



General and Discipline Rules



United Nations Inter-Agency Games Secretariat

Change Log

Change#	Date This Document Was Modified	Type of Change	Description	Date Approved	Comments
18	28 February 2018	Rule amendment	Amended rules #1, #4, and #7 for Athletics (Women)	Approved by the CC by email on 16 February 2018	Aligned women's athletics rules to those of men's.
17	29 January 2018	Rule amendment	Amended rule #5 for women's table tennis	N/A	It is not possible to have a tie situation in women's table tennis.
16	7 December 2017	Rule amendment	Amended several darts rules	Approved by the CC in Vienna on 3 May 2017	
15	7 December 2017	Rule amendment	Amended several beach volleyball rules	Approved by the CC in Vienna on 3 May 2017	
14	7 December 2017	Rule amendment	Confirmed badminton rules #5, amended rules #6 and #7; renumbered subsequent rules	Approved by the CC in Vienna on 3 May 2017	
13	7 April 2017	Rule amendment	Amended rule #5 for badminton	Approved by the CC in March 2017	Could be provisional pending a review by captains and the CC in Vienna
12	14 March 2017	Swimming (Men & Women)	Amended individual medley order	Approved by the CC in Salou on 29 April 2015	
11	28 February 2017	Rule addition	Added rules for Pool-Billiards	Approved by the CC by email in February 2017	
10	19 January 2017	Rule addition	Added rules for Cricket	N/A	Cricket has been at the Games since 2014, but for some reason was not added to this document
9	4 October 2016	Rule amendment	Amended tennis rules as requested by captains at the Malaga Games	Approved by CC by email in October 2016	
8	4 October 2016	Rule amendment	Amended chess rules as requested by captains at the Malaga Games	Approved by CC by email in October 2016	
7	4 October 2016	Rule amendment	Amended badminton rules as requested by captains at the Malaga Games	Approved by CC by email in October 2016	
6	5 May 2016	Rule amendment	Re-worded Pétanque rules for clarification	N/A	
5	24 March 2016	Rule addition	Added rules for beach volleyball	Approved by CC by email in March 2016	
4	23 March 2016	Rule amendment	Chess, Darts, and Pétanque rules	Approved by CC by email in March	

			were amended	2016	
3	23 March 2015	Rule amendment	Basketball rules were amended	2 nd meeting (Wednesday 24 April 2013) of the CC at the 40 th IAG in Marina d'Or, Spain	
2	20 March 2015	Rule amendment	General rule #6 was amended to include the UNJSPF as a criteria, and to give the Secretariat decisive power.	4 th meeting (Friday 26 April 2013, 6 p.m.) of the CC at the 40 th IAG in Marina d'Or, Spain	
1	20 March 2015	Change Log	Introduction of the change log	N/A	

IAG General Rules

1. The purpose of the United Nations Inter-Agency Games (IAG) shall be to enable current and retired members of the agencies and organizations of the United Nations system and other eligible organizations to get to know each other through sports and other recreational activities and thereby to improve mutual understanding and work relations. The departments of Human Resources (HR) and the various staff bodies accept that staff participating in social and sporting activities contribute to the well-being of themselves as well as to both the organization and staff relations. Sports and other recreational activities develop team building and drive motivation, attributes which are conducive to forming future leaders who will be better able to fulfil the urgent jobs in times of stress.
2. The IAG shall be held yearly, preferably between 15 April and 15 May. The host organization, in consultation with the other participating organizations, shall decide on the venue and dates of the IAG. The host organization shall choose the disciplines, bearing in mind the number of teams participating from each organization, in each of the disciplines. Disciplines should only be included if at least four teams are available. No location for the IAG shall be considered if the UNSSS has designated the country, or any area within that country, a security risk.
3. Responsibility for the IAG during the tournament shall ultimately lie with the CC, which shall be preferably composed of one non-competing representative of each participating organization. Each competing organization may also nominate an alternate CC member who may also be a competitor. The CC should hold its first meeting before the opening of the IAG. It shall address any business put forward to it by the organizations' representatives, the participating captains or the Secretariat. They may also pass on to the Secretariat any specific issue or group of issues to be worked on for them to report back to the CC before the next IAG. Each participating organization shall have the right to one vote. In the case of a tie the chairperson shall have the deciding vote. In such a case the chairperson's organization/agency shall have two votes.
4. The CC shall approve, amend or reject any proposals put forward to it regarding the General or the Competition Rules or any modifications thereof. Any change or amendment to any rule or rules shall only enter into force at the beginning of the next IAG or immediately if the rule change(s) is approved before any games have commenced in that particular discipline. The adoption of any rule change or amendment shall require a simple majority of those CC members present at the time of the vote. The working language of the CC's meetings and correspondence shall be English and/or French. The composition of any working group or committee including the Secretariat, which should meet outside the actual IAG, should all come from the same duty station. This is to ensure that they can meet on a regular basis and at the same time shall not incur any avoidable expenses.
5. As one of the purposes of the IAG is to promote sporting competition between the staff of the organizations and agencies of the United Nations system, it would be desirable that each organization or agency provides a complete team from among their own staff members. However, in cases where this is not feasible, combined teams are permitted. The naming of such teams shall follow the principles of the "naming convention." The creation of mixed teams, however, should not lead to the deliberate creation of a strong team.
 - 5.1 All disciplines should play all other teams in their specific discipline. Only when the local infrastructure does not allow it or, because of the number of participating teams and the limited time available, this would be impossible then, and only then, should the discipline be formed into groups. It is the responsibility of the discipline coordinators to decide on the best approach depending on the given circumstances.

6. Participating organizations/agencies are those listed on the United Nations System directory at <http://www.unsceb.org/directory>, or are members of the United Nation Joint Staff Pension Fund (UNJSPF) listed at <http://www.unjspf.org>. If not listed therein, the organization's application to participate in the IAG will be decided upon by the IAG Secretariat and reported to the Control Commission.
7. The Games shall be organized on a six-year cycle. They shall be hosted by an organization or combination of organizations from the following six duty stations and in the following order: Paris, Geneva, New York, Rome, Nairobi and Vienna. The IAG Secretariat shall solicit the commitment of the host organization(s) two years in advance. Should any of the six duty stations fail to commit, the IAG Secretariat shall call for competitive bidding from all participating organizations in order to have sufficient time to properly organize the Games.
8. The IAG official logo shall be used in all IAG matters, be it website, letterhead, publications, or other. The Organizing Committee may, if it so wishes, design its own logo to identify the year of the Games, and use it in addition to the official logo.
9. The host organization, in consultation with the Secretariat, will send out invitations to participate in the IAG to all eligible organizations and agencies at the latest four months prior to their commencement. The invitation shall include the location, date, list of disciplines and the various costs of participation with all the requisite deadlines for registration and payment. The host organization may stipulate the number of teams an organization may send per discipline taking into consideration factors such as availability of acceptable accommodation, sporting facilities available and costs. It will also ensure that any organization/agency with any outstanding bills is not invited to participate in any future Games until all bills have been settled. The CC maintains the right to reject the participation of individuals in accordance with the document "Penalties for Breach of Agreed Norms" located on the CC website (<http://cc.interagencygames.org>).
10. All cost of money transfers to the host organization must be covered by the payer. The host organization(s) may refuse to accept any registration after the specified deadline. Participants are obliged to accept the conditions of any package deal made by the host organization/agency; this shall be a pre-requisite of participation. It must also be stressed that the IAG is organized by volunteers without any financial reserves so the timely payment of all dues cannot be overemphasized.
11. Each organization wishing to participate in the IAG shall inform the host organization of the nominated disciplines it wishes to take part in at least two months prior to the start of the IAG. Seeding, when applicable, is done by the host organization based on the results of the previous IAG.
12. The host Organization shall ensure that:
 - 12.1 participants and registered supporters arriving at the venue will be met and transported to their respective accommodations
 - 12.2 there is adequate free transport between the different sporting venues for both participants and registered supporters
 - 12.3 there is adequate first aid facilities at the sporting venues
 - 12.4 doctors and ambulances are available for emergency calls
 - 12.5 adequate physical security for all participants and supporters
 - 12.6 the organizers at the host venue take out adequate third party insurance to cover all participants and registered supporters
 - 12.7 all playing facilities are of regulation size and quality
 - 12.8 copies of the relevant international and IAG specific rules are available for each discipline in English and French

- 12.9 there are trophies and medals for the first three winning teams only¹ (any discipline taking place with less than four teams will forfeit their right to a prize). The host organization may decide on a few exceptional individual prizes as deemed necessary.
- 12.10 the IAG package for the participants and supporters is arranged on the best terms possible, the payment of which shall be the responsibility of each organizing body
- 12.11 the CC has adequate office facilities to meet situated in a central location
- 12.12 there are qualified coordinators and referees for each discipline
- 12.13 there is an opening and a closing ceremony with the official prize giving taking place at the closing ceremony
13. Each organization or agency shall draw up a legible list of its officials and players by discipline. The list shall be certified by the respective HR department, thereby verifying and confirming that all the participants named are eligible to participate according to the rules of participation. The original list shall be presented to the host organization on arrival at the IAG.
14. Any person of a participating organization or agency who has served under contract, including supernumeraries, for at least three months or who holds a contract of at least three months duration and, in either case, holds a contract effective at least one month before the IAG open and during their entire duration, is eligible for selection as a member of a team. Any person who has retired from any participating organization or agency is also eligible to participate in the IAG.
15. Staff from different duty stations of the same organization may compete in their own right, based on residency.
16. No individual may participate in more than one discipline. However, in order not to leave a team undermanned the Control Commission may waive this rule in the event of illness or accident. In the case of separate competitions for men and for women, no woman may play in the competition for men or vice versa unless prior approval has been obtained from the Control Commission.
17. Players may not swap teams, within the same discipline, without prior authorization from the Control Commission.
18. If an organization, for whatever reason, is disqualified then this should not affect the results of any mixed teams which may have players on their team from the disqualified organization. In this context the disqualified organizations' name shall not be mentioned in any mixed team should they win a prize.
19. Anyone participating in a competition must hold an identity card with a photograph issued by an official body such as an organizational grounds pass, passport or national ID card or a driving licence. This identity card must be checked by the Coordinators responsible for each discipline before the first encounter. In case of dispute, the issue will be presented to the Control Commission for decision.
20. MEDICAL CERTIFICATES: If the host country or organization requires participants of any discipline to have a medical certificate then this must be complied with and is a prerequisite for participation. The format of the medical certificate shall comply with the requirements of the host country or organization. A note from a doctor or other medical

