



MSG

Malaysian Scottish Games

**Rules &
Regulations**



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1.0 General Rules

1) Team and player eligibility:

- **NO** age limitation.
- Malaysians: Participants can choose to represent their respective Malaysian society or participate as an individual.
- Non-Malaysians: Participants **must** be members of their respective Malaysian society.
- Guest team: Players/teams **must** be from an Asian society based in the University of Edinburgh with an approved member pass who is invited by EMSA. **NB:** Participants do not have to be students of University of Edinburgh but **must** be a member of University of Edinburgh Asian society.

* Organiser reserves the right to request proof of identification.

2) All games will be conducted in accordance with standard international rules and regulations, except as modified herein, with strict authority given to the Games Officials to make changes and run the event in the best manner he/she sees fit. All referees and sports captains are to refer to the Games Officials at all times. Further appeals should be brought up to the Games Chair, namely the Edinburgh Malaysian Students' Association committee members.

3) Players are advised to participate in only one sport to avoid a clash in fixtures.

4) A roster containing information like university's & society's names (if representing a Uni), type and category of game and names of players should be sent to malaysianscottishgames@gmail.com once you have received a confirmation stating that you/your team has managed to secure a slot for a particular game.

**Note: From the day that roster is emailed to us until registration on that day, the roster is changeable. Final confirmation of your roster is made during registration at the registration booths and NO changes can be made after.

5) There will be time schedules for every match in each event. In case of a no-show or a late arrival of more than 5 minutes with no valid reason (validity will be decided by the Organiser), a defeat will be declared for the no-show/late team. All teams **must** report and be on standby at least one match prior to their scheduled game. All Games Officials will keep official timing for the games. Games will be started early if the tournament gets ahead of schedule.

6) The Games Officials reserve the right to postpone a match if he/she thinks the venue is unfit for play, or for any other valid reasons for which he deems a postponement is needed. Team must abide by the decision of the organising committee.

7) Games Officials reserve the right to remove participants/spectators from the venue for violating and/or displaying derogatory sportsmanship. Unsportsmanlike conduct includes, but is not limited to violence, verbal abuse, profanities, provocative and/or "hard" intent behaviour (at the discretion of the officials on the floor).



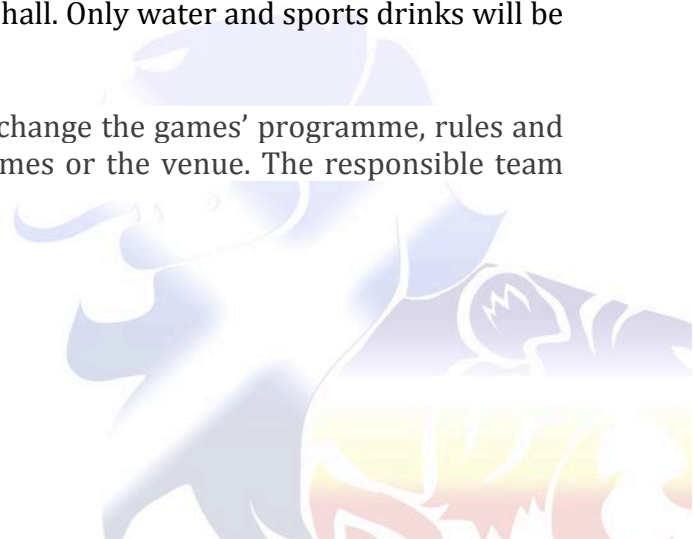
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- 8) Any player who is disqualified/removed from the tournament, for any reason, **will not be refunded** of their entry fee.
- 9) Each university is **required to provide referees** for events in which they have registered to compete in. The referees can be any players from the team but should have the corresponding skills/experiences to referee matches. Referees are indicated in the fixtures; please refer to them for further details.
- 10) All referees **must** 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/her university will receive a deduction of 3 points from their End-of Games Score Tally.
- 11) No referee will be allowed to umpire a match in which his University is competing in. In the event of more than 1 referee needed (for line judges, etc.), referees must be from different universities.
- 12) Any dispute with regards to refereeing decisions must be brought up only by the team captain to the respective Games Officials as soon as possible. Games Officials are under no obligation to overturn any decision already made and will make his/her 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.
- 13) Players are required to use their own equipments i.e. racquets, except for the following games:
 - (i) Futsal
 - (ii) Basketball
 - (iii) Captain's ball
 - (iv) Chess
 - (v) Congkak
 - (vi) Frisbee

