



Sports Rules 2011



MASTERS GAMES SPORT RULES 2011

NB: In most Events, umpires and scorers have volunteered their time and help to ensure that the games are played fairly and according to Masters Games rules.

Umpires decisions are final. For disputes refer to the Sports Coordinator allocated to your sport who may seek assistance from the Masters Games Director (Scott Joy).

ENDING PLAY: There are four categories to describe play at the sound of the final siren.

1. ***Play ends immediately after the final siren:***
Basketball, Netball, Bocce, Chess, Scrabble, Sudoku, Darts, Kubb, Mastermind & UNO.
2. ***Play continues after the final siren until the ball (or other) is considered dead (i.e. point scored, ball touches the ground)***
Badminton, Table Tennis, Tennis, Volleyball & Continuous Cricket.
3. ***Play continues after the final siren until the play phase has ended (i.e. change of possession)***
Lawn Bowls & Carpet Bowls
4. ***Play continues until completion of the game***
Ten Pin Bowling, Archery, Slot Car Racing, Croquet & Wii Sports

ARCHERY - Open

ALL participants (competitors and spectators) shall follow all directions of the Sport Coordinator. DO NOT enter target lanes until ALL bows have been laid down. A loaded Bow “must” only be held in the direct of the target boards. ANY violation of this instruction will cause that competitor to forfeit that round.

1. Teams consist of 4 competitors
2. All teams when not competing must stay behind the back marking line.
3. If it is your turn to shoot, you move up to the front rope. When loading your arrow it must only face the target in front, you must not turn sideways to talk with a friend.
4. If when loading the arrow slips out and goes forward of the shooting line, you cannot get it. It must remain there until the round is concluded.
5. Each person shoots 4 arrows at the target and the combined scores are added.
6. Outer White circle – 1 point
Inner White – 2 points
Outer Black - 3 points
Inner Black – 4 points
Outer Blue – 5 Points
Inner Blue – 6 Points
Outer Red – 7 Points
Inner Red – 8 Points
Outer Yellow – 9 Points
Middle Yellow – 10 Points
Inner Yellow – 11 points
7. When all arrows are fired, you must place your bow down on the quiver. When all bows are on the Quiver, the sports coordinator will blow the siren/whistle. On hearing this, teams can go and collect their arrows and report scores to the central scorer. If arrow nibs remain in the board, there are pliers available to pull it out.
8. Once all arrows are accounted for and are in the quivers, the team then go behind the second line and the next teams can go forward (upon direction of the sport Coordinator), but must not pick up any arrows until the next siren/whistle is blown. Then they can repeat the process.

Equipment

Masters Games Supply all Gear

BADMINTON - Men's, Women's and Mixed Doubles

- 1 Scoring is continuous for the duration of the game. (No sets)
- 2 Change ends every 10 points
- 3 Points are only scored by the server. For example if the serving team commits a fault, service passes to the opponent. If the receiving team commits a fault, the serving team wins the point.
- 4 Service faults include hitting the shuttle above waist height; server or receiver not standing in correct service area; and shuttle landing outside the correct service area.
- 5 A general fault has occurred when the shuttle drops outside the court or fails to go over the net; a player hits the shuttle twice in a row; both partners hit the shuttle on consecutive shots; or the net is touched while the shuttle is in play.
- 6 A let is played if the server serves from the wrong service court; players on opposite teams commit faults at the same time; the shuttle gets damaged or caught in the net; or another shuttle lands on the court.
- 7 Players to supply their own rackets.

BASKETBALL - Men's and Women's

Scoring:

Each team may be required to provide at least one person to score for their game. If you do not have a scorer and there is a dispute there is no appeal process. The score sheet cannot be altered after the game.

Fouls:

Each player is allowed three (3) personal fouls before he/she is disqualified from the game. Each team is allowed five (5) team fouls before incurring free throw penalties on the sixth and every following defensive foul.

Substitutions:

Players can sub at any time (Veterans Rules).

