



GOVERNING GUIDELINES FOR SPORTS COMPETITIONS

(Effective Academic Year (AY) 2025-26)

I. GENERAL GUIDELINES

All sports/events played in the PRISAA National Games shall follow international rules of each Sports. (International Federation that are recognized by the Philippine Olympic Committee and International Olympic Committee) unless modified by the Technical Committee to adopt the local situation through formulation of Grounds Rules which are concurred and accepted by all concern and approved by the National Executive Director.

A. Composition of Various Sports Included in the National PRISAA Games:

1. Team Sports		Senior			Youth			TOTAL
		M	W	C	B	G	C	
	1.1 Baseball	18	0	2	18	0	2	40
	1.2 Basketball (5x5)	12	12	4	12	12	4	56
	1.3 Basketball (3x3)	4	4	2	4	4	2	20
	1.4 Beach Volleyball	3	3	2	3	3	2	16
	1.5 Football	20	0	2	20	0	2	44
	1.6 Sepaktakraw	12	5	2	12	5	2	38
	1.7 Softball	0	18	2	0	18	2	40
	1.8 Volleyball	14	14	4	14	14	4	64
	TOTAL	78	53	20	78	53	20	318
2. Individual Sports		Senior			Youth			TOTAL
		M	W	C	B	G	C	
	2.1 Athletics	18	16	4	18	16	4	76
	2.2 Badminton	4	4	2	4	4	2	20
	2.3 Boxing	10	5	4	5/5	5	4	38
	2.4 Chess	4	4	2	4	4	2	20
	2.5 Dancesport	4	4	2	4	4	2	20
	2.6 Karatedo	12	10	4	10/10	8/8	4	66
	2.7 Swimming	12	12	4	12/12	12/12	4	80
	2.8 Table Tennis	4	4	2	4	4	2	20
	2.9 Taekwondo	14	14	4	16	16	4	68
	2.10 Tennis	4	4	2	4	4	2	20
	2.11 Weightlifting	10	10	2	10	10	2	40
	2.12 Archery	4	4	2	4	4	2	20
	2.13 Gymnastics	5	8	4	5	8	4	34
	2.14 Billiards	2	2	2	2	2	2	12
	TOTAL	107	97	40	129	123	40	536
	GRAND TOTAL	186	152	60	186	154	60	854

Note: Events in some sports or the sports itself may not be played due to the non-availability of sports facilities and equipment, e.g., hammer throw, pole vault in athletics, etc. and Weightlifting and Gymnastics.

B. Team Sports, Individual Events and their Categories

1. ATHLETICS

EVENTS		Senior		Youth	
		MEN	WOMEN	BOYS	GIRLS
1.1	100 m	2	2	2	2
1.2	200 m	2	2	2	2
1.3	400 m	2	2	2	2
1.4	800 m	2	2	2	2
1.5	1,500 m	2	2	2	2
1.6	3,000 m	-	2	-	2
1.7	5,000 m	2	2	2	2
1.8	10,000 m	2	2	2	2
1.9	3,000 m SC	2	-	2	-
1.10	100 m Hurdles	2	2	2	2
1.11	110 m Hurdles	2	2	2	2
1.12	400 m Hurdles	2	2	2	2
1.13	5,000 m Walk	-	2	-	2
1.14	10,000 m Walk	2	-	2	-
1.15	High Jump	2	2	2	2
1.16	Long Jump	2	2	2	2
1.17	Triple Jump	2	2	2	2
1.18	Pole Vault (Conditional)	2	2	2	2
1.19	Shot Put	2	2	2	2

1.20	Discus Throw	2	2	2	2
1.21	Javelin Throw	2	2	2	2
1.22	4 x 100 m Relay	1	1	1	1
1.23	4 x 400 m Relay	1	1	1	1
1.24	Hammer Throw (Conditional)	2	2	2	2

2. SWIMMING

	EVENTS	Senior		Youth	
		MEN	WOMEN	BOYS	GIRLS
2.1	50 m Freestyle	2	2	2	2
2.2	50 m Backstroke	2	2	2	2
2.3	50 m Breaststroke	2	2	2	2
2.4	50 m Butterfly	2	2	2	2
2.5	100 m Freestyle	2	2	2	2
2.6	100 m Backstroke	2	2	2	2
2.7	100 m Breaststroke	2	2	2	2
2.8	100 m Butterfly	2	2	2	2
2.9	200 m Freestyle	2	2	2	2
2.10	200 m Backstroke	2	2	2	2
2.11	200 m Breaststroke	2	2	2	2
2.12	200 m Butterfly	2	2	2	2
2.13	400 m Freestyle	2	2	2	2
2.14	800 m Freestyle	-	2	-	2
2.15	1,500 m Freestyle	2	-	2	-
2.16	200 m Individual Medley	2	2	2	2
2.17	400 m Individual Medley	2	2	2	2
2.18	4 x 50 m Freestyle Relay	1	1	1	1
2.19	4 x 100 m Freestyle Relay	1	1	1	1
2.20	4 x 200 m Freestyle Relay	1	1	1	1
2.21	4 x 50 Medley Relay	1	1	1	1
2.22	4 x 100 m Medley Relay	1	1	1	1

3. BADMINTON, TENNIS AND TABLE TENNIS

	EVENTS	Senior		Youth	
		MEN	WOMEN	BOYS	GIRLS
3.1	Team Event (S, D, S 2 out of 3 Events	4	4	4	4
3.2	Individual Events				
	3.2.1 Singles	1	1	1	1
	3.2.2 Doubles	2	2	2	2
	3.2.3 Mixed Doubles	1	1	1	1

4. BASEBALL, BASKETBALL, BEACH VOLLEYBALL, SOFTBALL, FOOTBALL, SOFTBALL & VOLLEYBALL

	EVENTS	Senior		Youth	
		MEN	WOMEN	BOYS	GIRLS
4.1	Team Event				
	4.1.1 Baseball	√		√	
	4.1.2 Basketball (5x5)	√	√	√	√
	4.1.3 Basketball (3x3)	√	√	√	√
	4.1.4 Beach Volleyball	√	√	√	√
	4.1.5 Football	√		√	
	4.1.6 Softball		√		√
	4.1.7 Volleyball	√	√	√	√

5. CHESS

	EVENTS	Senior		Youth	
		MEN	WOMEN	BOYS	GIRLS
5.1	Team Event	√	√	√	√

6. BOXING

I - WEIGHT CLASSIFICATION AND AGE BRACKETS

A. YOUTH-A AND SCHOOL AGES BOYS (15-16 YEARS OLD, FOLLOWING THE YEAR BORN)

WEIGHT CATEGORY	KG.	Note: 44 kgs. To 54 kgs.
1. Pin Weight	44-46	
2. Minimum Weight	46.1-48	3 rounds of 2 minutes each and 1
3. Flyweight	48.1-50	minute interval between rounds.
4. Light Bantam Weight	50.1-52	A maximum of 4 knockdowns for the
5. Bantam Weight	52.1-54	whole duration of the bout

B. YOUTH-B BOYS CLASSIFICATION (17-18 YEARS OLD, FOLLOWING THE YEAR BORN)

<u>WEIGHT CATEGORY</u>	<u>KG.</u>	<u>Note: 46 kgs. To 60 kgs.</u>
1. Minimum Weight	46-48	
2. Flyweight	48.1-51	3 rounds of 3 minutes each and 1
3. Bantam Weight	51.1-54	minute interval between rounds.
4. Feather Weight	54.1-57	Bout will be stopped by 3 knock-
5. Light Weight	57.1-60	downs in a round or 7 knock-downs
		for the whole duration of the bout.

C. ELITE MEN CLASSIFICATION (19-25 YEARS OLD, FOLLOWING THE YEAR BORN)

<u>WEIGHT CATEGORY</u>	<u>KG.</u>	<u>Note: 46 kgs. To 80 kgs.</u>
1. Minimum Weight	46-48	
2. Fly Weight	48.1-51	3 rounds of 3 minutes each and 1
3. Bantam Weight	51.1-54	minute interval between rounds.
4. Feather Weight	54.1-57	Bout will be stopped by 3 knock-
5. Light Weight	57.1-60	downs in a round or 7 knock-downs
6. Light Welter Weight	60.1-63.5	for the whole duration of the bout.
7. Welter Weight	63.6-67	
8. Light Middle Weight	67.1-71	
9. Middle Weight	71.1-75	
10. Light Heavy Weight	75.1-80	

D. ELITE WOMEN AND YOUTH GIRL CLASSIFICATION (19-25 YEARS OLD, FOLLOWING THE YEAR BORN)

<u>WEIGHT CATEGORY</u>	<u>KG.</u>	<u>Note: 45 kgs. To 57 kgs.</u>
1. Minimum Weight	45-48	
2. Lightweight	48.1-50	3 rounds of 3 minutes each and 1
3. Flyweight	50.1-52	minute interval between rounds.
4. Bantam Weight	52.1-54	A maximum of 4 knockdowns for the
5. Feather Weight	54.1-57	whole duration of the bout.

II - NUMBER OF ROUNDS PER BOUT

<u>CLASSIFICATION</u>	<u>ROUND</u>	<u>MINs. PER ROUND</u>	<u>INTERVAL</u>
Youth Boys	3 rounds	3 minutes	1 minute
Elite Man	3 rounds	3 minutes	1 minute

7. DANCESPORT (Youth & Senior)

1. Grade A Modern Standard
(5 Dances- Waltz, Tango, Viennese Waltz, Foxtrot, Quickstep)

2. Grade A Latin American
(5 Dances- Samba, Chachacha, Rumba, Paso Doble, Jive)

3. Single Dance Waltz

4. Single Dance Tango

5. Single Dance Viennese Waltz

6. Single Dance Foxtrot
7. Single Dance Quickstep

8. Single Dance Samba

9. Single Dane Chachacha

10. Single Rumba

11. Single Dance Paso Doble

12. Single Dance Jive

8. KARATEDO

<u>CATEGORIES:</u>	<u>Tertiary</u>		<u>Secondary</u>					
Individual Kumite	Weight in kg. (Seniors)		Weight in kg. (Juniors) 16-17		Weight in kg. (Cadets) 14-15		Weight in kg. (12-13)	
	MEN	WOMEN	BOYS	GIRLS	BOYS	GIRLS	BOYS	GIRLS
	-55 kg	-50 kg	-55 kg	-48 kg	-52 kg	-47 kg	-40 kg	-42 kg
	-60 kg	-55 kg	-61 kg	-53 kg	-57 kg	-54 kg	-45 kg	-47 kg
	-67 kg	-61 kg	-68 kg	-59 kg	-63 kg	+54 kg	-50 kg	+47 kg
	-75 kg	-68 kg	-76 kg	+59 kg	-70 kg	-	-55 kg	-
	-84 kg	+68 kg	+76 kg	-	+70 kg	-	+55 kg	-
Team Kumite	+84 kg	-	-	-	-	-	-	-
	5 Members plus 2 reserves	3 Members plus 1 reserve	-	-	-	-	-	-
Individual Kata	1	1	1	1	1	1	1	1

Team Kata	3 Members plus 1 reserve	3 Members plus 1 reserve	3 Members plus 1 reserve (Both Boys & Girls ages 14-17)	-	-
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9. SEPAKTAKRAW

EVENTS TO BE IMPLIMENTED EFFECTIVE ACADEMIC YEAR 2024 – 2025				
EVENT NAME	DIVISION	TEAM COMPOSITION	PRISAA MEDAL COUNT	REMARKS
TEAM	Senior – Men	12	9	
QUADRANT	Senior – Men	(6)	4	
TEAM	Youth – Boys	12	9	
REGU	Youth – Boys	(5)	3	
REGU	Senior – Women	5	3	
QUADRANT	Senior – Women	(5)	4	
REGU	Youth - Girls	5	3	
		Total Medal Count	35	

10. TAEKWONDO

	EVENTS	Senior		Youth	
		MEN	WOMEN	BOYS	GIRLS
10.1	KYORUGI (Sparring)				
	10.1.1 Finweight	Not exceeding 54kg	Not exceeding 46kg	not exceeding 45 kg	not exceeding 42kg
	10.1.2 Flyweight	Over 54kg to 58kg	Over 46kg to 49 kg	over 45kg & not exceeding 48kg	over 42kg & not exceeding 44kg
	10.1.3 Bantamweight	Over 58kg to 63kg	Over 49kg to 53kg	over 48kg & not exceeding 51kg	over 44kg & not exceeding 46kg
	10.1.4 Featherweight	Over 63kg to 68kg	Over 53kg to 57kg	over 51kg & not exceeding 55kg	over 46kg & not exceeding 49kg
	10.1.5 Lightweight	Over 68kg to 74kg	Over 57kg to 62kg	over 55kg & not exceeding 59kg	over 49kg & not exceeding 52kg
	10.1.6 Welterweight	Over 74kg to 80kg	Over 62kg to 67kg	over 59kg & not exceeding 63kg	over 52kg & not exceeding 55kg
	10.1.7 Lightmiddleweight		Over 67kg to 73kg	over 63kg & not exceeding 68kg	over 55kg & not exceeding 59kg
	10.1.8 Middleweight	Over 80kg to 87kg	Over 73kg	over 68kg & not exceeding 73kg	over 58kg & not exceeding 63kg
	10.1.9 Lightheavyweight			over 73kg & not exceeding 78kg	over 63kg & not exceeding 68kg
	10.1.10 Heavyweight	Over 87 kg	Over 73 kg	over 78kg	over 68kg
10.2	POOMSE (Forms)				
	10.2.1 Individual	√	√	√	√
	10.2.2 Team	√	√	√	√
	10.2.3 Mixed-Pair	√	√	√	√

11. WEIGHTLIFTING

	EVENTS	Senior		Youth	
		MEN	WOMEN	BOYS	GIRLS
11.1	Individual	Up to 50.0 kg	Up to 46.0 kg	Up to 44.0 kg	Up to 40.0 kg
		Up to 54.0 kg	Up to 50.0 kg	Up to 48.0 kg	Up to 43.0 kg
		Up to 58.0 kg	Up to 54.0 kg	Up to 52.0 kg	Up to 46.0 kg
		Up to 63.0 kg	Up to 58.0 kg	Up to 56.0 kg	Up to 49.0 kg
		Up to 68.0 kg	Up to 63.0 kg	Up to 61.0 kg	Up to 53.0 kg
		Up to 74.0 kg	Up to 68.0 kg	Up to 66.0 kg	Up to 57.0 kg
		Up to 80.0 kg	Up to 73.0 kg	Up to 71.0 kg	Up to 61.0 kg
		Up to 87.0 kg	Up to 79.0 kg	Up to 77.0 kg	Up to 65.0 kg
		Up to 94.0 kg	Up to 85.0 kg	Up to 83.0 kg	Up to 69.0 kg
		Over 94.0 kg	Over 85.0 kg	Over 83.0 kg	Over 69.0 kg

C. Modified Medal Count for Team Sports and Individual Events

To encourage provincial/city and regional associations to participate in various sports, a modified medal count for team and individual sports will be as follows:

1. Team Sports		GOLD	SILVER	BRONZE
	1.1 Baseball	9	9	9
	1.2 Basketball	5	5	5
	1.3 Beach Volleyball	2	2	2
	1.4 Football	11	11	11
	1.5 Sepaktakraw	9	9	9
	1.6 Softball	9	9	9
	1.7 Volleyball	6	6	6
	1.8 Basketball 3 X 3	3	3	3
2. Individual Sports				
	2.1 Badminton	4	4	4

2.2 Chess	4	4	4
2.3 Dancesport	4	4	4
2.4 Tennis	4	4	4
2.5 Table Tennis	4	4	4
3. Individual Events	1	1	1
4. Doubles/Mixed Doubles	2	2	2
5. Regu	3	3	3
6. Relays	4	4	4
7. Mutya ng PRISAA	1	1	1
8. Vocal Solo	1	1	1
9. Vocal Duet	2	2	2
10. General Rule (Basis of medal count is according to number of regular students/student-athletes playing or competing at the same time)			

1. TEAMS SPORTS

1.1. BASEBALL

- I. Venue

1. PRISAA Approved Venue
- II. Field Equipment

1. Official Balls : Leather balls sanctioned by PABA

2. Official Bats : Aluminum bats (maximum of BESR -3) and wood bats (no tampered bats); subject to inspection by Chief Umpire if bats are in question.
- III. Player Eligibility

1. Based on PRISAA Eligibility Technical Rules (Handbook / Manual of Operation)
- IV. Team Rules

1. Each team shall have a maximum roster of fifteen (18) players.

2. A team must have nine (9) players present on the field witnessed by the official scorer in order to be eligible to start a game.

3. Each player shall wear the same complete uniform of the team (cap, jersey, pants) in order to play.

4. There will be no switching of jerseys (ie, one number is assigned to each player).

5. All players and coaches shall respect the decisions and protocols of the officials.
- V. League Proper

1. There shall be no grace period for each game's scheduled starting time (ie, teams/players who report late by one minute or more shall merit a default for such violation). The official time shall be held by the official scorer of the day as well as the league commissioner and league director. All three officials shall have the same synchronized time. Teams shall not be excused for having a different time.

2. There shall be an allocated seven (7) minutes warm-up time for each team prior to its respective game time.

3. No third (or other) team shall be allowed to warm up on field premises until a game has been completed. Pitchers shall warm up in the designated bullpens of the field only.
There shall be no fraternizing between teams during ongoing games. (ie, if there is a game in progress while one team is outfitting game uniforms in the clubhouse/locker room prior to its scheduled game, that team is restricted from interacting with the team in the dugout and must remain silent so as not to be a disturbance to the other team. Violation of these regulations may warrant a penalty by the technical committee of Baseball Philippines.

Teams may be allowed to cross the dugout in order to access the designated warm-up area (if there is a game in progress) during the fifth inning stretch so as not to disrupt the team that is currently in the corresponding clubhouse/locker room. Violation of these regulations may warrant a penalty by the technical committee of Baseball Philippines.

After each player on both teams has been introduced by the public address announcer prior to the start of each game, both teams shall line-up in front of their respective dugouts (behind the foul lines). Teams are required to remain lined-up until the conclusion of the national anthem prior to each game. Everyone is expected face and honor the Philippine National Flag at the top of the center field scoreboard for the duration of the National Anthem.

4. Defaulted games
A defaulted game score is automatically set to 9-0 and awarded to the winning team. Any team which defaults its scheduled game(s) shall be penalized by the league. Penalties shall be determined on a case-to-case basis.

5. Suspended games

A game shall be suspended with less than 4 1/2 innings played due to unexpected events such as inclement weather or other unforeseen scenario as determined on a case-to-case basis. The suspended game shall be rescheduled at a later date and continue in the game situation of the inning that was currently being played. In the event that inclement weather or unforeseen scenario occurs during the first inning leading to cancellation of the game, the game shall be rescheduled and played anew in its entirety regardless of the score in the first inning.

6. Proper officials to address concerns

All in-game substitutions and position changes shall be directed first to the home plate umpire followed by the official scorer. If the home plate umpire is not notified of the substitution prior to the official scorer, the substitution shall not be valid.

In-game umpiring decisions that are contested by a team shall first be addressed to the home plate umpire. If further clarification is required, the chief umpire may be called upon to help resolve the dispute.

In the event that a team opts to protest a certain event in a game that was already ruled upon by an umpire, a formal protest may be made to the technical and/or decisions committee of Baseball Philippines. This formal written protest shall be submitted to the aforementioned committee no more than 24-hours after the conclusion of the game in protest.

7. Protest

Protests should be made within 24-hours after the conclusion of game in protest. The recorded end-time by the official scorer shall be the official start time for the 24-hour grace period.

A non-refundable processing fee of FIFTY THOUSAND PESOS (P50,000.00) shall be charged for every protest submitted. Judgment calls cannot be protested.

Teams are not allowed to walk out of games regardless of whether a protest is called for. Teams shall be sanctioned for such a violation and shall warrant a penalty by the technical committee of Baseball Philippines.

8. The Official Rules of Major League Baseball (American League) will be used unless otherwise stipulated herein.

9. Player/Coach Suspension and Ejection

Penalties shall be determined on a case-to-case basis.

If a player/coach incurs two or more offenses/warnings (after the first offense/warning), the offender is given a one-game suspension. After serving the one-game suspension, the player/coach shall be allowed to play the next scheduled game.

The team manager/assistant manager/coach(es) are responsible for the actions of all the players and/or representatives within their respective team's dugout. The team manager/assistant manager/coach(es) shall be penalized for their player/representative's inappropriate actions if the player/representative in question cannot be identified.

It will be the commissioner's and/or chief-umpire's call on the warnings and ejections handed out to any member of the given team.

10. Decision body for protests

The league commissioner shall serve as the chair of the decisions committee of Baseball Philippines.

Three representatives from Baseball Philippines shall comprise the decisions committee. In the event of a stalemate, the league commissioner shall vote for the decision.

Teams involved in the protest shall be allowed to furnish the decisions committee with its written protest(s) and explanation(s) (see section V.6.iii and V.7.i).

All other related complaints and suggestions may be made thru the office of the league commissioner and/or sent to info@baseballphilippines.com.

11. Given that there are three (3) games to be played during a given play date, there is a need for all games to conclude within a reasonable amount of time with respect to the schedule. Therefore,

For the first 2 games of the day: If a game goes into extra innings, and surpasses its allotted duration of three (3) hours, a maximum of two (2) extra innings shall be played. If the game has not been won or lost within the two (2) extra innings, the game shall be suspended and rescheduled only if it will have a bearing on the final standings.

For the final game of the day: the duration of extra-innings play will be determined by the discretion of the home-plate umpire with regards to sufficient daylight for playing. The safety of the players and the ability of the home plate umpire to call a game will be of primary concern.

12. House Rules / Ground Rules

House rules shall be adopted based on venue restrictions. The chief umpire shall announce the house rules to each team before the start of each game.

Each team shall present its designated manager/assistant manager/coach(es) and team captain to the chief umpire prior to the start of each game. Only the designated persons shall be allowed to appeal calls on the field to the chief umpire.

13. All regular season games shall have no time limit and shall go the full nine (9) full innings of play. Draws shall merit extra innings until a winner emerges (see section V.11).

14. In the event that two teams are tied in the standings at the end of the regular season the higher-ranked

team shall be determined as follows:

The team that won the game(s) between teams (head-to-head match-up)

Fewer runs allowed in the games played between teams

More runs scored in the game played between teams

Higher batting average in the games played between teams

Fewer runs allowed in all the games played

15. There shall be no time restriction on postseason games.

16. Teams shall abide by the rules and regulations of the playing venue (ie, no smoking and no alcoholic beverages on the field and dugout).

