



**THE UNIVERSITY OF THE WEST INDIES
St. AUGUSTINE CAMPUS
UWI GAMES 2015**

DRAFT 1

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RULES AND REGULATIONS OF THE UWI GAMES

1. NAME:

The multi-sports competition shall be known as: **THE UWI GAMES** herein after referred to as THE GAMES.

2. FREQUENCY OF THE GAMES:

The Games shall be held biennially.

3. DURATION OF THE GAMES:

The games shall normally be held within a minimum of seven days of actual competition.

4. AIMS AND OBJECTIVES:

The University of the West Indies has as its major aims in organizing the UWI Games the following:

- To help through friendly and healthy rivalry among the students in sporting activities to emphasize and strengthen the regional character of the University.
- To encourage and motivate sportsmen and sportswomen of the University to aim for excellence in sports.

Thus, each and every participant pledges to abide by the rules, regulations and spirit of the Games, which are aimed at achievement of the above objectives.

5. CONTROL OF THE GAMES:

The control of the Games is vested in the (F&GPC) UWI Games Committee which shall comprise:

- A nominee of F&GPC
- The Deputy Principal of the host Campus as Chairperson of the Committee
- The Director of Sport or his/her equivalent on each Campus
- The President of the Guild of Undergraduates of each Campus, or his/her nominee
- The Chairman of the Games Committee of each Campus
- A Representative of the Bursary at the host Campus
- A Representative of the Registry at the host Campus

6. ORGANISATION OF THE GAMES:

An organizing Committee from the host Campus shall be appointed to organize and conduct each renewal of the Games.

7. ELIGIBILITY FOR PARTICIPATION:

- Only bona fide registered students are eligible to compete in the Games.
- All teams should be submitted to the Campus Registrar 6 weeks prior to the games for approval and verification of above.
- Competitors shall be amateurs, excepting where a National Governing Body permits amateurs and professionals to play together without jeopardizing one's amateur status.

8. RESPONSIBILITIES OF CAMPUSES:

The host Campus shall be responsible for the following:-

- Organizing and conducting the Games.
- Securing suitable officials for all competitions.
- Transporting participants to and from Airport, and Sports Venues.
- Providing Room and Board for all participants.
- Providing prizes for all competitions- where required.
- Providing official equipment for competitions.
- Outfitting own team.

The visiting Campuses shall be responsible for:

- Travel to and from the Games' territory.
- Outfitting own teams.

9. SIZE OF GAMES' DELEGATION:

The maximum size of each Campus delegation shall normally be 150 (including a maximum of 15 officials).

10. SPORTS TO BE COMPETED:

The sports shall be Basketball, Football, 6-a-side Hockey, Lawn Tennis, Swimming, Table Tennis, Track and Field, Volleyball, Cricket, and Netball. Competition in all sports will be both genders except for Cricket, and Netball where competition will be male and female only respectively.

11. FACILITIES:

Properly equipped facilities for each selected sport should be available at the host Campus. If not, then the host Campus must arrange for the use of suitable facilities. All such facilities shall meet the requirements of the respective National Governing Sporting Bodies.

12. NOTICE OF ADDITIONAL SPORTS:

Any additional sport to be added must be agreed to at a University Organizing Committee meeting at least one year in advance of the Games.

13. AFFILIATION:

The host Campus should be affiliated to the National Governing Body of each selected sport.

14. PROGRAMME SCHEDULE:

A general programme schedule of the Games must be circulated to all Campus Committees at least six months in advance of the Games.

An “order of events” for Track and Field must be circulated to all Campus Committees at least 3 months in advance of the Games.

15. GAMES OFFICIALS:

Referees, Judges, Umpires for the Games must be qualified by, or recommended by the respective National Association of the host Campus, except with the expressed approval of the Finance & General Purposes Committee UWI Games Committee.

16. LAWS AND RULES OF COMPETITION:

Unless otherwise specified by the F&GPC UWI Games Committee, the competition in any particular sport shall be governed by the laws and rules of the International Governing Body of that sport.

17. COMPETITION TROPHIES:

Trophies shall be awarded as decided by the F&GPC UWI Games Committee.

18. SAFE KEEPING AND RETURN OF CHALLENGE TROPHIES:

- It shall be the responsibility of the Director of Sport (or equivalent) of any Campus winning a Challenge Trophy to ensure its safe keeping and return.
- Challenge Trophies shall be returned to the Games Committee at the host Campus prior to the opening of the Games.

19. SPECIAL RULES:

Special Rules for all sports, where necessary, shall be presented in the Team Manual.