* Shuttlecocks, squash balls and table tennis balls will be provided.
- 14) All payments **must** be made before arrival at Meadowbank Sport Centre.
- 15) The organiser accepts no liability for lost or stolen valuables and injuries sustained during the event.
- 16) **No food or beverages** are allowed in the games hall. Only water and sports drinks will be permitted.
- 17) The organising committee reserves the right to change the games' programme, rules and regulations, group assignment(s), the playing times or the venue. The responsible team captains will be informed.



2.0 Men's 5-a-side Futsal

2.1 General Rules

- 5 players and 1 reserve are allowed per team.
- Half of each participating team should consist of Malaysians. *Not applicable to guest team*
- All futsal teams are to register at the Meadowbank Sport Centre by 7.45a.m.
- All teams should wear jerseys of the same colour to ease identification. Bibs may be provided.
- Pitch-side will be decided by the toss of a coin.

2.2 Tournament Format

Qualifying Matches

- The round-robin system applies.
- Playing time is **15 minutes with no timeouts**.
- The **winning** team will be awarded **3 points**, **1 point** for **losing** team. In the case of a **draw**, **2 points** will be awarded to both teams.
- The team with the highest points will proceed to the Semi-Finals. However, in the case whereby two teams are tied with the same points, goals difference applies.
- Teams not playing in a particular match will referee and time-keep as assigned in the fixtures.

Semi-Final & Final Matches

- Semi-Finals and Finals will be played as a knockout round.
- Playing time will be 15-minute halves with a 5 minutes haltime (Total time: 35minutes/match). There will be no timeouts.
- In the case of a tie, the Games Officials will decide if extra time is to be played or an immediate penalty shoot out to take place after a one minute break.
- The Organiser will provide referees.

** The Organiser reserves the rights to alter the tournament system of any particular game/ category. Any changes made will be announced on the day of event itself.

2.3 Games Rules

- Standard rules and regulations of futsal apply.
- Rolling Substitution is allowed. The ball must be out of play before a substitution is made
- Switching of goalkeeper in the middle of the game will be allowed. The referee should be informed about the decision to swap goalkeepers or make substitutions.
- 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.
- Games Officials' decision is final.

3.0 Men's 5 -a-side Basketball

3.1 General Rules

- 5 players and 1 reserve are allowed per team.
- Half of each participating team should consist of Malaysians. *Not applicable to guest team*
- All basketball teams are to register at the Meadowbank Sport Centre by 7.45a.m.
- Each team should wear jerseys of the same colour to ease identification.

3.2 Tournament Format

Qualifying Matches

- Round-robin system applies.
- Playing time is **7 minutes halves with a 1 minute half time. (Total time:15minutes/match)**. A **30 seconds** timeout allowance per half for each team.
- A 3 minutes warming-up session before the start of match.
- The **Winning** team will be awarded **3 points** where as the **defeated** team, **1 point**. In the event of a **draw, 2 points** will be awarded to both teams.
- The team with the highest points will proceed to the Semi-finals. However, in the event of a tie, match scores difference applies.
- Teams not playing in a particular match will referee and time-keep as assigned in the fixtures.

Semi-Finals & Finals Matches

- Semi-Finals and Finals will be played as knockout rounds.
- Playing time will be 7 minutes per quarter a 3-minute half time (Total time: 31minutes/match). A 30 seconds timeout per quarter is allowed for each team.
- A 3 minutes warming-up session before the start of match.
- In the event of a tie, 3 minutes overtime will be given should there be a draw at the end of the match period. Immediate free throw takes place should there still be a draw. The number of free throws will be decided by the Games Official.
- The Organiser will provide referees.