17. Team representatives must at all times recognize and include Baseball Philippines in the event of any press release on internet, print, radio, and television. An appropriate penalty or expulsion from the league shall be incurred by violators of this rule.

18. Run Difference Rule (mercy rule) shall be in effect. If a team is losing by ten or more runs after a completed 3rd or 4th inning during Five (5) Inning Games, 5th or 6th inning during the Seven (7) Inning Games and 7th inning on the Nine (9) Inning Games having batted, the game is ended at that point.

No at-bat can continue without coaches properly stationed on their respective positions at the first base and third base coaching box.

Speed up rules

The 12-second rule for the pitcher shall be enforced at all times during the game (with or without men on base) and there shall be an audible device controlled by the technical committee of Baseball Philippines to indicate a violation of this rule.

The hitter shall be required to remain in the batter's box unless a request for time is made and the umpire feels that such a request is reasonable. Only then shall the umpire grant time out.

The pitcher shall be allowed four warm-up pitches between innings and the plate umpire shall ensure that the pitches are thrown without undue delay. If a team fails to complete the warm-up pitches within a reasonable length of time, the umpire may terminate them and call "play ball". Teams shall be directed to have a designated/bullpen catcher ready to warm-up the pitcher as soon as an inning is completed.

When a batter hits a home run, team members shall not be allowed to come in physical contact with the batter (or any runner scoring as a result of the home run) until runner(s) and batter touch home plate. A violation of this rule shall result in a warning and if it occurs a second time, the manager of the team shall be ejected from the game.

Only one infielder at a time can make a trip to the pitcher's mound and only one such visit per inning shall be allowed. The catcher shall not be considered an infielder for the purpose of this rule.

Coaches shall be allowed three free trips to the mound during the game to talk with the pitcher (a free trip is one in which the pitcher is not removed from the game). These meetings shall be limited to no more than 30 seconds from the moment the umpire calls time. After the third free trip, each subsequent trip to the mound shall result in the removal of the pitcher. If the game goes to extra innings, one additional free trip shall be allowed for each extra three innings. Two trips to the mound in the same inning to the same pitcher shall result in the removal of the pitcher. When infielders visit the mound simultaneously with the coach (mound conference), it shall be likewise be considered an infielder's trip to the mound for that inning.

Teams are allowed a maximum of three at-bat (offensive) meetings per game. An offensive meeting shall be charged any time a coach delays the game for any length of time to talk with an offensive player regardless of whether it is the hitter, a base runner, an on-deck batter going to the plate, or another coach. If the game goes into extra innings, one additional offensive meeting shall be permitted for each 3 extra innings. Violation of this rule may result in the team manager/assistant manager/coach being ejected. No offensive trip shall be charged if the offense discusses strategy during a delay for which they are not responsible for (ie, trip to the mound, injury, player change, etc.) provided they cause no further delay upon resumption of the game.

Intentional walks shall consist of one pitch only. The catcher or the team manager/assistant manager/coach of the fielding (defensive) team shall inform the plate umpire of this play prior to its execution. The customary four pitches shall not be necessary.

20. Pitching Rules

If a pitcher pitches more than six (6) innings in a game, that pitcher shall not be allowed to pitch in the next scheduled game.

If a pitcher pitches six (6) innings or less, that pitcher shall be allowed to pitch in the next game.

A pitch thrown in an inning by any player is equivalent to one inning pitch.

These pitching rules shall be applicable to the postseason.

- a. Teams shall be responsible for anticipating conflicts in schedules and the willingness to play of their respective players. (ie, national team players, foreign players, collegiate players, etc.)
- b. If more than Six (6) teams bracketing in a Single Round Robin System with top two (2) for semi-final, top one (1) for final or Championship with 7 inning to play. In case of tie, win on the other will apply.

VII. Awards

- | | |
|-------------------------|---|
| a. Most Valuable Player | e. Best Coach |
| b. Best Pitcher | f. Best Umpire |
| c. Best Hitter | g. Medals to Individuals Athletes (Team Member) |
| d. Homerun King | |

1.2 BASKETBALL

1. GENERAL RULES:

The aforementioned Tournament shall be conducted in accordance with the latest FEDERATION INTERNATIONALE DE BASKETBALL (FIBA) Rules and the Regulations of International competitions as modified by and/or supplemented in the guidelines stated hereunder.

Any unforeseen event not covered by the rules shall be dealt with as follows:

- 1.1. Cases of general nature shall be resolved in accordance with the PRISAA Games Rules
- 1.2. Technical question shall be referred to and resolved by the Tournament Director
- 1.3. In cases of problems not covered by FIBA and PRISAA Games rules, the final decision shall rest with the Technical Committee composed of the Referees, the Tournament Director and the National Executive Director in consultation with the Executive Board.

2. SPECIFIC RULES:

1. ELIGIBILITY RULES

All participants must be eligible to play in accordance with the Eligibility rules of National PRISAA Games

2. TEAM ENTRIES:

Only one team entry per division will be allowed per delegation
Men's Division (19 and above but not more than 25 years old)
Women's Division (19 and above but not more than 25 years old)
Girl's Division (18 Years old and below, Youth or Secondary Division)
Boy's Division ((18 Years old and below, Youth or Secondary Division)

3. TEAM COMPOSITION:

A team shall be composed of Twelve (12) players only and three (5) team officials. (Head Coach, Asst. Coach/Trainer, 2 Technical Staff & Team Manager)

4. TOURNAMENT FORMAT:

- 4.1. Should there be eight (8) or more entries, teams will be divided into two (2) groups – Group A and B. Teams in each group will play Single Round Robin to determine their ranking. Two (2) teams from each group will qualify to the Semi-Final round where the Cross-Over system of tournament shall apply.

In the final match, Losers will play for 3rd and 4th places and the winners will play for 1st and 2nd places respectively. If there are 12 or more teams, then the **General Ground Rules** shall be applied in teams grouping.

5. BREAKING OF TIE OR TIES:

5.1. IN CASE OF TRIPLE TIE:

For three (3) or more ties, the FIBA Quotient system shall apply.
The ranking will be determined by win-loss record of a team

5.2. IN CASE OF A TIE-ON WIN-LOSS RECORD BY TEAMS IN DIFFERENT GROUP, the ranking will be determined by the total points scored for the series.

5.3. IN CASE OF A SIMPLE OR TWO-WAY TIE

The Win-Over-The-Other Rule shall apply. No way that there should be a Play-off.

6. UNIFORM:

Players may wear the color of their uniform issued by their region or their school officials Sports Uniform if the member of the team comes from one school only or majority of the team member and numbered from 1-99 only. The registered number of the player will be the same number to be used throughout the tournament.

7. CONDUCT OF GAMES:

- 7.1. No smoking around the area
- 7.2. No Alcoholic smell of coaches, players and officiating officials around the area
- 7.3. No firearms and deadly weapons
- 7.4. No coaches, players or any other personnel with teams who are influenced by illegal drugs
- 7.5. Only the Coach of the team is allowed to stand during the game
- 7.6. Two unsportsmanlike acts of player will cause disqualification from the game
- 7.7. Three (3) indirect Technical Fouls by a coach will cause disqualification from the game
- 7.8. Disqualified players and coaches will be meted one (1) game suspension on their next scheduled game
- 7.9. "No coach No Play Rule" shall apply throughout the tournament
- 7.10. "No ID No Play Rule" shall apply throughout the tournament.
- 7.11. In case of a **"Free for All"** where the referee could not identify the player who started the fight, the following rules will take effect:
In any match played, both teams shall lose the game and will be banned from the tournament".
- 7.12.. All forms of misconduct during competition shall be subject to sanction in accordance with FIBA Sanction Scale.
- 7.13. A player who receives two (2) cautions (yellow card) shall automatically be suspended for the match following the match of which he receives the second caution card.
- 7.14. A player who is expelled from the field of play by the referee shall be suspended for the next match.
- 7.15. Stalling Rules – During throw in at the back court in any quarter if within 5 seconds, the ball is not picked up, a 5 seconds stalling violation will be called.

8. PROTEST:

Protest on Eligibility, the PRISAA Rules will apply: Protest on Technical Rules, FIBA Rules will apply provided all required procedures/protocol in the PRISAA Technical Handbook for protest were followed.

9. POWER OF THE TOURNAMENT DIRECTOR AND GAME COMMISSIONER.

9.1 Shall be able to talk with the Head Coach and Players to cool down any heated situations and prevent escalations of violence.

9.2 Make classifications on technical matters to ensure that the game is put into the right play.

10. PRIZES AND SPECIAL AWARDS:

Prizes shall be awarded to the winners

- | | |
|---------------------------|-------------------------------|
| Champion | - Gold Medals & a Certificate |
| 1 st Runner-Up | - Silver Medals |
| 2 nd Runner-Up | - Bronze Medals |

11 VICTORY CEREMONIES:

Victory ceremonies shall immediately follow after at the conclusion of the tournament.

12. COMMENDATION:
 - The mythical 5 for men & women will be selected and awarded the Certificates of Achievement:
 - 2 Best Forward
 - 1 Best Center
 - 2 Best Guard
 - Best Coach of the Season
 - Certificate for the Most Valuable Player (MVP) in both men, women's and Junior's division.

1.3 BASKETBALL 3X3

RULES

Court and Ball – A regular 3x3 playing court is 15m (width) × 11m (length)

A 3x3 ball shall be used in all categories.

Team Roster - 4 – players each team

3 + 1 Substitution

Note: game must start with 3 (Three) players in FIBA 3X3 Official Competition

Time – out. – 1 time out per Team. Only playing player can ask
directly to the referees.

Initial Possession – Coin Flip

Note: The team that wins the coin flip decide whether it takes the ball at the beginning of the game
or leaves it, in order to get it in a potential over time.

Scoring. – 1 point and 2 points if score behind the arc.

Game Duration and Score Limit – 1 × 10 minutes regular playing

Time. Score limit to 21 points applies to
regular playing time only.

Over Time - First team to score two (2) points win the game.

Shot Clock. - 12 Second Note: If a shot clock device is not available referees to warn and count down the 5
last second.

Free Throw(s) Following a shooting foul – 1 free throw, 2 free throws, if foul committed behind the arc.

Foul Limit per team – 6 Team Fouls

Penalty for Team Fouls – 7, 8 and 9 – 2 free throws

Penalty for Team Fouls – 10 and more – 2 free throws + ball possession.

Penalty for Technical Foul – 1 free throw no change of possession.

Penalty for Unsportsmanlike Foul – 2 free throws, no change of possession (except for the Team Fouls 10
and more counted as 2 fouls for a team fouls purposes.

Penalty for Disqualifying Foul and 2 Unsportsmanlike foul of the same players - 2 free throws, + ball
possession counted as of 2 team fouls.

SPECIFIC RULES

1. ELIGIBILITY RULES

1. All participants must be eligible to play in accordance with the eligibility rules of PRISAA NATIONAL GAMES.

2. TEAM ENTRIES

2. Only one team entry per division will be allowed per delegations.
3. Men's Division (19 and above but not more than 25 years old)
4. Women's Division (19 and above but not more than 25 years old)
5. Girl's Division (18 years old below youth or secondary Division)
6. Boy's Division (18 years old youth or secondary)

3. TOURNAMENT FORMAT –

7. If there are 8 (Eight) or more entries. Teams will be divided into 2 (two) groups. Group A and B.
8. Teams in each group will play single round robin to determine their ranking. 2 (Two) teams from each group shall qualify to the Semifinal Round where Cross Over system of tournament shall apply.
9. In the final match loser will play for 3rd and 4th placer. Winner will play for 1st and 2nd placer respectively.
10. If there are below 8 (eight) teams -;single round robin will be determine. Highest win and Ranking will be applied.

4. UNIFORM –

11. Players may wear the color of their uniform issued by their region or their school official sport uniform. And number from 00, 1, 2, 3, 4 to 99. No 01, 02, 03 and 3 digits will be allowed.
12. The registered number of the player will be the same number to be used throughout the tournament.

5. CONDUCT OF GAMES

13. No smoking around the area
14. No ID. No Play Rule. Shall apply throughout the tournament.
15. No coaches allowed to give instruction to the player. (NO COACHING during the game)
16. No firearms and deadly weapon allowed
17. No players or any other personnel of the teams. Who are influence by illegal drugs and alcohol.
18. All forms of misconduct during the competition shall be subject to sanction in accordance with FIBA SANCTION SCALE.
19. A player who is Thrown Out from the game by the referee shall be suspended for the next match.

6. PROTEST

Protest on Eligibility – The PRISAA Rules will apply.
Protest on Technical Rules – FIBA Rules will apply provided all required procedures /protocol in the PRISAA HANDBOOK for protest were followed.

7. AWARDS

- CHAMPION – Gold Medal and Certificate
- 2nd Placer – Silver Medal
- 3rd Placer – Bronze Medal

8. COMMENDATION

MVP – Most Valuable Player

9. AWARDING CEREMONY

Shall immediately follow after at the conclusion of the Tournament.

1.4 BEACH VOLLEYBALL

1. RULES

All matches shall be played in accordance with FIVB beach volleyball rules, unless provided in the ground rules.

2. TEAM COMPOSITION

- Each team shall be composed of THREE (3) players only.
- Substitution of players is allowed, but after the substitution, player being substituted cannot re-enter for the remainder of the match.
- If a player is injured, (injury protocol shall be applied)
- Coach is allowed to sit on the team bench but have no right to intervene on the match.

3. TOURNAMENT FORMAT

- 3.1 If the total number of teams in each category (men/women) is less than eight, single round robin shall be applied, top four teams shall advance to the semi-final matches, R1

- vs R4 , R2 vs R3 , winners shall play for championship and 1st runner-up, and the loser shall play for 2nd and 3rd runner-up.
- 3.2 If the total number of teams are eight and more but not to exceed ten, teams shall be group into two brackets, thru drawing of lots. Top two teams in each bracket shall advance into semi-final round, A1 vs B2, B1 vs A2, winners shall play for championship and 1st runner-up and the loser shall play for 2nd and 3rd runner-up. However the last year team result shall be considered in the teams grouping.
- 3.3 If the total numbers of teams are 12 and more, the General Ground Rules shall be applied.

4. MATCH FORMAT

All matches shall be played for TWO OUT OF THREE sets in the elimination, semi-finals and finals. A team that scores 21 points win a set. In case of 20-20 tie play continues until two points lead is achieved (22-20, 25-23 etc.). Should there be a 3rd or deciding set, a team that scores 15 points win the final set, with a maximum lead of two points wins the final set.

5. CLASSIFICATION OF MATCH

- 5.1 The following points shall be taken into consideration to decide the team ranking:
- | | | |
|------------|---|----------|
| Match won | : | 2 points |
| Match lost | : | 1 point |
| Forfeit | : | 0 point |
- 5.2 If two or more teams obtain the same points, the ranking shall be decided by the POINTS-QUOTIENTS or the Total Number of points won over the total of points loss for the entire Matches played. The higher the quotient, the higher the rank.
- 5.3 If tie still exist after 5.2 the ranking shall be decided by the SET-QUOTIENT or by the total number of sets won over the total of set loss for the entire matches played. The higher the quotient, the higher the rank.
- 5.4 If in the event Two (2) teams are still tied after rule 5.2 and 5.3, winner over the other shall be applied.

6. UNIFORM:

Players shall wear same color and design of uniform and must be numbered 1, 2 and 3 for the substitute player.
 MEN- SANDO and TOP TANK
 WOMEN- TWO PIECE OR BIKINI

7. ELIGIBILITY OF PLAYERS:

PRISAA rules on eligibility shall be strictly implemented.

8. AWARDS:

Top three finisher of each division (MEN/WOMEN) shall received medals.

1.5 FOOTBALL

A. GENERAL RULES

The aforementioned Tournament shall be conducted in accordance with the latest International Rules of Football Federation (FIFA) Rules and the Regulations of International competitions as modified by and/or supplemented in the guidelines stated hereunder.

Any unforeseen event not covered by the rules shall be dealt with as follows:

- 1.1. Cases of general nature shall be resolved in accordance with the PRISAA Games Rules
- 1.2. Technical question shall be referred to and resolved by the Tournament Director
- 1.3. In cases of problems not covered by FIFA and PRISAA Games rules, the final decision shall rest with the Technical Committee composed of the Referees, the Tournament Director and the National Executive Director.

B. SPECIFIC RULES

1. ELIGIBILITY RULES

The players' eligibility shall be in accordance with the eligibility rules of National PRISAA Games.

2. ENTRIES AND TEAM INFORMATION

- 2.1. Each participating region shall be entitled to register Twenty (20) players for the team event

- 2.2. Participating teams must submit their official and final line up during the General Technical Meeting of Coaches and Referees which shall be held on the date and place specified by the Management.
 - 2.3. Drawing of lots shall immediately take place to be able to determine the teams to play during the first day and the complete schedule of the games for the entire meet be distributed the following day.
 - 2.4. Each team must submit its PRISAA National Games Entry Form (Official Line-up) with eleven (11) Players and three (3) Team Officials.
- 3. COMPOSITION OF TEAMS**
- A team shall be composed of the following:
 20 Players
 3 Team Officials (Head Coach & Trainer/ Team Manager)
- 4. MODE OF TOURNAMENT**
- 4.1. Should there be only three (3) or four (4) teams entries, teams will play single round robin. The number of wins against the number of loses shall determine the Champion. If there will three (3) or more ties, the tie breaker system for baseball shall apply. Should there be a simple tie, the Win Over The Other Rule shall apply. Other provision of the rules is hereby expressed.
 - 4.2. If a match ends in a "draw" after the regulation time, there shall be an extension of fifteen (15) minutes of two halves.
 - 4.3. If a "draw" still exists after the extension, a "**PENALTY KICK**" from the penalty mark shall apply. Should the tie still exist, the "**Sudden Death**" (Shoot Off) shall take effect.
 - 4.4. The Tournament Director is given the prerogative to change and make variations of the tournament format to be able to finish the games within the prescribed period.
- 5. CLASSIFICATION OF TEAMS**
- 5.1. The following points shall be taken into account to decide the ranking:

Match Won	- 3 points
Match Lost	- 1 point for draw
Match forfeited/ defaulted /withdrawn	- 0 point for loser
 - 5.2. If a team voluntarily declares its game forfeited during the match, it will be excluded from the competition and all the result of the matches already played will be nullified. The opponent will be declared the winner of the match.
- 6. DURATION OF THE MATCH:**
- Football match shall be played on a Ninety (90) Minutes time divided into two (2) halves of Forty Five (45) minutes each with an interval of five (5) minutes.
- 7. SUBSTITUTION (Bench / Technical Area)**
- Not more than three (3) players may be substituted during the match including extension time. From the Nine (9) named reserved who must be declared before the tournament of each match.
- 8. OFFICIAL RULES, BALLS AND UNIFORM AND DRESS CODE**
- 8.1. RULES:**
 - 8.1.1. The competition shall be conducted in accordance with the International FIFA Rules. All necessary interpretation shall be made during the General Technical Meeting.
 - 8.1.2. A team without a "registered team official" i.e., Team Manager, Head Coach or Trainer, before the start of the match, will lost the game by default. "No Coach, No Play Rule shall apply".
 - 8.1.3. A team that walks out before or during the match will be excluded from the championship round. The rule applies starting from the preliminary games up to the championship.
 - 8.2. BALL:**

The Organizer shall decide on the brand of the ball to be used as PRISAA National Games Official Ball.
 - 8.3. UNIFORM:**
 - 8.3.1. The playing uniform must be numbered in conformity with the FIFA General Regulations. The number registered on the O-2 bis form must be the same number on the player's jersey (uniform).
 - 8.3.2. Participating region must wear the color of their respective region/School.
 - 8.4. DRESS CODE:**

The Team Officials on the bench must wear polo shirts or T-shirt with collar, leather or rubber shoes with socks. Team officials who are in short pant or on slippers will not be allowed to sit on the player's bench.

C. MISCELLANEOUS PROVISIONS

1. MISCONDUCT DURING COMPETITION

- 1.1. Participants must refrain from actions or attitudes aimed at influencing the decision of the referee or covering up faults committed by their team (Rule 21.3)
- 1.2. Use of profane language or any derogatory remarks addressed to the officiating officials during the game shall be subjected to penalty in accordance with the sanction scale.
- 1.3. Any member of the team found to be under the influence of Liquor or drugs shall not be allowed to sit on the bench.
- 1.4. In case of a **“Free for All”** where the referee could not identify the player who started the fight, the following rules will take effect:
“In any match played, both teams shall lose the game and will be banned from the tournament and fined Fifty Thousand Pesos to both Teams”
- 1.5. All forms of misconduct during competition shall be subject to sanction in accordance with FIFA Sanction Scale.
- 1.6. A player who receives two (2) cautions (yellow card) shall automatically be suspended for the match following the match of which he receives the second caution card.
- 1.7. A player who is expelled from the field of play by the referee shall be suspended for the next match.
- 1.8. Disciplinary measures such as cautions, expulsion, and suspension of players and officials shall be carried to the semi-final and final round.

2. PROTEST/COMPLAINTS

- 2.1. All protest must be presented in writing within two (2) hours after the game in question and be handed over to the Tournament Director. A protest fee of Fifty Thousand Pesos (P50,000.00) shall be posted before a protest will be accepted and be acted upon. The burden of proof lies on the protestee. If the protest is won, the bond shall be returned to the protestee. If the protest of the team losing the protest shall pay the amount of P50,000.00 as penalty of fielding ineligible player plus forfeiture of all the games played where the said player has played. (See on PRISAA General Rules on Eligibility) No Protest on judgment call of the Referee will be entertained.
- 2.2. Protest on “technicality” will be entertained and be resolved by the Tournament Director immediately.
- 2.3. Protest on “eligibility” shall be directed to the Chairman, Eligibility and Screening Committee.