20. TIES:

Rules governing Ties shall be included in the Special Rules.

21. POINTS AWARDED:

Points will be awarded for each sport as follows:-

Champion Campus	10 points
Runner- up	6 points
Third	2 points

Points will be awarded in Track and Field as follows:-

(i) Individual events	1 st	8 points
	2 nd	6 points
	3 rd	5 points
	4 th	4 points
	5 th	3 points
	6 th	2 points
(ii) Relays (Track)	1 st	10 points
	2 nd	8 points
	3 rd	6 points
Relays (Swimming)	1 st	14 points
	2 nd	10 points
	3 rd	8 points

22. JURY OF APPEAL:

At all Games, a Jury of Appeal shall be appointed by the F&GPC UWI Games Committee. It shall consist of a Chairman, a representative from each Campus and three (3) other individuals.

BYE-LAWS

A. BASKETBALL

1. Save as otherwise herein provided, all games shall be governed by the rules set out by FIBA and may be amended in consultation with the participants as the need arises and shall take immediate effect.
2. Players who receive two (2) technical fouls in any one game will be disqualified from the game.
3. Those players that are disqualified from a game due to a disqualifying foul shall **ONLY** be warned and will be able to sit on the team's bench and will not continue to play in the said game. If the said player continues to be a problem to the game officials he/she shall be asked to leave the team bench and will **MISS** the next scheduled game.
4. The following acts will be deemed as acts which in the referee's discretion may be called disqualification:
 - i. Repeatedly protesting the decision of the game officials.
 - ii. Aggression to another player
 - iii. Insulting the game official or a constituted authority.
 - iv. Aggression to a game official or a constituted authority.
 - v. Is found engaging in acts of misconduct during intervals of play or provoking opponents making gestures to spectators which may provoke violent reaction.

Any player who causes bodily harm to another player or game official or a duly constituted authority should be eliminated from the tournament and be brought before the **UWI GAMES** Disciplinary Committee for further penalty.

5. REFEREES & TABLE OFFICIALS

- 5.1 Those Referees/Table Officials who engage in misconduct to discredit their image as a Referee/Table Official or make any expression against officials or constituted authority shall be removed from the tournament.
- 5.2 Referee/Table Officials who do **NOT** submit a written report about the game incident or falsify a report; shall **NOT** be scheduled for the remainder of the competition.

B. CRICKET

1. Control and management of the competition shall be vested in the UWI Games Committee
2. Except as provided for in UWI Games 2015 Condition of Play, International Cricket Council (ICC) rules and regulations shall apply.

3. Matches will be played within a day. Each team shall occupy the wicket for 20 (20) overs, unless it is bowled out, or it declares its innings closed.
4. Each bowler can bowl a maximum of four (4) overs per innings.
5. The team scoring the higher total runs in its allotted time shall be declared the winner.
6. Three (3) points are awarded for a win; one (1) point for a tie, one (1) point for an abandoned match; zero (0) point for a loss or a forfeiture.
7. In the case of a tie on points the overall run rate will decide the winner of the match.
8. If due to the weather,
 - i. A match is not started
 - ii. Only one (1) team occupies the crease, or
 - iii. The team batting second has, faced less than 5 overs; the match shall be deemed an abandoned match (see 6 above).
9. If due to the weather conditions the team occupying the wicket last is unable to complete its allotted overs, the team scoring the higher total at the equal number of completed overs shall be the winner. [Minimum fifteen (15) overs].
For example: Team "A" bats for twenty (20) overs. Rain or bad light curtail the match after Team B has batted for 15 complete overs; the winner will be the team with the higher score at the end of the 5th over of each innings.
10. If due to the weather or any other uncontrollable circumstances a match cannot start on schedule, both teams will play for a reduced duration, provided that the allotted time for each innings shall not be less than five (5) overs. [Calculated at 12 overs per hour of playing time]
11. All matches will start at 5:00 p.m. A team which is not ready to start by the latest 5:15 p.m. shall be penalized as follows: after 5:15 p.m. for every 5 minutes or part thereof the tardy team loses one over at the wicket – up to a maximum of six (6) overs. A team failing to start by 5:45 p.m. forfeits the match. If both teams are late the above applies to both.
12. A break shall be taken between innings for thirty (20) minutes.
13. The home team is the team named first.
14. The UWI GAMES Technical Committee is responsible for the collection of match balls and returning the used balls to the Officials or the Ground staff.
15. Umpires to be provided by UWI GAMES Committee.
16. Each team is required to provide its own training equipment.

