



Malaysia Midwest Games General Rules

1. Participation Requirements

- 1.1. Every participant and player **MUST be a MALAYSIAN**.
- 1.2. Every participant and player (on court or reserve) for any Malaysia Midwest Games events, tournaments, and usage of facilities **MUST be paid and registered**. You can do so by visiting our website: www.malaysiamidwestgames.com.
- 1.3. Failure to comply with any rules of this section will be disqualified and forced to leave the compounds of Malaysia Midwest Games 2015.

2. Rules, Rights and Decisions

- 2.1. MMG 2015 committees have the right to change any rules.
- 2.2. All decisions by MMG 2015 committees, referees and linesmen will be final.
- 2.3. Registration of MMG 2015 implies that you agree to abide to **all general rules**, which can be found in this document/tab.
- 2.4. Registration of any MMG 2015 sports tournaments implies that you agree to abide to the respective sport's rule, which can be found on our website.
- 2.5. MMG 2015 expects its participants to respect everything during the event. Failure to do so can result in disqualification.

3. Key term, Abbreviations and Definitions

- 3.1. The following key terms will be defined and used in the rest of all rules in Malaysia Midwest Games 2015.
 - 3.1.1. **Game(s)/Sport(s)**: Game(s) or sport(s) represents the high level description of the game(s)/sport(s) being played. No placing will be awarded. Example: Badminton
 - 3.1.1.1. **Notes**: Basketball is a game/sport and also its own category.
 - 3.1.2. **Category(s)/Tournament(s)**: represents the specific category that will be having its tournament. Each category/tournament will have its first, second and third placing. Example: Badminton Men Singles
- 3.2. The following abbreviations will be defined and used in the rest of all rules in Malaysia Midwest Games 2015.
 - 3.2.1. **MMG 2015**: represents Malaysia Midwest Games 2015
 - 3.2.2. **U of M/Umich**: represents University of Michigan – Ann Arbor
 - 3.2.3. **CCRB**: represents Central Campus Recreation Building of U of M
 - 3.2.4. **MBus**: represents U of M Magic buses will move around campus. They are free to use.
 - 3.2.5. **AATA**: represents AATA buses (white bus) that will move around campus. They charge a fee for each ride. MMG2015 is not responsible for any of the fees charged.
 - 3.2.6. **Our website**: represents our website at www.malaysiamidwestgames.com
 - 3.2.7. **Participants**: Anyone who has paid and registered for MMG 2015.

4. **Liability and insurance**

4.1. MMG 2015 will not be liable for anything that will happen to any participants and will not charge for any insurance.

4.2. MMG 2015 participants are liable for any damage they have done to any MMG 2015 events, properties, and partners' properties.

4.3. In the event of any injuries, MMG 2015 can and only will assist in immediate care, subjected to First Aid, informing authorities and seeking immediate help. Any additional help will be volunteered provided they do not cause additional injuries to the victim.

4.4. MMG 2015 is not liable for any arguments or anything at all that will happen among team members, contingent members.

5. **Participation and Team Formation Fees**

5.1. All fees including fees in section 6 are non-refundable.

5.2. All participants of MMG 2015 are subjected to a USD 20 registration fee. This registration fee guarantees the following:

5.2.1. Participation of Malaysia Midwest Games 2015 events but does not include participation of any game tournaments.

5.2.2. Use of any Malaysia Midwest Games 2015 facilities and MBus transportation

5.2.3. Parking (subjected to availability) to any designated parking spots available. For more information, please visit our website.

5.2.4. One MMG 2015 Registration Package which includes but not limited to:

5.2.4.1. MMG 2015 Name Tag

5.2.4.2. MMG 2015 Water Bottle

5.2.4.3. MMG 2015 Registration Booklet

5.2.4.4. MMG 2015 Event Map

5.2.4.5. Coupons to local stores

5.2.5. Free flow teh tarik in our Mamak.

5.2.6. Discounted Price for Lodging at our partner local hotels (RedRoof Inn, Fairfield Inn, Holiday Inn). For more information, please visit our website.

5.2.7. Discounted Price for expenses in our partner local vendors. For more information, please visit our website.

5.3. Formation of any team will be subjected to a team formation fee. The team formation fee will depend on the maximum number of players in the team determined by MMG 2015 committees, which is the following:

5.3.1. One player per team: USD 5

5.3.2. Two players per team: USD 10

5.3.3. Four to six players per team: USD 20

5.3.4. Ten players per team: USD 35

5.3.5. More than ten players per team: USD 50

6. Additional Fees

6.1. MMG 2015 does not charge any additional fees for participation.

6.2. MMG 2015 does have additional items to be purchased through our website. These items are tentative and subjected to availability. These items include

6.2.1. Roti Canai in Mamak

7. Contingent Participation and Formation

7.1. Contingents participate in the overall competition of MMG 2015 Champion.

7.2. Universities participating in MMG 2015 can form a contingent with their University name.

7.2.1. Universities will received an E-mail regarding appointment of a contingent leader for their respected universities.

7.2.2. The appointed contingent leader must pay and register for MMG 2015.

7.2.3. An MMG 2015 website admin will upgrade the contingent leader's account so that (s)he will have contingent leader's access.