Technical and Intentional Fouls:

A technical foul involving the equipment or minor swearing will be recorded on the score sheet as a T in that player's foul count. The opposition will be awarded two free throws and possession of the ball from the half line. A technical foul or intentional foul against another player disqualifies the offender from the rest of the game and possibly from the rest of the games that day. All instances should be reported to the Sport Coordinator immediately that they occur.

Time outs:

Teams are not allowed time outs. The referee may call a time out in the event of an injury in order to get the injured person seen to and off the court.

Disputes:

All disputes are to be reported to the Sport Coordinator at the main scorers table straight after the game in order to come to as quick and fair decision as possible.

All other Australian standard basketball rules apply

Scoring

- Winner (3 points) and points for and against.
- Loser (1 points) and points for and against.
- Draw (2 point each) and points for and against.

BOCCE – Open

Rules being played are similar to LAWN BOWLS.

1. Teams consist of TWO (2) players. Each player has TWO (2) shots per end and should play in the same order for the entire game. (not competition)
2. Each game is on a time limit. Teams and players should be ready to start and finish the game as quickly as possible on the sounding of the whistle.
3. Team to commence the game is the team mentioned first in the fixture book.
4. On the first end the winning team throws the jack (small white ball) and delivers the first ball. Teams will then play alternate balls until all have been played.
5. On all ends the jack must be delivered within the playing area and at least half the distance of the rink. The Jack will be centred at the distance delivered. If this distance is not reached the opposing side will deliver the jack; however, the original team will play the first shot.
6. Balls can be rolled, thrown or bounced underarm provided they remain in play (not out of bounds). You can “Spook” (kill) any ball or the jack whilst in play to try and get extra shots or kill the end.
7. At the end of each end (when both teams have played all their balls) the team Captains will determine the number of shots to be scored on that end. One point is gained for each ball that one team has closer than your opponent. If you are unsure of the score or it is too close refer to one of the helpers.
8. Scores for each end are aggregated for the game score.
9. The winning team on each end delivers the Jack to start the next end.
10. In the case of a drawn end the side who delivered the Jack on that end commences the next end.
11. If a ball goes out of bounds (rink) in any direction it is considered Dead and removed from the game for that End.
12. If the Jack goes out of bounds (rink) in any direction the End is declared dead you commence another End in the normal way.
13. FOULS –
 - (a) Jack delivered too short refer to Rule 5.
 - (b) Jack is killed in any direction by “spooking” refer to Rule 12
 - (c) Ball goes out of bounds in any direction refer to Rule 11.
14. Delivery must be from outside (end) of rink area. No Penalty will be given for a Foot Fault. But we are to enjoy our game and you should not take advantage of this.
15. The winning team is the team with the highest score.
16. Scoring – Winner (3 points) and points for and against.
Loser (1 points) and points for and against.
Draw (2 point each) and points for and against.

CARPET BOWLS – Open

- Teams of four
 - All equipment supplied.
 - Shoes may need to be removed whilst on the felts.
 - Bowls need to be rolled not thrown.
1. Teams consist of Four (4) players. Each player has TWO (2) shots per end and should play in the same order for the entire game. (Not competition)
 2. Each game is on a time limit.
 3. Team to commence the game is the team that wins a coin toss and plays the black bowls.
 4. On the first end the winning team rolls the jack (small white ball) and delivers (rolls) the first ball. Teams will then play alternate bowls until all have been played.
 5. On all ends the jack must be delivered within the playing area and at least half the distance of the felt. The Jack will be centered at the distance delivered. If this distance is not reached the opposing side will deliver the jack; however, the original team will play the first shot.
 6. Bowls must be rolled and finish on your felt (playing area). If a bowl is short of the 2/3 line it is removed from play for that end.
 7. At the end of each end (when both teams have played all their bowls) the team Captains will determine the number of shots to be scored on that end. One point is gained for each bowl that one team has closer than your opponent. If you are unsure of the score or it is too close see one of the helpers.
 8. Scores for each end are aggregated for the game score.
 9. The winning team on each end delivers the Jack to start the next end.
 10. In the case of a drawn end the side that delivered the Jack on that end commences the next end.
 11. If a bowl goes out of bounds (felt) in any direction it is considered Dead and removed from the game for that End.
 12. If the Jack goes out of bounds (felt) in any direction the End is declared dead and points are awarded to the opposing team according to the number of the bowler (eg. 2nd bowler in your team sends jack out of bounds then 2 points awarded to opposition), you commence another End in the normal way.
 13. FOULS:
 - i) Jack delivered too short refer to Rule 5.
 - ii) Jack is killed in any direction refer to Rule 12
 - iii) Bowl goes out of bounds in any direction refer to Rule 11.
 14. Delivery must be from where you set your mat on the FELT centre line. No Penalty will be given for a Foot Fault. But we are to enjoy our game and you should not take advantage of this.
 15. The winning team is the team with the highest score.
 16. Scoring – Winner (3 points) and points for and against. Loser (1 point) and points for and against. Draw (2 point each) and points for and against.