¹The Control Commission has no problems with individual disciplines awarding their own peers with individual achievement awards. However, these awards must be done within each discipline's confines and the awards must be self financed.

practitioner stating that a person is fit for work does not constitute a medical certificate in the context of the IAG. The medical certificate must be checked by the Coordinators responsible for each discipline before the first encounter. Any person, at any time, whether planned or otherwise replacing a legitimate player in any discipline requiring a medical certificate must also have the same calibre of medical certificate in order to participate. If necessary the certificate should be obtained at the person's own expense from a local qualified medical practitioner. This rule shall be strictly adhered to, there shall be no exceptions.

21. The final ranking of each team shall be determined in accordance with the procedures laid down in the relevant Competition Rules.

Athletics (Men)

The competition shall be held in accordance with the General Rules of the Games and those of the International Amateurs Athletics Federation

1. Each team will consist of a minimum of 4 and a maximum of 6 participants, one of whom will act as captain.
2. The host organization will provide the services of a judge and other necessary officials.
3. The athletics competition shall consist of a relay and a 10-12 km road and/or cross country race in which both men and women will participate.
4. The relay will be a four person relay covering 4 distances of 1000 metres, 800 metres, 600 metres and 400 metres. The races will be held, as appropriate, either on a track or on a suitable road or cross country course.
5. All team members will participate in the 10-12 km road or cross country race.
6. The scoring shall be as follows: the winning team shall receive 12 points; the team finishing second: 10 points; the third: 8 points; the fourth: 7 points, the fifth: 6 points, etc.
7. In the 10-12 km, the placing of the first four participants of each team shall be added together, and the team with the lowest total shall be the winner, the team with the next lowest total shall place second, etc. The points shall then be attributed as indicated in paragraph 6 above.
8. In case two or more teams obtain the same totals in any event their respective ranking shall be determined according to their respective best placed participant.
9. The team with the highest number of points shall be the winner of the athletics competition. If two or more teams obtain the same number of points, their ranking shall be determined on the basis of their score in the 10-12 km race.
10. The judge shall communicate the results of each event to the discipline coordinator in writing, duly certified by the team captains.

Athletics (Women)

The competition shall be held in accordance with the General Rules of the Games and those of the International Amateurs Athletics Federation

1. Each team will consist of a minimum of 4 and a maximum of 6 participants, one of whom will act as captain.
2. The host organization will provide the services of a judge and other necessary officials.
3. The athletics competition shall consist of a relay and a 10-12 km road and/or cross country race in which both men and women will participate.
4. The relay will be a 4 person relay covering 4 distances of 1000 metres, 800 metres, 600 metres and 400 metres. The races will be held, as appropriate, either on a track or on a suitable road or cross country course.
5. All team members will participate in the 10-12 km road or cross country race.
6. The scoring shall be as follows: the winning team shall receive 12 points; the team finishing second: 10 points; the third: 8 points; the fourth: 7 points, the fifth: 6 points, etc.
7. In the 10-12 km race the placing of the first 4 participants of each team shall be added together, and the team with the lowest total shall be the winner, the team with the next lowest total shall place second, etc. The points shall then be attributed as indicated in paragraph 6 above.
8. In case two or more teams obtain the same totals in any event their respective ranking shall be determined according to their respective best placed participant.
9. The team with the highest number of points shall be the winner of the athletics competition. If two or more teams obtain the same number of points, their ranking shall be determined on the basis of their score in the 10-12 km race.
10. The judge shall communicate the results of each event to the discipline coordinator in writing, duly certified by the team captains.

Badminton

The competition shall be held in accordance with the General Rules of the Inter-Agency Games and those of the Badminton World Federation (BWF), except where the present competition rules provide otherwise.

1. Each team shall consist of a minimum of four players (three men and one lady, or two men and two ladies), and of a maximum of eight (five men and three ladies), one of whom shall act as captain. All line-ups are based on a four men and two ladies combination (see para. 5). During any given encounter, a team must play as if four men and two ladies were present. Any missing combinations will be forfeited.
2. A player may not play for more than one team nor play in more than two doubles matches (men's, ladies', or mixed doubles) during each encounter.
3. Before each encounter, the captains of the two teams shall exchange their team rosters, according to ranking, showing which players are scheduled for specific matches. Subsequently, no substitution shall be allowed, except if a player falls ill or is injured or fails to report for his or her scheduled match.
4. Once an encounter has been scheduled, cancellation by either team shall be counted as a victory for the opposing team by default: 21-0, 21-0.
5. Each encounter shall consist of three men's doubles matches, one ladies' doubles match, and two mixed doubles matches. If a team consists of the stated minimum number of players, the line-up shall be as follows: for three men and one lady - two men's doubles matches and two mixed doubles matches; and for two men and two ladies – one men's doubles, one ladies doubles, and two mixed doubles.
6. During the group stage (not in semi-finals and final), a point system is to be used. Each match that is won is awarded a single point. For example, a team that wins all 6 matches, is awarded 6 points for that encounter. The opposing team that lost all 6 matches is awarded 0 points. Another example would be if a team wins 3 matches and loses 3 matches, the final score will be 3-3 and so on.
7. In case of a draw in any given group (either scenario) after all encounters have been played, the winner of the head to head encounter between the teams that are tied is declared as winner. If more than 2 teams are tied on points, the number of sets and eventually the points shall be the deciding factors.
8. Each match is decided on the basis of the best of three sets.
9. The competition shall consist of one round only, and each team shall play against every other team. When this is not possible because of the number of participating teams, insufficient courts or lack of available time, the games will be played in groups. The top team from the groups play for the first three places.
10. The best 3-4 teams of the previous year shall be seeded according to their placing of the previous IAGs. The host organization shall establish the schedule of encounters in accordance with paragraph 11 of the General Rules of the Games
11. At the end of each encounter, the chief umpire shall communicate the results in writing to the discipline coordinator, together with the match records duly signed by the team captains.
12. The host organization shall provide the services of a chief umpire to record the results and to resolve any dispute that may arise. The chief umpire's decisions shall be final.
13. The host organization shall designate an umpire for each match, and for this purpose may call upon players not involved in a match of their own.
14. The host organization shall provide feather shuttles.

Basketball

The competition shall be held in accordance with the General Rules of the Games and those of the International Amateur Basketball Federation (FIBA), except as otherwise provided in these Rules.

1. Each team shall consist of not more than 12 players, one of whom shall act as captain. Female players are encouraged to participate.
2. At the beginning of the Games, each team shall submit to the host organization a list of its players, which shall include the number of each player and the colour of the team's uniform. Thereafter, changes in the designated number for each player shall only be made by agreement with the basketball discipline coordinator and communicated to the official score-keepers.
3. The host organization shall designate two referees for each match from among officially recognized referees of the national FIBA association of the host country, and a total of four to six official referees for the tournament. If necessary, the basketball discipline coordinator of the host organization, in consultation with officially designated referees of the host country, shall designate officially licensed referees of other countries present at the competition, or players registered for the competition with experience as basketball referees but not competing in a match at the time. The host organization shall also designate 1-2 official score-keepers per match from a local basketball club or venue.
4. The host organization shall provide 5-10 regulation-size good quality balls for practice/warm-up prior to each match. The choice of the game ball shall be solely the decision of the designated referees. The host organization shall also ensure a gymnasium for the competition, which meets FIBA standards for basketball court dimensions and markings, benches for players, scoring tables and equipment for each scheduled match, and in consultation with the basketball discipline coordinator, other facilities and equipment necessary for the competition as far as possible.
5. The basketball discipline coordinator of the host organization shall draw up the schedule of matches in accordance with the standings of the previous years' Games, as set out below in paragraph 6.
6. The competition shall be organized on the basis of two rounds as follows:
 - Round 1: In the event of five or fewer teams, each team shall play all the other teams in a first round. In the event of 6 or more teams, by decision of the basketball discipline coordinator of the host organization, the teams shall be placed into two Groups of 3-4 teams each (or three Groups of 3 teams each in the event of 9 or more teams) on the basis of the teams' final standing in the previous year's competition, or as necessary the team's most recent IAG basketball competition. The number of Groups shall be determined by the number of competing teams so as to ensure that each group has an equal number of teams as far as possible; in the event that there are an uneven number of teams in the competition, one group may have more teams than the other. The first Group will include as far as possible the previous year's Champion, Third-Place, Sixth-Place and Eighth-Place teams and the second Group will include the previous year's Second-Place, Fourth-Place, Fifth-Place and Seventh-Place teams. The basketball discipline coordinator of the host organization may change this ranking prior to the start of the competition in the interests of balance among the Groups and the tournament, and shall communicate the proposed ranking to the captains prior to the start of the competition.
Each team within a Group will play other teams in that Group. The winning

team shall be awarded two points. Subject to the available facilities and schedule of matches, in case of a tie at the end of regulation time, one or more overtime periods will be played to determine the winner. In the event of limited facilities and playing time due to a large number of teams in competition, a tie will be declared and each team shall be accorded one point. Failure of a team to be present or to continue a match will result in a forfeit, with the other team being awarded two points. The classification of teams at the end of the first round shall be determined by the total number of points. In case of an equal number of points among teams in a Group, the classification shall be determined first by the difference in points scored vs. points allowed between the teams finishing in a tie, and second by the difference in total number of points scored and allowed among all teams in the Group.