17. The UWI GAMES Committee is responsible for providing all official equipment, umpire's gear and the preparation of the facilities.
18. No match should be postponed without the approval of the UWI GAMES Committee.
19. Result sheets **MUST** be submitted the UWI GAMES Committee within 24 hours after the match. **All TEAMS** should ensure that results are sent in.
20. All matters of discipline will be dealt with by the disciplinary committee, appointed by the competition Director or Secretariat.
21. Teams must present their registration form for players to umpires before the start of each competition.

C. FOOTBALL

1. AWARD OF POINTS

Subject to rule 1.1, points shall be awarded as follows:

- Three (3) for a win,
 - One (1) for a draw
 - Zero (0) for a loss
- a. Where two or more teams have the same number of points at the end the competition and:
 - i. The head to head rule will be used. The winner of the match between the two tied teams will decide the champions.
 - ii. In the event that three teams are tied and there is no clear head to head winner; goal difference will be used.
 - iii. If goal difference is still tied then the greatest number of goals scored will be used to pick a winner.
 - iv. If there is still no clear winner:
 - a. The previous year (i.e. 2013) winner will be selected winner in the case of the Women's Competition.
 - b. The Drawing of Lots will be used for the Men's Competition with the entry of Open Campus in 2015.

2. DURATION OF GAMES

- a. Each game contested shall be ninety (90) minutes in duration (subject to allowed time decided upon solely by the Referee) consisting of two periods of forty-five (45) minutes separated by an interval of fifteen (15) minutes.

3. SUBSTITUTIONS

- a. Each team shall be entitled to seven (7) substitutes for each game played in the competition.
- b. A maximum of five (5) substitutions can be used during each game played in the competition.

4. YELLOW AND RED CARD

- a. A player issued with two (2) yellow cards in a game or a red card shall be immediately sent off the field of play for the remainder of the game and shall automatically miss the next game contested by his/her team, if any.
- b. Where not stated above, FIFA laws must apply.

D. SIX-A-SIDE HOCKEY

1. RULES OF THE GAME

All competitions will be played in accordance with the Rules of the Game of Hockey and the Regulations of the International Hockey Federation (FIH) with the exception of the number of players required on the pitch and the pitch's dimensions (see **12. PITCH DIMENSIONS**).

2. DUTIES OF CAMPUSES

- a) The team lists of not more than ten (10) athletes must be handed to the officials appointed for a game by the Team Manager or Team Captain twenty (20) minutes before the game commences. The number on each player's shirt must correspond with the numbers on the Team List and Match Report.
- b) Each Campus may provide Medical Personnel and Medical Equipment for themselves.

3. DRESS COLOURS AND EQUIPMENT

- a) Each player must wear the colours of his Campus and also wear a number on the back of his shirt. Goalkeepers must wear a shirt of a different colour to both Campuses and wear a number on the front and back of their shirt. Captains should wear an arm-band for proper identification. *Umpires have the right to remove players they consider to be in any unsuitable attire.*
- b) If in the opinion of the Umpires the colours of the opposing Campus are similar and might lead to confusion in a game, the Campus named first on the fixtures **MUST** change its colours.
- c) It is mandatory that all goalkeepers wear helmets.
- d) It is recommended that players wear shin guards at all times.

4. COMPOSITION OF A TEAM

A team comprises six (6) players including a goalkeeper. Any Campus not providing four (4) players after six (6) minutes of the appointed start of a game will forfeit maximum points to the opposing Team and no game will take place. The opposing Campus will receive three (3) points for a win and a 3-0 score walk over. Should both

Campuses be at fault, the fixture will be cancelled and all points forfeited.

5. RANKING

- a. At the end of regulation time in competition games if the result is a draw in order to establish an outright winner a Challenge Shoot-out Competition (penalty shoot-out) will be played with the winner of the shoot-out awarded an extra point (i.e. Winner 2 points, looser 1 point).
- b. If at the end of the Round robin, two (2) or more Campuses have the same number of points for any place, these Campuses will be ranked according to:
 1. Number of wins.
 2. Their respective goal difference (meaning goals for minus goals against, e.g., 20 goals for less 3 against = 17 goals difference). A positive goal difference always takes precedence over a negative one.
 3. Their respective goals for.
- c. If there remains equality between two (2) or more Campuses with the same number of points and the same goal difference, these Campuses will be ranked according to their respective number of goals "for."
- d. Should the number of "goals for" awarded to two or more Campuses be equal, then the result of the game played between only those Campuses involved will be taken in consideration to determine the ranking.
- e. Should there still remain equality, then the matter will be decided by a Penalty Stroke Competition involving all six players.