CHESS – Open

- 1 Rules such as “touch move” and “touch take” apply at all times.
- 2 Each game will be played for 10 minutes per player on the clock.
- 3 In the case of any discrepancies during play, stop the clock immediately and refer to the Sport coordinator before restarting play.
- 4 All games will be played through to flag fall on the clock or until checkmate or stalemate on the board.
- 5 The decisions of the Sport Coordinator are final.
- 6 It is expected that standards of modesty, quietness and fair play be maintained. Anyone not complying with these standards shall be penalized as deemed appropriate by the Sport Coordinator.

CONTINUOUS CRICKET – Mixed

- 1 A team will consist of up to 8 players with at least 2 females. Teams with less than 6 males cannot bat more than once to account for the lack of players
- 2 The rules will be as for Continuous Cricket.
- 3 Tip and run – If the ball hits any part of the bat or hand, batters must run around the marker and back.
- 4 The batter is out if, the ball hits the wicket, ball is caught or deliberately uses body to protect wickets etc.
- 5 Batters can run a maximum of 4 runs per hit (four times around the marker).
- 6 Play ceases when all batters have been dismissed or batting time expires.
- 7 Bowlers must bowl under arm.
- 8 Only the bowler can run out (or bowl) the batter.
- 9 Wides can be called and will result in 2 runs for the team batting
- 10 Deliberate time wasting will result in 10 points being deducted from your overall church score.

CROQUET - Open

1. Teams consist of 2 competitors
2. Team listed first on the score card starts and uses the BLUE & BLACK coloured balls
3. Each player plays the same colour ball for the whole game
4. The order you play is painted on the peg BLUE, BLACK, RED and YELLOW
5. The team with the highest score are the winners
6. Count one point for every hoop each ball runs through in order and one for hitting the peg
7. Each turn is only ONE hit ... unless you earn an extra hit!
8. An extra hit is earned when you:
 - a. hit your ball through the next hoop in order
 - b. when you hit any of the other three balls with your ball. (You can only hit each other ball once per turn unless you go through the next hoop - then you can hit them all again.)
 - c. If you hit two balls in the same stroke, the hit on the first ball is the only one that counts.
 - d. If a ball scores a hoop and continues on to hit another ball, the hoop score counts and the player gets only one extra stroke for hitting the ball after the hoop is scored.
9. If a ball goes over the boundary it is placed on a spot measured by the length of a mallet handle as close as to the boundary where it left the playing area. The player then misses a turn.

DARTS - Open

1. Teams consist of 2 competitors
2. Competitors **MUST** know how to score their own games.
3. Each side starts with a score of 501. Game scoring commences immediately with each score being subtracted from the remaining total.
4. The first team to reduce their score to exactly zero is the winner. To finish, a double must be thrown which exactly reduces the score to zero (this is called a 'Peg').
5. If a greater score is thrown than is required to reduce the remaining score to exactly zero, then none of the three darts thrown count and the score remains as it was before that throw was taken. This is called a "bust" and the other team has its turn.
6. If the game ends before the time expires both teams cease play. (Players will be able to practice in the remaining time).
7. If the game time ends before any team reaches zero (pegged), the team with the lowest score will be deemed the winner.
8. Scoring – Winner (3 points). Loser (1 point). Draw (2 points each).