- Round 2: The top-ranked teams from the first round shall play semi-final matches, to be followed by a Championship and a Third-Place match. In the event of five or fewer teams, only the top four teams shall compete in semi-final, Championship and Third-Place matches. In the event of six or more teams, according to the Groups described above, there shall be semi-final matches between the top two teams of each Group as follows:

First-Place Group 1 vs. Second Place Group 2

First-Place Group 2 vs. Second Place Group 1.

The winners of these matches shall play for the Championship, and losing teams shall play for Third-Place. In the event of ties at the end of regulation time during this round, overtime periods of five minutes shall be played to determine the winner.

In the event of eight teams, Third-Place teams of each Group shall play for 5th place, and Fourth-Place teams of each Group shall play for 7th place. Teams finishing below Fourth-Place in a Group shall not play a final game.

7. First-round matches shall be four quarters of 8 minutes each; the time may be lengthened to 10-minute quarters by agreement among the captains and the basketball discipline coordinator if facilities and available playing schedules permit. Classification matches for 5th and 7th place shall be four quarters of 8 minutes, or 10 minutes each by agreement of the respective team captains and the basketball discipline coordinator, subject to available facilities and playing schedules. Semi-final, Championship and 3rd place matches shall be four quarters of 10 minutes each. Half-times between the end of the second and beginning of the third quarters shall last for 5 minutes during all first-round and semi-final games, and 10 minutes during the Championship and 3rd place games. The time may be shortened by agreement of the respective captains and the basketball discipline coordinator in the interests of the playing schedule and use of facilities. The time between the first and second and the third and fourth quarters in all matches shall be one minute as per FIBA rules. Each team shall have only one time-out during the first and second and the third and fourth quarters, except for the Championship and 3rd place matches, during which each team will be allowed two time-outs in the first half (first two quarters) and three timeouts in the second half (third and fourth quarters) as per FIBA rules.
8. Each player shall be permitted a maximum of four personal fouls in all games of 8 minute quarters and a maximum of five personal fouls in all games of 10 minute quarters. Each team will be permitted a maximum of three team fouls per quarter in all games of 8 minute quarters after which the bonus rule for foul shots shall be applied. In the Semi-final, Championship and 3rd place games of 10 minute quarters, the FIBA rule of four team fouls prior to the bonus shall apply.

9. At the end of each match, the referees shall communicate the score sheets to the basketball discipline coordinator, having verified their accuracy and duly signed them.
10. If there are enough women participants who so request it, the basketball discipline coordinator of the host organization may organize a 3 vs. 3 competition for women players during the Games provided facilities, playing schedules and other organizational matters permit. Each women's team shall have a minimum of four female players (or three by agreement of the host organization basketball coordinator where a team is unable to present four players). The number of matches will be determined according to the number of teams, available facilities and playing schedules. The length of the matches shall be determined by the host organization basketball coordinator in consultation with the basketball captains of each organization presenting a team in accordance with one of the following formulas:
 - four quarters of 6 or 8 minutes each, with time-outs only between the quarters (option 1)
 - played until one team scores (10, 15 or 20) baskets (or 20, 30 or 40 points), with a half-time of 5 minutes after one team scores half of the points (option 2). If the time is decided by the total number of baskets, a 3-point basket will count as 2 points; if the time is decided by the total number of points, a 3-point basket will count as 3 points.
11. Subject to available facilities and playing schedules, in agreement with all captains the basketball discipline coordinator of the host organization may also organize as far as possible an "All-Star Game" with a team from a local basketball club of the host country in the course of the competition (option 1), or as an alternative, an "All-Star Game" (open to both men and women) chosen from among volunteers proposed by the captains of the teams participating in the basketball competition (option 2). If option 1, the basketball captains will propose 1-3 players from each of their teams to form the UN All Star Team. If option 2, the two teams shall be selected based on players from the teams in each group, i.e. Group 1 team players form one team and Group 2 players form the other team.

Beach Volleyball

The competition shall be held in accordance with the Official Beach Volleyball Rules 2017-2020 approved by the 35th FIVB Congress 2016 (fivb.org), except where the general competition rules provide otherwise.

1. A team is composed exclusively of two players, either men, women, or a mixed couple.
2. Only the two players recorded on the score sheet have the right to participate in a match. One of the players is the team captain.
3. The competition shall be held in accordance with the general rules of the games but without “technical time out”. Each team is entitled to a maximum of one time-out per set which lasts for 30 seconds.
4. At the beginning of the Games, each team shall submit to the host organization a list of its players.
5. The host organization shall designate an umpire and scorer for each match. However, on request from the discipline coordinator, a referee/scorer from one of the teams may be assigned for the game. On the court the referee’s decision shall be final.
6. Each team shall provide one regulation-size ball for each encounter.
7. No player may participate in more than one team.
8. Players must play barefoot except when authorized by the referee. The referee may authorize to play with socks and/or shoes.
9. If there are 7 teams or less participating in the competition, each team shall play against each other team. The team gaining the most points shall win the competition, and the final ranking of the other teams shall be according to their total of points.
10. If there are 8 teams or more participating in the competition, the teams shall be divided into two groups; within each group, each team shall play against every other team, and the ranking of the teams shall be according to their total of points. There shall then be a semi-final in which the winning team from pool A shall play against the second in pool B, and the winning team of pool B shall play against the second in pool A. the winners of the semi-finals shall play against each other for the first and second places, whereas the losers of the semi-finals shall play against each other for the third and fourth places.
11. At the end of each encounter, the referee shall report the results in writing to the discipline coordinator together with the match records duly signed by the team captains.
12. The team captain is responsible for maintaining team conduct and discipline.
13. The teams switch sides after every 7 points (Sets 1 & 2) and 5 points (Set 3) played.
14. If a team refuses to play after being summoned to do so, it is declared in default and forfeits the match with the result 0-2 for the match and 0-21, 0-21 for each set.
15. A team that does not appear on the playing court on time is declared in default.
16. The weather must not present any danger of injury to the player. The referee and discipline coordinator shall jointly decide if such a danger exists and the action to be taken.

Bridge

The competition shall be held in accordance with the General Rules of the Games and the rules of the International Bridge League (IBL)

1. A team shall consist of a minimum of four and a maximum of 6 players (men or women)
2. Participation will be in pairs, with a maximum of three pairs per Team
3. The host organization shall provide all the necessary materials and draw up the schedule of matches in accordance with paragraph 11 of the General Rules of the Games.
4. The host organization shall provide the services of a qualified tournament director, whose decisions shall be final.
5. A team consists of two or three pairs and one of the players shall act as team captain.
6. Four pair tournaments are played, the number of boards to be played will depend on the number of pairs participating.
7. An average of ten minutes shall be allowed per board.
8. All pairs are permitted to play, but for team results only the two best pairs are counted.
9. For team rankings, the results of the pair tournaments expressed in percentages will be applied.
10. The tournament director shall communicate the results to the discipline coordinator in writing, duly signed by the team captains

Chess

The competition shall be held in accordance with the General Rules of the Games and those of FIDE. The competition shall be smoke free.

1. Each team shall, in principle, consist of five players and one reserve. One of the team members shall act as captain.
2. Should the overall number of registered participants be less than that required for a meaningful competition between five-player teams, the teams may be reduced to four or even three players each, subject to approval at the pre-Games captains' meeting. In exceptional circumstances, when even this proves impractical, the competition may be conducted under the SWISS system of individual encounters with the players' individual results being added up to create a team result.
3. Participants are expected to have a basic knowledge and standard of chess play corresponding to a minimum Elo rating of 1400 (Class C) and some tournament experience, including use of the chess clocks and recording of moves.
4. Each team shall submit a list of its players by order of merit to the tournament director, for the alignment of the players from the first to the fifth boards. The ranking of the players shall be strictly respected throughout the competition.
5. At the beginning of the competition, the team captains shall appoint a jury (one representative from each team) to settle any dispute that may arise. The jury members shall be present throughout the competition and the jury's decisions, by simple majority, shall be final.
6. The host organization shall provide the services of a qualified tournament director (non-playing) to keep the match records, to ensure the strict observation of the rules and the smooth functioning of the competition, and to convene the jury, if necessary.
7. The host organization shall provide chess clocks and Staunton-type chess sets.
8. The host organization shall draw up the schedule of matches in accordance with the General Rules of the Games.
9. Each team shall play against all other teams.
10. Each match shall be played on five boards, with each player opposite the adversary of the same ranking (cf. paragraph 4). A reserve may be substituted to play only on the fifth board, with the other players moving up one board as applicable according to the set alignment for the team.
11. The first-mentioned team on the schedule of matches shall play white on the odd-numbered boards.
12. Teams shall be aligned on opposing sides. The player with the black pieces shall choose on which side of the board the clock will be placed. A player must move his/her piece and operate his/her clock with the same hand.
13. Each player shall have 60 minutes at his/her disposal for each game. If a player exhausts his/her time allocation before the end of the game, he/she loses on time if the opposing player still has sufficient material for a checkmate. If a checkmate is not possible, the game will be ruled a draw.
14. If a player has not arrived 30 minutes after a match has officially begun, he/she shall lose the game by default.
15. A player may claim, within the 60 minutes allotted to him/her, a theoretical draw in the event of the situation on the board being objectively drawn. If the opponent refuses the draw, the clock shall be stopped and the jury shall be convened to settle the dispute. If the claim is rejected, the clocks shall be restarted and the game completed. A penalty of five minutes may be imposed by the jury for frivolous claims.
16. The recording of moves is optional, but a player who does not record moves may lose this means of claiming a draw by repetition of moves or of contesting the result.