3. DEFAULT, WALK OVER/ ABANDONEMENT

- 3.1. All teams and players must be within the vicinity of the Football field 45 minutes prior to their scheduled game. Fifteen (15) minutes prior to the match, the Official Referee will conduct the presentation and other game proceedings. Games shall start as scheduled.
- 3.2. Non-appearance of a team after the fifteen (15) minutes grace period will automatically forfeit its game with the score of 3-0 in favor of the opposing team. The Committee will meet immediately to decide on an appropriate sanction to the offending team.
- 3.3. If the match has to be suspended as a result of incident (walk-over, lack of order, spectators invading the playing field, etc.) the commissioner must decide within 24 hours and determine the action to be taken.
- 3.4. Should there be a need to award a match to the opponent, three (3) points shall be awarded with the score of 3-0 or possibly more if the score at that time of the stoppage shown a greater number of goals for the team declared the winner.

4. MEDICAL SERVICE/KIT & MEDICAL TREATMENT:

- 4.1. It is recommended that all participating teams must provide themselves their medical team or a medical Kit.
- 4.2. **The Medical Treatment On The Field:**
If the player needs medical treatment on the field of play during the match, the following procedures must be observed:
 - 4.2.1.1. The team doctor or therapist and its assistants shall be allowed to leave the bench and attend the injured player only upon signal from the referee.
 - 4.2.2. Only the goal keeper can be treated inside the field of play.

5. **AWARDS (TROPHIES, MEDALS & CERTIFICATES)**

Winners of the matches shall be awarded the following:

- Champion - Gold Medal & Certificate for the players
- 1st Runner-Up - Silver Medal & Certificate for the players
- 2nd Runner-Up - Bronze Medal & Certificate for the players
- Certificate of Achievement to the members of the Best Players

6. **COMMENDATIONS**

Certificate of Achievement will be awarded to the Most Valuable Player (MVP) or Most Outstanding Athlete (MOA)

7. **VICTORY CEREMONIES**

Victory ceremonies will follow immediately after the conclusion of the tournament.

8. **PROTOCOL**

- 8.1. The FIFA protocol shall be adapted during the preliminary and the championship matches.
- 8.2. At the end of the match, team captains shall congratulate and shake hands with the Referees, a gesture of sportsmanship, and sign the score sheet to ratify the result of the match.

9. **UNFORESEEN ITEMS**

As regards the specific items not expressly foreseen in this regulation, the Tournament Director will decide in consultation with the General Rules and Guidelines of PRISAA National Games and FIFA and National Executive Director.

1.6 SEPAKTAKRAW

I. COMPETITION INFORMATION

- The **PRIVATE SCHOOL ATHLETIC ASSOCIATION (PRISAA) NATIONAL GAMES 2025 – SEPAKTAKRAW** will be contested in the following events:
 - A. Team Event – Maximum of 12 players and a minimum of 9 players (Senior Men and Youth Boys)
 - B. Regu Event – Maximum of 5 players and a minimum of 3 players (Senior Women and Youth Girls)
 - C. Quad Event – Maximum of 6 players and a minimum of 4 players (selected from the Senior Men Team Line Up or a separate line-up and Senior Women Regu Line Up)
- All teams who have fewer players than the required minimum will be disqualified from the competition and will be deemed to have lost.
- The Players in all events must be properly registered and duly approved by the **PRIVATE SCHOOL ATHLETIC ASSOCIATION (PRISAA) NATIONAL GAMES 2025** Screening Committee.
- No ID, No Play Policy will be fully implemented.

II. GENERAL RULES AND REGULATIONS:

A. RULES

- The **PRIVATE SCHOOL ATHLETIC ASSOCIATION (PRISAA) NATIONAL GAMES 2025 – SEPAKTAKRAW** will be conducted in accordance to the set rules of **INTERNATIONAL SEPAKTAKRAW FEDERATION (ISTAF)** and the **ASIAN SEPAKTAKRAW FEDERATION (ASTAF)**. Any unforeseen incidence not covered by the rules will be dealt in accordance with the existing **ISTAF** and **ASTAF** rules.
- The 2024 **LAWS OF THE GAME FOR SEPAKTAKRAW** will be fully implemented.
- Technical questions shall be resolved in accordance with the existing **ISTAF** and **ASTAF** rules.

B. ELIGIBILITY RULES

- To be eligible for participation, a participant must comply with the **PRIVATE SCHOOL ATHLETIC ASSOCIATION** requirements, and in the event of protest and disputes, the **PRIVATE SCHOOL ATHLETIC ASSOCIATION TECHNICAL GUIDELINES** will be fully implemented.

C. TECHNICAL MEETING

- The Technical Meeting of Managers and Coaches will be held one (1) day before the competition. The time of the competition will be announced right after the drawing of lots. –
- Drawing of lots will be done during the team managers' technical meeting.

D. COMPETITION UNIFORM

- Participating teams must have 1 or 2 sets of official uniforms which will be used in the entire duration of the competition.
- Competition uniforms should be numbered in accordance with the **LAWS OF THE GAME FOR SEPAKTAKRAW**.

III. SYSTEM OF COMPETITION

- The Sepaktakraw Referees Association of the Philippines, Inc. is responsible and has full control of the technical organization of the competition in consultation with the **PRIVATE SCHOOL ATHLETIC ASSOCIATION** Technical Committee.
- The Technical Officials (Match Referees, Assistant Match Referees, Line Referees, Table Officials, Scorer, Ball Picker, etc.) will be appointed by the Sepaktakraw Referees Association of the Philippines, Inc. in consultation with the **PRIVATE SCHOOL ATHLETIC ASSOCIATION** Technical Committee.
- All events will be played in a **SINGLE ROUND ROBIN**. The team who garnered the greatest number of wins in a particular event will be declared as winner.
 - a. In case of 6 to 11 teams, they will be divided into 2 groups and play the single round robin with cross-over matches. In case of 12 to 18 teams, they will be divided into 4 groups and play a single round robin with cross-over matches. In the event that there are only 2 teams competing for a particular event, the best of 3 games will be applied.
 - b. Following the Team Event elimination round for Senior Men, another drawing of lots will be held. Each bracket's top 1 and top 2 teams will be grouped accordingly. After the draw lots, every top 1 team in each bracket will be placed in A, B, C and D and put them in Rank 1 Slot, similarly, every top 2 teams in each bracket will be placed in E, F, G, and H and put them in Rank 2 Slot. The cross-over matches will be played in this format:

Crossover Match 1 – A vs H

Crossover Match 2 – B vs G

Crossover Match 3 – C vs F

Crossover Match 4 – D vs E
 - c. For Team Event (Senior Men) Semi-Final Round, the format will be:

Match 5 – Winner 1 vs Winner 2

Match 6 – Winner 3 vs Winner 4
 - d. For the Team Event (Youth Boys), Quad Event (Senior Women), and Regu Event (Youth Boys), the top 2 teams of each bracket will advance to the cross-over Semi-Final Round. The format will be:

Crossover SF Match 1 – Bracket A Top 1 vs Bracket B Top 2

Crossover SF Match 2 – Bracket B Top 1 vs Bracket A Top 2
 - e. For the Quad (Senior Men), only the top team in every bracket will advance to the Cross-over Semi-Final Round. The format will be:

Crossover SF Match 1 – Bracket A Top 1 vs Bracket D Top 1

Crossover SF Match 2 – Bracket B Top 1 vs Bracket C Top 1
 - f. The Team Event shall be played in 2 out of 3 Regus. In case each team wins a regu, tie breaker regu will be played.
 - g. The Quad and Regu Event shall be played in 2 out of 3 sets. In case each regu wins a set, tie breaker set will be played.
- The teams' arrangement will be based on the order of teams (seeding) from champion to runner-up from the previous PRISAA National Games record.

National PRISAA Games 2025 Result

Team Event – Senior Men	Regu Event – Senior Women	Team Event – Youth Boys	Regu Event – Youth Girls
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- It is required that a team should bring an **ARMBAND** as stipulated in the **RULES OF THE GAME FOR SEPAKTAKRAW**.
- There will be scheduling and re-scheduling of games upon the discretion of the **PRIVATE SCHOOL ATHLETIC ASSOCIATION** Technical Committee. Any changes in the schedule of games must be approved by the Tournament Director and must be made known to all concerned.
- Coaches and Assistant Coaches who have not attended the technical conference will not be entertained regarding questions on technicalities before, during and even after the match.
- Coaches and Assistant Coaches must be in a proper dress code.
- The jury of appeals shall be the Tournament Director, the Assistant Tournament Director, and the Official Referee. The juries' decision is final and executory.
- Each team must be prepared to play more than once in a day.
- Matches in all events shall be scheduled. Thereafter, **RULES OF SUCCESSION WILL BE FOLLOWED**.

IV. PROTESTS, PENALTIES AND SANCTION

- Protest on Technical Aspects of **PRIVATE SCHOOL ATHLETIC ASSOCIATION (PRISAA) NATIONAL GAMES 2026 – SEPAKTAKRAW** shall be addressed to and resolved by the Tournament Director and Assistant Tournament Directors in consultation with the PRISAA Technical Committee.
- In the event of protests and disputes, a filing fee of PHP 50,000.00 for any team who files a protest will be collected. The filing fee (PHP 50,000.00) will be kept by the PRISAA Technical Committee if the protest is null and void.
- Protests duly signed by the Coach and their respective Head of Delegation must be filed in writing together with necessary supporting documents within twenty-four (24) hours after the conclusion of the game under question.
- All protests on eligibility shall be filed prior to the start of the second game. Thereafter, no protest on eligibility shall be entertained.
- Athletes who are found guilty of falsification of credentials / documents or have resorted to impersonation / misrepresentation shall be declared ineligible from participation to the **PRIVATE SCHOOL ATHLETIC ASSOCIATION (PRISAA) NATIONAL GAMES 2026 – SEPAKTAKRAW**. Sanction shall also be imposed on the coach and team manager as may be determined by the **PRIVATE SCHOOL ATHLETIC ASSOCIATION (PRISAA)** Technical Committee.
- A team who discovered to have fielded ineligible athletes in this competition shall have all its game played forfeited in favor of its opponents.
- A team is required to report to the playing area 15 minutes before their actual game. Failure to do so, the Official Referee at his discretion may disqualify or default the team. In case both teams do not appear in the playing venue after the 15-minute grace period, they will lose the game by default with score of zero (0) each in team points.
- Any coach or athlete who walks out or refuses to participate in a scheduled game shall be banned from participation for the duration of the **PRIVATE SCHOOL ATHLETIC ASSOCIATION (PRISAA) NATIONAL GAMES 2026 – SEPAKTAKRAW**.
- Any athlete, coach, assistant coach, school or delegation official who fails to observe the rules on conduct and discipline of the true spirit of sportsmanship may be suspended or banned from participation for the duration of the **PRIVATE SCHOOL ATHLETIC ASSOCIATION (PRISAA) NATIONAL GAMES 2026 – SEPAKTAKRAW**. The extent of penalty is to be determined by the **PRIVATE SCHOOL ATHLETIC ASSOCIATION (PRISAA)** Technical Committee.

V. TIE BREAKER

- In case of tie, the following options will be done:
 - A. Double tie – win over the other
 - B. Triple or more Tie
 - B.1 the Regu difference of the match played
 - B.2 The set difference of the match played
 - B.3 Point difference obtained by the point against and point for
 - B.4 Walk over Regu, sets and points won is not counted
 - C. Toss of coin if the four alternatives give the same result
 - D.

VI. VICTORY CEREMONY AND RECOMMENDATION

Victory ceremonies will be held during the Closing Ceremony. Participating Teams are hereby encouraged to wear their uniforms or any other uniformed attires during the awarding ceremony.

PRISAA Medal Count:

	MEN			WOMEN			BOYS			GIRLS		
	G	S	B	G	S	B	G	S	B	G	S	B
Team Event	9	9	9				9	9	9			
Quad Event	4	4	4	4	4	4						
Regu Event				3	3	3				3	3	3

1.7 SOFTBALL

A. GENERAL RULES:

1. The tournament shall be conducted in accordance with the International Rules of International Softball Federation (ISF) currently enforced.
2. Any unforeseen event not covered by the rules shall be dealt with as follows:
 - 2.1. Cases of general nature shall be resolved in accordance with the PRISAA National Games Rules
 - 2.2. Technical question shall be referred to and resolved by the Tournament Director
 - 2.3. In cases of problems not covered by ISF rules, the final decision shall rest with the Technical Committee composed of the Referees, the Tournament Director and the Executive Director.

B. SPECIFIC RULES

1. ELIGIBILITY RULES

The players' eligibility shall be in accordance with the eligibility rules of PRISAA National Games

1. TEAM COMPOSITION

A team shall be composed of the following:

- 15 players
- 2 Team Officials

2. TOURNAMENT FORMAT

Teams shall play single round robin with four teams to qualify to the Semi-Final Round. The Semi-Final Round shall be played on a 1 –vs- 4; 2 –vs- 3 system. Losers will play for 3rd & 4th Placers; the winners will play for 1st and 2nd Places.

3. DEFAULT

A grace period of fifteen (15) minutes shall given to a team that does not appear on their scheduled time of the game. After which, their team shall be declared in default in favor of the opposing team.

5. WALK-OUT

A team that walks-out during the match will be imposed a penalty of Fifty Thousand Pesos (**P50,000.00**) and will be excluded from the championship round. The rule applies starting from the preliminary games up to the championship.

4. The “NO ID NO PLAY”, “NO COACH NO PLAY” shall apply.

7. PROTESTS:

The PRISAA Rules and protocol will apply in all forms of protest.

C. OFFICIAL RULES, BALLS, UNIFORM, DRESS CODE, EQUIPMENT AND FACILITIES

1. RULES:

- 1.1. The competition shall be played in accordance with the ISF Rules. All necessary interpretation shall be made during the Sports Solidarity or General Technical Meeting of Coaches and Referees a week before or a day before the Opening Ceremonies starts.
- 1.2. A team without a “registered team official” i.e., Team Manager, Head Coach or Trainer, before the start of the match, will lost the game by default.
- 1.3. A team that walks-out before or during the match will be excluded from the championship round. The rule applies starting from the preliminary games up to the championship.

1. SCHEDULE OF GAMES:

The rule of succession shall apply. Games shall start either at 7:00 AM or at 8:00 AM which shall be agreed upon by the coaches during the technical meeting.

2. THE MERCY RULE:

The mercy rule against a team applies when the opposing team has:

- 3.1. 20 runs or more within 3 innings
- 3.2. 15 runs or more within 4 innings
- 3.3. 10 runs or more within 4 ½ innings
- 3.4. No More Mercy Rule for Championships and 3rd Placer Game
- 3.5. 5 innings to be played during Eliminations and Semi-Final
- 3.6. 7 innings to be played during the Championship Game

3. TIE BREAKER:

Should there be three (3) team ties; the following tie breaker system will be used:

- 4.1. After Five (5) innings, during the Elimination Round and Semi-Final Round and After Seven (7) innings, during the 3rd Placer and Championship Games, when the teams are tied in score, tie breaker rule shall apply. The last put-out in previous inning will be stationed on the second base and the game shall commence in proper batting order.
- 4.2. In case of a simple tie (two-way tie or Two (2) teams tie) the win-over-the-other- rule shall apply
- 4.3. In case of a Multiple Tie:
Runs For and Runs Against among them.

4. EQUIPMENT AND FACILITIES:

5.1. SHOES

Metal Cleats are not allowed for Safety Purposes

- 5.2. BATS:**
Each team must have their bats checked by the Chief Umpire prior to the start of their first game, and thereafter, if necessary, in the tournament, all bats must conform to the rules of ISF.
- 5.3. HELMETS:**
Approved batting helmets are mandatory for all batters, batter runners or deck batters.
- 5.4. MASK AND THROAT PROTECTOR**
Approved mask and throat protector are mandatory for all batters, batter runners or deck batters.
- 5.5. BALL, SOFTBALL**
The Organizer shall decide on the brand of the ball to be used as the Official Ball.
- 5.6. SOFTBALL DIAMOND**
Prior to the first game on the diamond, each team may have five (5) minutes warm-up on the playing field. The “home team” shall have the last warm-up and shall remain on the softball diamond for the start of the game.
- 5.7. TEAMS ON PLAYING FIELD OR DUGOUT.**
Only the coaches, managers and members of the team who are in uniform are permitted on the playing field. Permission to be on the playing field other than the players, coaches and team manager can only be given by the chief umpire.
- 5.8. CHOICE OF INNING AND DUGOUT**
The choice of inning and dugout shall be decided through:
a. Toss of coin to be conducted by the Chief Umpire thirty (30) minutes before their scheduled game starts.
b. The “Home Team” shall be assigned at the 3rd Base Dugout and the “Visiting Team” who will be at bat will be assigned on the First Base Dugout.
- 5.8. UNIFORM:**
The playing uniform must be numbered in conformity with the PRISAA General Regulations. There must be number in front and at the back. The number that is registered on the Team Entry Form must be the same number on the player’s uniform.
- 5.9. DRESS CODE:**
The Team Officials on the bench must wear uniform in accordance with the International Standards. Team officials who are in short pant or on slippers will not be allowed to sit on the player’s bench.

D. MISCELLANEOUS PROVISIONS

1.1 MISCONDUCT DURING COMPETITION

- 1.1.1. Participants must refrain from actions or attitudes aimed at influencing the decision of the referee or covering up faults committed by their team.
- 1.1.2. Use of profane language or any derogatory remarks addressed to the officiating officials during the game shall be subjected to penalty in accordance with the sanction scale.
- 1.1.3. Any member of the team found to be under the influence of Liquor or drugs shall not be allowed to sit on the bench.
- 1.1.4. All forms of misconduct during competition shall be subject to sanction in accordance with ISF/ASAPhil Sanction Scale.

1.2. PROTEST/COMPLAINTS

All form of protest shall follow the PRISAA Rules and protocol before it will be entertained.

1.3. MEDICAL SERVICE/KIT

It is recommended that all participating teams must provide themselves their medical team or a medical Kit.

1.4. AWARDS (TROPHIES, MEDALS & CERTIFICATES)

Winners of the matches shall be awarded the following:

Champion -	16 Gold medals plus Certificates of Achievement
2 nd Place -	16 Silver medals plus Certificates of Achievement
3 rd Place -	16 Bronze medals plus Certificates of Achievement

1.5. COMMENDATION:

Players with most outstanding performance in the playing field will be selected and awarded the Certificates of Achievement:

- 1.1. Best Hitter
- 1.2. Best Slugger
- 1.3. Best Pitcher
- 1.4. Most Number of Runs Batted In
- 1.5. Most Number of Stolen Bases
- 1.6. Most Valuable Player
- 1.7. Best Coach PRISAA

1.6. VICTORY CEREMONIES

Victory ceremonies shall follow immediately after at the conclusion of the tournament. Teams ranked 1st to 4th Place must be in their official playing uniform during the ceremonies.

1.7. TECHNICAL COMMITTEE MEETING

A Technical Meeting of Coaches and Officiating Officials will be held at least a day before the commencing date of the competition wherein no more than two (2) official representatives per team from each region may participate. At this meeting, all queries concerning organization and management of athletic events will be clarified.

1.8. PROTOCOL

All teams and players must be within the vicinity of the softball diamond 30-45 minutes prior to their scheduled game. Fifteen minutes prior to the match, the Chief Umpire will conduct the toss coin and other game proceedings. Games shall start as scheduled.

At the end of the match, team captains and the rest of the team shall congratulate each other and shake hands with the Referees, a gesture of sportsmanship, and sign the score sheet to ratify the result of the match.

1.9. UNFORESEEN ITEMS

As regards the specific items not expressly foreseen in this regulation, the Tournament Director will decide in consultation with the General Rules and Guidelines contained in the PRISAA Rules and Regulations and the National Executive Director and approved by the Board.

1.8 VOLLEYBALL

1. The official rules of the **International Volleyball Federation (2025-2028)** shall be adopted for the competitions.

2. Team Composition

- 2.1 Each team will be composed of maximum of Fourteen (14) players, 2 Libero is compulsory if the team roster is more than twelve, and may also have a maximum of four officials that can sit on the bench. This includes, HEAD COACH, 2 Asst. Coaches and Team Therapist.
- 2.2 Only those players and officials listed on the team roster will be allowed to sit on the bench during the match.
- 2.3 In the absence of the coach, the assistant coach may assume his or her duty or function at the request of the Game Captain.

3. Team Uniform

- 3.1 Team shall wear the same color and design of uniform with numbers in front and back, and team shall use number 1-20.
- 3.2 The Libero must wear a uniform which color is in contrast with the team's uniform and must be numbered like the rest of the team members.
- 3.3 Officials, sitting on the bench must wear collared shirt, long pants, and shoes.

4. Match Format

All matches in senior division during the eliminations and finals shall be played in 3 out of 5 sets. A team that scores 25 points win a set. In case of 24-24 tie play continues until two points lead is achieved (26-24, 27-25 etc.). Should there be a 5th or deciding set, change court shall be at 8 points and team which scores 15 points, with a maximum lead of two points wins the final set.

5. CLASSIFICATION OF TEAMS

Classification of Teams will be considered in the following orders;

- 5.1 Number of Victories; The teams will be classified in descending order by the number of matches won.
- 5.2 In The Case of Equal Matches Won;
- 5.2.1 The following points will be awarded per match to each team:

Match Won 3-0;3-1	3 points
Match Won 3-2	2 points
Match Lost 2-3	1 point
Match Lost 0-3; 1-3	0 point
Match Forfeited	0 point (25-0;25-0;25-0)

5.3 In case of Equal Points the following shall be used to break the tie.

- 5.3.1 Set Quotient- In the case of equality in the number of matches won by two or several teams, they will be classified in descending order by the quotient resulting from the division of the number of all sets won by the number of all sets lost.
- 5.3.2 Points Quotient- If the tie persists as per the set quotient(5.3.1) the teams will be classified in descending order by the quotient resulting from the division of all points scored by the total of points lost during all sets.
- 5.3.3 If tie continues as per the points quotient (5.3.2) between two teams, the priority will be given to the team which won the last match between them. When the tie in point quotient is between three or more teams, a new classification of these teams in terms of 5.3.1, 5.3.2, and 5.3.3 will be made taking into consideration only matches in which they were opposed to each other.

6. Tournament Format:

- 6.1 The competition format shall be subject to the total number of participating teams.
- 6.2 If the total number of teams is less than Eight (8), single round robin system of play shall be applied. Top Four (4) teams shall advance in the Semi-Final game (Rank 1 vs. Rank 4, Rank 2 vs. Rank 3). Winners of the Semi-Final games shall vie for the Championship and losers shall play for the 3rd and 4th place.
- 6.3 If the total number of teams is more than Eight (8) but not to exceed Ten (10), teams shall be grouped into Two (2) through drawing of lots. However, the last year’s team result shall be considered in the team’s grouping (team seeding system). Top Two (2) teams in each group shall advance to the Semi-Final cross-over matches (Rank A1 vs. Rank B2, Rank A2 vs. Rank B1). Winners shall play for the Championship and losers for 3rd and 4th place.
- 6.4 If the total number of teams is more than Ten (10), the organizer shall divide a competition format appropriately taking the time element of the competition.