**The Organiser reserves the right to alter the tournament system of any particular game/ category. Any changes made will be announced on the day of the event itself.

3.3 Games Rules

1. Standard rules and regulations of basketball apply.
2. 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.
3. 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.
4. Games Officials' decision is final.

4.0 Badminton

4.1 General Rules

- Categories: Men's Singles, Men's Doubles, Women's Singles, Women's Doubles & Mixed Doubles
- Half of each participating team should consist of Malaysians. *Not applicable to guest team*
- Non-Malaysian participants joining the Men's/ Women's Singles must be a member of their respective Malaysian society. *Not applicable to guest team*
- Each contestant has to bring their own racquets.
- All Badminton players are to register at the Meadowbank Sport Centre by 7.45a.m.

4.2 Tournament Format (applies to all categories)

Qualifying Matches

- Round-robin system applies.
- Each match is 1 set of 21 points. Players will switch sides whenever the point of 11 is reached. Playing time will be limited to **15 minutes** per match.
- The winning player/pair will be decided by points or the most number of points in the event the prescribed time limit is exceeded.
- The **winning** player/pair will be awarded **3 points**, whereas the **losing** player/pair, **1 point**. In the event of a **draw**, **2 points** will be awarded to both teams.
- The player/pair with the highest point will proceed to the Semi-Finals. However, in the event of a tie, match scores difference applies.
- Players not playing in a particular match will referee and time-keep as assigned in the fixtures.

Semi-Finals & Finals Matches

- Semi-Finals and Finals will be played as knockout rounds.
- 'Best of 3 sets' format applies. Each set will consist of 21 points. Players/pairs will switch sides at the end of each set.
- The Organiser will provide referees.

*The Organiser reserves the right to alter the tournament system of any particular game/ category. Any changes made will be announced on the day of the event itself.

4.3 Games Rules

- Standard rules and regulations of badminton apply.
- Disputes should be solved by the Games Official. Decisions made by Games Official are final.
- The new scoring system will be used.

5.0 Squash

5.1 General Rules

- Categories: Men's Singles, Women's Singles
- Non-Malaysian participants who want to join Men's/ Women's Single must be a member of their respective Malaysian Society.*Not applicable to guest team*
- Players are required to bring their own racquets.
- Players **must** wear non-marking shoes.
- Players are advised to bring more than one colored shirt. The Organiser requires all players to wear different coloured shirts to ease identification by the referee.
- All Squash players are to register at the Meadowbank Sport Centre by 7.45a.m.

5.2 Tournament Format (applies to all categories)

Qualifying Matches

- Round-robin system applies.
- Each match is 1 set of 21 points. Each match is limited to **15 minutes** per match.
- The winning player will be decided by points or the most number of points in the event the prescribed time limit is exceeded.
- The **winning** side will be awarded **3 points** where as the **losing side 1 point**. In the case of a **draw, 2 points** will be awarded to both players.
- The player with the highest point will proceed to the Semi-Finals. However, in the event of a tie, match scores difference applies.
- Player who is not in game will referee and time-keep other games as assigned in the fixtures.

Semi-Final

- Semi-Finals will be played as knockout rounds.
- 'Best of 3 sets' format applies. Each set will be 11 points. 90 seconds break within each set.
- The Organiser will provide referees

Final

- 'Best of 5 sets' format applies. Each set will be 11 points. 90 seconds break within each set.
- The Organiser will provide referees.

**The Organiser reserves the rights to alter the tournament system of any particular game/ category. Any changes made will be announced on the day of event itself.

5.3 Games Rules

- Standard rules and regulations of Squash apply.
- Any disputes should be taken to the Games Official. Decision made by Games Officials' is final.

6.0 Table Tennis

6.1 General Rules

- Categories: Men's Singles, Women's Singles
- Non-Malaysian participants joining the Men's/ Women's Singles must be a member of their respective Malaysian Society.*Not applicable to guest team*
- Players have to bring their own racquets.
- All Table Tennis players are to register at the Meadowbank Sport Centre by 7.45a.m.