17. If a dispute arises, a player may request the intervention of the tournament director to stop the clock and to convene the jury. In this case, the clocks of the jury members shall also be stopped.
18. Each game won shall count as one point for the winner, and each game drawn shall count as half a point for both players.
19. The team obtaining the most game points during a match shall win the match. Match points shall be scored as one point for the winning team and half a point for both teams in the case of a draw.
20. At the end of each round, the tournament director shall communicate the results in writing to the Control Commission, together with the match records duly signed by the captains, who may enter thereon such comments and objections they may consider necessary.
21. The winner of the competition shall be the team with the highest total of match points (cf. paragraph 19) and the ranking of the other teams shall be according to their respective match point totals. In the case of a tie, the ranking shall be decided according to the number of game points won as a team (cf. paragraph 18). If a tie still persists, the number of games won on the first board, and if necessary, on each successive board, is taken into consideration until a decisive result is obtained.
22. Trophies shall be awarded to the first, second and third ranked teams.
23. After the close of the regular tournament by teams, a Blitz competition shall be organized. This is voluntary and in no way contributes to the overall team positions. Participation of players would be individual (not in teams). Each game would be limited to five minutes per player. The organization of the competition and the pairing of players for each round would be conducted under the SWISS system, according to the number of players enrolled. The three highest scorers may be awarded individual prizes – pending the host organisation's approval. In the case of a tie, the result of the game between the tied players would determine the outcome.
24. At the end of the competitions, the jury shall meet to announce the results.

Cricket

Six-a-side cricket is the quickest, most fun-filled version of the glorious old game. The competition shall be held in accordance with the General Rules of the Games and those of the International Cricket Council (ICC).

Sixes Cricket, a short form of the sport designed to be played by teams of only six players. Each team receives one innings, with a maximum of only five overs. Naturally, with far fewer fielders, runs are much easier to score, and sixes matches are typically frenetic affairs.

1. At the beginning of the Matches, each team shall submit to the host organization a list of its players, which shall include the name of each player and the colour of the team's uniform. Thereafter, changes in the designated name for each player shall only be made by agreement with the discipline coordinator.
2. Games are played between two teams of six players, and consist of five overs of six balls, with the exception of the final which consists of five overs of eight balls. Each member of the fielding side, with the exception of the wicket-keeper shall bowl one over. Wides and no-balls count as two runs to the batting side, plus an extra ball.
3. If five wickets fall (not including batsmen retiring not out) before the allocated overs have been completed, the remaining batsman continues, with the last batsman out remaining as a runner. The not out batsman shall always face strike, and shall be declared out if his partner is declared out.
4. A batsman must retire not out on reaching 31 runs, but not before. He may complete all runs scored on the ball on which he reaches his 31, and retire immediately after. If one of the last pair of batsmen is out, any remaining not out batsman may resume his innings. In case where there is more than one retired player, they can return in any order their captain feel fit for team's strategy.
5. A tournament points system awards two points for each match won
6. In case teams obtain the same totals on runs then A Super Over, also called an Eliminator or an "OOPSE" (One over per Side Eliminator), is a tie-breaking method used in limited-overs cricket matches.
7. If a game ends in a tie, each team nominates three batsmen and a bowler for the Super Overs. The two teams come back to the crease. For one over (six balls), the first team is bowling and fielding, while the second team bats. Then, the second team bowls an over, and the first team bats. The team that scores the most runs is awarded the match. Wickets can be taken as normal – a team's Super Over ends if it loses two wickets.
8. The team is required to bring in respective cricket kit, which includes bats, batting gloves, batting pads, helmets, protective guards, wicket keeping gloves, wicket keeping pads, cricket balls etc.,
9. Correct footwear shall be worn for all games.
10. The Umpire shall communicate the results of each event to the discipline coordinator in writing, duly certified by the team captains.

Darts

The competition shall be held in accordance with the General Rules of the Games and the rules of the World Darts Federation.

1. Each team shall consist of a minimum of six players, plus two optional substitutes/reserves (men and/or women) one of whom shall act as captain, constituting a total of 8 players. If there are ten teams or less participating, each team shall play against all other teams; if eleven or more teams are participating, the teams shall be divided into two groups (box system). In this case, the groups will be formed according to the following priorities:
 - a) The top ranking team from the previous Games will head group A, and the second top ranking team of the previous Games will head group B.
 - b) In the event there are two teams from the same organization then they will be placed in two different groups, depending on their classification from the previous Games.
 - c) Should an organization have more than two teams then they will be delegated alternate groups by their ranking position of the previous Games. However, if these are new teams they will be delegated alternate groups by means of a random draw.
 - d) The remaining teams shall be ranked according to their ranking from the previous Games. Teams which have no ranking from the previous Games and which do not fall into either categories "b" or "c" of the group rules shall be placed in groups according a random draw.

Within each group each team shall play against every other team. There will then be play-offs between the first classified in group A and the second classified in group B, and between the second classified in group A and the first classified in group B. The final will then be played between the two winners, and the two losers of the play-offs will play each other for third and fourth place and so on. In conformity with the provisions stipulated in rule 5 of the General Rules, the de facto lowest number of players would be 4. This is the lowest number by which a team has a mathematical possibility of winning the total encounter. Teams with less than the official minimum will automatically forfeit those games in which they cannot field a legitimate player or full team.

2. A match will consist of:
 - a) 6 singles sets of 501, one leg each, straight in double to finish, but not to start;
 - b) 1 team game of 1001, one leg per game, straight in, double to finish;
3. The two team captains shall, prior to the start of each match, independently list, in the order of play, the names of their players. No conferring between teams is permitted as to the order of play. A team having registered reserve players may play them in the team game if so wished.
4. Each game shall be played on a standard bristle type board - doubles, trebles, 25 and 50 (Bull) - hung 5 feet 8 inches (173 cm) from the center of the Bull to the floor, and the throw line at least 7 feet 9.25 inches (237 cm) measured along the floor and marked with a toe line.
5. When throwing, players must not cross the toe line.
6. To determine the order of play for each game, one person from each team playing the game shall throw one dart at the board. The person whose dart is nearest the center shall be the one to begin the game.
7. To finish a game, the exact number left must be obtained and if a player obtains more than the requisite number with any one of his/her three darts, the score shall not count. On the next throw, the player or the next player of the same team shall throw for the

- previous number required.
8. A draw at darts is not recognized and the player, who first obtains the number required in accordance with the rules of the game, wins the game.
 9. The 50 or Bull counts as 2 x 25 and is recognized as a double 25, which allows the match to end.
 10. For each match played the "Home" team shall nominate a person to be the referee, the "Away" team shall nominate a person to be the marker.
 11. The result of each throw must be clearly shown on a scoreboard, giving the number obtained and the number required. All scores must be recorded by the marker and checked by the referee.
 12. No darts shall count towards the score unless the point is actually touching the board when the score is called. Darts are to be withdrawn by the player only after the referee has called the total score of the three darts, and the total score has been checked by the marker.
 13. The referee shall call "game shot" when a player has hit the required double to finish the games. But the game shot is only valid if the darts remain in the board until retrieved by the thrower. Any darts mistakenly thrown by a player after the winning double shall not count.
 14. The referee is the only person permitted to call the score. The referee may inform the player of the number he/she requires to finish the match, if asked.
 15. The captain of the winning team shall be responsible for returning the score sheet to the discipline coordinator.
 16. Disputes during any game shall be settled by the two team captains of that match and, in the event of disagreement, the dispute shall be settled by the discipline coordinator.
 17. If a team has less than six players (with a minimum of four players) at the board 15 minutes after the appointed time of starting, that team may still play but will automatically forfeit the team game and one game for each missing player and the points will be awarded to the opposing team.
 18. A team shall be deemed to have forfeited its right to play a match if it has less than four of its players at the board within 15 minutes from the appointed starting time. In this case, all eight points shall be given to the complete team present if the two teams are not present at the board 15 minutes after of the appointed starting time, the game shall be declared void and no points shall be awarded to either team. (The only exception being if one or both of the teams are still playing their previous match. In this case the discipline coordinator will then set a new starting time).
 19. In case of a numeric draw in the final classification, the winning team will be decided according to the results of the direct encounter between the 2 teams.
 20. By registering to participate as a player in the "Darts" discipline, the person concerned confirms that they have a general understanding of the rules of darts and that they possess their own set of darts.

Material Requirements:

1. All dartboards shall be of the "Bristle" type
2. All dartboards shall be adequately lit by suitably positioned light fittings (i.e. Minimum of 100 watt intensity)
3. All light fittings must be so positioned that they do not reflect onto the throwers eyes or onto any other player's eyes
4. A raised Oche of a minimum of 38 mm high and 610 mm long shall be placed in position at the minimum throwing distance on each dartboard

Football (Men)

The competition shall be held in accordance with the General Rules of the Games and those of the International Federation of Football Associations (FIFA), except in regard to the duration of the matches, and the number of players as specified hereafter.