EIGHT BALL - Open

- 1 20 minute matches, 5 minute break between.
- 2 Rules are the Eight Ball rules as displayed on the wall at On-Cue Billiards.
- 3 Teams receive 1 point per ball sunk and 3 points for the 8 ball (max points per team/game being 10 points). Points accumulate over each match to determine overall winning team.
- 4 End of game, nominated pocket each shot for the 8 ball. 8 ball potted in wrong pocket is a lost game, in on the black is a lost game.

KUBB - Open 3's

Kubb can be played with 1 – 6 players per side. For Masters Games we will have 3 players per side. Kubb field is 5 meters wide by 8 meters long.

The aim of Kubb is to be the first team to knock over the king. However if the king is knocked down before all the wooden blocks (kubb's) are knocked down, then you lose.

To start the game you need the King in the middle of the pitch and the 6 Kubbs lined up at the baseline of each team in between the 2 corner sticks.

Team A will then throw their 6 sticks to try to knock over the Kubbs. The throws must be under-arm and the sticks must spin end over end. (Throwing sticks sideways or spinning them side to side is not allowed)

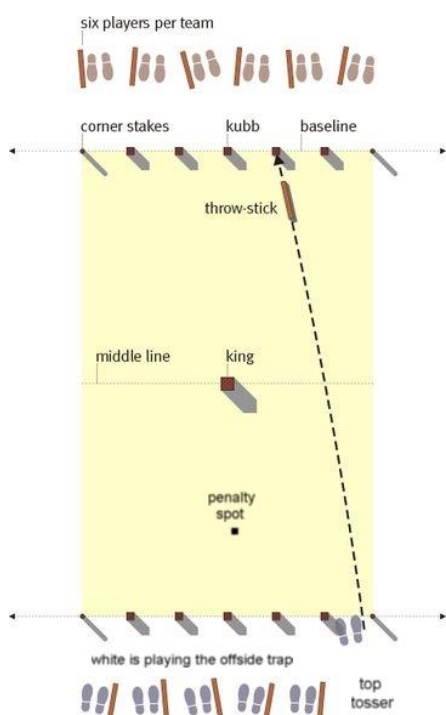
Kubbs that are successfully knocked over are thrown back by Team B onto Team A's side of the pitch and stood up. Team A then stands them up where they land with the marked end upwards. If they land outside of the court, then they should be stood up at the closest point inside the court that they are near.

Play then switches hand and Team B throws the sticks to knock over the Kubbs in Team A's side of the pitch. Again if Kubbs are knocked over they are tossed back into the other half of the court.

Play continues on this fashion until one team is able to knock down all Kubbs on one side. If that team has sticks left to throw they may now attempt to knock over the King. If the team is successful, they have won the game.

If the King is knocked over anytime during the game, even by a newly thrown Kubb, the offending team immediately loses the game.

Masters Games Modified Time Rule. – Each game goes for a set time, if at the end of that time a winner is not found, the team that started 2nd must have the last throw. Kubbs are then added up and the team with less Kubbs standing is the winner. In case of the need to count back, please record the number of Kubbs standing.