6.2 Tournament Format (applies to all categories)

Qualifying Matches

- Round-robin system applies.
- 'Best of 3 sets' format of 11 points each will be used. Players will switch sides whenever the 11th point is reach. Each match is limited to **10 minutes**.
- The winning player will be decided by points or the most number of points in the event the prescribed time limit is exceeded.
- The **winning** side will be awarded **3 points** where as the **losing side 1 point**. In the case of a **draw, 2 points** will be awarded to both teams.
- The player with the highest point will proceed to the Semi-Finals. However, in the event of a tie, match scores difference applies.
- Players who are not participating in a particular game will referee and time-keep as assigned in the fixtures.

Semi-Final and Final

- Semi-Finals will be played as knockout rounds.
- 'Best of 5 sets' format applies. Each set will consist 11 points. There will be a 30-second break between sets.
- The organiser will provide referees.

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6.3 Games Rules

- Standard rules and regulations of Table Tennis applies.
- Disputes should be taken to the Games Official. Decisions made by Games Officials' are final.

7.0 Captain's Ball

7.1 General Rules

- 6 players and 1 reserve are allowed per team.
- Half of each participating team should consist of Malaysians. *Not applicable to guest team*
- At any one time, only 6 players (at least 3 females) from each team are allowed on the court.
- All Captain's Ball teams are to register at the Meadowbank Sport Centre by 7.45a.m.
- Each team should wear jerseys of the same colour to ease identification.

7.2 Tournament Format (applies to all categories)

Qualifying Matches

- Round-robin system applies.
- Playing time is **15 minutes with a 30 second timeout** allowance for **each** team.
- The team that scores the most number of goals in the playing time wins.
- The **winning** side will be awarded **3 points** where as the **losing** side **1 point**. In the case of a **draw, 2 points** will be awarded to both teams.
- The team with the highest point will proceed to the Semi-Finals. However, in the event of a tie, goals difference applies.
- Teams not playing in a particular game will referee and time-keep as assigned in the fixtures.

Semi-Final & Final Matches

- Semi-Finals and Final will be played as knockout rounds.
- Playing time will be 10 minutes halves with a 5 minute half time (Total time: 25minutes/match). A 30 second timeout is allowed for each team.
- In the case of a tie, an extra time of 5 minutes will be given. The team to score the most number of goals in the extended time wins the game.
- The organizer will provide referees

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7.3 Games Rules

- Standard rules of Captain's ball applies.
- During the game, only 1 Catcher and 1 Blocker are allowed for each team.
- Rolling substitutions are allowed throughout the game, with no interruption to the game.
- A goal is scored when the catcher takes possession of the ball and holds onto it with both hands for at least 3s whilst on the chair.
- Body contact is not allowed in the game.
- Opponents must be 3ft away from the player in possession of the ball.
- A player is allowed possession of the ball for a maximum of 3s.
- Players cannot run while holding on to the ball.

- Bouncing/dribbling/kicking of the ball is not allowed. Blocking the ball with your legs is not allowed. However, jumping to block the ball in the air (when no other players are holding on to it) with your hands is allowed.
- Players who jump with the ball in their hands must release the ball before they land.
- Players are not allowed to “spike”/tap the ball in any way.
- Opponents are not allowed to swat the ball away from the player who is attempting a throw.



8.0 Ultimate Frisbee

8.1 General Rules

- 7 players and 1 reserve are allowed per team.
- Half of each participating team should consist of Malaysians. *Not applicable to guest team*
- At any one time, only 7 players (at least 3 females) from each team are allowed on the court.
- Each team should wear jerseys of the same colour to ease identification.
- All Ultimate Frisbee teams are to register at the Meadowbank Sport Centre by 7.45a.m.

8.2 Tournament Format

Qualifying Matches

- Round-robin system will be applied.
- Each team will be allocated into a group prior to the start of the competition by the Games Official.
- Playing time is 15 minutes with a 30 second timeout allowance for each team.
- The team that scores the most points within the playing time wins.
- The **winning** team will be awarded **3 points**, whereas the **losing side, 1 point**. In the event of a **tie, 2 points** will be awarded to both teams.
- The team with the highest points will proceed to the Semi-Finals. However, in the event of a tie, match score difference applies.
- Teams not playing in a particular game will referee and time-keep as assigned in the fixtures.