1. Each team shall consist of a minimum of 7 players, one of whom shall be the goalkeeper, and a recommended maximum of five substitutes. The goalkeeper shall wear colours which distinguish him from the other players and the referee. Four maximum substitutes are permitted per match. The minimum number of players required to start a match is 6. Teams with less than the required number forfeit the match. At the start of the Games each team will present the host organization with a list of its players, indicating which number each player shall wear during the entire competition. All substitutes will remain at the halfway line in the designated technical area until they are required to enter the field of play. Any substituted player, unless injured and is in need of treatment, shall also remain at the halfway line in the technical area. In the case of inclement weather, however, if the technical area is not covered then the designated technical area may be located to another location which will be suitably covered but does not interfere with play. No substitute may enter the field of play until the referee instructs him to enter; in any case, this would be after the substituted player has left the field of play. No player substituted may re-enter the field of play during the specific match, this includes extra time and if necessary during any penalty decider.
2. The playing field will be rectangular and measure between 50 and 75 metres long and 40 to 55 metres wide. The dimensions of the goal shall be 6 metres by 2m 10, with the goal area at 13 metres wide and 13 metres deep. A penalty spot should be marked 9 meters from the centre of the goal line. A line shall be drawn across the length of the pitch at the half way position. A circle of 7 metres shall be drawn from the centre point for the start and for the restart of play after a goal is scored. No opposition player may position himself within 7 metres of a free kick or corner kick or goal kick etc. unless there is an indirect free kick in the penalty area less than 7 meters from the goal line. A goal kick shall be taken from any place within an area between the goal posts and not exceeding 9 metres into the pitch. Care should be taken not to damage the penalty spot when taking a goal kick. One player from each team will be named captain who will be responsible for the discipline of his team.
3. At the beginning of the Games the captains shall appoint a jury, composed of one representative from each team, to settle any dispute that might arise concerning the discipline and the eligibility of the players to participate in the Games according to paragraph 14 of the General Rules of the Games. The jury members shall be present during the entire competition, and the jury's decisions, by simple majority vote, shall be final.
4. The host organization shall provide the services of official referees. On the field, the referee's decision shall be final and therefore cannot be appealed to the aforementioned jury nor to the Control Commission. In the 7-a-side football, it is recommended that linesmen should be players not taking part in the match.
5. If the referee sends a player off the field, he/she shall report the matter to the jury at the end of the match. According to the gravity of the offence, the jury may take whatever measure it considers necessary (e.g. excluding the offender from playing the next match).
6. Each team shall bring to the Games two sets of numbered jerseys, each set of a different colour, and shall provide one regulation-size football before the start of each match.
7. The host organization shall draw up the schedule of matches in accordance with paragraph 11 of the General Rules of the Games:

- (a) If there are seven teams or less participating in the competition, each team shall play against all other teams. The team gaining the most match points (see para. 11) shall win the competition, and the final ranking of the other teams shall be according to their total of match points.
 - (b) If there are eight teams or more participating in the competition, the teams shall be divided into two or three groups, within each group, each team shall play against every other team, and the ranking of the teams within the groups shall be as described in paragraph 9(a). There shall then be a final round for all teams.
- 8. Each match shall consist of two 25-minute periods, with a 5-minute interval between them. However, in the case of the final round (cf. para. 9b), the matches shall consist of two 30-minute periods, with a 5-minute interval between them.
- 9. Points awarded for the matches are as follows: the winning team: 3 points; the loser: 0 point; a draw: one point each.
- 10. If a team refuses to play or if a match is stopped by the referee through the fault of one of the teams, the other team shall be considered to have won 2-0 and shall be attributed three match points.
- 11. At the end of each match, the referee shall communicate the results in writing to the discipline coordinator, together with the match records duly signed by the team captains.
- 12. In determining the final ranking of teams in a single group (cf. para. 9(a) or 9(b)), if two or more teams have obtained the same number of match points, they shall be ranked on the basis of their respective goal difference (number of goals scored less the number of goals conceded). If there is still a tie, the teams concerned shall be ranked according to the total number of goals each one has scored and, if necessary, according to the results of the direct matches between them. If there is still a tie, the ranking of the teams concerned shall be determined by the drawing of lots.
- 13. In the case of the final matches between teams in different groups (cf. 9b), if the score is tied at the end of regular time, two 5-minute periods of extra time shall be played. If the score is tied at the end of the extra time, each player actually playing at the end of the extra time will take a penalty, leading to an initial series of 7 penalties. In the case of a draw after the first series of 7 penalties, a new series is started with the same players, until a result is obtained with a difference of goals for the same number of kicks.
- 14. Correct footwear shall be worn for all games. Boots with studs in them shall only be worn on natural earth pitches. For games played on artificial surfaces then boots with studs in them shall not be permitted. On such surfaces normal sports shoes should be worn. Players, in the case of games being played on both types of surface, should bring both types of footwear.

Football (Women)

The competition shall be held in accordance with the General Rules of the Games and those of the International Federation of Football Associations (FIFA), except in regard to the duration of the matches, and the number of players as specified hereafter.

1. Each team shall consist of a minimum of 7 players, one of whom shall be the goalkeeper, and a recommended maximum of five substitutes. The goalkeeper shall wear colours which distinguish her from the other players and the referee. Four maximum substitutes are permitted per match. The minimum number of players required to start a match is 6. Teams with less than the required number forfeit the match. At the start of the Games each team will present the host organization with a list of its players, indicating which number each player shall wear during the entire competition. All substitutes will remain at the halfway line in the designated technical area until they are required to enter the field of play. Any substituted player, unless injured and is in need of treatment, shall also remain at the halfway line in the technical area. In the case of inclement weather, however, if the technical area is not covered then the designated technical area may be located to another location which will be suitably covered but does not interfere with play. No substitute may enter the field of play until the referee instructs her to enter, in any case this would be after the substituted player has left the field of play. No player substituted may re-enter the field of play during the specific match, this includes extra time and if necessary during any penalty decider.
2. The playing field will be rectangular and measure between 50 and 75 metres long and 40 to 55 metres wide. The dimensions of the goal shall be 6 metres by 2m 10, with the goal area at 13 metres wide and 13 metres deep. A penalty spot should be marked 9 meters from the centre of the goal line. A line shall be drawn across the length of the pitch at the half way position. A circle of 7 metres shall be drawn from the centre point for the start and for the restart of play after a goal is scored. No opposition player may position herself within 7 metres of a free kick or corner kick or goal kick etc. unless there is an indirect free kick in the penalty area less than 7 meters from the goal line. A goal kick shall be taken from any place within an area between the goal posts and not exceeding 9 metres into the pitch. Care should be taken not to damage the penalty spot when taking a goal kick. One player from each team will be named captain who will be responsible for the discipline of his team.
3. At the beginning of the Games the captains shall appoint a jury, composed of one representative from each team, to settle any dispute that might arise concerning the discipline and the eligibility of the players to participate in the Games according to paragraph 15 of the General Rules of the Games. The jury members shall be present during the entire competition, and the jury's decisions, by simple majority vote, shall be final.
4. The host organization shall provide the services of official referees. On the field, the referee's decision shall be final and therefore cannot be appealed to the aforementioned jury nor to the Control Commission. In the 7-a-side football, it is recommended that linesmen should be players not taking part in the match.
5. If the referee sends a player off the field, he/she shall report the matter to the jury at the end of the match. According to the gravity of the offence, the jury may take whatever measure it considers necessary (e.g. excluding the offender from playing the next match).
6. Each team shall bring to the Games two sets of numbered jerseys; each set of a different colour, and shall provide one regulation-size football before the start of each match.

7. The host organization shall draw up the schedule of matches in accordance with paragraph 11 of the General Rules of the Games:
 - (a) If there are seven teams or less participating in the competition, each team shall play against all other teams. The team gaining the most match points (see para. 11) shall win the competition, and the final ranking of the other teams shall be according to their total of match points.
 - (b) If there are eight teams or more participating in the competition, the teams shall be divided into two or three groups, within each group, each team shall play against every other team, and the ranking of the teams within the groups shall be as described in paragraph 9(a). There shall then be a final round for all teams.
8. Each match shall consist of two 25-minute periods, with a 5-minute interval between them. However, in the case of the final round (cf. para. 9b), the matches shall consist of two 30-minute periods, with a 5-minute interval between them.
9. Points awarded for the matches are as follows: the winning team: 3 points; the loser: 0 point; a draw: one point each.
10. If a team refuses to play or if a match is stopped by the referee through the fault of one of the teams, the other team shall be considered to have won 2-0 and shall be attributed three match points.
11. At the end of each match, the referee shall communicate the results in writing to the discipline coordinator, together with the match records duly signed by the team captains.
12. In determining the final ranking of teams in a single group (cf. para. 9(a) or 9(b)), if two or more teams have obtained the same number of match points, they shall be ranked on the basis of their respective goal difference (number of goals scored less the number of goals conceded). If there is still a tie, the teams concerned shall be ranked according to the total number of goals each one has scored and, if necessary, according to the results of the direct matches between them. If there is still a tie, the ranking of the teams concerned shall be determined by the drawing of lots.
13. In the case of the final matches between teams in different groups (cf. 9b), if the score is tied at the end of regular time, two 5-minute periods of extra time shall be played. If the score is tied at the end of the extra time, each player actually playing at the end of the extra time will take a penalty, leading to an initial series of 7 penalties. In the case of a draw after the first series of 7 penalties, a new series is started with the same players, until a result is obtained with a difference of goals for the same number of kicks.
14. Correct footwear shall be worn for all games. Boots with studs in them shall only be worn on natural earth pitches. For games played on artificial surfaces then boots with studs in them shall not be permitted. On such surfaces normal sports shoes should be worn. Players, in the case of games being played on both types of surface, should bring both types of footwear.