LAWN BOWLS – Open

- Teams of two
 - All equipment supplied by the club.
 - Footwear can only be thongs, flat shoes or bare feet.
 - Bowls need to be rolled not thrown.
 - Some local club rules may apply
1. Teams consist of Two (2) players. Each player has THREE (3) shots per end and should play in the same order for the entire game. (Not competition)
 2. Each game is on a time limit. Be ready to start and finish the game as quickly as possible on the sounding of the whistle.
 3. Team to commence the game is the team that wins a coin toss.
 4. On the first end the winning team rolls the jack (small white ball) and delivers (rolls) the first ball. Teams will then play alternate bowls until all have been played.
 5. On all ends the jack must be delivered within the playing area and at least half the distance of the rink. The Jack will be centered at the distance delivered. If this distance is not reached the opposing side will deliver the jack; however, the original team will play the first shot.
 6. Bowls must be rolled and finish within your rink (playing area).
 7. At the end of each end (when both teams have played all their bowls) the team Captains will determine the number of shots to be scored on that end. One point is gained for each bowl that one team has closer than your opponent. If you are unsure of the score or it is too close see one of the helpers.
 8. Scores for each end are aggregated for the game score.
 9. The winning team on each end delivers the Jack to start the next end.
 10. In the case of a drawn end the side that delivered the Jack on that end commences the next end.
 11. If a bowl goes out of bounds (rink) in any direction it is considered Dead and removed from the game for that End.
 12. If the Jack goes out of bounds (rink) in any direction the End is declared dead you commence another End in the normal way. If the jack goes into the DITCH within your rink boundaries it remains there and you continue to bowl to it but must remain on the playing area to be a LIVE bowl.
 13. Any bowl which touches the jack and finishes in the DITCH will remain there until the completion of the end. Other bowls finishing in the DITCH are to be removed.
 14. FOULS:
 - iv) Jack delivered too short refer to Rule 5.
 - v) Jack is killed in any direction refer to Rule 12
 - vi) Bowl goes out of bounds in any direction refer to Rule 11.
 15. Delivery must be from where you set your mat on the RINK centre line. No Penalty will be given for a Foot Fault. But we are to enjoy our game and you should not take advantage of this.
 16. The winning team is the team with the highest score.
 17. Scoring – Winner (3 points) and points for and against. Loser (1 point) and points for and against. Draw (2 point each) and points for and against.

MASTERMIND - Open

1. Standard Mastermind rules apply
2. Each player attempts to master the opponents' code.
3. The person that masters the code in the smallest number of attempts is the winner.
4. In the event that neither opponent masters the code before reaching the end of the board, the one that has the most pegs correct at the end of the board wins.
5. In the event that both players have equal correct at the end, a count back is performed in order to see who had the most at an early stage.

NETBALL - Women's and Mixed (Mixed - see below)

Teams must be on court ready to play at the commencement of each game. Any time after the central whistle has blown will infringe on the team's playing time.

Normal rules for netball apply.

Players can be substituted at halftime.

MIXED NETBALL

- 1 Same rules apply to Mixed Netball as for Netball.
- 2 Each team must have at least 2, and no more than 3, male players.
- 3 Only 1 male player allowed at each of the defending/offending ends. For example you can't have a male GS and a male GA (or a male GK and a male GD).

SCRABBLE - Open

- 1 Rules are the official Scrabble rules as supplied with the game set
- 2 Timing of the games and the amount of time allowed to place a word will be explained by the sports coordinator prior to the commencement of play.
- 3 Scoring is added progressively, not at the end
- 4 A player may forfeit their turn only by returning all tiles to the bag and collecting 7 new tiles.
- 5 Team listed first in the fixture book plays first and has the double word score.
- 6 The official Scrabble book of words is the only accepted reference book to be used to resolve disputed spelling. This will be available from the Sport Coordinator.

SLOT CAR RACING - Open

- 1 Up to six participants will race at a time.
- 2 Each participant must race on the track number noted in the fixtures.
3. There will be 2 laps practice and 6 laps race each round.
4. Each player completes the 6 laps and is given a placing with points awarded for where they finish.

1 st	10 points
2 nd	7 points
3 rd	5 points
4 th	3 points
5 th	2 points
6 th	1 point
5. Total points over rounds determines overall placings. In case of a tie there may be a race-off.

SUDOKU – Open

- 1 The Sudoku grid of rows and columns is also divided into individual 3x3 boxes.
- 2 The aim of the game is to fill each row, column and 3x3 box with the numbers 1 to 9.
- 3 You cannot repeat numbers in a row, column or 3x3 box and you cannot change the numbers already in squares.

New Sport for 2011. More rules to follow...