7. MATCH SCHEDULE

- 7.1 Rule of immediate succession shall be applied in the entire tournament.

8. Prolonged Interruptions:

- 8.1 Interrupted matches, even if it exceeds four hours and played in another venue, match shall continue, with the same scores, players, and position. Interrupted set shall continue normally, with the scores of completed sets kept as played.

9. Default:

- 9.1 Fifteen (15) minutes grace period (defaulting time) will be given to the teams who will play on the first match of the day.

10. COACHES DECORUM

- 10.1.1 Coaches are required to be properly attired for the game: Sport-shirt (or polo shirt) with collar, long pants (including jogging pants, jeans, etc.), proper gym shoes (or rubber-soled shoes).
- 10.1.2 Use of vulgar or obscene language (or gestures) will not be tolerated.
- 10.1.3 Any coach violating the above provisions shall be asked to leave the vicinity of the venue (out of sight, out of hearing), and shall be reported to their respective school.
- 10.1.4 Coaches shall be held responsible for the behavior of their players inside the court and within the school or game venue premises. Any act of misbehavior will be dealt with accordingly.

11. Officiating Officials:

- 11.1 Any official who uses profane language against any member of a team he is officiating in shall be severely warned or shall immediately be disqualified from officiating in the league at the discretion of the Tournament Committee.
- 11.2 Any official who engages any team member or league officials in fight shall be disqualified for further officiating in the League and shall be prosecuted in court if warranted.
- 11.3 Only accredited and licensed referees (PNVF) shall be allowed to officiate in the tournament.

12. Eligibility of Players:

PRISAA rules on eligibility shall be strictly implemented.

13. AWARDS:

The top three (3) finishers in each division (men and women) shall receive a trophy and certificates for selected Best players of the Tournament.

2. INDIVIDUAL/DUAL SPORTS

2.1. ATHLETICS

- 1. The "RULES OF WORLD ATHLETICS" will be applied
- 2. An athlete is allowed to compete three (3) individual events and two (2) relays only
- 3. A team may enter two (2) athletes only per individual event.
- 4. Entry form should be prepared by rank, according to fastest to slowest, indicating no.1 as the fastest and no. 2 as the second, in four (4) copies before attending the solidarity meeting to be ready for the filling up of athletes' number which will be issued during the solidarity meeting. This form will be submitted to the tournament manager or his duly authorized representative after the Solidarity meeting.
- 5. All competitors must wear their delegation Identity uniform and assigned athletes' number when reporting at the roll call area and during the competition proper.
- 6. No coaches or any party identified with an athlete is allowed within the vicinity of the playing area (with the crowd control fence/PRESS box). If the rule will be violated, a warning card (yellow) is shown to the coach or any party with an athlete, and the second time, a red card will be shown and the athlete will be disqualified of the competition.
- 7. Using of starting block is NOT A "MUST" in sprint and hurdle events.
- 8. Athlete who will not perform / participate in his entered or qualified events cannot play anymore in his/ her succeeding events (law of succession).
- 9. In relays, qualifier can change runners a maximum of two (2). AND THE SAME COLORS OF UNIFORM AS A TEAM COMPETITION.
- 10. In case of an inclement weather in an event cannot be safely competed, the coaches will be consulted prior to the postponement or cancellation of the schedule by the Technical Management based on the rule of the majority.
- 11. In case of unfinished finals, due to typhoon, ranking will be based on the result of the time.
- 12. No points for un-played events.
- 13. Start of the game is 6:30 and In the afternoon game starts at 2:30pm.
- 14. Awarding of medals will be done the next day after the competition has been concluded in coordination with the awards committee. All awardees must be in decent delegation uniform and shoes.
- 15. In long distance event (1,500 above), if the lead runner overlaps the runner/s, automatically that runner/s will be removed from the race until such time only 12 runners will be left in the track.
- 16. The starting height of the bar in high jump and the pole vault will be as follows:

SG	=	1.10m	SB	=	1.20m
W	=	1.20m	M	=	1.50m

Pole Vault = 2.00m (then the succeeding three (3) raising of the bar will be by 20 cm. Thereafter followed by 10 cm. onward..)

- 17. The competitors reports to the role call area before 30 minute of the events.
- 18. Selection of most outstanding athletes will be based on the point system. Relay points will be divided into four (4).
Record breaker will be given ten (10) points.
- 19. Other guidelines to serve as ground rules will be as follows:

Triple Jump			Take –off Line		
SG	=	7,8,9	SB	=	7,8,9
W	=	7,8,9	M	=	9,10,11

- 20. Throwing Implements Weight:

	SECONDARY		TERTIARY	
Implements	Girls	Boys	Women	Men
Shot	4 kg	6 kg	4.0 kg	7.260 kg
Discuss	1 kg	1.75kg	1.0 kg	2.000 kg
Javelin	600 gm	700 gm	600 gm	800 gm

- 21. Height of the Hurdles

	SECONDARY		TERTIAR	
	Girls	Boys	Women	Men
100MHH	.840 m		.840m	
110MHH		.991m		1.067m
400MLH	.762m.	.840m	.762m	.914m

1. GENERAL:
- a. The athletic competition shall be held in accordance with the Rules of World Athletics. (TRWA)

1.2 In case of any dispute on the text, the English version of the latest RWA shall prevail.

1.3. Cases of general nature will be resolved in accordance with the Constitution and by the Rules of Philippine Track & Field Association. Technical questions will be resolved in accordance with the Rules of Athletics.
- 2 SPECIFIC
- 2.1. ELIGIBILITY RULES

All participants must be eligible to play in accordance with the Eligibility rules of PRISAA National Games.

2.2. REPORTING TIME:

2.3.1. Competitors must arrive and check in at the assembly area for participation thirty (30) minutes before their event. Start of the games is 6:30am and will end at 9:30am. In the afternoon, games start at 3:30pm.

2.3. COMPETITION RULES:

2.3.1. Only two (2) athletes from each cluster/delegation are to participate in each individual event except in long distance events with three (3) entries each delegation as indicated above and one team each in relays.

2.3.2. Events shall become final if the athletes participating in the events are less than nine (9).

2.3.3. Numbers will be provided by the management and shall be placed one at the back and the other on the breast. Placing them on the sides or elsewhere is not allowed.

2.3.4. An athlete, who failed to participate in his assigned event, shall not be allowed to participate in his succeeding events except those with medical certificate from accredited doctor of the organizing committee.

2.3.5. If there are only six (6) entries and below, all shall be considered finalist in each event. The awarding of point in the final ranking and/or placement with their corresponding point shall always be the number of participants minus one.

2.3.6 Entry form should be prepared by rank, according to fastest to slowest, indicating No. 1 as the fastest and No. 2 as the second, in four (4) copies before attending the solidarity meeting to be ready for the filling up of athletes' numbers which will be issued during the solidarity meeting. This form will be submitted to the tournament manager or his duly authorized representative after the solidarity meeting.

2.3.7 All competitors must wear their delegation official uniform and assigned athletes' number when reporting at the roll call area and during the competition proper.

- 2.3.8 No coaches or any party identified with an athlete is allowed within the vicinity of the playing area (with the crowd control fence/PRESS box). If the rule will be violated, a warning card (yellow) is shown and the athlete will be disqualified of the competition.
- 2.3.9 The use of starting block is a “MUST” in sprint and hurdle events.\
- 2.3.10 In relays, qualifier can change runners a maximum of two (2)
- 2.3.11 In case of inclement weather in an event cannot be safely competed; the coaches will be consulted prior to the postponement or cancellation of the schedule by the Technical Management based on the rule of the majority.
- 2.3.12 In case of unfinished finals, due to typhoon, ranking will be based on the result of the time.
- 2.3.13 No medals for un-played events
- 2.3.14 In long distance event, (3,000 above), if the lead runner overlaps the runner/s, automatically that runner/s will be removed from the race until such time only 16 runners will be left on the track.
- 4.3.15 Since PRISAA Games are developmental in nature there will be no qualifying standard set in various events.

2.4 PRIZES/AWARDS:

Prizes will be awarded in accordance with the PRISAA National Games Awards Rules:

- 2.4.1. Individual /Relays Events
 - 1st Place - Gold Medal
 - 2nd Place - Silver Medal
 - 3rd place - Bronze Medal
- 2.4.2 Team Events:
 - 1st Place - Certificate
 - 2nd Place - Certificate
 - 3rd place - Certificate

- 2.5. REFEREES/UMPIRES & JUDGES:
 The athletic competition of the PRISAA National Games technical officials shall be accredited officials of the Philippine Track & Field Association (PATAFA) and PRISAA Technical Committee.

2.6. THE EVENTS:

The following Track & Field Events will be played:

EVENTS	Men	No. of Entries	Women	No. of Entries
100 meter dash	x	2	x	2
200 meter dash	x	2	x	2
400 meter	x	2	x	2
800 meter run	x	2	x	2
1500 meter run	x	2	x	2
3000 meter run	-	-	x	3
5000 meter run	x	3	x	3
10,000 meter run	x	3	x	3
100 meter hurdles	-	-	x	2
110 meter hurdles	x	2	-	-
400 meter hurdles	x	2	x	2
3000 meter SC	x	3	-	-
4 x 100 meter relay	x	One team	x	One team
4 x 400 meter relay	x	One team	x	One team
Long Jump	x	2	x	2
Triple Jump	x	2	x	2
High Jump	x	2	x	2
Pole Vault	x	2	x	2
Shot Put	x	2	x	2
Discus Throw	x	2	x	2
Javelin Throw	x	2	x	2
Hammer Throw	x	2	x	2

Note: Event that cannot be played due to unavailability of sports equipment or the field is non-playable, shall automatically be cancelled.

2.8. DRESS CODE:

Competitors must wear their official uniform and observe the regulations contained in the World of Athletics Technical Rules and the PRISAA National Games Technical Guidelines, Rules and Regulations. Numbers must be sewn on back and front of the athlete’s vest and be seen visibly. For High Jump and Pole Vault events,

competitors are permitted to wear one number only either on the back or front. In all races up to 400m and combined events, additional numbers must be sewn on both sides of the athlete's shorts.

2.9. EQUIPMENT/ IMPLEMENTS:

2.9.1. The PRISAA National Games Organizing Committee shall provide all the equipment, supplies and materials to be used during the competition. The use of personal equipment is not permitted except in the use of vaulting poles, provided this comply with the conditions laid down in the WA Handbook.

2.10. The nails of the shoes should not be longer than 6mm except that from the javelin event where spike nails up to 9mm are permitted.

2.11. CHANGES/ ADJUSTMENTS

The Technical Committee reserves the right to make any changes or adjustments if and when deemed necessary.

2.12. THE VICTORY CEREMONY

The Victory Ceremony will be held at an appropriate time immediately after the competition of a given event. Athletes taking part in the victory ceremony will wear clean track suits in color of their team and training shoes without spike

3. TECHNICAL COMMITTEE MEETING:

The Technical Committee Meeting will be held a day before the commencing date of the competition wherein no more than two (2) representatives from each team may participate. At this meeting, all questions concerning organization and management of the athletic events will be clarified.

2.2. ARCHERY

Competition Information:

I. EVENTS:

The Archery Competition will be competed in an Individual and Team Only.

II. RULES AND REGULATIONS

The Archery Competition shall be conducted in accordance with the latest edition of the World Archery (formerly **FITA**) rules for outdoor target archery. (www.worldarchery.org – EN-Book 3). Any unforeseen incidence not covered by the World Archery Rules will be dealt in accordance with the existing WAP and PRISAA Rules.

III. ELIGIBILITY

The PRISAA rules on Athlete's and appointment of Technical Officials for eligibility to play and officiate shall apply.

IV. COMPOSITION OF THE TEAM

- a. A regional delegation's archery team shall consist of Youth (Boys and Girls Aged 18 and below, Year Born) and Senior (Men Team and Women Aged 19 and above but not more than 25, Year Born). A team completion shall be composed of not more than four (4) but not less than three (3) archers and a coach, However, Regions with less than 3 athletes entered can still participate in the individual events. *Team trainers, archer's personal coaches, parents and delegation team officials will not be allowed in the archer's area and field of play during the tournament.*

V. DISQUALIFICATION

- a. An athlete found guilty of breaking any eligibility rules
- b. An athlete using equipment contravening WA rules
- c. Athletes/teams repeatedly found shooting more than the permitted number of arrows per end
- d. An athlete proved to have knowingly broken any rules and regulations
 - i. Unsportsmanlike conduct
 - ii. Alteration and falsification of scores
- e. An athlete who persists in using dangerous method of drawing the string.

VI. SPORTS EVENTS/DISCIPLINES

Competition in Archery for Youth Category and Senior Category shall consist of the following events:

	Youth / Seniors	TARGET FACES	# OF ARROWS/END/ SET
EVENTS	1. 70-meter distance	122 cm	36 arrows = 6 arrows per end
	2. 60-meter distance	122 cm	36 arrows = 6 arrows per end
	3. 50-meter distance	80 cm	36 arrows = 6 arrows per end
	4. 30-meter distance	80 cm	36 arrows = 6 arrows per end
	5. 1440 round		144 arrows – aggregate scores
	6. Olympic Round (70 meters)	122 cm	Set System – 3 arrows per end 5 ends – 6 set points
	7. Team Event (70 meters)	122 cm	Set system – 2 arrows per archer 4 ends – 5 set points
	8. Mixed Team (70 meters)	122 cm	Set System – 2 arrows per archer 4 ends – 5 set points

VII. TEGORIES

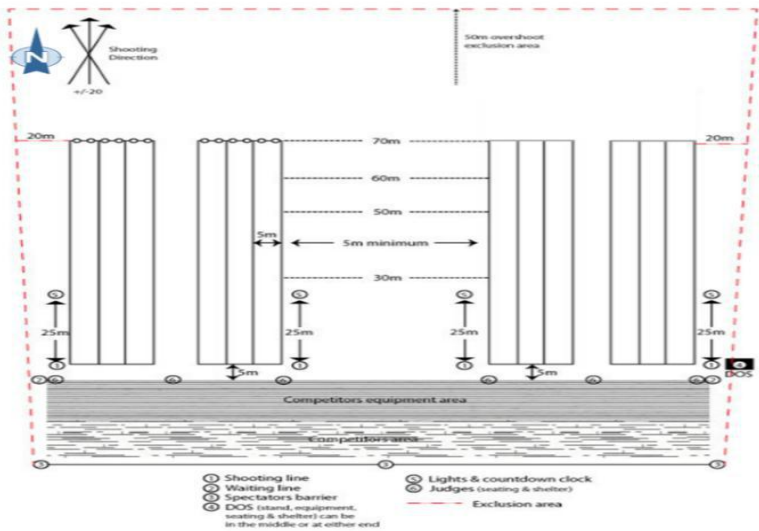
Archery Competitions are divided into four categories:

- Youth 18 years old below boy's (Year Born)
- Youth 18 years old below girl's (Year Born)
- Seniors 19 years old above men's but not more than 25 years old.
- Seniors 19 years old above women's but not more than 25 years old

VIII. PLAYING AREA AND EQUIPMENT

A. Playing Venue

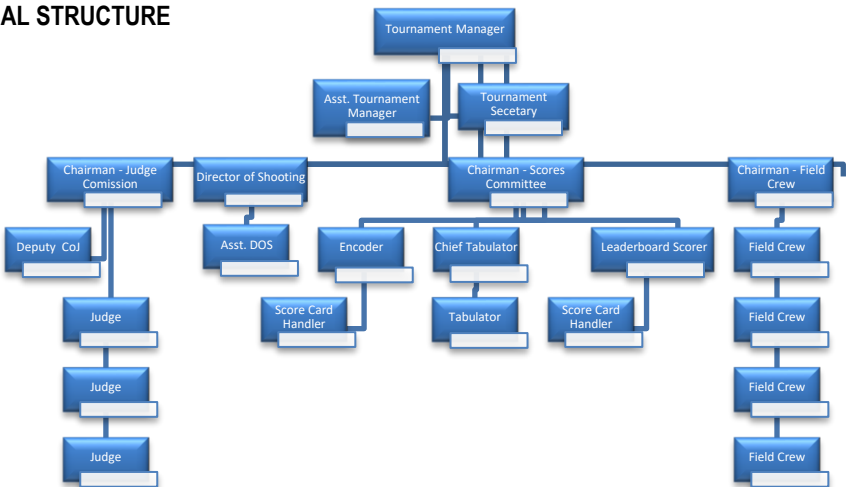
A minimum of 60 meters x 150 meters open field, flat surface preferably with grass is a requirement in an archery range. Archers, Equipment and Spectator's Area must be labeled behind the waiting line. Provision for power supply and toilets is highly recommended. Safety barriers must be installed behind the target line and other safety zones. A suggested playing field is shown below



B. Equipment

- Each archer should have his/her own set of equipment which should conform to WA Recurve Bow specifications (Book 3, 11.1). It is the archer's responsibility to use equipment which complies with the rules. If in doubt the archer should show his equipment to the Judge(s) before using it in competitions.
- Any archer found to be using equipment contravening the rules may have his or her scores disqualified.

IX. ORGANIZATIONAL STRUCTURE



X. Terms of Reference:

- Tournament Manager
 - Formulate standards for competition, playing venues, and management of tournaments in the PRISAA meets and lower meets
 - Develop technical guidelines for Archery
 - Participate/attend activities relative to the conduct of the PRISAA such as meetings and organizational planning
 - Ensure readiness and preparedness of the playing venues
 - Oversee the conduct of the PRISAA GAMES.
- Assistant Tournament Manager
 - Assist the tournament manager in managing the PRISAA GAMES
 - In charge of the crowd management
 - In command of the Field layout
- Tournament Secretary
 - Serves as the liaison officer between PRISAA GAMES Secretariat/TWG and the tournament manager
 - Prepare TEVs of technical officials
 - Submits results to the records committee
- Chairman – Judges Commission (CoJ)
 - Over-all in charge in the conduct of the tournament in accordance with the tournament guidelines
 - Conduct meetings with the Judges Commission
 - Prepares Daily Report with regards to the conduct of the tournament.
- Judges
 - Ensures that the tournament is conducted according to the Tournament Guidelines, and in fairness to all athletes.
 - Serves as the servant of the tournament and not its master
 - Check the venue, venue equipment and archers equipment
 - Handle disputes and appeals which may arise
- Director of Shooting (DoS)
 - Control of the shooting and safety on the competition field.
 - DoS should have the ability to speak through a microphone and make announcements in English.
 - DoS may also be an Event Choreographer.
- Timer /Asst. DoS
 - In control with the Digital Timing Device
- Announcer/Commentator
 - Announces the results and updates
 - In charge in opening program and medal ceremonies
- Chairman – Scores Committee
 - Over all in-charge on the efficient process of score committee
 - Accountable on the promptness and accuracy of the scores being posted
 - Chief – Encoder – Encode and consolidate scores of archers
 - Encoders – Encode scores of archers every end every distances
 - Score Card Handler
 - hand in score card from the field of play
 - Chief – Tabulator – computed the scores per end manually to validate the score generated by the software.
 - Tabulators
 - Score Card Handler - hand in score card from the field of play
 - Chief – Leader board Scorer – responsible for the on time posting of scores every after an end
 - Leader board Scorer -
 - Score Card Handler – hand in the scorecard from the encoder/tabulator to the leaderboard
- Chairman – Field Crew
 - work hand in hand with the ATM in the preparation of the playing venue
 - Field Crew
 - In charge in the setting up the field of play

- Hand in score cards to the score card handlers
- Demolition Team

XI. PROTEST, PENALTIES, AND SANCTIONS

- PRISAA GAMES rules shall apply

XII. CONDUCT OF THE COMPETITIONS

- A. The results of the 1440 Round will be used as the bases for ranking the individual competitors in the youth and senior Divisions. Based on their ranks, the archers will then proceed to the Olympic Round to determine the Overall Individual Champions for youth and seniors Divisions.
- B. New Rule
The following new rules for international competitions will apply
1. 20 seconds per arrow is the time allowed for individual alternate shooting, and for all team and mixed team rounds including shoot-offs
 2. 30 seconds per arrow is the time allowed for individual shooting during qualifications, Olympic round and Compound rounds where alternate shooting does not apply, including shoot-offs
 3. No extra time shall be allowed for equipment failure or the treatment of medical problems, but the athlete concerned may leave the shooting line to resolve the issue and return to shoot any remaining arrow(s) if the time limit permits. In the Team Event other member(s) of the team may shoot in the meantime.
- C. Competition in the Olympic Round will be as follows:
1. An **Elimination round** in which all archers (seeded according to their rank in the 1440 Round) in each division shoot a series of matches to determine the quarterfinalists. Each match shall consist of five (5) sets of three (3) arrows shot at the 122cm target face placed at the 70 meters for both Youth and Seniors. The set system of scoring shall be used.
 2. A Finals round in which the remaining quarter finalists (top 8 archers in each class) shoot a series of matches, ending with the Gold Medal Matches. Each match shall consist of up to five (5) sets of three (3) arrows shot at the 122cm target face placed at the 70meter distance for both youth and seniors. (Alternate shooting will apply on the BMM and GMM). The set system of scoring shall be used.
 3. The scores in the 1440 Round of the **top three archers** from each team shall be the team's aggregate score. All Team scores will be calculated in a similar manner and each Team will be ranked in the youth and seniors Classes. *However, any member of a team who shot in the 1440 Round may be fielded in the Team Event provided the final composition must be submitted to the tournament secretary before the announced deadline for the re-computation of team aggregate score.* All teams will shoot in the Olympic Round Team Event which consists of:
 - The **Team Elimination Round** in which the sixteen (16) teams in each division shoot a series of elimination matches to determine the top teams in each class. Each match shall consist of four (4) ends of six (6) arrows at the 122cm target face placed at the 70meter distance for both girls and boys. Each archer shall shoot two (2) arrows per end. The set system of scoring shall be used.
 - The **Team Finals Round** in which the top eight (8) teams in each class shoot a series of matches ending with the Team Gold Medal Matches. Each match shall consist of four (4) ends of six (6) arrows shot at the 122cm target face placed at the 70meter distance (Alternate shooting will apply on the BMM* and GMM*). Each archer shall shoot two (2) arrows per end. The set system of scoring shall be used.
 4. The scores in the 1440 Round of the top-ranked male archer and top-ranked female archer from each team shall be the MIXED TEAM's aggregate score. All Mixed Team scores will be calculated in a similar manner and each Regional Mixed Team will be ranked. All teams will shoot in the Olympic Round Mixed Team Event which consist of:
 - The **Mixed Team Elimination Round** in which the sixteen (16) teams in each division shoot a series of elimination matches to determine the top teams. Each match shall consist of four (4) ends of four (4) arrows at the 122cm target face placed at the 70-meter distance. Each archer shall shoot two (2) arrows per end. The set system of scoring shall be used.
 - The **Mixed Team Finals Round** in which the top eight (8) teams shoot a series of matches ending with the Mixed Team Gold Medal Matches. Each match shall consist of four (4) ends of four (4) arrows shot at 122cm target face placed at the 70meter distance (Alternate shooting will apply on the BMM and GMM). The set system of scoring shall be used.

