



# Malaysia Midwest Games

## Sports Rules

### *Congkak*

## **1. Forfeits**

- 1.1. Please refer to Section 9 of the General Rules.
- 1.2. Each player must be on-site in order to play the game.
- 1.3. Should a team be issued **two** technical fouls in one game, the game shall be forfeited to the opposing team.
- 1.4. Any player shall not disrupt the tournament in any way or shall be forfeited for the round or from the entire tournament.

## **2. Category**

- 2.1. There will be one tournament for Congkak.
  - 2.1.1. Open

## **3. Format of Tournament**

- 3.1. There will be one group (group A) competing in the first round. The winner of this match will proceed to compete with the player in group B in the second round.
- 3.2. There are 8 groups playing in the second round.
- 3.3. The winner from each group in the second round will proceed to the elimination matches beginning with semifinals, finals and 3rd place match.
- 3.4. One round play will determine whether a player proceed to the next round or not.
- 3.5. The tournament will promptly begin on the 23rd of May 2015 at 6:00 pm, unless stated. Players should arrived at least 10 minutes before tournament for once registration, otherwise can be prevented from joining the tournament if without any valid reason. See Section 9 of general rules.
- 3.6. The organizers reserve the rights to change the format of the tournament if needed.

## **4. Team Logistics**

- 4.1. Congkak will be held at Mason Hall.
- 4.2. Congkak sets will be provided.

## **5. Game Play and Timing**

- 5.1. Players will have to win the round to proceed to the next round.
- 5.2. The winner of each set will be determined by the most marbles in their 'home'.
- 5.3. Marbles are moved in clockwise direction.
- 5.4. Only 5 seconds are allowed for players to think for each move.
- 5.5. Players' hands have to be positioned upwards throughout the game, before placing the last marble into the hole.
- 5.6. The player's current turn ends when his/her last marble falls into an empty hole on the opponent's side.
- 5.7. When a player's marble ends in any hole on his/her side after moving at least one round, then the marbles in the hole opposite it can be claimed for his/her "home".

- 5.8. The game ends when no marbles are left in any of the small holes on both sides.
- 5.9. A player must pass if he/she has no marbles on his/her side.
- 5.10. At the end of each game, both participants will have to sign the score sheet after reporting the result to the scorekeeper.
- 5.11. Decision of arbiter is final.