6. DURATION OF GAMES

A game will consist of two (2) periods of twenty five (25) minutes each, separated by an interval which will not exceed eight (8) minutes or be less than five (5) minutes.

7. SPECIAL RULES

a. PENALTY CORNER

The FIH Penalty corners rule applies except that the remaining 6th player must be in the opponents circle until the corner is started.

b. PENALTY SHOOTOUT COMPETITION

In a shoot-out competition, five (5) players from each team take a one-on-one shoot-out alternately against a defender from the other team as set out in this Regulation. The shoot-out competition comprises all series of shoot-outs required to determine a result.

The following sets out both the playing Rules and the procedures to be followed:

- E. Respective Team Managers nominate five (5) players to take and one player to defend the shoot-outs from those on the Match Report except as excluded below. A player nominated to defend the shoot-outs can also be nominated to take a shoot-out. No substitutions / replacements are permitted during the shoot-out competition other than as specified below.

- F. Team Managers sign the Shoot-out Competition form to confirm the nominations of the five players and the sequence of players to take the shoot-outs and submit the form to the Technical Officer on duty.
- G. If the Shoot-out Competition takes place after the end of a match/extra time, the above procedures must be carried out promptly so that the first shoot-out can take place within five (5) minutes of the end of the match.
- H. A player who is still serving a disciplinary suspension from the Disciplinary Committee at the time the shoot-out competition takes place or has been excluded permanently (red card) during the match which leads to the shoot-out competition, cannot take part in that shoot-out competition. A player who has been warned (green card) or temporarily suspended (yellow card) may take part in the shoot-out competition even if the period of their suspension has not been completed at the end of the match.
- I. The Umpires, after consultation with the Technical Officer on duty, shall choose the goal to be used.
- J. A coin is tossed; the team which wins the toss has the choice to take or defend the first shoot-out.
- K. All persons listed on the Match Report other than any player who has been excluded permanently (red card) during the match which leads to the shoot-out competition are permitted to enter the field of play outside the 23m area used for the shoot-out but must be at least 10 metres from the spot where the ball is placed at the start of the shoot-out.
- L. The goalkeeper / defending player of the team taking a shoot-out may be on the back-line outside the circle.
- M. A player taking or defending a shoot-out may enter the 23m area for that purpose.
- N. Players taking a shoot-out and also defending the shoot-outs taken by opponents are allowed reasonable time to take off their protective equipment to take their shoot-out and subsequently to put back on their protective equipment.
- O. Five players from each team take a shoot-out alternately against the goalkeeper / defending player of the other team making a total of 10 shoot-outs.
- P. Taking a shoot-out:
 - a. the goalkeeper / defending player starts on or behind the goal-line between the goal posts;
 - b. the ball is placed on the nearest 23m line opposite the centre of the goal;
 - c. an attacker stands outside the 23m area near the ball;
 - d. the Umpire signals to the technical table that the time may start;
 - e. an official at the technical table starts the clock which automatically issues an audible signal;
 - f. the attacker and the goalkeeper / defending player may then move in any direction;
 - g. the shoot-out is completed when:
 - i. 8 seconds has elapsed since the starting signal;
 - ii. a goal is scored;
 - iii. the attacker commits an offence;
 - iv. the goalkeeper / defending player commits an unintentional offence inside or outside the circle in which case the shoot-out is re-taken by the same player against the same goalkeeper/defending player;
 - v. the goalkeeper / defending player commits an intentional offence inside or outside the circle, in which case a penalty stroke is awarded and taken;

