicates a Foul/Penalty
- One Short Blow and One Long Blow – Indicates end of game
- One Long Blow – to indicate end of half time

#### 5.5 Dismissal of Athletes

Marshals will take action in the form of penalties once the athlete has committed a foul or a serious offence. A penalty can take the form of (listed in ranking of severity):-

- Verbal warning – serves as a stern reminder for infringement. Subsequent warnings will lead to an issuance of a card.
- Yellow card – If the verbal warning is not heeded, an issuance of the yellow card would be given for repeat or excessive infringements.
- Red card – Equivalent to an accumulation of two (2) yellow cards for the same athlete. Serious infringements such as fighting would lead to a straight issuance of the red card.
- Results of Penalty
- All yellow cards are accumulative. Two (2) yellow cards equal a red card which means ejection from the game and tournament. Team will then play with one athlete short for duration of game whereby athlete is ejected. Team will field six (6) players in next game using not suspended athletes.
- A straight red card would mean immediate ejection of the athlete and the team plays with one (1) team member short. The actions stated above apply.
- Unsportsmanlike Conducts
- Kicking the ball purposely
- Deliberately stalling the game, faking attempts towards the opponent, rolling the ball after being warned of 5 second ruling and deliberately throwing the ball way out of reach of opponent
- Taunting athletes as well as people inside and outside the court excessively during the game
- Verbally arguing with the marshals in a threatening/abusive manner
- Encouraging fan support to react violently and abusively

#### 5.6 Fouls that will result in Yellow Cards

##### 5.6.1: Unsporting Behavior

This is perhaps the most common reason for a caution being administered. It includes many types of offence such as reckless challenges, taunting and basically anything that is not sporting.

#### 5.6.2: Shows Dissent by Word or Action

Argues with a marshal's decision, (with and without usage offensive language) OR gestures in any manner to show displeasure at a marshal's decision.

#### 5.6.3: Persistently Infringes the Laws of the Game

The athlete is guilty of a series of offences, but each one is not sufficiently serious to warrant a caution on its own.

#### 5.6.4: Delays the Restart of Play

An athlete picks the ball up and walks away with it, or kicks it away from the position of a restart or wastes time.

#### 5.6.5: Fails to Respect the Required Action to put the ball down while restarting a game

An athlete who does not quickly release the ball on to the ground when instructed to do so or one who unfairly throw the ball away or towards the opponent while being asked to put the ball down.

#### 5.6.6: Enters or Re-enters the field of play without the marshal's permission

An athlete leaves the court for treatment and comes back on without asking the marshal OR a substitution is made without the marshal's permission.

#### 5.6.7: Deliberately leaves the field of play without marshal's permission

An athlete who leaves the field of play without permission because of a disagreement with teammates or in an attempt to influence the marshal in making a decision.

#### 5.6.8: Invalid throws:

- An athlete deliberately continues to throw attempts out of opponents' reach in order to waste time and not being sportsmanlike to give opponents a fair playing field especially when team is in the lead and time is almost up.

Examples of invalid throws are attempts made way off position of opponents, attempts made as though balls are being rolled, balls that are thrown out of court deliberately.

### 5.7 Three caution offences for Red Cards

#### 5.7.1: Violent Conduct

Acts of misconduct committed by an athlete against any person in a non-playing situation. Examples: head-butting a teammate or punching an opponent or spectator.

#### 5.7.2: Spits at any other person

This needs no further comment.

#### 5.7.3: Uses Offensive, Insulting or Abusive Language and/or Gestures

Directed at any person, e.g. an athlete purposely uses offensive, insulting or abusive language (you CHEAT); makes an obscene gesture, makes racist comments to another athlete, uses abusive, insulting or offensive language to someone in the crowd.

Athletes in court are to behave in an appropriate and sportsmanlike manner at all times. This not only applies to the teams but the clubs as a whole. All marshals' decisions are final.



Should the athletes have a decision they are unhappy with, they (with Team Captain) can approach the Head Marshal together with the game moderator AFTER the match.