PROTOCOLS

1. UNIFORMS

- A. All members of the team including the coaches must wear the same uniform during the Team Event.
- B. The archer's family name followed by the initial of his first name (e.g. DELA CRUZ, A.), should be printed on the upper back portion of the shirt. Letter height is from 5cm. in block letters. All shirts worn during the tournament must bear the archer's name as describe above. Aside from the official delegation uniform, a team may wear an alternate uniform which should also have the archer's names printed at the back. All archers must wear rubber shoes. Slippers, Crocs, sandals and similar footwear shall not be allowed. Rubber boots and rain gear may be allowed if the weather and field conditions warrant their use.
- C. Archers must always wear their target assignment numbers on their arrow quivers when shooting in the tournament, during the official practice day and during the official inspection of equipment. Numbers must be properly pinned on the archers' quivers.
- D. Team uniforms are required to be worn during the official practice day, and Team Events.

2. TEAM CAPTAINS' MEETING

A team captains meeting will be held during the Technical Meeting of the PRISAA GAMES to discuss the schedule, uniform requirements, latest rules or rule modifications, medals to be awarded and other important matters.

3. OFFICIAL PRACTICE DAY

An official practice day shall be held one day before the start of the tournament on the actual tournament venue to familiarize the archers with the prevailing conditions at the tournament site. The tournament field must be laid out and all venue equipment should be in place. The official practice shall be controlled by the Director of Shooting and the Official Timer.

4. INSPECTION OF EQUIPMENT

Initial inspection of archers' equipment will be conducted by the Judges Committee during the Official Practice Day. However, subsequent inspections may be done during the tournament to ensure adherence to equipment rules, provided that these will not affect the settings of the bow in question. Later violations, when found, will be penalized according to WA rules.

5. PRACTICE FACILITIES

A practice field must be made available at least two (2) days before the Opening Ceremony of the PRISAA MEET.

The tournament field may be used by the competitors for practice on all the days of the competition at times arranged by the tournament manager. However, all practice must cease fifteen (15) minutes before the start of competition.

XIII. DETERMINATION OF WINNER

- **Distance Rounds** (30M, 50M, 60M, 70M) Boys and Girls– Archers will be ranked according to their scores per distance. Top 3 archers who got highest score will win in every distance. Each distance will have a maximum score of 360 points.
- **1440 Round** – The archers will be ranked according to their aggregate scores in the Distance Round. Top 3 archers who got the highest score will win. Maximum score is 1440.
- **Olympic Round** – The archer who won from the series of matches at the Individual Matchplay will win. (see Individual Matchplay Chart – WA rules Book 3 annex)
- **Mixed Team** – Top boy and top girl archer of each team who won a series of matches at the Mixed Team Matchplay chart.
- **Team Event** – Teams who won a series of matches at the Team Matchplay Chart

XIV. MEDALS TO BE CONTESTED

Youth / Senior	NUMBER OF MEDALS			
	Girls	Boys	Mens	Women
70 Meter Distance for Boys/Girls	1	1	1	1
60 Meter Distance for Boys/Girls	1	1	1	1
50 Meter Distance for Boys/Girls	1	1	1	1
30 Meter Distance for Boys/Girls	1	1	1	1
1440 Round for Boys/ Girls	1	1	1	1
Olympic Rd. Individual Champion – B/G	1	1	1	1
Team Champion – Boys/Girls	1	1	1	1
Mixed Team Event	1	1	1	1
TOTAL Medals at Stake	8	8	8	8

XV. NUMBER OF MEDALS TO BE AWARDED

EVENTS	MEDALS NEEDED	
YOUTH		
70 Meter Distance for Boys/Girls	1 st , 2 nd , 3 rd places	2 set
60 Meter Distance for Boys /Girls	1 st , 2 nd , 3 rd places	2 set
50 Meter Distance for Boys/Girls	1 st , 2 nd , 3 rd places	2 set
30 Meter Distance for Boys/Girls	1st, 2nd, 3rd places	2 set
Single FITA Round for Boys/Girls	1 st , 2 nd , 3 rd places	2 set
Olympic Rd. Individual Champion – B/G	1 st , 2 nd , 3 rd places	2 set
Team Champion – Boys/Girls	1 st , 2 nd , 3 rd places	8 sets
Mixed Team Event Youth	1 st , 2 nd , 3 rd places	2 sets
SENIORS		
70 Meter Distance for Mens/Womens	1 st , 2 nd , 3 rd places	2 set
60 Meter Distance for Mens/Womens	1 st , 2 nd , 3 rd places	2 set
50 Meter Distance for Mens/Womens	1 st , 2 nd , 3 rd places	2 set
30 Meter Distance for Mens/Womens	1st, 2nd, 3rd places	2 set
Single FITA Round for Mens/Womens	1 st , 2 nd , 3 rd places	2 set
Olympic Rd. Individual Champion – M/W	1 st , 2 nd , 3 rd places	2 set
Team Champion – Mens/Womens	1 st , 2 nd , 3 rd places	8 sets
Mixed Team Event Senior	1 st , 2 nd , 3 rd places	2 sets
TOTAL Medals Needed/at Stake	44 sets	

XVI. SAFETY STANDARDS AND PROTOCOLS

- A. Archers, coaches, chaperon and officials are subject for thermal scanning and should sign in a logbook upon entry at the venue.
- B. Archers, Coaches, chaperons, athletes and officials must bring their own sanitizer and disposable towel with them.
- C. All equipment (bow, arrows, quiver etc.) should be cleaned with an appropriate disinfectant before and after their use in the field.
- D. Follow the local rules regarding social distancing.
- E. Always wear a mask, except when shooting.
- F. Archers and their personnel should be able to enter and leave the training ground or field of play in a unidirectional way to avoid crossing the path of any person.
- G. The maximum number of athletes and delegation official in the same area will be determined by the Tournament Management.
- H. Be safe and respect others.

Note:

- 1. All participants must be at the weigh-in area at least 30 Minutes before Weigh-in Time.
- 2. Schedule of each category to be played will depend on the number of entries or participants per category after the final confirmation.

2.3. BADMINTON

I. DATE AND VENUE

The PRISAA National Games Badminton Tournament will be held at a schedule and venue determined by the PRISAA Executive Director and approved by the National Board.

II. ORGANIZATION

The Technical Committee/Tournament Director shall be responsible for the technical organization of the tournament. The decisions of the committee in all matters regarding the tournament shall be final. **Team Tie Competition (M/W)**

III. RULES

IV. TOURNAMENT FORMAT

1. Team Tie Competition (M/W)

Participating teams shall be divided into groups (depending on the number of participating regions), 12-17 teams (M/W), 4 groups, top ranked team in each group will play in a cross-over semi-finals (G1 vs G4, G2 vs G3), winners will play for the finals and losers for 3rd place.

Each group will play a single round robin system.

Best of three team ties

2. Individual Competition (M/W)

Men's Singles	-	2 entries/region
Women's Singles	-	2 entries/region
Men's Doubles	-	1 entry/region
Women's Double	-	1 entry/region
Mixed Doubles	-	1 entry/region (to be selected from the 4 members of the team only if the region is interested to participate in the Mixed Double Event)

V. TEAM COMPOSITION, FIELDING OF PLAYERS AND EVENTS

A team must have four (4) players, (mandatory fielding of four (4) players per team tie is required)
Each tie shall consist of two (2) singles and one (1) double
The order of play shall be as follows: Single-Double-Single (SDS) for Team Events

Individual Events:	
Single	- One entry per region only per level (MWBG)
Doubles	- One entry per region only per level (MWBG)
Mixed Doubles	- One entry per region only per level (Senior / Youth)
Team Events:	
	- Single – Double – Single (MWBG)
1. Youth	- One entry per region per level (Boys / Girls)
2. Senior	- One entry per region per level (Men / Women)

Fifteen (15) minutes, before the commencement of play of each tie, the coach shall submit the composition of his/her team to the match control. No substitution shall be allowed under any circumstances after the tie has commenced.
In case a team/s fails to submit its fielding form on time, Tournament Director will use the team's strategy in the previous round.

VI. SCORING

The BWF scoring system of 1-21 points, best-of-three games shall be implemented in the PRISAA National Games Badminton Tournament.

VII. WALK-OVERS

A ten (10) minutes grace period on the scheduled ties/matches shall be given, otherwise, the team/player shall be declared loser via walk-over.

VIII. ELIGIBILITY

As per PRISAA Handbook on rules on eligibility.

IX. PROTEST

As per PRISAA Handbook on rules on protest

X. TEAM/COMPETITION UNIFORM

Participants must wear their team/school color or must be at a prescribed badminton uniform, In doubles, players are advised to wear the same color/shade of clothing during play.

XI. RANKING ORDER/BREAKING OF TIES (GROUPINGS)

Tie involving two (2) teams – the principle of win-over the other shall apply

Multiple ties:

Level 1	-	Match won	vs	Match lost
Level 2	-	Games won	vs	Games lost
Level 3	-	Points won	vs	Points lost
Level 4	-	Draw lots		

XII. INDEMNITY

The organizing committee and its appointed officials shall not be held responsible for any injuries or mishap that may occur during the competition or as a result of participation in the tournament.

XIII. UNFORSEEN EVENT

The decision of the referee/s on any disputes during the competition shall be final.
The on-going tie's/matches will be impossible to continue, such ties/matches shall be continued later from the point where it was disrupted.

XIV. OTHERS

Seeding and draw lots will be discussed and done during the Technical Meeting of coaches as scheduled by the PRISAA National Organizers.
Seeding will be based on the previous PRISAA National Games.
Failure to attend the said meeting, coach/representative has waived his/her rights to question the tournament proceedings/technical guidelines.

2.4. BILLIARDS

I. RULING - The general ruling is anchored on the ruling set by the World Pool Association (WPA) and PRISAA. The ruling set by the PRISAA Technical Committee will be followed, to wit:

- 1. A player must bring the necessary equipment including:
 - a) Cue stick (normal/jump/break/extender)
 - b) Chalk
 - c) Gloves
 - d) Powder
 - e) Tapper
- 2. Proper dress code during the match is strictly observed.
 - a) Delegation uniform:
Slacks/delegation jogging pants
Polo shirt/delegation polo shirt/t-shirt
 - b) Delegation ID
- 3. Id the cue tip of the player's cue stick is accidentally broken, the player may borrow it from the venue or from his/her teammates.
- 4. If a players unscrewed his/her cue stick without permission while the opponent takes turn in running the table, the player who unscrewed the cue stick automatically loses the match.
- 5. Any form of communication between the coach and the player is strictly prohibited during the match. Coaches shall keep distance from the playing player.
- 6. Each player is allowed to take one (1) time-out of five (5) minutes in every match in either 8 or 9 ball competition. It is only granted when it is the player's inning or turn to break.
- 7. Coaches and audiences are not allowed to interfere with referees' decision. The player may submit written protest before the start of the players' next game.
- 8. No bringing of gadgets such as cellphone, headphone etc during the match.
- 9. A player is given 40 seconds shot lock and 30 seconds extension per inning (conditional)
- 10. For unsportsmanlike, 1st offense is warning, 2nd offense is a loss of rack, and 3rd offense is a loss of match.
- 11. Winners' break in both 8-ball and 9-ball events.

II. ELIGIBILITY - The rules on eligibility will be based on PRISAA guidelines

III. COMPOSITION OF CONTINGENT

Category	Players	Coaches	Chaperon	Total
Men and Boys	2/2	1/1		6
Women and Girls	2/2	1/1		6
Total	4/4= 8	2/2= 4		12

IV. DISQUALIFICATION

Unsportsmanlike Conduct:

The rules and regulation give the referee and other officials considerable latitude in penalizing unsportsmanlike conduct. Several factors should be considered in such decisions, including previous warnings, how serious the offense is, and information that the players may have been given at the Players' Meeting at the start of the tournament.

Unsportsmanlike conduct is any intentional behavior that brings disrepute to the sport, or which disrupts or changes the game to the extent that it cannot be played fairly. It includes:

1. Distracting the opponent.
2. Changing the position of the balls in play other than by a shot.
3. Playing a shot by intentionally miscuing
4. Continuing to play after a foul has been called or play has been suspended.
5. Practicing during the match.
6. Marking the table.
7. Delay of the game (Default time is 15 minutes)
8. Using equipment inappropriately
9. Drinking and illegal drugs are not allowed during programs regardless students' age.
10. Profanity and abuse of equipment are not permitted.

In general, a sportsperson is one who can take a loss or defeat without complaint, a victory without gloating, and who treats opponents with fairness, generosity, and courtesy. Sportsmanship is respect for oneself. Teammates, coaches, tournament officials, fellow competitors, and property. Sportsmanship also requires maintaining self-control and refusing to be drawn into or encourage physical conflict not otherwise required by proper execution of the sport. All players are obligated to represent themselves, their school, their families, and their communities with the highest level of sportsmanship.

If an infraction of the conduct code is discovered during a match, the participant will be verbally reprimanded by tournament officials. If the participant does not correct the behavior, the match will be forfeited. Further expulsion from the tournament is possible.

V. SPORTS EVENTS/DISCIPLINE

Discipline that will be played during the PRISAA would be 9-ball and 8-ball singles.

NINE-BALL - Nine ball is played with nine object balls numbered one through nine and the cue ball. The balls are played in ascending numerical order. The player legally pocketing the nine ball wins the rack.

THE THREE POINT BREAK RULE -

- (1) On the break shot, a minimum of three object balls must either be pocketed, or touch the head string line, or a combination of both. For Example, if one object ball is pocketed, then at least two object balls must touch the head string line; or if two object balls are pocketed, then at least one object ball must touch the head string line. To touch the head string line means that the edge of the object ball must reach (break) the string line.
- (2) If a player fails to meet the requirements in (1) but otherwise makes a legal break, the incoming has the choice to accept the tables as is or hand the shot back to his opponent.
- (3) In accepting the table as is, the incoming player is not permitted to play a "push-out". If so, his opponent will then have the choice to either play the shot, or hand it back.
- (4) If the table is handed back to the breaker the breaker is permitted to play a push-out. If so, his opponent will then have a choice to either play the shot, or hand it back.
- (5) If a player fails to meet the requirements of (1), but otherwise makes legal break and pockets the 9 balls, the 9 ball is reposted before the next shot is played.

The three-point rule must be present on all WPA ranking 9-ball events.

- After the break, 3 object balls are required to pass the head string. This does not include the cue ball.
- Ball is not required to come to rest the head string so a ball that strikes a rail and returns across the head string back down table would be a legal ball.
- A ball that passes the head string and subsequently pocketed count as one ball.
- "Push-out" shot may only be called after the break. A player must make his intention known to the referee; otherwise, appropriate penalty be called.
- On a Push-out, the cue ball does not have to contact the lowest numbered ball first, or any object ball at all.

EIGHT BALL

Eight ball is played with fifteen numbered object balls and the cue ball. The shooter's group of seven balls (one through seven or nine through fifteen) must all be off the table before he attempts to pocket the eight ball to win. Shots are called.

BREAK SHOT

The following rules apply to the break shot:

- (a) The cue ball begins in hand behind the head string.
- (b) No ball is called, and the cue ball is not required to hit any object ball first.
- (c) If the breaker pockets a ball and does not foul, he continues at the table remains open.
- (d) If no object ball is pocketed, at least four object ball must be driven to one or more rails, or the shot results in illegal break, and the incoming player has the option of:
 - 1. Accepting the ball in position, or
 - 2. Re-racking and breaking, or
 - 3. Re-racking and allowing the offending player to break again.
- (e) Pocketing the eight ball on a legal break shot is not a foul, if the eight ball is pocketed, the breaker has the option of:
 - 1. Re-spotting the eight ball and accepting the balls in position, or
 - 2. Re-breaking.
- (f) If any object ball is driven off the table on a break shot, it is a foul; such balls remain out of play (except the eight ball which is re-spotted); and the incoming player has the option of:
 - 1. Accepting the table in position, or
 - 2. Taking cue ball in hand behind the head string.
- (g) If the breaker fouls in any manner not listed above, the following player has the option of:
 - 1. Accepting the balls in position, or
 - 2. Taking cue ball in hand behind the head string.

STANDARD CALL SHOT

In games in which the shooter is required to call shots, the intended ball and pocket must be indicated for each shot. Details of the shot, such as cushions struck, or other balls contacted or pocketed are irrelevant. Only one ball may be called on each shot. For a called shot to count, the referee must be satisfied that the intended shot was made, so if there is any chance of confusion, e.g., with bank, combination and similar shots, the shooter should indicate the ball and pocket. If the referee or opponent is unsure of the shot to be played, he may ask for a call. In call shot games, the shooter may choose to call “safety” instead of a ball and pocket, and then play passed to the opponent at the end of the shot. Whether balls are being spotted after safeties depends on the rules of the game.

- Losing the rack

The shooter loses if he:

- (a) Fouls when pocketing the eight ball;
- (b) Pockets the eight ball before his group is cleared;
- (c) Pockets the eight ball in an uncalled pocket; or
- (d) Drives the eight ball off the table. These do not apply to the break shot.

MODE OF COMPETITION

(12 Teams above)

- Divide into four Brackets (A, B, C, D). Single Round Robin Format for each brackets will apply.
- After the single round robin elimination, top two teams for each bracket will advance in the Quarter-final round.

G-1 Rank 1A will battle Rank 2D
G-2 Rank 2A will battle Rank 1D
G-1 Rank 1B will battle Rank 2C
G-1 Rank 2B will battle Rank 1C

Semi-final Games:
W G1 vs W G4
W G2 vs W G3

(6-11 Teams)

- Divide into two Brackets (A & B). Single Round Robin Format for each) bracket will apply.
- After the single round robin elimination, top two teams for each bracket will advance in the semi-final round. Rank A1 will battle Rank 2B, Rank 1B will battle Rank 2A for a single knock-out game.
- Losers vie for the 3rd and 4th places.
- Winners will battle for the championships.

(5 Teams, 4 Teams and 3 Teams)

- Single Round Robin Format will apply.
- After the single round robin elimination, Rank 3 will battle Rank 4 for bronze, Rank 1 will battle Rank 2 for a Championship game. Team win no loss. **Twice to beat.**

(2 Teams)

Best of Three games.

Elimination Games & Quarter-Final ----- RACE TO 3
Semi-finals & Championships ----- RACE TO 5

2.5. BOXING

I. TOURNAMENT FORMAT

Tournament Format is a Knockout System

II. TOURNAMENT RULES

International Boxing Association (AIBA) Rules shall be strictly enforced

III. WEIGHT CLASSIFICATION AND AGE BRACKETS

B. YOUTH-A AND SCHOOL AGES BOYS (15-16 YEARS OLD, FOLLOWING THE YEAR BORN)

<u>WEIGHT CATEGORY</u>	<u>KG.</u>	<u>Note: 44 kgs. To 54 kgs.</u>
1. Pin Weight	44-46	
2. Minimum Weight	46.1-48	3 rounds of 2 minutes each and 1
3. Flyweight	48.1-50	minute interval between rounds.
4. Light Bantam Weight	50.1-52	A maximum of 4 knockdowns for the
5. Bantam Weight	52.1-54	whole duration of the bout.

B. YOUTH-B BOYS CLASSIFICATION (17-18 YEARS OLD, FOLLOWING THE YEAR BORN)

<u>WEIGHT CATEGORY</u>	<u>KG.</u>	<u>Note: 46 kgs. To 60 kgs.</u>
1. Minimum Weight	46-48	
2. Flyweight	48.1-51	3 rounds of 3 minutes each and 1
3. Bantam Weight	51.1-54	minute interval between rounds.
4. Feather Weight	54.1-57	Bout will be stopped by 3 knock-
5. Light Weight	57.1-60	downs in a round or 7 knock-downs
		for the whole duration of the bout.

C. ELITE MEN CLASSIFICATION (19-25 YEARS OLD, FOLLOWING THE YEAR BORN)

<u>WEIGHT CATEGORY</u>	<u>KG.</u>	<u>Note: 46 kgs. To 80 kgs.</u>
1. Minimum Weight	46-48	
2. Fly Weight	48.1-51	3 rounds of 3 minutes each and 1
3. Bantam Weight	51.1-54	minute interval between rounds.
4. Feather Weight	54.1-57	Bout will be stopped by 3 knock-
5. Light Weight	57.1-60	downs in a round or 7 knock-downs
6. Light Welter Weight	60.1-63.5	for the whole duration of the bout.
7. Welter Weight	63.6-67	
8. Light Middle Weight	67.1-71	
9. Middle Weight	71.1-75	
10. Light Heavy Weight	75.1-80	

D. ELITE WOMEN AND YOUTH GIRL CLASSIFICATION (19-25 YEARS OLD, FOLLOWING THE YEAR BORN)

<u>WEIGHT CATEGORY</u>	<u>KG.</u>	<u>Note: 45 kgs. To 57 kgs.</u>
1. Minimum Weight	45-48	
2. Lightweight	48.1-50	3 rounds of 3 minutes each and 1
3. Flyweight	50.1-52	minute interval between rounds.
4. Bantam Weight	52.1-54	A maximum of 4 knockdowns for the
5. Feather Weight	54.1-57	whole duration of the bout.