- vi. the ball goes out of play over the back-line or side-line; this includes the goalkeeper/defending player intentionally playing the ball over the back-line.
- Q. If a penalty stroke is awarded as specified above, it is taken by the two players involved in the shoot-out concerned unless either of them is incapacitated or suspended.
- R. The team scoring the most goals (or ahead by more goals than the other team has untaken shoot-outs available) is the winner.
- S. A player may be suspended by a yellow or red card but not by a green card during the shoot-out competition.
- T. If during a shoot-out competition (including during any penalty stroke which is awarded) a player is suspended by a yellow or red card:
 - i. that player takes no further part in that shoot-out competition and, unless a goalkeeper / defending player, cannot be replaced;
 - ii. the replacement for a suspended goalkeeper/defending player can only come from the five (5) players of that team nominated to take part in the shoot-out competition:
 - a. the replacement goalkeeper / defending player is allowed reasonable time to put on protective equipment similar to that which the goalkeeper/defending player they are replacing was wearing;
 - b. for taking their own shoot-out (or penalty stroke), this player is allowed reasonable time to take off their protective equipment to take their shoot-out and subsequently to put it on again.
 - c. any shoot-out or penalty stroke due to be taken by a suspended player is forfeited; any goals scored by this player before being suspended count as a goal.
- U. If during a shoot-out competition, a defending goalkeeper/defending player is incapacitated:
 - a. that goalkeeper/defending player may be replaced by another player from among the players listed on the Match Report for that particular match, except as excluded in this Appendix or unless suspended by an Umpire during the shoot-out competition;
 - b. the replacement goalkeeper:
 - i. is allowed reasonable time to put on protective equipment similar to that which the incapacitated goalkeeper / defending player was wearing;
 - ii. if this replacement is also nominated to take a shoot-out, this player is allowed reasonable time to take off their protective equipment to take their shoot-out and subsequently to put it on again.
- V. If during a shoot-out competition, an attacker is incapacitated, that attacker may be replaced by another player from among the players listed on the Match Report for that particular match, except as excluded above or unless suspended by an Umpire during the shoot-out competition.
- W. If an equal number of goals are scored after each team has taken five shoot-outs:
 - a. a second series of five shoot-outs is taken with the same players, subject to the conditions specified;
 - b. the sequence in which the attackers take the shoot-outs need not be the same as in the first series;
 - c. the team whose player took the first shoot-out in a series defends the first penalty shoot-out of the next series;

- d. when one team has scored or been awarded one more goal than the opposing team after each team has taken the same number of shoot-outs, not necessarily being all five shoot-outs, that team is the winner.
- X. If an equal number of goals are scored after a second series of five shoot-outs, additional series of shoot-outs are taken with the same players subject to the conditions specified in this Appendix:
- a. the sequence in which the attackers take the shoot-outs need not be the same in any subsequent series;
 - b. all eligible players from each team must take a shoot-out before any one of them can take another; any shoot-out due to be taken by a suspended player is forfeited;
 - c. the team which starts each shoot-out series alternates for each series.

8. SUBSTITUTION OF PLAYERS

- a. Each Campus is permitted to make unlimited substitutions including a goalkeeper during a game (including extra-time). The substitutes will be chosen from amongst players whose names appear on the Team List and who were sitting on the bench from the start of the game.
- b. No substitute will be permitted for a suspended player, during the latter's suspension.

9. SUSPENSION OF PLAYERS

- a. If a player receives a RED CARD (i.e., sent off the field for the remainder of the game), he will be deemed a suspended player by the Tournament Director which means that he will miss THE NEXT GAME PLAYED by his team on the list of fixtures published by the Competitions Committee.
- b. Note for this rule, a game is PLAYED whenever there is a change in the points standing, i.e., any of the two game results apply
 - i. Win or draw
 - ii. Walk over awarded
- c. If a player receives two (2) YELLOW CARDS, he will also be deemed a suspended player by the Tournament Director as in (a) above.
- d. If a suspended player is used by a Team in a game that Team automatically loses the points for the game and a 3-0 score walk over awarded against them. The Team will be suspended from all further competitions, their games postponed until the COMPETITIONS COMMITTEE makes its ruling.

10. PROTESTS

All written protests must be signed by the Manager or Team Captain and submitted to the Tournament Director within twenty-minutes after a game, accompanied by a fee to be determined by the Tournament Director. This fee will be refunded if the protest is successful.

11. UNFORESEEN EVENTS

Should circumstances arise which are not provided for in these Rules, they will be determined by the Competitions Committee.

12. PITCH DIMENSIONS

- a. The field of play will be rectangular, 55m long and 45.7m wide.
- b. Side-lines mark the longer perimeters of the pitch; back-lines mark the shorter perimeters of the pitch.
- c. The goal-lines are the parts of the back-lines between the goal-posts.
- d. A centre-line is marked across the middle of the field.
- e. Areas referred to as the circles are marked inside the field around the goals and opposite the centres of the back-lines.
- f. All lines are 75 mm wide and are part of the field of play.
- g. Flag-posts between 1.20 and 1.50 metres in height are placed at each corner of the field.
- h. Goals are positioned outside the field of play at the centre of and touching each back-line.

E. NETBALL

GENERAL

The Rules and Regulations contained herein shall govern all Netball matches in the **UWI GAMES** and shall take effect on the date declared by the Organizing Committee.