#### 5.8 Issuance of Card(s)

- Misconduct during matches will lead to the issuance of a YELLOW CARD or a RED CARD for the player.
- Yellow cards act as a warning for the player for his/her conduct on court and the team should take heed as 2 yellow cards issued to the same player would result in the team having one player short for the remainder of the match.
- Red cards are for serious misconducts during the match and may be given without prior warning for the offense. Should a player get a red card during a match, he/she is ejected from the match and the team will continue playing with one player short for the rest of the match.
- The player receiving the red card shall be suspended from play for the entire duration of the tournament.
- 2 yellow cards to the same player in the same match equates to a red card and that player will be ejected from the match and suspended for the entire duration of the tournament. A player receiving a yellow card in two consecutive matches will be face the same penalty.
- Should a player attain 2 red cards, the player will be banned indefinitely to face the national body's disciplinary board to determine the penalty to be imposed on the player.

#### APPENDIX

1. Each team must have a certain prescribed number of Malaysian Players, where each individual Sport shall be stated in the Restrictions Section of the Sport's Rulebook.
  - a. The definition of a "Malaysian" Player shall be left at the discretion of the Game Marshalls or by extension the Organising Committee of the Sports Department of Malaysian Games 2018. The following conditions automatically grants the Player a status known as "Malaysian":
    - i. Any Player who can produce a Malaysian identity Card
    - ii. Any Player who can produce a Malaysian Passport
  - b. With respect to the conditions in clause (a), with any proof of a Player who might not have a Malaysian Identity Card/Passport, but has a Malaysian heritage (either by having parents or grandparents who are Malaysians), presented to the Game Marshalls or by extension the Organising Committee of the Sports Department of Malaysian Games 2018 is left at the aforementioned entities discretion to determine the Player's eligibility.

- c. The Game Marshalls decisions on the status of the Player, once made, shall be signed and cannot be revoked after the decision throughout the duration of Malaysian games 2018, and the decision is final.
2. Registration fees are classified into 2 classes: MSOs Registration Fee (MSOs Rego) and Standard Registration Fee (Standard Rego).
  - a. A Team comprised of **at least** half of the players who are MSO members is entitled for MSOs Rego.
  - b. The term “MSO” stands for “Malaysian Student Organisations”. Participating MSOs are as follows:
    - i. Malaysians of Melbourne University (MoMU)
    - ii. RMIT University Malaysian Association (RUMA)
    - iii. Monash University Malaysia Students Union (MUMSU)
    - iv. Monash Students’ Society Monash Caulfield (MASS)
    - v. Malaysian Society of Deakin University (MSDU)
    - vi. Malaysian Swinburne Association (MSA)
    - vii. Victoria University Malaysian Association (VUMA)
  - c. MSOs Rego will only be awarded when MSO membership cards are presented during registration.
  - d. Details of MSO membership cards that shall be provided are:
    - i. MSO membership cardholder
    - ii. Name of MSO
    - iii. Membership Card Number
  - e. With respect to 2(c), participant(s) must be a member of any participating MSOs. Participants are not allowed to use MSO membership cards that are not in their names.
  - f. For individual sport such as Badminton, Table Tennis and FIFA 18, participant must be a member of any participating MSOs to be eligible for MSOs Rego.
  - g. The Game Marshalls decisions on the eligibility of MSOs Rego, once made, shall be final and cannot be revoked after the decision throughout the duration of Malaysian Games 2018, and the decision is final.

*All Game Marshall decisions are final and no appeals whatsoever shall be entertained.*

*It is the responsibility of the entire Team to read and understand the fine print in this Rulebook.*

*The Organising Committee of Sports for MASA 2017 reserves all right to amend any of the Rules and Regulations without informing in advance nor consent of any Player.*

*All trademarks belong to their respective Owners.*

*Registration of any player(s), team(s), or individual(s) will automatically be deemed as a binding agreement to the Rules and Regulations outlined in this Rulebook and the aforementioned entities shall respect to be bound to the Referees or Organising Committee's decision in the case of a dispute.*

*All information is correct at time of print. Although the Organising Committee strives to provide the correct information at the time of print, the Organising Committee shall not be responsible for any discrepancy or loss of a Player.*

*Rulebook format and clauses by A. Yeow 2017, Jun 2017 and Li 2018.*