Golf

The golf tournament will be governed by the General Rules of the Games and by the Rules of the Royal Ancient Golf Club of St. Andrew and the local rules of the golf course where the competition will be played.

1. A team shall consist of a minimum of 4 and an optional maximum of 6 players (men/women), one of whom shall act as captain.
2. The host Organization shall provide a qualified tournament director to check the handicap cards as well as to keep the official records. The director's decision shall be final.
3. The tournament will be conducted over 2 days. Each competitor will play one 18-hole round per day; each round will be a STABLEFORD competition.
4. Only certified handicaps not exceeding 24 for MEN and 28 for LADIES shall be taken into account. Certified handicaps shall be dated not more than two months from the date of the competition.
5. The team score for the tournament will be the sum of the best four individual scores from each round.
6. In case of a tie between two or more teams, or two or more players, the ranking will be based on the results of the 18 holes of the second day. In the event of further ties, the teams or players concerned will be ranked according to the results obtained at the 18th hole of the last round, the 17th hole, and so on. If it is still not possible to reach a final result, this will be determined by the drawing of lots.
7. Team prizes shall be awarded to the team ranking first, second and third.

Pétanque

The competition shall be governed by the General Rules of the Games and the rules of the French Pétanque Federation, except that the following articles and sections shall not apply:

- Art. 2 (c) characters in bold type
 - Art. 2 (d) second paragraph
 - Art. 3
 - Art. 36
 - Art. 37 sections 2 and 3.
1. Each team shall consist of three players (men or women), one of whom shall act as captain. Each organization may have a maximum of two reserves (men or women). No player may play in more than one formation, and no substitution may be made during an encounter. Each player in the threesome shall play with two balls.
 2. At the beginning of the competition, each captain shall nominate one player from the team to serve as an umpire. Three of the nominees shall be selected by drawing lots to serve as a jury to settle any dispute which may be referred to by the director of the competition or by a team captain. The jury's decisions shall be final.
 3. The host organization shall provide the services of a director of the competition to keep the match records, to ensure that the rules are strictly observed and that the competition proceeds smoothly, and to convene the jury if the need arises.
 4. The games will take place on a marked terrain (goal 50 cm from the lateral line and 1 m from the end line).
 5. Depending upon the number of teams registered, one of the following options will be used:
 - a. Four groups: A, B, C and D
All teams in each group play against one another;
The two first teams of each group will qualify for the quarter finals:
 - 1st group A versus 2nd group C
 - 1st group B versus 2nd group D
 - 1st group C versus 2nd group A
 - 1st group D versus 2nd group B.

The four winners will qualify for the semifinals which will be played according to drawing lots. The losers will play matches for classification for 5th, 6th, 7th and 8th places.

The two winners will play the final. The losers will play for 3rd and 4th places. The matches will be played to 15 points, no time limit.

The other teams will play for the final classification from 9th to end place.

- b) Two groups: A and B
All teams in each group play against one another;
The four winning teams of each group will qualify for the quarter finals. The other teams will play for the final classification;
 - 1st group A versus 4th group B
 - 2nd group A versus 3rd group B
 - 3rd group A versus 2nd group B
 - 4th group A versus 1st group B.

The winners will qualify for the semifinals which will be played according to drawing lots. The losers will play matches for classification for 5th, 6th, 7th and 8th place.

The winners of the semifinals will play the final. The losers will play for 3rd and 4th places. The matches will be played to 15 points, no time limit.

The other teams will play for the final classification from 9th to end place.

- c) Three groups A, B and C.
All teams in each group play against one another.
The first two of each group and the two best third groups (that is to say 8 teams) will qualify for the quarterfinals:
- The first team of group A versus the best third team of all the groups;
 - The first of group B versus the second third of groups;
 - The first of group C versus the second of group A;
 - The second of group B versus the second of group C.

The four winners will qualify for the semi-finals which will be played according to drawing lots.

The losers will play matches for classification for 5th, 6th, 7th and 8th places.

The two winners will play for the final, and the other 2 for the small final.

Both finals will be played in 15 points, no time limit.

The other teams will play for the final classification.

- d) Depending on the number of teams, the coordinator will decide the organization of the games.
6. In the eventuality that two or more teams in the same group have the same number of points the final classification shall be decided on the following criteria and in that order of priority:
- a. Direct Confrontation;
 - b. Total achieved points;
 - c. Difference of points (own points minus opponent's points).

If, after considering points a, b and c the result is still equal then the final classification will be determined according to drawing lots.

7. Each game lasts between 38 and 47 minutes or up to 13 points.
- a. Important: Any end started must be completed;
 - b. A team which is absent when a match is scheduled to begin shall forfeit the match, and the score shall be counted as 13 to 7;
 - c. One penalty point shall be counted for every minute of delay;
 - d. When the bell rings and the last ball is still rolling, the game is over.
 - e. When the bell rings and the last ball has stopped, additional end is needed.

8. The classification is given as follows:
Game won = 2 points, equality = 1 point, lost match = 0 points.

At the end of each match, the director shall communicate the results in writing to the discipline coordinator, together with the match records duly signed by the team captains.

9. In case of bad weather, the jury shall decide whether to stop the competition temporarily or definitively, but only at the end of the game in progress. If the competition is stopped definitively, the teams shall be ranked according to their total of match points, and in case of a tie, the concerned teams will be ranked according to the following criteria and in that order of priority:

- a) Total achieved points;
- b) Difference of points (own points minus opponent's points).

If, after considering points a, b and c the result is still equal then the final ranking will be determined according to drawing lots.

Pool-Billiards (Eight Ball)

The competition shall be held in accordance with the General Rules of the game and the Eight Ball Rules as approved by the World Pool-Billiard Association (WPA), the Governing Body of Pool. See the Official WPA [Website](#) for the General Rules, Eight Ball Rules & Definitions used in the Rules.

1. Teams

A team is composed exclusively of two players, either gender, or a mixed team of which one of whom shall act as captain.

If there are 10 teams or less, each team shall play against each other; if there are eleven or more teams, the teams shall be divided into groups (box system playing Round Robin). The number of groups will be decided by:

- a) the number of teams participating
- b) the number of available tables

In the event of Round Robin groups being played, the top team of each group shall progress to a knock-out stage resulting in a final between two teams. Depending on the number of groups and the group sizes, more than 1 team may progress from each group to the knock-out phase; this is decided at the beginning of the tournament by the discipline coordinator(s) in agreement with the team captains once the number of teams participating is known.

2. Playing Format

The playing format will be a **best-of-five rubbers format**. An encounter consists of two singles matches, a doubles match, and then two reverse singles matches:

- a. Rubber 1: Singles match: Player 1 Team A vs Player 1 Team B
- b. Rubber 2: Singles match: Player 2 Team A vs Player 2 Team B
- c. Rubber 3: Doubles match: Player 1 & 2 Team A vs Player 1 & 2 Team B
- d. Rubber 4: Singles match: Player 1 Team A vs Player 2 Team B
- e. Rubber 5: Singles match: Player 2 Team A vs Player 1 Team B

Each match played will be best of 3 racks. This may change depending on the number of teams: it may be increased if there are a low number of teams, or it may be reduced to a best of 1 rack if there are many teams. The discipline coordinator(s) in agreement with the team captains have the authority to decide at the beginning of the tournament which format to adopt.

3. Determining the First Break

The player winning the lag has the option to determine who has to execute the first break shot. The lag is the first shot of the match and determines order of play. The player who wins the lag chooses who will shoot first. The players will place a ball on each side of the table behind the head string and near the head string. The players will shoot at about the same time to make each ball contact the foot cushion with the goal of returning the ball closer to the head cushion than the opponent.

4. Points

One point will be awarded to the winning team of each rubber totaling 5 points over the 5 rubbers to be played.

5. Points Draw

In case of a numeric draw in the final classification, the winning team will be decided according to the results of the direct encounter between the 2 teams

6. Smoke Free

The venue where participants will be playing is to be NO SMOKING.

Notes:

By registering to participate as a player in the “Pool-Billiards (Eight Ball)” discipline, the person concerned confirms that they have a good knowledge and understanding of the General Rules & Eight Ball Rules.

Material Requirements:

1. All tables & equipment should fit the specifications set out by the WPA. See the Official WPA [Website](#) for details.
2. The location in which the discipline is taking place should provide cues for participants to play with. Participants may bring their own cue to play with if they so choose.

Squash

The competition shall be held in accordance with the General Rules of the Games and those of the World Squash Federation for singles play.