1. MATCH DURATION

Matches shall be sixty (60) minutes, played in four (4) quarter with three (3) minutes at the 1st and 3rd of each interval and five (5) minutes break at half time.

2. TEAM RESPONSIBILITIES

The teams are responsible for:

- i. Completing the submission sheet; and tossing for centre pass.
- ii. Captains must inform the umpires of the team taking the first centre pass, lead the cheers for their opponents and thank the umpires.
- iii. All captains, coaches, managers and players must be familiar with the Bye-Laws governing the UWI GAMES.

3. Incentives and Awards

Winning Teams, runners-up and third place teams will be rewarded as follows:

- i. Winning Team
- ii. Second Place Team
- iii. Third Place Team
- iv. Most Defensive Player
- v. Most Attacking Player
- vi. Top Shooter
- vii. Winning Coach
- viii. Most Outstanding Center Court Player

4. Match Hospitality

1. The host Campus is required to prepare the grounds for all matches, making adequate arrangements to seat seventeen adults, two umpires, a time keeper and a scorer.
2. The Organizers should ensure that spectators are not allowed to stand behind the team benches, officiating areas or behind either goal third.
3. The organizers of the Games are required to provide match ball/s and forms.
4. The organizers are also required to provide refreshments for 17 members of the visiting team, (12 players and 5 officials), and two umpires.

5. TEAM OFFICIALS

- a. Team officials must be uniformed in one of the team colours.
- b. All team officials must be registered at the beginning of the Games: Coach, Assistant Coach, Manager and two (2) Primary Care Personnel.
- c. Personal care personnel must be certified Medical and or First Aid persons.

6. Match Schedule

- a. Home teams are named first on the match schedule. Refer to outline for times and venues.

7. SCORING

Three (3) points will be awarded for a win and one (1) point for a draw.

8. MATCH PROTOCOL

- i. All team members; managers and coaches **MUST** use the team benches provided during a match.
- ii. The names of all registered players for a game must be written on the submission sheet and returned to the table prior to the start of the game.
- iii. Teams must register at the table at least ten (10) minutes before the start of all matches and present the completed submission sheet.
- iv. Captains are to toss for centre pass and inform umpires of the first centre pass at least five (5) minutes before the start of the game.
- v. Team members are to be available for inspection as indicated by the umpire. Each team will line up on transverse line and greet each other before the start of the match.
- vi. At the end of the game team captains will thank the umpires and lead the cheers.
- vii. Team members are to vacate the team bench in a timely manner.
- viii. No unauthorized person will be allowed around the goal posts or the general playing area.
- ix. Spectators must watch the game from the designated spectator area.

9. Acts of God Rule

Under normal circumstances matches will be played as schedule, except for cases where both teams are in attendance and acts of God prevent the match from being played. In those cases the UWI Games Organizing Committee reserves the right to reschedule the match.

10. FORFEITURE

Forfeiting of a scheduled game shall result in the opponent being awarded three (3) points. Teams that forfeit two games will be disqualified from the competition.

11. UNIFORM

- i. Teams will not be allowed to take the court unless all players are properly attired in the team's registered uniform unless the UWI GAMES Committee and or the umpire grant permission.
- ii. Playing bibs must be worn.
- iii. Team uniform shall conform to the accepted standard of netball wear as determined by UWI GAMES committee.
- iv. Where names are printed on the back of uniforms only full names or surnames are allowed.

12. DISCIPLINARY ACTIONS

A. Complaints Procedure

Any complaint relating to the game should be submitted in writing to the League Committee within **Twenty-four (24) HOURS** after the game.

B. Breaches

- i. **Indecent Language** is prohibited within the precincts of the playing area. Indecent language constitutes verbal abuse. Coaches, players and team officials who use indecent language during games will be disciplined accordingly.
- ii. **Physical Abuse** by players, coaches, team officials or umpires is prohibited. All persons involved in such acts will be suspended immediately and the matter referred to the Disciplinary Committee for further action. If such persons are found guilty of physical abuse they will be expelled from the Games.
- iii. **Verbal Abuse**
 - a. **Any member of a registered team** of the UWI GAMES who as a spectator openly criticizes or abuses game officials and players will be suspended from all UWI GAMES sanctioned events.
 - b. **If a team spectator is found guilty** of verbal abuse to a game official, that person shall be promptly removed from the venue.
 - c. **If a coach/player/team official** is found guilty of verbal abuse to a game official, that person shall automatically be suspended

for the game and the matter referred to the Disciplinary Committee.

d. If an umpire abuses players, other umpires, team officials or members of the Games administration he/she will be suspended

iv. Suspension of Player During Game

Any player who has been sent off court for one (1) game shall automatically miss the next game.