TABLE TENNIS - Men & Mixed Doubles

- 1 Scoring will be continuous for the duration of each game. (No sets)
- 2 Service change will be after each 5 points.
 - 2.1 Service change is as follows; you **MUST** serve from the right-hand side of the table to the opposition's right-hand side for each of your 5 serves. After your 5 serves are complete swap places with your partner who becomes the receiver for the oppositions next five serves before commencing his/her own set of 5 serves.
 - 2.2 Once the ball has been successfully served you and your partner must hit the ball in sequence, alternately, until the rally is over. If you hit the ball out of order your team will automatically lose the point.
- 3 **Service**
 - 3.1 A serve is only legal if it bounces twice, once on the server's side and once on the receiver's side. It must be served from the palm of the hand and not from your fingertips. The ball must rise a minimum of 150mm after leaving the palm of the free hand. Your hand must be behind the base line of the table and above table height. Also your body must be completely behind the table. If the serve is not legal as above it is counted as a point against the server.
 - 3.2 If the ball brushes the net as it passes over to the correct corner of the table (as in a legal serve), this is counted as a 'let' and the serve will be replayed. If the server serves three lets in a row this will result in a point against the server.
 - 3.3 If the ball brushes/hits the net but does not land in the correct corner, (as in a legal serve), this will result in a point against the server.
- 4 Your free hand may never touch the table or the ball (after the serve has been made), any infringement of this rule results in a point against the offending team.
- 5 The ball can be hit with the hand holding the bat (up to the wrist), but not by the hand alone or the bat when not held.

TEN PIN BOWLING - Open

- 1 Teams consist of two players. Three teams will be allocated to each lane and already entered into the lane computers ready to start.
- 2 Each player will play 2 complete games.
- 3 The team score will be the total of all 4 complete games.
- 4 The team with the highest overall score will win the event. No finals are played.
- 5 If two or more teams totals are even, the Sports Coordinator will determine the winner or ranking from the highest number of strikes obtain over the 2 games.

TENNIS - Men's, Women's and Mixed Doubles

- 1 Teams will consist of two players.
- 2 Scoring will be continuous (i.e. no sets), with highest games scored winning
- 3 Teams will change ends after the first game, then after every second game.
- 4 Short deuces apply
- 5 All normal rules for Tennis apply.
- 6 Players to bring their own racket.

UNO – Open

- 1 Each game will involve up to five competitors
- 2 Competitors play continuous games for 30 minutes, at the end of which, each persons score is given to the event scorer.
- 3 Incomplete hands count for points at the conclusion of each game. Number cards 0-9 face value. Draw 2, Reverse & skip 20 points. Wild & Wild draw four 50 points
- 4 Two games must be completed in each fixtured round so that all teams play the same number of hands.
- 5 Lowest overall score over all rounds wins the competition.

Wii SPORTS – Open

- 1 Wii Sports is an interactive computer console game played on the Nintendo Wii system.
- 2 Teams will consist of two players.
- 3 Sports to be played include Golf, Ten Pin Bowling and Tennis.

New Sport for 2011. More rules to follow...

VOLLEYBALL - Mixed

- 1 Teams will consist of six players on the court. Substitutes may be rotated on court into service position.
- 2 Teams must be mixed with at least two players of each sex on the field at all times.
- 3 Scoring will be continuous (i.e. not sets, no end changes).
- 4 Points are scored on each play regardless of server.
- 5 A ball landing on the line is considered IN play.
- 6 Players will rotate clockwise when that team gains the service.
- 7 Serves may be over-arm or underarm, and must be made from outside the baseline of the court. There are no double faults (i.e. if first service is out, service changes to the other team).
- 8 A player continues to serve until a rally is lost by the serving team.
- 9 Serves cannot be spiked by the receiving team; although the ball can be played back over the net with the first touch.
- 10 The ball may be played off the net (except on service) as long as no player touches the net.
- 11 Players may not touch the net or its posts, or reach over/under the net to play a ball.
- 12 The ball can be touched up to three times before it must be returned over the net. No player may touch the ball twice consecutively with the exception of a block.
- 13 The ball may not be held or carried. Any part of the body may be used for contacting the ball.
- 14 Once the ball touches the ground, it is out of play.