1. Each team shall consist of a minimum of three men and a maximum of four men and one lady, plus one optional reserve. One of the players will act as captain. During any given encounter, a team must play as if four men and one lady were present. Any missing combinations will be forfeited.
2. Play is Point a Rally (PAR) to 11 points (every point counts);
3. At 10-10 a player must win by two points;
4. A match is the best of 3 sets;
5. A player may not play for more than one team;
6. Before each encounter, the captains of the two teams shall exchange their team rosters, according to ranking, showing which players are scheduled for specific matches. Subsequently, no substitution shall be allowed, except if a player falls ill or is injured or fails to report for his or her scheduled match;
7. Once an encounter has been scheduled, cancellation by either team shall be counted as a victory for the opposing team by default: 11-0, 11-0;
8. Each encounter shall consist of four men's singles matches and one ladies singles match;
9. The competition shall consist of one round only, and each team shall play against every other team. In case of many participating teams, the games will be played in two groups. Semi finals shall be played between A1 vs. B2 and A2 vs. B1, and the final shall be played between the resulting winners. The best 3-4 teams of the previous year shall be seeded according to their placing of the previous IAGs. The host organization shall establish the schedule of encounters in accordance with paragraph 11 of the General Rules of the Games. Final group compositions depend on available courts;
10. In case of a draw in any given group, the number of sets and eventually the points shall be the deciding factors.
11. At the end of each encounter, the chief umpire shall communicate the results in writing to the discipline coordinator, together with the match records duly signed by the team captains;
12. The host organization shall provide the services of a chief umpire to record the results and to resolve any dispute that may arise. The chief umpire's decisions shall be final;
13. The host organization shall designate an umpire for each match, and for this purpose may call upon players not involved in a match of their own;
14. The host organization shall provide standard yellow dot balls.

Swimming (Men)

The competition shall be held in accordance with the General Rules of the Games and those of the International Swimming Federation.

1. Each team will consist of a minimum of 4 swimmers, plus one optional reserve one of whom will act as captain.
2. Each team may be represented in each race by one swimmer only, and each swimmer may participate in two individual races maximum, plus the relays.
3. The host organization shall be responsible for providing the official judges and timekeepers. These must be members of the official swimming federation of the host country.
4. The races included in the programme are as follows:
Fixed events
 - 50 metres back stroke
 - 100 metres breast stroke
 - 50 metres butterfly
 - 100 metres free style
 - 400 metres free style
 - 4 x 50 metres medley relay (in the following order: backstroke, breast stroke, butterfly and free style)
 - 4 x 50 metres freestyle relayOne additional event to be decided by the host organization, either:
 - 50 metres free style, or
 - 100 metres individual medley (in the following order: butterfly, backstroke, breast stroke, and free style).
5. Preliminary heats in the case of more entrants than lanes:
The preliminary encounter for each race shall consist of two heats, each with the same or nearly the same number of entrants. The composition of heats and lanes for each heat shall be determined by a draw. If there are at least as many lanes as teams, there will be no preliminary heats.
6. In the case of preliminary heats, the winner of each preliminary race, together with those who obtain the next (four) best times, shall qualify for the finals.
7. The points awarded to each team at the end of each final individual race will be as follows in the case of nine teams:
 - First place - 10 points
 - Second place - 8 points
 - Third place - 7 points
 - Fourth place - 6 points
 - Fifth place - 5 points
 - Sixth place - 4 points
 - Seventh place - 3 points
 - Eighth place - 2 points
 - Ninth place - 1 point
 - Non-participation or disqualification – no points
8. The points awarded to each team at the end of each final relay will be double those awarded for individual races, as follows in the case of nine teams:
 - First place - 20 points
 - Second place - 16 points

- Third place - 14 points
 - Fourth place - 12 points
 - Fifth place - 10 points
 - Sixth place - 8 points
 - Seventh place - 6 points
 - Eighth place - 4 points
 - Ninth place - 2 point
 - Non-participation or disqualification – no points
9. The team obtaining the highest number of points shall win the competition. If two or more teams have the same number of points, they will be classified on the basis of the best placing achieved in the final.
 10. The composition of the heats and the allotment of lanes will be determined by a draw which will take place during a meeting of the team captains and the discipline coordinator as soon as the number of teams competing is confirmed.
 11. Not later than one hour before the start of the competitions, the captain of each team shall hand over to the judges the list of participants for each individual race and the composition of teams for the relay.

Swimming (Women)

The competition shall be held in accordance with the General Rules of the Games and those of the International Swimming Federation.

1. Each team will consist of a minimum of 4 swimmers, plus one optional reserve one of whom will act as captain
2. Each team may be represented in each race by one swimmer only, and each swimmer may participate in two individual races maximum, plus the relays.
3. The host organization shall be responsible for providing the official judges and timekeepers. These must be members of the official swimming federation of the host country.
4. The races included in the programme are as follows:
Fixed events
 - 50 metres back stroke
 - 100 metres breast stroke
 - 50 metres butterfly
 - 100 metres free style
 - 400 metres free style
 - 4 x 50 metres medley relay (in the following order: backstroke, breast stroke, butterfly and free style)
 - 4 x 50 metres freestyle relayOne additional event to be decided by the host organization, either:
 - 50 metres free style, or
 - 100 metres individual medley - (in following order: butterfly, backstroke, breast stroke, and free style).
5. Preliminary heats in the case of more entrants than lanes:
The preliminary encounters for each race shall consist of two heats, each with the same or nearly the same number of entrants. The composition of heats and lanes for each heat shall be determined by a draw. If there are at least as many lanes as teams, there will be no preliminary heats.
6. In the case of preliminary heats, the winner of each preliminary race, together with those who obtain the next (four) best times, shall qualify for the finals.
7. The points awarded to each team at the end of each final individual race will be as follows in the case of nine teams:
 - First place - 10 points
 - Second place - 8 points
 - Third place - 7 points
 - Fourth place - 6 points
 - Fifth place - 5 points
 - Sixth place - 4 points
 - Seventh place - 3 points
 - Eighth place - 2 points
 - Ninth place - 1 point
 - Non-participation or disqualification – no points
8. The points awarded to each team at the end of each final relay will be double those awarded for individual races, as follows in the case of nine teams:
 - First place - 20 points
 - Second place - 16 points

- Third place - 14 points
 - Fourth place - 12 points
 - Fifth place - 10 points
 - Sixth place - 8 points
 - Seventh place - 6 points
 - Eighth place - 4 points
 - Ninth place - 2 point
 - Non-participation or disqualification – no points
9. The team obtaining the highest number of points shall win the competition. If two or more teams have the same number of points, they will be classified on the basis of the best placing achieved in the final.
 10. The composition of the heats and the allotment of lanes will be determined by a draw which will take place during a meeting of the team captains and the discipline coordinator as soon as the number of teams competing is confirmed.
 11. Not later than one hour before the start of the competitions, the captain of each team shall hand over to the judges the list of participants for each individual race and the composition of teams for the relay.

Table Tennis (Men)

The competition shall be held in accordance with the General Rules of the Inter-Agency Games and the rules of the International Table Tennis Federation (ITTF), except where the present competition rules provide otherwise. (The ITTF Rules regarding rackets plus their coverings apply).

1. Each team shall consist of three players with the option of two additional reserves; one of whom shall act as captain. A reserve may replace a player in a singles match not yet begun or play in a doubles match in accordance with paragraph 5 below. The host organization shall provide the services of a chief referee to keep the match records and to settle any dispute which may arise. The chief referee's decision shall be final.
2. The host organization shall provide table tennis balls and sufficient tables for the competition, as well as one or more tables for training. The minimum playing area per table shall be 10 x 5 meters, but preferably 14m long, 7m wide and 5m high. The host organization shall establish the schedule of encounters in accordance with paragraph 11 of the General Rules of the Games.
3. Each encounter shall normally be played on one table and shall consist of a maximum of 10 matches, consisting of one round of three singles matches, followed by a doubles match, a second round of 3 singles matches and, if necessary, a third round of 3 singles matches. After the first round of singles matches have been completed, each team shall nominate two players, one of whom may be a reserve, for the doubles match. If after the second round of singles matches the score is 6-1 or 7-0, the encounter shall be considered over. Otherwise, the final round of singles matches shall be played until a winning score is achieved (6-2 or 6-3 or 6-4) or a tie results (5-5).
4. Each match shall be played on one table and shall consist of a maximum of 5 sets, and decided on the basis of the best of 5 sets.
5. For each encounter the match points shall be attributed as follows: the winning team shall receive 2 match points; in case of a tie (5-5), each team shall receive 1 match point.
6. The competition shall comprise three rounds: (a) qualifying, (b) semi final, and (c) final. If warranted by a smaller number of participating teams, the competition may be decided in a round-robin modus (each team playing against every other team).
7. For the qualifying round, the teams shall be divided into two groups, A and B. The two teams which placed first and second in the previous Games shall not be placed in the same group. Each team shall play against every other team in its group.
8. At the end of the qualifying round, the teams shall be ranked in each group according to the number of match points they obtained (cf. para. 6). In case of a tie, the teams concerned shall be ranked according to the number of matches won minus those lost. If there is still a tie, the teams concerned shall be ranked according to the total number of sets won minus those lost.
9. The semi final round shall be played according to the following model, adapted to the number of teams competing:
 - Encounter I: the 1st ranked team of Group A vs. the 2nd ranked team of Group B
 - Encounter II: the 1st ranked team of Group B vs. the 2nd ranked team of Group A
 - Encounter III: the 3rd ranked team of Group A vs. the 4th ranked team of Group B
 - Encounter IV: the 3rd ranked team of Group B vs. the 4th ranked team of Group A
10. For the final round:
 - The winners of Encounters I and II shall play each other for 1st and 2nd places in the competition;
 - the losers of Encounters I and II shall play each other for 3rd and 4th places in the competition;

- the winners of Encounters III and IV shall play each other for 5th and 6th places in the competition;
 - the losers of Encounters III and IV shall play each other for 7th and 8th places in the competition.
11. In case of a tie during a final encounter, the teams concerned shall be ranked as indicated in paragraph 10.
 12. At the end of each encounter, the chief umpire shall communicate the results to the discipline coordinator, together with the match records duly signed by the team captains.