Semi-Finals & Finals Matches

- Semi-Finals and Final will be played as knockout rounds.
- Playing time will be 15 minutes halves with a 3 minute half time (Total time: 33minutes/match). A 30 second timeout is allowed for each team..
- In the event of a tie, the match will be extended for an extra 10 minutes. The team that scores the most points in the extended time wins the game. Sudden death score system might be applied.
- The Organizer will provide referees..

* *The Organizer reserves the rights to change the tournament system of any particular game/category. Any changes made will be announced on the day of event itself.

8.3 Games Rules

- Standard rules of ultimate frisbee will be applied.
- Substitution is allowed throughout the game, with no interruption to the game.
- Each point begins with both teams lining up on the front of their respective end zone line. The defence throws ("pulls") the disc to the offense. A regulation game has seven players per team.
- Each time the offense completes a pass in the defense's end zone, the offense scores a point. Play is initiated after each score.



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- The disc may be advanced in any direction by completing a pass to a teammate. Players may not run with the disc. The person with the disc ("thrower") has ten seconds to throw the disc. The defender guarding the thrower ("marker") counts out the stall count.
- When a pass is not completed (e.g. out of bounds, drop, block, interception), the defense immediately takes possession of the disc and becomes the offense.
- Players not in the game may replace players in the game after a score and during an injury timeout.
- No physical contact is allowed between players. Picks and screens are also prohibited. A foul occurs when contact is made.
- When a player initiates contact on another player a foul occurs. When a foul disrupts possession, the play resumes as if the possession was retained. If the player committing the foul disagrees with the foul call, the play is redone.
- Game Officials' decision is final.

9.0 Chess

9.1 General Rules

- Non-Malaysian participants must be a member of their respective Malaysian society. *Not applicable to guest team*
- All Chess players are to register at the Meadowbank Sport Centre by 7.45a.m.

9.2 Tournament Format

Qualifying Matches

- Swiss-system format applies.
- Playing time is **10 minutes** per player.
- There are a total of 5 rounds for the Qualifying Matches.
- For the first round, each player will be randomly assigned to an opponent. The **Winning** side will be awarded **1 point** whereas **0 point** to the **loser**. In the case of a **draw, 0.5 points** will be awarded to both players.
- In the second round, 2 players with the same score will go against each other. Should there be more than 2 players scoring the same points, the Game Official will performed a random draw to decide the corresponding opponent.
- Same format applied to the third, fourth and fifth rounds.
- Same players will never oppose each other twice.
- Only the top 4 players will proceed to the next level.

Semi-Finals & Finals Matches

- Matches will consist of 2 games.
- Playing time is 15 minutes per player per game.
- Each player will get to play with white and black.
- Should there be a tie (1-1), 1 game of tiebreaker will be player in which time control is 3 minutes for each player.

**The Organiser reserves the rights to alter the tournament system of any particular game/category. Any changes made will be announced on the day of event itself.

9.3 Games Rules

- Standard rules of international chess set by the International Chess Federation (FIDE) will be applied.
- Touch move will in enforced. Whereby the piece that you touch, must be played unless it is an illegal move.
- If there is any dispute, Games Official will make a decision.
- Players are advised to be in court 10 minutes before the start of his/her game. Latecomers might be disqualified.
- Games Officials' decision is final.

10.0 Congkak

10.1 General Rules

- Non-Malaysian participants must be a member of their respective Malaysian society. *Not applicable to guest team*
- All Congkak players are to register at the Meadowbank Sport Centre by 7.45a.m.

10.2 Tournament Format

Qualifying Matches

- Round-robin system applies.
- The **winning** side will be awarded **3 points** where as the **losing** side, **1 point**. In the event of a **draw**, **2 points** will be awarded to both player.
- The team with the highest point will proceed to the Semi-Finals. However, in the event of a tie, match score difference applies

Semi-Finals & Finals Matches

- Semi-Finals and Final will be played as knockout rounds.
- In the event of a tie, a re-match is required.

