

Game Rules

Pre-requirement: All players must fill out the *Liability Waiver* (most have done it at the beginning of the school year, and the paper was submitted to the teachers).

- General Rules:**
- 1) Follow the directions of the Referees and their assistants at all time. The decisions made by the General Director of the event and/or the Referees are considered final.
 - 2) Students and parents should respect the referees and their assistants. Any arguments that affect smooth flow of the game will end with disqualification of the team.
 - 3) Members of each team must be from the same class. 2 team leaders for each team is recommended.
 - 4) Holding a sign with team name (class ID) marked on it, team leaders lead their teams into the field when it is announced.
 - 5) Once in the field, all teams should go to the designated competition area and wait to be called.
 - 6) When waiting/watching games, team members should stay together to avoid wasting time looking for each other when your team is called.
 - 7) Order of Competition:
First round competitors are randomly picked by the Committee; rest rounds competitors are randomly picked on site by the leaders of the competing teams.
 - 8) There maybe 10 groups competing simultaneously, but each team only compete with other teams from the same grade level. One 1st place and one 2nd place are selected. Ties may happen.
 - 9) Winners will be announced at the stage. Award ceremonies will be held in the field frequently whenever there are results. Winning teams should stay close by for award ceremony. Each team members of the winning game is awarded a medal.

I. Tug of war - Team

Equipment: ropes, whistles.

- 1) **10 students per team**, boys and/or girls.
- 2) If class size is small, the number of players of each team should be adjusted to match the smallest team.
- 3) There maybe 10 groups competing simultaneously, but each team only compete with other teams from the same grade level.
- 4) First round competitors are randomly picked by the Event Committee before the event; rest rounds are randomly picked on site by the leaders of the competing teams.

II. Hurdle Race - Team/Relay

Equipment: whistles, stopwatches, batons, low hurdles, jump ropes, cones.

- 1) **4 students per team**, boys and/or girls.
- 2) From the starting line, player-1 runs towards and jumps over the hurdle, crawl under the rope, circle the cones at the end of the lane, run straight back to the starting line, hand over the baton to player-2, relay begins.
- 3) If baton falls, the player must pick it up before continue the game.
- 4) If hurdles are knocked over or kicked away from its place, the player must prop it up and/or place it back before continue .
- 5) If the player continues running without picking up the baton, or propping up/ placing back the hurdle(s), it is considered breaking the rules. The penalty is a 5 seconds per time be added to the player's actual finishing time.
- 6) Game completes when player-4 arrives and **touches** the finishing line.