13. UMPIRES

- a. Umpires must report all incidents on court in the appropriate space provided on the match result form.
- b. Umpires must submit a written detailed report of all offences, which are to be submitted to the Disciplinary Committee.
- c. Umpires must wear the designated attire/uniform for all games. Failure to be properly attired may result in the match being assigned to another umpire.

14. The **UWI GAMES** competition shall be governed by the International Federation for Netball Association's Bye-Laws.

F. TABLE TENNIS

1. The tournament (inclusive of equipment used) will be played under the International Table Tennis Federation (ITTF) rules & regulations.
2. Except as provided for in these rules, UWI Games 2015 Table Tennis Rules & Regulations Handbook shall apply
3. Best of five (5) games
4. Tables will meet international specifications
5. Males and Females will constitute one team
6. Total Number of matches equal seven (7)
7. **Order of Play:**
 - I. Men's Singles
 - II. Women's Singles
 - III. Men's Singles
 - IV. Women's Singles
 - V. Men's Doubles
 - VI. Women's Doubles
 - VII. Mixed Doubles
8. Maximum number of players per team is six (6); that is three (3) males and three (3)

females

9. A player can play a maximum of three matches per round
10. A singles Championship will be held at the end of the team tournament. All Students are eligible; however UWI GAMES points are not awarded for this event. This event will be used to determine the Most Outstanding Male and Female Singles Player.

G. TENNIS

1. Each team is required to have a Captain and a manager, whose identities may change from tie to tie. One person may wear both “caps”.
2. Each team may consist of no more than eight (8) players and no less than six (6) players in any particular tie. A team comprises three (3) males, three (3) females, and two optional reserves: one (1) male and one (1) female.
3. Where a player plays more than two games in any one tie, all barred or extra matches played by the player will be deemed to have been lost 6-0, 6-0.
4. Players are expected to wear appropriate tennis clothing.

FORMAT OF PLAY

5. Teams will play each other on a round robin basis.
6. The matches are expected to be played on two courts, but additional courts may be used if both Captains agree.
7. For this competition, we will use the following format (sequence of play) in keeping with the score sheet and should be set out as follows:
 - i. Male and Female matches called alternately as follows (provided that the female singles match may be called first instead):
 - a. Male singles match;
 - b. Female singles match;
 - c. Male doubles match;
 - d. Female doubles match;
 - e. Mixed doubles match unless otherwise agreed to by the Captains.
 - ii. At 8:45AM each Captain must present a list of his/her team to the opposing Captain.
 - iii. The team list must show the order of play (males and females), as well as the two substitutes. The make-up of the substitutes is at the discretion of the coach/captain. Once the list is provided, the captain cannot deviate from the

assigned list for any match and play another team member instead. Substitutes will only be used if a listed player is injured or falls ill. The list and score sheets must be written in block letters.

- iv. The winner of the toss decides who should serve, and the receiver decides on which side of the court to receive the serve.
- v. Each player is allowed to play one singles and one doubles or mixed doubles event, or one doubles and one mixed doubles event (maximum two events per person in each tie).

SCORING

- 8. Two best of three sets with tie breaks being played at six all. No AD scoring.
- 9. The winner of a tie is awarded three points.
- 10. At the end of all matches the final standings will be determined by the first of the following methods that apply:
 - 2. Greatest number of wins;
 - 3. If two (2) teams are tied, then head-to-head results would determine the winner
 - 4. If three (3) teams are tied, then:
 - a. Total matches won,
 - b. Highest percentage of sets won to sets list, or
 - c. Highest percentage of games won to games lost, or
 - d. If a. or b. or c. produce a superior (first place), and the two (2) remaining teams are tied, the tie between those two (2) teams shall be broken by head-to-head results.
 - e. If the three (3) are still tied then the points for those positions will be summed and equally divided.

SCORE CARDS / RESULTS

- 11. Both the Captain and manager must sign the official score card. Where the Captain and the manager is the same person, only one signature is required.
- 12. Both teams are responsible for submitting the results of the tie immediately after the result to the tournament referee. The winning team is responsible for submitting the scorecard to the secretariat.