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10.3 Games Rules

- Standard congkak board with two rows of seven circular holes and two large holes at both ends called "home" apply. The Organiser will provide the board and marbles but players are encouraged to bring their own.
- Both players are responsible to make sure all the equipments are complete before starting the game.
- The game starts with both players choosing a hole of 7 marbles. They then simultaneously start to distribute them in each hole clockwise from the starting hole until one of them end up in an empty hole or mistakenly fill the other player's home hole (resulting in the loss his/her turn).
- The other player then continues the game until he/she loses a turn. Thereafter, players will take turns to make their move.
- When a player's last marble ends up in a empty hole, the player is entitled to take all the marbles in the opposite hole.
- The game ends when one of the players is not able to make a move.
- The winner is determined by the highest number of marbles in their 'home' hole.
- A player making illegal moves or disrupting the round shall lose the game.
- Disputes should be solved by the Games Official
- Toilet breaks during the game will not be entertained.
- Games Official decisions are final.

11.0 DotA

11.1 A) General Rules

- 5 players are allowed per team.
- Half of each participating team should consist of Malaysians. *Not applicable to guest team*
- In an extreme case, we will allow a game to go on 4v5 (this cannot be done on purpose)
- Players are **STRICTLY FORBIDDEN** to play for another team, if caught, both teams that sent the player and the team whereby the player is playing for, will be **INSTANTLY DISQUALIFIED**.
- All DotA teams are to register at the Meadowbank Sport Centre by 7.45a.m.

B) Equipment

- Each player is required to **bring their own laptop**.
- A player may bring and use his own keyboard and/or mouse.
- Any use of customs tools (eg. dota tools) is not allowed.
- In the event of a player not being able to connect to a modem/game, a replacement for the laptop may be obtained e.g from another team,

11.2 Tournament Format

Qualifying Matches

- Round-robin system will be applied.
- The top two teams within each group with the best win-loss ratio proceed to the next stage.
- In event of a tie, the team with the **FASTEST GAME TIME** for the two games that they have played will proceed to the next stage.

Quarter-Final & Semi-Final Matches

- Knock-out system will be applied
- Game Official will be refereeing the matches.

Final Match

- 'Best of 3 games' format will be applied.
- Game Official will be refereeing the matches.

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11.3 Games Rules

Before Game

- Teams must be on standby prior to the start of their match.
- Team captains will have a coin-flip before the match. Winner of the coin flip will be able to choose starting position OR order of -cm mode. Loser will choose the other option. For example: Team A wins coin-flip and captain decides they want to start the pick/bans of -cm mode, therefore Team B gets to choose their starting position (Sentinel or Scourge)



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In-Game

- Game version will be Warcraft 3 Frozen throne 1.26a. Map of Dota will be the latest during the period of tournament. (as of the period of tournament)
- Game mode will be -CM mode.
- Game will be saved after: 1st Blood, major team fights, rax down, Roshan down or if requested by team captain. Thus if there was a power outage, disconnects etc. the game will continue from previous saved point.
- In an unlikely event of a bug, the game will continue unless it gives a significant advantage to one team. The deliberate use of a bug/glitch will result in a disqualification.
- There are no item/hero limits. (except of course those banned in pick/ban phase)
- There is no rule against backdooring. (backdooring is legal)
- There will be absolutely **NO TOLERANCE AGAINST FLAMING**. Flaming will result in **instant disqualification**.
- Blocking creeps with the help of spells is forbidden.
- If the match does drag on for significantly too long (80mins ++), the referee may choose to declare a winner, if a clear winner is seen. (this is due to time constraints)
- Team captains are encouraged to gg out of games if they have already lost to save time.
- Anyone caught maphacking or using any sort of unfair advantage will be disqualified.
- Complaints/requests may be lodged to the referee by requesting for pause on the 'all' chat Eg. Toilet break. The referee will then pause the game to discuss the matter further.
- Referee's word is final.