- IV. **TEAM STANDING:** The team standing shall be determined based on the General Guidelines.
- V. **MEDAL TALLY:** Based on actual number of weight categories participated one gold one silver 2 bronze
- VI. **NUMBER OF ROUNDS PER BOUT**

<u>CLASSIFICATION</u>	<u>ROUND</u>	<u>MINUTES PER ROUND</u>	<u>INTERVAL</u>
Youth Boys	3 rounds	3 minutes	1 minute
Elite Man	3 rounds	3 minutes	1 minute
Elite Women	3 rounds	3 minutes	1 minute
Youth Girls	3 rounds	3 minutes	1 minute
Youth & School Boys	3 rounds	2 minutes	1 minute

VII. **UNIFORM**

1. Boxers’ uniform – Boxers shall box in light boots or shoes (without spikes or heels), sock, shorts (the length of the shorts should not be shorter than half way the thigh and do not have to cover the knee) and a vest covering the chest and back.
2. For all ABAP approved events, the Boxers shall wear a RED or BLUE vest and shorts as per the boxers’ respective corner allocation, which shall be their own responsibility. The belt line must be clearly indicated by contrasting color and by using a 6cm-10cm wide elastic waistband (the belt line is an imaginary line from the navel to the top of the hips).
3. Hairnet/Cup is mandatory for boy/girl boxer with long hair and shall be provided by her own team.
4. Chest and public protector for girl boxers is optional.
5. Awardee must wear their official team uniform during the awarding ceremony, slippers or sandals will not be allowed.
6. Coaches/Seconds shall wear their team officials or jogging pants and jacket. Wearing of slippers, sandals, denim (maong) pants and casual attires shall not be allowed.

VIII. **RECORD BOOK**

Every boxer must have a medical record book (Red Book), properly filled-up without erasures or alteration and contains record of matches and record results from division meet and regional meet. The red book shall have 2x2 picture affixed inside the front page cover thereof (no red book no box). Boxer’s Medical Record Book is available at ABAP office or ABREJAP members in the locality may be contracted who may assist in the purchase of the medical record book. The medical book shall be signed by an authorized medical doctor indicating that prior to leaving his/her residence she/he was in good physical condition and not suffering from any injury, infection or disability which will affect his/her capacity to box in the competition. The certificate must be produced at the medical examination before the general weigh-in. The medical record book is not transferrable.

IX. **COACHES/SECOND**

- Each boxer is entitled to three (3) coaches/seconds who shall be governed by the following rule.
1. Only the two (2) coaches shall mount the apron of the ring and only one (1) may enter the ring.
 2. The coaches, while officiating in their corner, shall be in possession of a towel for the boxer. A coach may indicate retirement for the boxer by throwing the towel into the ring, when the coach considers the boxer to be unfit/unable to continue boxing, except when the referee is in the course of counting.
 3. The coaches and trainers who are qualified in their region/team must respect and follow the present rules and each boxer are also responsible in the same way for coaches.
 4. Coaches’ is not allowed to touch the ring, yell or scandal during the fight.
 5. In case of a cut, coaches/seconds may use adrenaline 1/1000.

X. **WEIGHT LIMIT**

The boxer always competes in a weight class which corresponds to his natural weight, since forced weight loss can damage the health and reduce physical performance. Reduce weight of boxer on the day that a boxer due to box is prohibited.

XI. **DISQUALIFYING CONDITION**

- A. Referred to the AIBA Medical Handbook of AIBA Open Boxing (AOB)
- B. Professional boxers either “Active” or In-active” are not allowed to join or are not allowed to participate Private Schools Athletic Association Games from lower meet to National level.

XII. **MEDICAL CHECK-UP AND GENERAL WEIGH-IN**

1. The medical examination and general weigh-in of all boxers will be held one (1) day before the competition day for participants in all weight categories from 7:00 am to 10:00 am and in the morning of each subsequent day in which they are draw to box between 7:00 am-9:00 am. The supervisor or Tournament Director, if necessary, can relax the time of medical and weigh-in.
2. A boxer must be certified fit to compete by the appointed qualified Doctor of Medicine before being weighed in.

3. The weigh-in will be conducted by the Referee/Judge authorized by the Technical Delegate. A boxer will be allowed to present himself at the officials scale only one at the weigh-in each day.
4. The weight recorded on the presentation is final. If a boxer does not make the weight at the general weigh-in, he may enter in the higher or lower weight category at the request of his delegate, provided there is no boxer of that team/region that weight category and that the official weigh-in has not yet closed.

XIII. TECHNICAL OFFICIALS AND TEAM MANAGERS/COACHES MEETING

The technical meeting (Team Manager/Coaches Meeting) shall be held after the General Weigh-in. The time and venue of the meeting is to be announced.

XIV. DRAW

The draw shall take place under the direction of the Tournament Director after the Technical Meeting and in the presence of the official representative of the participating region/team.

2.6. CHESS

I. Basic Rule

The PRISAA National Games Chess Competition shall follow the FIDE or World Chess Federation Laws as approved during the 88th FIDE Congress at Goynuk, Antalya, Turkey coming into force on January 1, 2018.

Other technical aspects in playing the games not covered by the rules shall be conducted in accordance with the technical and procedural rules of FIDE and any provision there at, may be changed, modified or deleted by the Tournament Manager in consultation with the National Executive Director, and must have the final approval of the Board of Trustees.

II. Rules on Eligibility

PRISAA student-athletes participating in the PRISAA Annual National Games must fulfill the PRISAA Rules on Eligibility/Qualifications of athletes.

III. Team Entries, Composition and Uniform

A. Team Entries

PRISAA Regional Associations are eligible only for one (1) team in each category:

- Senior Division
 1. Men's Category
 2. Women's Category
- Secondary Division
 1. Boy's Category
 2. Girl's Category

B. Team Composition

- a) Each team shall be composed of (4) Four Regular Board Four players. Only four players from each division shall be allowed to play for each Region/Team
- b) The names of the player must be submitted at the Technical / Solidarity Meeting. After approval thereof, no changes shall be allowed.
- c) Participating teams are allowed only to have one (1) Coach.

C. Team Uniform

1. Participating team must have a team uniform with the same design and color.
2. Team Uniform must be worn at all times during the games. Compliance with the wearing of team uniforms during the games will be strictly implemented.

IV. Competition Format

A. Senior Division:

The tournament shall be played in a straight SEVEN (7) ROUND SWISS SYSTEM (Swiss System Team Event) depending on the number of teams.

B. Youth Division

The tournament shall be played in a straight FIVE (5) ROUND SWISS SYSTEM (Swiss System Team Event) depending on the number of Teams.

V. Ground Rules

A. Arbiters/ Technical Officials

1. Only PRISAA accredited arbiters/technical officials are qualified to officiate in the PRISAA National Games Chess Competition.
2. Questions on the assignment of arbiters/ technical officials shall be referred to the Tournament Manager in agreement with the National Games Project Director and concurrence of the Executive Director.

B. Roll Call and Presentation of Players, Coaches, and Team Officials

1. Players, Coaches, and Team Officials are qualified to be at the playing/ competition venue at least (15) minutes prior to the start of their game schedule and in time for the official.
2. Players must be already in their proper team uniform during the roll call and presentation.

C. Pairing/Scoring

1. The pairing system should be sorted in the initial order according to General Rules in Handling Swiss Tournaments (C.04.2) International FIDE Swiss Rules. (B. Initial Order 1,2 & 3.)
2. FIDE Rating
3. Alphabetical Order
4. Computerized pairings shall be generated by the Updated Version Swiss Manager pairing program. Protest on pairings shall not be entertained.
5. The team which accumulated the highest number of GAME POINTS at the end of the tournament wins the championship. A tie in the team standing after the last round shall be broken on the tie breaks.
6. The rate of play shall be ninety (90) minutes with thirty (30) seconds increment per move starting move 1 for each player to finish the games using the DGT chess clock.
7. The use of chess clock is mandatory.
8. Won game is one (1) point; game is 1/2 point ; and loss is 0 point.
9. The total number of GAME POINTS earned over four (4) boards shall constitute the teams' score for a particular round. The final placing/ ranking shall be determined by game points.

The aggregate scores of the four (4) scoring players from each team shall be summed up and become the team's point. The team which has accumulated the highest number of game points at the end of the tournament wins the championship. A tie in the team standing after the last round shall be decided by the tie breaks.

VI. BOARD ASSIGNMENT AND COLOR:

1. Before the start of the tournament the team coach must submit to the Arbiter the team's line-up with the respective board assignment of players.
2. No player shall apply in Board lower than his/her assigned board. An alternate player can only play in Board 4. Substitution of player must be done in consecutive order (Note: Men's and Women's Board 5 player can only in Board 4, only when one of the regular players cannot play. Violations of this rule will automatically forfeit the player's particular game).
3. Teams are named first in the pairing shall play white Boards 1 & 3; and black on Boards 2 & 4.
4. Thirty (30) minutes before the start of the round, the coach shall submit to the Chief Arbiter (CA) or a designated person for this purpose, a signed list of players for that round. If such is not submitted, the team can be represented in accordance with the top four (4) arrangement as submitted to the tournament committee.
5. Teams are seeded according to the last PRISAA National Games Results. For those teams who does not participated in this year event will be replaced thru drawing of lots by the new entries.

ATTENTION: Chess Coaches and Delegation Officials of every Region.

6. Each Team (Men, Women, HS Boys and Girls) shall bring four (4) serviceable DGT clocks and four (4) standard tournament-size chess sets and mat boards. Any team that does not comply with this requirement shall not be allowed to participate in the competition.
7. Each Player is required to record his/her moves and those of his opponent in Algebraic Notation.
8. Draws are not allowed before the completion of Black's 30th move unless by the repetition of the position rule or stalemate.
9. A player who fails to appear on the chessboard and make his first move Fifteen (15) minutes after the start of the round shall be declared in default.
10. Anti-cheating is applied.

11. All mobile phones/cell phones must be shut off before the start of each round. If the cellphone rings, or if a player appears to using his/her cellphone, or if a player brought into the playing area an open cellphone or other means of electronic communication without the permission of the Arbiter-the penalty for these offenses shall be forfeiture and loss of the game.

A. ILLEGAL MOVES

The following situations shall be treated as MAJOR ILLEGAL MOVES, hence for the first offense, add two (2) minutes extra time shall be added to the opponent each time, and loss of the game by the erring player for the 2nd offense.

- 1. Wrong movement of the piece (Completed)
- 2. Capturing the opponent's King
- 3. In pawn promotion, stopping the clock without exchanging the pawn for a piece
- 4. Leaving and exposing the King under attacked
- 5. Using two hands in executing a move
- 6. Stopping the clock without making move

INFRINGEMENTS:

- 1. Intentional or unintentional displacement of pieces on the chessboard
- 2. Excessive force in handling the clock
- 3. Writing a move in advance

Penalties:

- a) 1st offense - warning
- b) 2nd offense - add two (2) minutes of opponents time
- c) 3rd offense - loss of the game

B. Tie-Breaks

1. TEAM:

A tie in the team awards/ranking shall be broken as follows:

1.1 By MATCH POINT

A team that wins in match -
Scoring 2 ½ points or more shall get four (4) MATCH points.
Tie score shall be (2) MATCH points; and
The team that loses - scoring 1 ½ below will get one (1) point

1.2 By the best individual results starting on Board No. Two (2) and down to the last Board until the ties has been resolve.

1.3 Sonne-born Berger

2. INDIVIDUAL

1.4 For a simple tie - The win-over the other rule or Direct Encounter shall apply

1.5 More Number of Games (Minimum of games shall be deducted of the total round.

C. VENUE OF COMPETITION

- 1. The venue of the competition shall be made known officially to all concerned during the sports solidarity.
- 2. Any changes in the venue of competition must be recommended by the Tournament Manager, approved by the National Games Project Director, and must be made known to all concerned, coaches of participating teams and Trustee-In Charge for Chess, as deemed appropriate, in writing, through text or call, and in due time.

D. SCHEDULE OF GAMES

1. In preparation for the games schedule, the following Tournament Format must be followed:

2. Schedule of games will be as follows:

DAY 1	(Date) _____	9:00 AM - 1:00 PM 2:00 PM - 6:00 PM	ROUND 1 ROUND 2
DAY 2	(Date) _____	9:00 AM - 1:00 PM 2:00 PM - 6:00 PM	ROUND 3 ROUND 4
DAY 3	(Date) _____	9:00 AM - 1:00 PM 2:00 PM - 6:00 PM	ROUND 5 ROUND 6
DAY 4	(Date) _____	9:00 AM - 1:00 PM 2:00 PM - CLOSING CEREMONY AWARDING OF MEDALS	ROUND 7

E. DEFAULT

1. A player who does not appear in the playing venue during their scheduled game and after the expiration of a Thirty (30) minutes grace period, shall automatically lose the game by default in favor of their opponent.
2. In cases wherein both player do not appear in the playing venue during their scheduled game and after the expiration of the Thirty (30) minutes grace period, shall automatically lose the game by default with a score of zero (0).

F. FORFEITURE

1. A team discovered to have fielded ineligible players under the influence of liquors or drugs shall have all its games played forfeited in favor of its opponents.
2. A team who refuses to play after being told by the Tournament Manager and/or Arbiters/Officiating Officials shall its game forfeited in favor of its opponent.
3. A team who walks out from a particular game shall have its game forfeited in favor of its opponent.
4. A team that defaults their schedule game shall be fined Fifty Thousand Pesos (₱ 50,000.00) and must be paid on or before their next scheduled game.

G. COMPELLING SANCTIONS

1. Any player, coach, or team official who walks out or refuses to play or participate in a scheduled game shall be banned from participation.
2. Any player, coach, or team official uttering derogatory words or profane language, , pointing an accusing finger, or cursing the arbiters and other game officials before, during and immediately after the game shall be suspended from participation for the duration of the competition or banned permanently from participation in the future PRISAA National Games.
3. Any player, coach, or team official who fails to observe the rules on conduct and discipline in the true spirit of sportsmanship and fair play shall be suspended from participation for the duration of the competition or banned permanently from participation in the future PRISAA National Games.
4. Any player, coach, or team official who started the fight shall lose the game in favor of its opponent, be suspended from participation in the future PRISAA National Games.
5. In case of a "Free for All" or wherein the arbiters could not identify the player, coach, or team official who started the fight, both teams lose the game with a score zero (0) each in team points and shall be suspended from participation for the duration of the competition or banned permanently from participation in the future PRISAA National Games.

H. RULES ON CONDUCT AND DISCIPLINE

1. NO ID, NO PLAY.
2. No serving of snacks when the tournament is in progress.
3. Smoking is prohibited inside the playing venue
4. Any player who consults Chess Literature during the game or who solicits from outside sources shall be adjudge loser as his game will be forfeited in favor of his opponent. Players who talk with each other while the game is in progress leaves themselves open to violation of this provision.
5. Players who finished the game must arrange the chess pieces in their starting position and must leave the playing area.
6. Only players and arbiters shall be allowed in the playing area, except with the permission of the arbiter.
7. The player having the move is not allowed to leave the playing area without the permission of the arbiter.
8. Prior agreement between players as to the result of the individual games of a match shall be penalized with the utmost severity. If any such agreement is proved to have taken place, the points apportioned by it shall be annulled and shall be referred to Appeals Committee for the fixing penalty.
9. All players are obliged to wear their PRISAA ID and uniforms that represent their Region/Team. Shorts, slippers, sandos, sports caps, sunglasses and revealing attire are not allowed to play.
10. Coaches, including delegation heads, must abstain from any intervention during play. Any communication between them and their players must be done under the control of the Tournament Chief Arbiter.
11. As regard the specific items not expressly foreseen in this regulation, the Tournament Director will decide in the consultation with General Rules and Guidelines contained in the FIDE and the PRISAA Rules and Regulations.

I. AMENDMENTS

1. The Tournament Manager may impose corresponding penalties and sanctions to erring player, coach, or team official after observing due process.

VII. Rules on Protests

A. Jury of Appeals

1. The Jury of Appeals shall be composed of the Trustee-In-Charge for Chess as Chairman, the Secretary General and Executive Director as Members.
2. The Jury of Appeals shall handle all technical protests that are elevated in writing by any particular team, and whose decision shall be final and irrevocable.

B. Protest

1. Protest on the technical aspects of the competition shall be addressed to and resolved by the Tournament Manager and National Games Project director.
2. Protest Fee of Fifty Thousand Pesos (₱50,000.00) shall be required before any protest will be entertained.
3. Protest must be filed in writing by the team coach and manager concerned within twenty-four (24) hours after the conclusion of the game under question together with the necessary supporting documents.
4. If in case the decision of the Tournament Manager and National Games Project Director is unacceptable to the party concerned, an appeal for consideration may be filed in writing within twenty-four (24) hours upon receipt of such decision with the Jury of Appeals. The Jury of Appeals shall render its decision within twenty-four (24) hours upon receipt of the appeal , and whose decision shall be final, irrevocable, and executory.

C. Reparation

1. In any formal protest, the protester shall be reimbursed of the amount paid as a protest fee if in case the decision of the Jury shall be in their favor.
2. The losing of accountable party or team shall then be required to pay the amount of the protest fee.

VIII. Awards and Recognition

A. Certificate of Participation

All participants in the PRISAA National Games Chess Competition shall be given a Certificate of Participation.

B. Medals

The top three (3) finishers, Champion, 1st Runner-up, and 2nd Runner-up, shall be given corresponding Medals, Gold, Silver, and Bronze, and all top four (4) finishers region shall be given Certificate of Recognition.

C. Individual Awards

Best Coach may be awarded medals and/or certificates.

D. Victory Ceremony

Victory Ceremony shall follow immediately after the championship games or conclusion of the competition.

2.7. DANCE SPORTS

1. Organization

Private School Athletic Association

2. Venue

Competition Venue

Floor size for DanceSport Competition:

Approximately **16 meters by 24 meters**

3. Events

1. Grade A Modern Standard (5 Dances- Waltz, Tango, Viennese Waltz, Foxtrot, Quickstep)
2. Grade A Latin American (5 Dances- Samba, Chachacha, Rumba, Paso Doble, Jive)
3. Single Dance Waltz
4. Single Dance Tango
5. Single Dance Viennese Waltz
6. Single Dance Foxtrot
7. Single Dance Quickstep
8. Single Dance Samba
9. Single Dance Chachacha
10. Single Dance Rumba
11. Single Dance Paso Doble
12. Single Dance Jive

4. Competition

4.1 Competitions 1 and 2, Grade A (5 dances) in Youth and Senior Division shall dance in elimination rounds, First round (24 couples or more), Quarter Final round (24 couples), Semi Final round (12 couples) and Final round (6 couples).

4.2 Competition 3-12. Single Dances- only finalist (6 FINALIST) of the Youth and Senior Division from the elimination rounds are eligible to dance the single dances with medals in each dance.

5. Eligibility

5.1 PRISAA Manual

6. Age Groups

6.1 Youth (12-18 years old)

6.2 Senior (19-25 years old)

7. Costumes

World DanceSport Federation Dress Code must be followed.

7.1 Youth – Juniors Specified costumes of WDSF

7.2 Senior – Open Costumes

8. Technical Officials

8.1 It would be highly suggested that all technical officials should come from the National Sports Association (NSA) the Philippine DanceSport Federation, Inc.

8.2 Tournament Director shall be nominated by the NSA (PDSFI).

8.3 A composition of at least minimum 5 up to 7 (National Licensed Adjudicators and 1 Chairman nominated by the NSA (PDSFI).

8.4 Scrutineer must be using same system as the world governing body of DanceSport (WDSF).

9. Rules

9.1 All PRISAA member schools must send 2 couples from Youth Division for Latin and 2 for standard. 2 couples from Senior Division for Latin and 2 for Standard. A total of 4 couples for Youth Division and 4 Couples for Senior Division for the lower meets. Winners will proceed to the next round up to the regional meets.

9.2 National Finals. All winners from the regional meet are the only eligible couples to represent the region to the National Finals and NO CHANGE OF PARTNERS ALLOWED.

10. Judging System

World DanceSport Federation uses Absolute Judging System (AJS) and Skating System. AJS used in big competitions such as World Championships, Asian Championships, Grand Slam, Etc. Skating System is used in all other WDSF competitions all over the world.

11. Medals – 24 events x 2 persons (48 Golds, 48 Silvers, 48 Bronzes)

11.1 Youth – 12 events (24 golds, silver and bronze)1 medal for each person.

11.2 Senior – 12 events (24 golds, silver and bronze)1 medal for each person.

11.1 Youth - 12 events (24 golds, silver and bronze)1 medal for each person.

Latin American

Grade A - 2 golds (1 each), 2 silvers (1 each), 2 bronze (1 each)

Single Dance Samba - 2 golds (1 each), 2 silvers (1 each), 2 bronze (1 each)

Single Dance Chachacha - 2 golds (1 each), 2 silvers (1 each), 2 bronze (1 each)

Single Dance Rumba - 2 golds (1 each), 2 silvers (1 each), 2 bronze (1 each)
Single Dance Paso Doble - 2 golds (1 each), 2 silvers (1 each), 2 bronze (1 each)
Single Dance Jive - 2 golds (1 each), 2 silvers (1 each), 2 bronze (1 each)

Modern Standard

Grade A - 2 golds (1 each), 2 silvers (1 each), 2 bronze (1 each)
Single Dance Waltz - 2 golds (1 each), 2 silvers (1 each), 2 bronze (1 each)
Single Dance Tango - 2 golds (1 each), 2 silvers (1 each), 2 bronze (1 each)
Single Dance Viennese Waltz - 2 golds (1 each), 2 silvers (1 each), 2 bronze (1 each)
Single Dance Foxtrot - 2 golds (1 each), 2 silvers (1 each), 2 bronze (1 each)
Single Dance Quickstep - 2 golds (1 each), 2 silvers (1 each), 2 bronze (1 each)

11.2 **Senior** – 12 events (24 golds, silver and bronze)1 medal for each person)

Latin American

Grade A - 2 golds (1 each), 2 silvers (1 each), 2 bronze (1 each)
Single Dance Samba - 2 golds (1 each), 2 silvers (1 each), 2 bronze (1 each)
Single Dance Chachacha - 2 golds (1 each), 2 silvers (1 each), 2 bronze (1 each)
Single Dance Rumba - 2 golds (1 each), 2 silvers (1 each), 2 bronze (1 each)
Single Dance Paso Doble - 2 golds (1 each), 2 silvers (1 each), 2 bronze (1 each)
Single Dance Jive - 2 golds (1 each), 2 silvers (1 each), 2 bronze (1 each)

Modern Standard

Grade A - 2 golds (1 each), 2 silvers (1 each), 2 bronze (1 each)
Single Dance Waltz - 2 golds (1 each), 2 silvers (1 each), 2 bronze (1 each)
Single Dance Tango - 2 golds (1 each), 2 silvers (1 each), 2 bronze (1 each)
Single Dance Viennese Waltz - 2 golds (1 each), 2 silvers (1 each), 2 bronze (1 each)
Single Dance Foxtrot - 2 golds (1 each), 2 silvers (1 each), 2 bronze (1 each)
Single Dance Quickstep - 2 golds (1 each), 2 silvers (1 each), 2 bronze (1 each)

2.8. GYMNASTICS

COMPETITION RULES AND REGULATIONS

GENERAL JUDGING RULES: The Gymnastics competition of the National PRISAA shall be responsible and full control of the National PRISAA Technical Organization and will be held in accordance with the current FIG Junior and Senior, 2025 – 2028 Code of points regulations with modification, Technical Directives, Specific Apparatus Deductions and Table of General Faults and Penalties will be used.