Table Tennis (Women)

The competition shall be held in accordance with the General Rules of the Inter-Agency Games and the rules of the International Table Tennis Federation (ITTF), except where the present competition rules provide otherwise. (The ITTF Rules regarding rackets plus their coverings apply).

1. Each team shall consist of two players with the option of one additional reserve; one of whom shall act as captain. A reserve may replace a player in a singles match not yet begun or play in a doubles match in accordance with paragraph 5 below.
2. The host organization shall provide the services of a chief referee to keep the match records and to settle any dispute which may arise. The chief referee's decision shall be final.
3. The host organization shall provide table tennis balls and sufficient tables for the competition, as well as one or more tables for training. The minimum playing area per table shall be 10 x 5 meters, but preferably 14m long, 7m wide and 5m high. The host organization shall establish the schedule of encounters in accordance with paragraph 12 of the General Rules of the Games.
4. Each encounter shall normally be played on one table and shall consist of 5 matches, consisting of one round of two singles matches, a doubles match, and then followed by the remaining two singles matches. Each team shall nominate two players, one of whom may be a reserve, for the doubles match. The encounter shall be considered over if the final score is 3-2, 4-1, or 5-0.
5. For each encounter the match points shall be attributed as follows: the winning team shall receive 2 match points.
6. The competition shall comprise three rounds: (a) qualifying, (b) semi final, and (c) final. If warranted by a smaller number of participating teams, the competition may be decided in a round-robin modus (each team playing against every other team).
7. For the qualifying round, the teams shall be divided into two groups, A and B. The two teams which placed first and second in the previous Games shall not be placed in the same group. Each team shall play against every other team in its group.
8. At the end of the qualifying round, the teams shall be ranked in each group according to the number of match points they obtained (cf. para. 6). In case of a tie, the teams concerned shall be ranked according to the number of matches won minus those lost. If there is still a tie, the teams concerned shall be ranked according to the total number of sets won minus those lost.
9. The semi final round shall be played according to the following model, adapted to the number of teams competing:
 - Encounter I: the 1st ranked team of Group A vs. the 2nd ranked team of Group B
 - Encounter II: the 1st ranked team of Group B vs. the 2nd ranked team of Group A
 - Encounter III: the 3rd ranked team of Group A vs. the 4th ranked team of Group B
 - Encounter IV: the 3rd ranked team of Group B vs. the 4th ranked team of Group A
10. For the final round:
 - The winners of Encounters I and II shall play each other for 1st and 2nd places in the competition;
 - the losers of Encounters I and II shall play each other for 3rd and 4th places in the competition;
 - the winners of Encounters III and IV shall play each other for 5th and 6th places in the competition;
 - the losers of Encounters III and IV shall play each other for 7th and 8th places in the competition.

11. At the end of each encounter, the chief umpire shall communicate the results to the discipline coordinator, together with the match records duly signed by the team captains.

Tennis

The competition shall be held in accordance with the General Rules of the Games and those of the International Lawn Tennis Federation.

1. Each team shall consist of ten players (five men and five women), one of whom shall act as captain.
2. The host organization shall provide for a chief referee to keep the records and to resolve any disputes that may arise. The chief referee's decision shall be final.
3. The host organization shall designate an umpire for each match, and for this purpose may call upon players not competing in a match at the time.
4. The host organization shall provide tennis balls for each match.
5. Competition organization:
 - (a) If there are more than eight teams, the competition shall be organized on an elimination basis, with a parallel tournament for the teams losing in the first round. The teams defeated in the semi-finals of the main tournament shall meet each other in a play-off encounter for 3rd and 4th places. The winners of the semi-finals will play each other for 1st and 2nd place.
 - (b) If there are six to eight teams, the competition shall be organized as a round-robin tournament with two pools. The first place team of one pool will play the second place team of the other pool in the semi-finals. The teams defeated in the semi-finals shall meet each other in a play-off encounter for 3rd and 4th places. The winners of the semi-finals will play each other for 1st and 2nd places. The third place teams of each pool will play each other for 5th and 6th places.
 - (c) If there are five teams or less, the competition shall be organized as a round-robin tournament.
 - (d) The placement of the round-robin competition will be determined by:
 - I. team encounter win/loss record,
 - II. then by head-to-head competition,
 - III. then by the number of sets lost.
6. The host organization shall draw up the schedule of matches in accordance with paragraph 11 of the General Rules of the Games. Teams will be seeded to ensure that those placed 1st, 2nd and 3rd last year do not meet in the 1st round this year.
7. A round between two teams shall be decided on the basis of the best of five matches: a men's singles match, a women's singles match, a men's doubles match, a women's doubles match and a mixed doubles match. No player shall compete in more than one match in the same encounter.
8. Each match shall be decided according to the best of three sets. A set tied at 6-6 shall be decided by tie break. A set won by default shall be counted 6-0.
9. At the end of each encounter, the chief referee shall report the results in writing to the discipline coordinator, on the official form with the match records duly signed by the team captains.
10. In case of bad weather:
 - (a) Any encounter begun outdoors shall be continued on covered courts;
 - (b) Matches will be played indoors with the same format as outdoors (two singles, one men's doubles, one women's doubles, one mixed doubles, but in short sets (first to nine wins, with a tie-break at 8-8);
 - (c) The final encounter and the play-off encounter for the 3rd and 4th places shall also be decided according to the best of five matches.

Volleyball (Men)

The competition shall be held in accordance with the General Rules of the Games and those of the International Volleyball Federation.

1. Each team shall consist of nine players, or ten if a libero is used; one of whom shall act as captain.
2. At the beginning of the Games, each team shall submit to the host organization a list of its players, indicating the number of each player and the colour of the team uniform. During the entire competition, the number worn by each player shall be the same as indicated on the official list.
3. The host organization shall provide the services of official referees who are active members of the Volleyball Federation of the host country. On the court, the referee's decision shall be final.
4. Each team shall provide two regulation-size balls for each encounter.
5. The host organization shall draw up the schedule of encounters in accordance with paragraph 11 of the General Rules of the Games.
 - (a) If there are 6 teams or less participating in the competition, each team shall play against every other team. The team gaining the most points (see para.7) shall win the competition, and the final ranking of the other teams shall be according to their total of points.
 - (b) If there are 7 teams or more participating in the competition, the teams shall be divided into two groups; within each group, each team shall play against every other team, and the ranking of the teams within the groups shall be as described in paragraph 5(a). There shall then be a semi-final in which the winning team from group A shall play against the second in group B, and the winning team of group B shall play against the second in group A. The winners of the semi-finals shall play against each other for first and second places, whereas the losers of the semi-finals shall play against each other for third and fourth places.
6. Each encounter shall be decided on the basis of:
 - 5 sets, if there are 6 teams or less;
 - 3 sets, if there are 7 teams or more.
7. For each encounter, two match points shall be awarded to the winning team and one point to the loser. In case a team concedes an encounter or refuses to play, the encounter shall be considered won by the other team 3-0 or 2-0 (cf. paragraph 6) and each set shall be counted 25-0.
8. The team obtaining the most points shall win the competition, and the ranking of the other teams shall be according to their respective total of points. If two or more teams obtain the same number of points, their ranking shall be determined according to the number of sets won and lost, and if necessary, according to the number of points won and lost in the sets played.
9. At the end of each encounter, the referee shall report the results in writing to the discipline coordinator together with the match records duly signed by the team captains.

Volleyball (Women)

The competition shall be held in accordance with the General Rules of the Games and those of the International Volleyball Federation.

1. Each team shall consist of nine players, or ten if a libero is used; one of whom shall act as captain.
2. At the beginning of the Games, each team shall submit to the host organization a list of its players, indicating the number of each player and the colour of the team uniform. During the entire competition, the number worn by each player shall be the same as indicated on the official list.
3. The host organization shall provide the services of official referees who are active members of the Volleyball Federation of the host country. On the court, the referee's decision shall be final.
4. Each team shall provide two regulation-size balls for each encounter.
5. The host organization shall draw up the schedule of encounters in accordance with paragraph 11 of the General Rules of the Games.
 - (a) If there are 6 teams or less participating in the competition, each team shall play against every other team. The team gaining the most points (see para.7) shall win the competition, and the final ranking of the other teams shall be according to their total of points.
 - (b) If there are 7 teams or more participating in the competition, the teams shall be divided into two groups; within each group, each team shall play against every other team, and the ranking of the teams within the groups shall be as described in paragraph 5(a). There shall then be a semi-final in which the winning team from group A shall play against the second in group B, and the winning team of group B shall play against the second in group A. The winners of the semi-finals shall play against each other for first and second places, whereas the losers of the semi-finals shall play against each other for third and fourth places.
6. Each encounter shall be decided on the basis of:
 - 5 sets, if there are 6 teams or less;
 - 3 sets, if there are 7 teams or more.
7. For each encounter, two points shall be awarded to the winning team and one point to the loser. In case a team concedes an encounter or refuses to play, the encounter shall be considered won by the other team 3-0 or 2-0 (cf. paragraph 6) and each set shall be counted 25-0.
8. The team obtaining the most points shall win the competition, and the ranking of the other teams shall be according to their respective total of points. If two or more teams obtain the same number of points, their ranking shall be determined according to the number of sets won and lost, and if necessary, according to the number of points won and lost in the sets played.
9. At the end of each encounter, the referee shall report the results in writing to the discipline coordinator together with the match records duly signed by the team captains.