7.3. Any participants of MMG 2015 can form a contingent that does not have a University name.

7.3.1. The participant can form a contingent by visiting the following link:

7.3.1.1. Coming soon

7.3.2. The participant will go through some administrative process to verify his identity and proceed to provide him contingent leader's access.

7.4. All contingent leaders have the following rights and responsibilities:

7.4.1. Contingent leaders can invite teams to play for them. The decision of a team to play for a contingent relies the majority decision of a team to pledge to play for a contingent.

7.4.2.

8. Team Participation and Formation

8.1. Any participants can create a team to participate in a MMG 2015 sport tournaments. They can do so through our website.

8.2. Teams will be accepted in a first come, first serve basis until the maximum number of teams determined by MMG 2015 committees are achieved.

8.3. Whoever creates a team is subjected to the team formation fee as noted in section 5. (S)he will also be the team captain and **must be contactable** in any scenarios.

8.4. Team captains have the following responsibilities and rights:

8.4.1. Team captains must pay the team formation fee.

8.4.2. Team captains have the right to collect team formation fees from team members by taking the average of the team formation fee against the number of players in the team. This is subjected to any changes plus/minus USD 1 dollar for rounding purposes.

- 8.4.3. Team captains must make sure their team has the minimum number of players in the team to ensure their right to compete. Failure to do so will result in the team's disqualification.
- 8.4.4. Team captains must make sure their team abides to the sport rules the team is participating in, determined by MMG 2015 committees.
- 8.4.5. Team captains have the right to invite and accept any participants to be in his team.
- 8.4.6. Team captains have to report to their respective match venues within 10 minutes start time (preferably before!)
- 8.4.7. Team captains **must** notify the committee if any team members are participating in other sport tournaments. Failure to do so can result in disqualification.
- 8.4.8. Team captains have to abide to forfeit rules as noted in section 9 below.
- 8.5. In the event of reaching a capacity, a request can be sent for more registrations through our 'Contact us' website with the subject **[Request] {SPORTS_NAME}** with your request. We will try our best to make it happen. Please ignore the curly braces and replace SPORTS_NAME with the sports that you want more slots.
- 8.6. Participants can request to join any teams of any sport tournament. The decision to accept participants is solely on the team captains. MMG 2015 committees will have no power to force any amendments to the team captain's decision on his team's members.
- 8.7. Teams can accept or pledge to play for a contingent. This will allow teams to fight for the contingent's competition for MMG 2015 Champion. However, the decision to accept the team is up to the contingent leader.
- 8.8. Teams can only win points for a contingent if they pledge to play for the contingent. This can be done so through a majority agreement of all team members to play for a particular contingent.
- 8.9. Teams that do not play for any contingent will play as a Free Agent, which will win no points against the overall champion of MMG 2015. Free Agent teams will still get medals or trophies if they win.
- 8.10. The decision for a team to pledge to play for a contingent is final. MMG 2015 committees have no power to change that.
- 8.11. Participants can participate in multiple sport tournaments as they please. However, participants are responsible to ensure that their schedule does not clash by rule 7.9 below. MMG 2015 will not be responsible or liable to any schedule conflicts.
- 8.12. In the case of a player participating in multiple sport tournaments, the player has the responsibility to notify the MMG 2015 committees so that we can make schedule arrangements.

9. Forfeits

- 9.1. Players are expected to be present at the court 10 minutes before their match start; failure to do so may result in a forfeit from the competition.

- 9.2. Players are allowed at most 15 minutes of delay counting from the start time of the match. In the case of having not having players to start, we shall follow rule 8.3 to start the match on time or teams can choose to disqualify themselves.
- 9.3. Failure to show up 15 minutes after the match's start time will result in disqualification.
- 9.4. A team is required to have at least the minimum number of players to start a match, as specified in each sports rule to start/continue a match.
- 9.5. Should a team be issued the maximum number of technical fouls in one match as determined in the sport's rule, the match shall be forfeited to the opposing team.
- 9.6. In the case of cheating, the team that cheated will be forfeited to the opposing team.

10. General Manner

- 10.1. Participants are expected to treat all other participants with respect.
- 10.2. University of Michigan is a no smoking campus, so no smoking is allowed around campus grounds.
- 10.3. Participants are expected to cooperate with MMG 2015 committees to ensure the smoothness of the event.

11. Equipment / Attire

- 11.1. All players are prohibited from wearing the following:
 - 11.1.1. Accessories – which includes rings, earrings, watches etc.
 - 11.1.2. Hats and bandanas
 - 11.1.3. Casts are illegal

12. Sharp Objects / Firearms / Flammables / Poison / Chemicals / Anything Dangerous

- 12.1. These items are prohibited from all MMG 2015 events. Specific list of prohibited items can be found on at <http://www.tsa.gov/traveler-information/prohibited-items>

13. Spectators

- 13.1. All spectators must stand outside the bounds of the venue of match.
- 13.2. In events such as Carrom, Chess, Congkak, CS:GO, Dota 2, FIFA 15, Jeopardy and Pool, spectators are not allowed to say anything about the current match or pass any kind of information to the players. Failure to do so will result in the disqualification of the supporting team or whomever the information is passed to.