Ground Rules:

The competition will be conducted according to the current FIG COP 2025-2028.

Inquiries of score

- Inquiries of the D- Score are allowed, provided that they are made by the official coach after the publication of the score. Only the Tournament Director will entertain such inquiries
- Submission of written inquiry should be 4mins after verbally announced the score, or being shown on the screen board
- Comparison of scores to other gymnasts is strictly not allowed or will not entertain

Tie Breaking

- FIG Rules of tie breaking will be applied

Disruptive Behavior

- A coach or an athlete who will found guilty of harassing or causing trouble during the competition will be issued a red card and will be escorted out of the competition venue immediately

Gymnast Participation

- No gymnast can compete in more than one discipline
- All team members shall be ranked, the gymnast garnering the highest total score in all apparatus will be the IAA. 1st, 2nd and 3rd in all-around scores, the Region will be awarded Gold, Silver, and Bronze medals. In cases of ties for all three slots, FIG Rules for tie breaking will be observed
- Only complete entries of gymnasts by discipline will be awarded as Team champion

Substitution

- This must be done 24hours prior to the competition proper by informing the Tournament Director of the concerned discipline

GENERAL REGULATION

Article 1. Warm – up and assistance

- The competitors will be given at least 90mins of general warm up prior to the competition
- The use of safety mats in VT, BB, HB, Pommel horse is allowed but on FX is not allowed, will result a .30 deduction from the final score
- The use of none permitted supplementary equipment for any of the apparatus will result a deduction of .30
- NO coaching allowed when the gymnast is already executing his/her routine on any of the apparatus, a .30 deduction will be applied from the final score of the gymnast
- Training Policies – The pre-competition training schedule will allocate to all delegations 2days prior to the start of competition for the sports (including familiarization, if necessary). Training session is strictly allocation, no change or addition of training requests are allowed. Delegations are required to notify the Sports Information Desk if any team does not intend to use the allocated training session.
- Access to the training hall is given by a rotation schedule set up by and approved by the overall Tournament Director.

Article 2. Specific Regulations

- The Value Elements, Artistry and deductions of all routines will be base of the new COP 2025 -2028.

Article 3. Eligibility

- To be eligible for participation in the National PRISAA Gymnastics Competition 2025 must comply the FIG Junior and Senior age category. The competition is open to Filipino citizen and endorse the PRISAA.
- All athletes in competition for the Gymnastics events should have a valid ID issued by the National PRISAA office and subject to the following age limits:
For Men's Artistic Gymnastics (MAG) events, Refer to FIG Junior and Senior
For Women's Artistic Gymnastics (WAG) events, Refer to FIG Junior and Senior. For Rhythmic Gymnastics events, and AERO Gymnastics events, athletes must follow the following age limit: The gymnast's age eligibility be based on his/her age in the year of the National PRISAA competition. Youth/Junior age should be at least 12 yrs old – 17yrs old, and Senior age should be 18yrs old – 25 yrs old. If in the event the gymnast age 17 yrs old and is already enrolled in College and chose to play in Senior division, he/she shall not be eligible to play for the youth.

COMPETITION FORMAT

The competition will be conducted according to the current FIG COP 2025-2028 and PRISAA Rules and Regulations, and Norms.

ARTISTIC GYMNASTICS – the artistic Gymnastics competition will comprise the following events:

- Qualification and IAA Individual All-Around
- Apparatus Finals (AF)
- Team Champion

Award will be given to the winner of Floor Exercise (FX) in Artistic Gymnastics will automatically announce as the IAA champion since there will be no other apparatus to be used for this year National PRISAA Gymnastics Competition 2025, except for floor exercise. To qualify for the Team Champion, delegations may register a team of 3 gymnasts to compete in the FX both WAG and MAG, and they shall allow to bring one or two coaches per discipline. Junior/Youth and Senior level will be based on cycle 2025-2028 (Cycle XVI) COP Junior and Senior level.

Rhythmic Gymnastics competition will comprise the following events: IAA – Individual All Around, Apparatus Finals (AF)and Team Championship

Qualifying: The competition program comprises exercises using the 4 apparatus prescribe in the program of the years 2025-2028

Requirements for Youth/Junior and Senior RG:

- HOOP
- BALL
- RIBBON
- CLUBS

FIG COP 2025-2028, HOOP, BALL, CLUBS, RIBBON for Junior/youth

Music length 1'15" – 1'30"

DB – Highest 6 counted

DA – Max 12 in performance order

R – Max 3 in performance order

FIF COP 2025-2028, HOOP, BALL, CLUBS, RIBBON for Senior

Music length 1'15"-1'30"

DB – Highest 9 counted

CBD – not required; max 3

DA –Max 15 in performance

R – Max 4 in performance order

AEROBIC GYMNASTICS

Maximum participation in the qualifying competition is two (2) units per category per delegates, the team may cancel the competition in the respective category if, at the time of the Definite entry, there are less (4) units registered in the category. The FIG Technical Regulations and AER FIG COP 2025-2028, Cycle XVI will apply for this year National PRISAA GYMNASTICS 2025 competition.

Categories:

- Individual Men/Women (IM/IW) – one (1) female and one (1) male gymnast
- Mix Pair (MP) – one (1) male and one (1) female gymnast
- Trio (TR) – three (3) gymnasts (optional gender)
- Group (Gr) – five (5) gymnasts (optional gender)
- AEROBIC DANCE (AD) (optional gender)

JUDGING

Artistic Gymnastics – The Artistic Gymnastics will have a panel of six (6) judges officiating, if there not enough judges, the D1 may also serve as superior. The (D) panel will comprise two (2) judges to determine the D-score which is the score of the athlete receives based on the content of the routine. The Execution (E) panel comprise four (4) judges who determine the deductions from the maximum possible score (10.00) based on the execution of the routine. The competitions will be officiated by WAG and MAG National Judges.

Rhythmic Gymnastics – The RG competition will have a panel of twelve (12) judges to determine the Final Score (FS)

The Difficult Judges Panel (D) for Individual will be as follows:

The first (D) judges – (DB1 and DB2)

The second (D) judges – (AD1 and AD2)

The Panel of Execution (E) judges for Individual will be as follows:

Four (4) judges (EA1 to EA4): Evaluation of artistry faults

Four (4) judges (ET1 to ET4): Evaluation of execution faults

PROTEST AND APPEALS

- No protest allowed based on the National PRISAA Rules and Guidelines.
- Inquiries – The FIG policy regarding these inquiries, as outlined in the Technical Regulations will be applied. Inquiries on the Difficult score is permitted, provided that they are made verbally immediately after the publication of the score or at the very latest before the score of the following gymnast is shown. For the last gymnast of rotation, this limit is one minute after the score shown on the scoreboard. The person designated to receive the verbal inquiry has to note the time receiving it and starts the procedure. Only the accredited coaches in the competition area are entitled to submit an inquiry. An area close to the podium where the coach of the competing athlete can observe the exercise must be designated.
- Late verbal inquiries will be rejected. A participating team is not permitted to complain against a competing athlete from another team.
- Inquiries for all scores (Execution, Artistic, Time of flight, and Synchro) are not permitted.

- The Inquiry must be confirmed as soon as possible in writing, but within 4 minutes at the latest after the verbal inquiry.
- Every inquiry must be examined by the Overall Tournament Director, and Technical Director of the discipline and final decision (which may not be appealed) must taken at the very latest: at the end of the rotation for the IAA, before the score of the following gymnast or group is shown for the finals (apparatus finals for RG).

COMPETITION ATTIRE – All attire worn by the athlete in competition must comply with the FIG Rules and Regulations, including uniform standards.

MUSIC – The music must be emailed or sent in the official google drive link provided. Gymnasts may bring their own copy of their music in USB or Bluetooth format as a backup and must submit their USB with their name and level to the music custodian

2.9. KARATEDO

Latest WKF rules will apply with the following modifications this includes the Youth Rules, Anti-Doping and Safe Sports
(Please see website: www.wkf.net)

COMPETITION RULES AND EQUIPMENT:

COMPETITION AREA:

10x10 meters (safety area included)

UNIFORM AND PROTECTIVE GEAR:

All participants must wear clean white karate gi. Only a maximum of 3"x4" club/organization badge on the left breast is allowed.

Required protective gears are: Mouth guard, red and blue gloves, red and blue belt, red and blue shin guards with instep and body protector.

Note: Protective gears must be WKF approved (Local Brand is allowed upon approval of the KPSFI Referee Commission Chairman).

DURATION OF BOUTS FOR KUMITE:

3 minutes for Seniors without repechage
2 minutes for Cadets and Juniors without repechage
1.5 minutes for U14 (12-13yo) without repechage

Note: Duration of bout means fighting time and does not include stopped time.

KUMITE:

Updated WKF Rule will apply this will include the youth rule.

KATA:

All Kata listed on updated WKF Rule book.

Score System: Cadets, Juniors and Seniors
Flag System: U14 (12-13yo)
Note: Only One (1) category as long the Kata is listed on WKF Kata List.

Advance Kata	:	Bassai dai onwards
Intermediate Kata	:	Heian 3 to 5, Pinan 3 to 5
Novice Kata	:	Heian 1 and 2, Pinan 1 and 2

NOTE: Contestant can play individual kumite, team kumite, individual kata, and team kata (SENIOR)

YOUTH student is only allowed to play in one kata event.

COACHES:

I. TECHNICAL GUIDELINES

- World Karate Federation Rules latest version 2022 (WKF) with Local Revisions
- Officiated by Karate Pilipinas Sports Federation, Inc. – NSA Inc. Licenses Referee’s and Judge’s
- Protective gears are required such as mouth piece, mitts, shin/instep guard with red and blue colored belts. (WKF or KPSF approved)
- Coaches must be PRISAA KARATEDO Accredited or Licensed Coach/es – No accreditation no Coaching.
- Coaches with no license or accreditation must attend the special accreditation seminar sanctioned by PRISAA.
- Rules maybe subject to change without prior notice as the need arises.

II. ESTABLISHED GAMES/TOURNAMENT RULES AND GUIDELINES FOR KARATEDO

Stated hereunder are the rules and guidelines to be adopted in every karatedo games/tournaments with the view of ensuring a well-organized and well executed tournament in accordance with World Karatedo Federation (WKF) Kumite and Kata Rules Version 8.0 effective January 2022:

III. KARATE UNIFORM

- 1. Male player must wear white karate GI;
- 2. Female player must wear white karate GI;
- 3. Male and Female players must wear plain, white T-shirts beneath their Karate Jacket.
- 4. Wearing of protective gears is compulsory;
- 5. WKF or KPSF-NSA gears are allowed during the championships.
- 6. All athletes must wear WKF or KPSF-NSA approved body protector gear. Female athletes must wear Chest Protector gear.
- 7. WKF or KPSF-NSA approved mitts, foot guard, and shin guard must be worn by the athletes.
- 8. During matches/bouts, one contestant must wear red gear and the other blue gear.
- 9. Wearing of eye glasses is forbidden. Soft contact lenses can be worn at the contestant’s own risk.

IV. PLAYER

Must have short fingernails and must not wear metallic or other objects, which might injure their opponents. The use of metallic teeth braces must be approved by the Referee and the Official Doctor. The player accepts full responsibility for any injury he/she may incur on his/her opponent.

V. COACHES

Coaches shall at al times during the tournament, wear the official tracksuit of their Association/Club and display their official identification. Coaches shall accredited by PRISAA.

During the medal bouts, the coaches must wear a formal attire.

- 1. Long sleeves with necktie (any color)
- 2. Pants, any color except maong
- 3. No rubber shoes

VI. COMPETITION AREA

The competition area will be a matted square of a WKF or KPSF-NSA approved type with sides of eight meters (measured from the outside) with an additional two meters on all sides as a safety area. There will be a clear safety area of two meters on each side.

VII. CATEGORIES

CATEGORIES:	Tertiary		Secondary					
Individual Kumite	Weight in kg. (Seniors)		Weight in kg. (Juniors) 16-17		Weight in kg. (Cadets) 14-15		Weight in kg. (12-13)	
	MEN	WOMEN	BOYS	GIRLS	BOYS	GIRLS	BOYS	GIRLS
	-55 kg	-50 kg	-55 kg	-48 kg	-52 kg	-47 kg	-40 kg	-42 kg
	-60 kg	-55 kg	-61 kg	-53 kg	-57 kg	-54 kg	-45 kg	-47 kg
	-67 kg	-61 kg	-68 kg	-59 kg	-63 kg	+54 kg	-50 kg	+47 kg
	-75 kg	-68 kg	-76 kg	+59 kg	-70 kg	-	-55 kg	-
	-84 kg	+68 kg	+76 kg	-	+70 kg	-	+55 kg	-
	+84 kg	-	-	-	-	-	-	-
Team Kumite	5 Members plus 2 reserves	3 Members plus 1 reserve	-	-	-	-	-	-
Individual Kata	1	1	1	1	1	1	1	1
Team Kata	3 Members plus 1 reserve	3 Members plus 1 reserve	3 Members plus I reserve (Both Boys & Girls ages 14-17)				-	-

Note: Contestants can play individual kumite, team kumite, individual kata and team kata.

VIII. OFFICIALS

- 1. Tournament Director
- 2. Referee Chairman
- 3. Eight (8) referees plus one mat leader

4. Table Officials
 - a. 1 Monitor for Player
 - b. 1 Timer
 - c. 1 Scorer Keeper (score board)
 - d. 1 Scorer Keeper (score board)
 - e. 1 Pairing recorded and announcer

Note : A total of 2 Head Officials and Nine Referees and Five Table Officials.

IX. PHILIPPINE PILIPINAS SPORTS FEDERATION INC. REFEREE/JUDGE LICENSE CATEGORIES

1. **National License**
 - 1.1 National Referee Kumite A
 - 1.2 National Referee Kumite B
 - 1.3 National Referee Kumite C
 - 1.4 National Kata Judge
2. **Regional License**
 - 2.1 Regional Referee
 - 2.2 Regional Judge
 - 2.3 Regional Kata Judge

Note: All KPSF-NSA Inc. active referees are duly issued with and authorized by virtue of their respective License Certificates.

2.10. SWIMMING

1. COMPETITION RULES

- 1.1. The rules of the PRISAA National Games and the Swimming Rules of the Federation Internationale de Natation (FINA) will be applied. Ground rules which have been agreed upon shall be implemented.
- 1.2. In matters not provided for, decisions shall rest with the Technical and/or the Organizing Committee.
- 1.3. There shall be two (2) divisions for the PRISAA National Games Swimming Championship:
 - 1.3.1. YOUTH Division for high school students for Male and Female; (12 – 15 & 16 - 18 Years Old)
 - 1.3.2. SENIORS Division for college students for Male and Female: (19 – 25 Years Old)
- 1.4. One start rule.
- 1.5. Competition will be in Timed Finals format.
- 1.6. Each delegation is allowed to enter two (2) swimmers per individual event and one (1) relay team in the relay events.
- 1.7. Each swimmer is allowed to swim five (5) individual events and two (2) relay events.
- 1.8. A swimmer who fails to swim an event will not be allowed to swim his succeeding events for that session unless otherwise for medical reason and that swimmer must submit a medical report from the PRISAA Official Medical Physician.
- 1.9. Only athletes, coaches and Delegation Officials with official identification tags will be allowed at areas designated for delegates.

2. RELAY ENTRY

- 2.1. Four (4) names of swimmers in order of swim for relay team entries including two (2) alternates for Freestyle Relay and four (4) alternates for the Medley Relay must be submitted in the master list of entries.
- 2.2. Indicate order of swim by numbering swimmers (e.g. 1-6) in the official entry form and seed times.
- 2.3. Relay order of swimmers one (1) to four (4) only may be changed 30 minutes before the start of the relay competition day.

3. SWIMWEAR

- 3.1. The swimwear (swimsuit, cap and goggles) of all competitors shall be in good moral taste and suitable for the individual sports disciplines and not to carry any symbol which may be considered offensive.
- 3.2. All swimsuits shall be non- transparent.
- 3.3. The competitor must wear swimsuit in one or two pieces. For men, the swimsuit shall not extend above the navel nor below the knee and for women, shall not cover the neck, extend past the shoulder, nor extend below the knee. All swimsuits shall be made from textile materials. No additional items, like arm bands or leg bands shall be regarded as parts of a swimsuit.
- 3.4. The referee of a competition has the authority to exclude any competitor whose swimwear or body symbols do not comply with this Rule.
- 3.5. Composition/other items: Men’s swimsuits are in one piece. Subject to decency rule and observance of limitation in surface covered, Women’s swimsuits may be in one or two pieces. Other items covering the body and not part of the swimsuit are prohibited.

4. PROTEST

- 4.1. Protests are possible
 - 4.1.1. If the rules and regulations for the conduct of the competition are not observed,
 - 4.1.2. If other conditions endanger the competitions and/or competitors, or
 - 4.1.3. Against decisions of the referee; however, no protest shall be allowed against decisions of fact.
- 4.2. Protest must be submitted
 - 4.2.1. To the referee
 - 4.2.2. In writing
 - 4.2.3. By the Official Team Coach only
 - 4.2.4. Together with protest Fee as stipulated in the PRISAA Handbook.
 - 4.2.5. Within 30 minutes following the conclusion of the respective event

5. TIMING

- 5.1. In the case of an error in the electronic timing systems and/or manual timing systems, official manual time of a swimmer shall be determined as follows:
 - 5.1.1. If in the case that the time of the first swimmer is higher than the time of the second swimmer, average time of swimmers involved shall be the official time of both swimmers.
 - 5.1.2. Official placing will be decided by the referee based on facts and a referee's decision (RD) will be indicated at the official results.

6. TEAM COMPOSITION

- 6.1. Number of swimmers per delegation will be as follows:
 - 12 Male and 12 Female for the Youth A Division (12-15)
 - 12 Male and 12 Female for the Youth B Division (16-18)
 - 12 Male and 12 Female for the Seniors Division (19-25)

7. SUBMISSION OF ENTRIES

- 7.1. All entries must be on official entry forms.
- 7.2. Submission of entries must indicate the latest best time of each swimmer in each event for seeding purposes and lane assignments.
- 7.3. Entries must be submitted on or before the date as indicated by Tournament Manager on a meeting called for
- 7.4. No late entries will be accepted.

8. Selection for the Most Outstanding Swimmer for Men and Women will be based on the most number of individual gold medals won. If tie exist, breaking of tie will be based on the following:

- A. most number of individual silver medals won
- B. if tie still exist, individual bronze medal won.
- C. if tie still exist, next highest individual placing.

9. Coaches and Team Managers' meeting will be held after the solidarity meeting or will be announced by the PRISAA on a later date.

2.11. TABLE TENNIS

GENERAL RULES.

This Tournament shall be conducted in accordance with the latest International Table Tennis Federation (ITTF) Laws & the Regulations for international competitions as modified by &/or supplemented in the Guidelines stated hereunder. Any unforeseen matter not covered by the rules shall be dealt with as follows:

- 1. Cases of general nature shall be resolved in accordance with PRISAA National Games.
- 2. Technical questions shall be referred to & resolved by the Tournament Director.
- 3. Matters not covered by this guidelines and the PRISAA National Games, shall be resolved by the Technical Committee composed of the Tournament Director, the Referee & the Executive Director in consultation with the National Executive Board.

B. ELIGIBILITY CLAUSE

A player must meet the eligibility requirement as prescribed by PRISAA NATIONAL GAMES Committee.

C. SPECIFIC RULES

- 1. **Date & Venue:** Games shall be held in accordance with the date & venue prepared by PRISAA NATIONAL GAMES Committee.
- 2. **Competition Format per Event:**
 - 2.1 **Men’s Team (MT) & Women’s Team (WT) Boy’s Team (BT) and Girls Team (GT)**
 - 2.1.1 Entries: not more than one (1) entry per Region.
Usual Number of Players/Team:

Men’s Team	-	Maximum of Four (4) players.
Women’s Team	-	Maximum of Four (4) players.
Boy’s Team	-	Maximum of Four (4) players..
Girl’s Team	-	Maximum of Four (4) players.
 - 2.1.2 Team Match Order: 1st Singles, Doubles, 2nd Singles (SDS). Individual matches shall be played in the best-of-five games. A player shall play **once** in a match.
 - 2.1.3 In a Team Match, if a Team has only **three** players (before the start of the match), it shall automatically lose its 1st Singles in favor of the team of **four** players. If both competing Teams have only (3) **three** players, the winner shall be the team with the higher win/loss **games** ratio, in case of a tie, the win/loss **points** ratio shall be considered.

However, if the Team has only 2 players, they can not join the Team event or if before the match, it shall automatically lose their match.
 - 2.1.4 Elimination Round. Teams shall be divided into four (4) groups (A, B, C & D) for seniors and for Juniors, if the teams are less than (12), it shall be divided into 2 groups (A and B).

For Seniors, each group shall vie in single round-robin. Top ranked team per group shall advance to the Semi-Final Round.

For Juniors, with less than (12) teams (2 groups only) Top 2 ranked per group shall advance to the Semi-Final Round.
 - 2.1.5 Semi-Final Round.
For Seniors, (1 vs 4 and 2 vs. 3) Group A Top ranked team vs. Group D Top ranked team. Group B Top ranked team vs. Group C Top ranked team.

For Juniors (crossover), Group A Top 1 ranked team vs Group B Top 2 ranked team and Group B Top 1 ranked team vs. Group A Top 2 ranked team.
 - 2.1.6 Final Stage. Winners in the Semi-Final Stage shall vie for 1st Place(Champion) Losers in the Semi-Final Stage shall be declare as 3rd Placers(2nd Runner-ups)
 - 2.2. **Men’s Singles (MS) & Women’s Singles (WS) and Boy’s Singles (BS) & Girls Singles (GS)**
 - 2.2.1 Entries per Region: .
Not more than two (2) for Men’s Singles, Women’s Singles, Boy’s Singles and Girl’s Singles players.
 - 2.2.2 Players shall vie in the single knock-out system to determine the top four (4) ranked players in each Event.
 - 2.2.3 All Singles Events players shall **not play** in the MD & WD Events.
 - 2.2.4 Matches shall be played in the best-of-five games.
 - 2.3 **Men’s Doubles (MD), Women’s Doubles (WD), Boy’s Doubles (BD), Girl’s Doubles & Senior Mixed Doubles (SXD) and Youth Mixed Doubles (JXD).**
 - 2.3.1 Entries per Region: Not more than one (1) pair per Region
 - 2.3.2 Competing pairs shall vie in the single knock-out system to determine the top four (4) ranked pairs in each Event.
 - 2.3.3 Violators of the above **Article 2.2.3** shall lose all their played games in the Individual Events in favor of their opponents.
 - 2.3.4 Matches shall be played in the best-of-five games.

D. OFFICIAL BALL

Colored-white, 40+mm diameter, 3-star brand.

E. ATTENDANCE and Racket Control

- 1. Players are advised to be in proper playing attire during matches. No white uniform shall be allowed (majority)
- 2. The Team Draw Slip must be accomplished & submitted to the Referee ten (5) minutes before the scheduled match.
- 3. Called competitors must immediately report to their assigned match area for attendance check. Absence of a team player shall be penalized by a “**team default**”.
- 4. Rackets / coverings shall be conform in the latest List of ITTF List of Authorized Racket Coverings and the Law of Table Tennis.

F. APPEALS/PROTESTS

Teams who were not represented on the Solidarity Meeting waive their right to appeal/protest on matters discussed/resolved on such meeting.

G. AWARDS & MEDALS

One male player & one female player shall each be given a special award as the “MOST OUTSTANDING ATHLETE”(MOA) of the season based on the Results of the Team Events Results. Below are the numbers of medals/event/winner

<u>EVENT</u>	<u>Gold</u>	<u>Silver</u>	<u>Bronze</u>
Men's Team	4	4	8
Women's Team	4	4	8
Men's Doubles	2	2	4
Women's Doubles	2	2	4
Senior Mixed-Doubles	2	2	4
Men's Singles	1	1	2
Women's Singles	1	1	2
Boy's Team	4	4	8
Girl's Team	4	4	8
Boy's Doubles	2	2	4
Girl's Doubles	2	2	4
Youth Mixed-Doubles	2	2	4
Boy's Singles	1	1	2
Girl's Singles	1	1	2
TOTAL	32	32	64
MOA	4		
BEST COACH	4		

GRAND TOTAL = 136 medals

2.12. TAEKWONDO

I. EVENTS :

- a. KYORUGI
 - i. YOUTH
 - **YOUTH A** – 13 YEARS OLD TO 15 YEARS OLD
 - **YOUTH B** – 16 YEARS OLD TO 18 YEARS OLD
 - ii. SENIORS
- b. POOMSAE
 - i. YOUTH
 - ii. SENIORS

II. GENERAL RULES

- a. The competition shall be held in accordance with the rules of World Taekwondo (WT).
- b. Technical questions will be resolved in accordance with the Rules of the Philippine Taekwondo Association (PTA).
- c. The PTA competition codes of conduct shall be strictly enforced.
- d. For all matters not provided for in these ground rules, the WT competition rules and interpretation shall apply. For all other matters, the PRISAA NATIONAL GAMES Guidelines/Rules and Regulations will be followed.

III. ELIGIBILITY

All participants must be eligible to play in accordance with the eligibility rules of PRISAA National Games.

IV. KYORUGI EVENT

a. METHOD OF COMPETITION

- 1. The Best of Three (3) system (BO3) will be used. All matches will be 1 minute 30 seconds with 20 seconds interval in between rounds.

- The competition shall be individual, single elimination.
- Each school may enter only one (1) player in each of the 8 men's and 8 women's weight categories in the Senior's Division and the 10 men's and 10 women's weight categories in the Youth Division, as follows:

WEIGHT CATEGORY	SENIOR MEN DIVISION	SENIOR WOMEN DIVISION
Fin	Not exceeding 54kg	Not exceeding 46kg
FLY	Over 54kg to 58kg	Over 46kg to 49 kg
BANTAM	Over 58kg to 63kg	Over 49kg to 53kg
FEATHER	Over 63kg to 68kg	Over 53kg to 57kg
LIGHT	Over 68kg to 74kg	Over 57kg to 62kg
WELTER	Over 74kg to 80kg	Over 62kg to 67kg
MIDDLE	Over 80kg to 87kg	Over 67kg to 73kg
HEAVY	Over 87kg	Over 73kg

WEIGHT CATEGORY	YOUTH MEN DIVISION	YOUTH WOMEN DIVISION
FIN	not exceeding 45 kg	not exceeding 42kg
FLY	over 45kg & not exceeding 48kg	over 42kg & not exceeding 44kg
BANTAM	over 48kg & not exceeding 51kg	over 44kg & not exceeding 46kg
FEATHER	over 51kg & not exceeding 55kg	over 46kg & not exceeding 49kg
LIGHT	over 55kg & not exceeding 59kg	over 49kg & not exceeding 52kg
WELTER	over 59kg & not exceeding 63kg	over 52kg & not exceeding 55kg
LT MIDDLE	over 63kg & not exceeding 68kg	over 55kg & not exceeding 59kg
MIDDLE	over 68kg & not exceeding 73kg	over 59kg & not exceeding 63kg
LT HEAVY	over 73kg & not exceeding 78kg	over 63kg & not exceeding 68kg
HEAVY	over 78kg	over 68kg

- Weigh-in shall be conducted one day prior to the competition. A preliminary weigh-in shall be allowed before the official and final weigh-in. **NO WEIGH IN, NO PLAY RULE.**
- Only one coach per player shall be allowed in the coach's chair during the matches.
- For protest on matters regarding eligibility, the PRISAA NATIONAL GAMES guidelines on protest will be followed.

B. SCORING SYSTEM

- The **LPSS** will be used as the Protector and Scoring System (PSS) during competition.
- Permitted techniques
 - Fist technique: using the knuckles of a tightly clenched fist to deliver a straight punching technique to the opponent's trunk protector.
 - Foot technique: kicks delivered to the trunk or the head using any part of the foot below the ankle bone.
- Valid points
 - Point(s) shall be awarded when a permitted technique is delivered to the colored area of the trunk protector with a proper level of impact.
 - Points shall be awarded when a permitted technique is delivered to the head protector.
- Different Valid Points
 - One (1) point for a valid punch to the trunk protector
 - Two (2) points for a valid kick to the trunk protector
 - Four (4) points for a valid turning kick to the trunk protector
 - Three (3) points for a valid kick to the head protector
 - Five (5) points for a valid turning kick to the head protector
 - One (1) point is awarded for every one "Gam-jeom" (see Prohibited Acts and Penalties given to the opponent.

C.PROHIBITED ACTS AND PENALTIES

- Penalties shall be decided by the referee.
- Prohibited acts shall be penalized with a "Gam-jeom" by the referee.
- "Gam-jeom" shall be counted as one (1) point for the opposing contestant.

D. INVALIDATION OF POINTS

- Recorded points will be invalidated when a competitor acquires the score right after the execution of a prohibited act. The referee would declare the penalty for the prohibited act and invalidate the acquired score. 9. Appeal Card
- The Appeal Card is the means for the coach to object to a judgment of the refereeing officials during the contest and request for a correction of the decision.
- The situations a coach can use the Appeal Card are the following:
 - Penalties against the opponent for instances of falling down or crossing the boundary line or attacking the opponent after "Kalyeo" or attacking the fallen opponent.
 - Technical point.
 - Any penalty against your own contestant.
 - Any mechanical malfunction or error in time management.
 - When the referee forgot to invalidate point(s) after "Gam-jeom" was given for the prohibited act.
 - Wrong identification of fist-attacking contestant by the judge.
 - Head kick that is not scored.
- When an appeal is requested, the assigned referees of the court will convene.

5. If the appeal is successful and the contested request is corrected, the coach shall retain the appeal right for the pertinent contest.
6. If the appeal is unsuccessful, the coach shall forfeit the right to appeal to the pertinent contest.
7. The decision of the convening referees is final, and no further appeals during the contest or protest after the contest will be accepted.

E. WINNING A MATCH

1. All Matches will use the Best of Three (3) System; the competitor winning the most matches in three (3) rounds wins the match.
 - i. Winning a Round in the Best of Three System
 - ii. Winning by points: the competitor who has acquired more points in a round wins that round.
 - iii. Winning by point gap: in case of a twelve (12) point difference between the athletes, the referee will stop the contest and declare the competitor with more score the winner of the round.
 3. Winning by “Gam-jeom:” when a competitor receives five (5) “Gam-jeom” in a round, the opponent will be declared the winner of the round.
 - iv. Round with Tied-Scores
- 2.The round winner shall be decided by superiority based on the following order of criteria.
 - i. Most points scored by turning or spinning kick.
 - ii. If the number of turning and spinning kicks are the same, the competitor who has more scores using higher value techniques, in the following order.
 - a. Head
 - b. Trunk
 - c. Punch
 - d. “Gam-jeom”
 - e. If the high value points are the same, the competitor with the higher number of registered hits.
 - f. If the three (3) above criteria are the same, the referee and judges shall determine superiority.

F. UNIFORMS

1. The contestant shall wear/use only the official competition uniform and equipment accredited and recognized by the Philippine Taekwondo Association (PTA).

NOTE: Use of the “PHILIPPINES” print on the uniform is reserved for members of the National Taekwondo Team and for those who have represented the country in international competitions. Otherwise, such usage is strictly prohibited.
2. The contestants shall provide their own competition equipment, (E-socks, arm/shin guards, groin guard, mouth guard, and hand gloves).
3. The use of FACE SHIELD, mouth guard, groin guard and hand gloves shall be required. To maintain proper sanitation, ALL PARTICIPANTS MUST BRING THEIR OWN FACESHIELDS.
4. Coaches shall wear the proper attire during the competitions. No slippers, caps, sleeveless shirt will be allowed.
5. Only national referees who have passed the course for the current rules shall serve during the competitions. They shall serve full time.

V. MEDAL REQUIREMENTS

KYORUGI			
DIVISION	GOLD	SILVER	BRONZE
SENIOR	16	16	32
YOUTH	20	20	40
BEST MALE REFEREE	1	-	-
BEST FEMALE REFEREE	1	-	-
KYORUGI - TOTAL	38	36	72

POOMSAE TECHNICAL GUIDELINES

- I. **GENERAL GUIDELINES:**
 - * There shall be 2 divisions. (YOUTH & SENIOR DIVISIONS)
 - * Each division is divided into (MALE & FEMALE.)
 - * Only 1 participant/entry shall be allowed per delegation. A player may join in a maximum of 2 events only.

II. DIVISIONS, CATEGORIES AND REQUIRED POOMSAE

DIVISION	CATEGORIES	REQUIRED/COMPULSORY POOMSAE
YOUTH	Individual Male	Taeguek 7, 8, Koryo, Keumgang, Taebaek
	Individual Female	
	Team Male (3 male)	
	Team Female (3 female)	
	Mixed Pair (male & female)	
SENIOR	Individual Male	Taeguek 8, Koryo, Keumgang, Taebaek, Pyongwon, Sipjin
	Individual Female	
	Team Male (3 male)	
	Team Female (3 female)	
	Mixed Pair (male & female)	

III. METHOD OF COMPETITION :

A player is allowed to participate a maximum of two events only in the Poomsae Event. The cut off system shall be applied in this competition. It shall comprise of the following stages:

a. ELIMINATION:

Contestants shall perform the required poomsae for the elimination and top 8 contestants shall be selected for the final round based on their point rankings.

b. FINALS:

Contestants shall perform the required poomsae for the finals and top 4 players will be awarded medals based on their point rankings.

IV. DURATION OF THE CONTEST:

The time limit for the performance of the required poomsae for all events shall be 1 minute and 30 seconds.

V. UNIFORM:

The contestant shall wear/use only the official poomsae competition uniform accredited and recognized by the Philippine Taekwondo Association (PTA).

VI. COMPETITION RULES

The current WT Poomsae competition rules and interpretation shall apply

VII. AWARDS

The following medals shall be awarded for each weight category

First place:	Gold Medal
Second place:	Silver Medal
Third place (2):	Bronze Medals

VIII. MEDAL REQUIREMENTS

POOMSAE			
DIVISION	GOLD	SILVER	BRONZE
YOUTH	10	10	20
SENIOR	10	10	20
POOMSAE - TOTAL	20	20	40

IX. ORGANIZING COMMITTEE AND CONTACT NUMBERS:

MR. RICKY SANTIAGO	
MS. EMMA BONYAD	+63 962 072 19 09
MR. MANNY FLORES	+63 906 612 07 34

2.13. TENNIS

A. GENERAL

- The International Tennis Federation (ITF) rules and code of conduct shall govern the Tennis the tournament.
- In case of any dispute on the text, the English version of the latest ITF Rules shall prevail.
- Unforeseen incident not covered by the rules shall be dealt with as follows:
- Cases of general nature will be resolved in accordance with the Constitution and by Laws of PRISAA National Games and the Rules of the International Tennis Federation (ITF). Technical questions will be resolved n accordance with the rules of ITF.

B. SPECIFIC RULES

1. ELIGIBILITY RULES
All participants must be eligible to play in accordance with the Eligibility rules of PRISAA National Games
2. TEAM ENTRIES
Only one team entry per division will be allowed per delegation
3. CLASSIFICATION/EVENTS
Team Event - Men and Women
Individual Event - Men and Women
4. TEAM COMPOSITION
A team shall be composed of Four (4) players for the team events and two team officials.
5. TOURNAMENT FORMAT
The Single Round Robin shall apply using the following match sequence:
1st Single, doubles
2nd Singles (Best of 3 matches)

6. SCORING SYSTEM
Straight eight (8) games. At seven (7) all, a tie break
7. BREAKING OF TIES

To break tie for any place other than a simple two way tie, the quotient system as described hereafter shall apply:
 - 7.1. The number of match won divided by the number of match lost among the teams involved
 - 7.2. In case of further tie or ties, the total games won over the total games lost in the matches played among the tied teams.
 - 7.3. If tie still exist, the total points scored over the total points scored against in the games played among the tied teams shall determine the ranking. A love game is equivalent to four (4) points, a deuce game is equivalent to five (5) points for the winner and three (3) points for the loser.
8. UNIFORM
Players must wear their proper uniform issued by their institution.
8. PROTEST

PRISAA Rules on protest will be observe. No protest on eligibility is entertained after the teams 2nd game. Protest on technicalities shall be resolved immediately within the level of the tournament director.
10. PRIZES

Champion	-	Gold Medal & a Certificate
1 st Runner-Up	-	Silver Medals
2 nd Runner-Up	-	Bronze Medals
11. COMMENDATION/SPECIAL AWARDS

Certificate for the Most Valuable Player (MVP) in both men & women's division.
12. VICTORY CEREMONIES
Victory ceremonies shall follow immediately after at the conclusion of the tournament.
13. UNFORSEEN EVENTS
As regards the specific items not expressly foreseen in this regulation, the Tournament Director will decide in consultation with the General Rules and Guidelines contained in the ITF and the PRISAA Rules and Regulations.

2.14. WEIGHTLIFTING

- A. COMPETITION RULES & REGULATIONS
The PRISAA National Games **Weightlifting Event** will be conducted in accordance with the latest International Weightlifting Federation (IWF) Technical Rules Handbook; However, Ground Rule will be adopted to suit the local situations that are not covered by the IWF Technical Rules and are not applicable in the Competition Site and Venue.
- B. VENUE
 1. Competition Site

The competition site will be designated by the Tournament Director in-coordination with the Host Region and approval of the National Executive Director.
 2. Training Site or Venue
The training site or venue for the purpose of familiarization will be at the Venue where the competition site will be held.
- C. DATE OF COMPETITION
 1. The date of competition will be scheduled by the host and shall be approved by the PRISAA National Board of Trustees.
- D. ELIGIBILITY OF ENTRIES
 1. The competition is open to all members of PRISAA and other qualification set by the PRISAA Technical Committee.
- E. MEDALS & OTHER AWARDS
 1. Medals
Gold, Silver and Bronze Medals shall be awarded to the top three (3) lifters who lifted the heaviest load in **SNATCH, CLEAN & JERK and TOTAL** for every category and every division.

2. Other Awards

- Most Outstanding Lifter of the Year per division
- Best Coach & etc.
- Best in Snatch
- Best in Clean & Jerk
- Total Medals Needed: 120 Gold, 120 Silver and 120 Bronze (For Senior and Youth)

F. TECHNICAL OFFICIALS

All members of the technical officials shall be recommended by the Tournament Director and approved by the PRISAA National Executive Director. Designation and assignment of the Technical Officials shall be the responsibility of the Tournament Director who shall take care of the operation and management of the tournament. **Juries and chief referees should be an IWF License Card holder.**

G. COMPETITION UNIFORM

All participants must wear the required playing uniform during the competition. (Weightlifting Shoes / Sneakers and Weightlifting suit / cycling short)

H. EVENTS

1.1 Men	1.2 Boys	2.1 Women	2.2 Girls
1. Up to 50.0 kg	1. Up to 46.0 kg	1. Up to 44.0 kg	1. Up to 40.0 kg
2. Up to 54.0 kg	2. Up to 50.0 kg	2. Up to 48.0 kg	2. Up to 43.0 kg
3. Up to 58.0 kg	3. Up to 54.0 kg	3. Up to 52.0 kg	3. Up to 46.0 kg
4. Up to 63.0 kg	4. Up to 58.0 kg	4. Up to 56.0 kg	4. Up to 49.0 kg
5. Up to 68.0 kg	5. Up to 63.0 kg	5. Up to 61.0 kg	5. Up to 53.0 kg
6. Up to 74.0 kg	6. Up to 68.0 kg	6. Up to 66.0 kg	6. Up to 57.0 kg
7. Up to 80.0 kg	7. Up to 73.0 kg	7. Up to 71.0 kg	7. Up to 61.0 kg
8. Up to 87.0 kg	8. Up to 79.0 kg	8. Up to 77.0 kg	8. Up to 65.0 kg
9. Up to 94.0 kg	9. Up to 85.0 kg	9. Up to 83.0 kg	9. Up to 69.0 kg
10. Over 94.0 kg	10. Over 85.0 kg	10. Over 83.0 kg	10. Over 69.0 kg

Each team may enter a maximum of Ten (10) athletes plus two (2) reserves in the Men’s and Boy’s division spread over the different categories with a maximum of two (2) athletes per category.

Each team may enter a maximum of Ten (10) athletes plus two (2) reserves in the Women’s and Girl’s division spread over the different categories with a maximum of two (2) athletes per category.

I. GROUND RULES

Any unforeseen incident or situation not covered by the IWF Hand Book shall be dealt with accordingly in the following manner.

1. Technical question shall be resolved in accordance with the PRISAA Ground Rules for every managed competition.
2. Cases of general in nature shall be resolve in accordance with the IWF rules.
3. There will be no drawing of lots. However, the weigh-in will be conducted in accordance the IWF rules.
4. All athletes that will compete on the same day will be weighed-in at once. The sequence of the weigh-in will be from lowest to highest weight category for those who will play for the particular day.
5. Athletes in the secondary level will be allowed to play in one higher weight category if they could not meet the weight requirement during the final weigh-in. This is not to disrupt the growth and development of the affected Athletes.

J. TECHNICAL MEETING

1. Technical Meeting of Team Managers, Coaches and Technical Officials will be held on the last day of the Refreshers Course – Seminar Workshop. The specific venue will be designated by the Host Region.
2. Any matter discussed and approved during the technical meeting regarding the conduct of the competition including the ground rules shall be final and executory.
3. The Tournament Director shall immediately inform all coaches and team managers concerned regarding any changes in schedule.

K. TECHNICAL OFFICIALS

The Tournament Director will be responsible in the assignment of necessary Technical Officials from the Juries down to the Table Officials and Loaders during the competition.

L. TECHNICAL ORGANIZATION

The PRISAA is responsible for the full control of the technical and management operation of the event.

M. ACTIVITIES / COMPETITION SCHEDULES

As scheduled by PRISAA Technical Committee

Note:

- a) *Gymnastic Events, Floor Exercises will be played Only, However, if Equipment and facilities are available, we may add additional events and will be discuss during the Technical Meeting.*
- b) *Boxing Women and Girls and Sepak Takraw Girls and Women are now included but 1 Regu Only*

**CREDENTIALS AND DOCUMENTS REQUIRED FOR ATHLETES AND
COACHES TO QUALIFY TO PLAY IN ANY PRISAA SPONSORED GAMES
(YOUTH & SENIOR DIVISION)**

1. 2 copies duly accomplished Team Gallery duly signed by the Coach, School Athletic Director and
2. School Registrar where the student is officially enrolled. Birth Certificate duly authenticated by PSA (Photocopy only)
3. Official Transcript of Records (Complete)
4. Four (2) recent "PASSPORT SIZE" picture of the Athletes with Name Tag
5. Coach's Profile with 2 pcs "PASSPORT SIZE" picture
6. Medical Certificate duly signed by the school physician
7. Waiver from parents for athletes 18 years old and below.
8. Policy of accident insurance coverage.
9. 2 Pcs. "PASSPORT SIZE" picture for the Regional Officers and other officials
10. Secondary – Same as DepEd requirements (2 Copies Only)
11. Cut-Off Year for AY 2025-2026

2008 - Youth Division, 12 up to 18 years old

2001- Senior Division, 19 up to 25 years old

12. This Technical Guidelines will take effect Immediately this Academic Year 2025-2026 (AY 2025-26)

Further, for more details on the specific guidelines of the particular sports/event, contact the National Executive Director and Chairman of the Technical Committee at: prisaabong@yahoo.com.ph and CP Nos. 0977-816-2191.


Prof. Elbert C. Atilano, Sr.
PRISAA National Executive Director
Chairman, Technical Committee