START OF PLAY

13. Play starts at 9:00A.M. as scheduled. If there is any change, the referee will inform the various personnel.
14. If no member of a team shows up or is present but fails to play up to the first 15 minutes after the scheduled start of the tie, the score will be 3-0 to the opposing team. After 30 minutes, the set (6-0) will be awarded to the opposing team. After 45 minutes, the match will be awarded. The remaining matches will be called using the same format whereby matches will be awarded accordingly.
15. Teams must be in a position to play the next match within ten (10) minutes of the end of the preceding match, except when the Rest Period as stated in the ITF Rules is applicable.
16. The tournament referee may reschedule ties in his/her discretion due to inclement weather, inappropriate playing surface or such other factor as the tournament referee deems to be unsatisfactory.
17. The maximum warm up period of a match is 5 minutes.

OFFICIATING

18. Any complaints with reference to a team's non-compliance with one of the rules must be made in writing and sent within 24 hours of the alleged breach to the tournament referee. A copy of the complaint must also be sent to the manager or Captain of the opposing team within the said 24 hour time period. Where possible, the manager or Captain of the opposing team should be informed verbally at the time of the dispute that a complaint will be recorded.
19. A team against whom an allegation of rule breach has been raised shall be entitled to respond to a complaint through its manager or Captain with the tournament referee provided that an intention to respond is sent to the tournament director by the manager or Captain within 24 hours of the receipt of the complaint described in clause 30 above.
20. It is the responsibility of the host institution to provide the balls on match day.
21. International Tennis Federation rules shall apply except where specifically provided for herein.

H. TRACK & FIELD

1. All athletes expected to participate must be so declared prior to arrival in the host country as they would be defined as the official entries for Track & Field.

2. A database will be provided on the Meet Manager system, entries must be emailed on the meet manager file prior to teams arriving in the host country
3. Entries must be confirmed at the technical meeting prior to the start of the Meet
4. Substitutions must be made from the list of registered athletes. Substitutions, but not initial entries, may be made at check-in time.
5. Each event must have at least one (1) competitor from each team
6. Each team will be allowed a maximum of two (2) athletes per event
7. All athletes in sprint events (100M-400M) should be able to attain the “crouch start”.
8. Athletes in distance events should be able to run with reasonable effort. (i.e. no walking allowed in running events)
9. The new ‘no false start rule’ will be used
10. All field events will comprise of six (6) attempts
11. All events contested shall be straight finals.
12. Except otherwise stated in the bye-laws, the rules of the IAAF shall apply.

TRACK & FIELD COMPETITION

1. MEDLEY RELAY

- a) The legs are as follows:
Female: 100m x 100m x 200m x 400m
Male: 200m x 200m x 400m x 800m

2. ORDER OF FIELD EVENTS

In the Long Jump, Triple Jump, Shot Put, Discus, and Javelin events, after the third round, the order for the fourth and fifth rounds will be in the reverse order of the ranking recorded after the first three rounds. The competing order for the final round shall follow the reverse ranking order recorded after the fifth round.

3. An athlete who is unable to attain the “crouch start” in the 100m to the 400m will not be allowed to start unless certified by a Doctor. An athlete who is unable to run with reasonable effort in a running event will be disqualified from the race (a walk in a running race will not be permitted).
4. Each event must have participants from at least two (2) teams.

5. Changes can be made no less than one hour before the scheduled start of the event.
6. All events contested shall be straight finals.
7. **START RULE**
The IAAF no false start rule will apply. Any athlete deemed to have false started will be disqualified immediately.
8. Relays will be run in lanes 2, 3 & 4.
9. Except otherwise stated in the bye-laws, the rules of the IAAF shall apply.

I. SWIMMING

RULES AND REGULATIONS

- i. The Local Organizing Committee will provide a list with the names of the volunteers to the UWI Games Secretariat at least fourteen (14) days before the start of the competition
- ii. Volunteers **MUST** report to the volunteer desk at least 60 minutes before the start of the competition for registration and assignment
- iii. Campuses are not expected to provide volunteers
- iv. Relay cards are in duplicate, the original must be handed in to the Recorder thirty (30) minutes before the start of the first event of the session; the copy must be handed to the Head Lane Time keeper at the beginning of the event.
- v. Any change must be made no later than four (4) events prior to the scheduled event number; after that, only on the presentation of a valid medical certificate. The swimmers must be named in order of swimming in accordance with FINA rules.
- vi. There will be positive check in forty five (45) minutes before start of each session for all events 400m and above.

MARSHALING

- i. There will be no Marshaling area for the meet.
- ii. If a swimmer swims in the wrong lane or heat then the swimmer will automatically be disqualified.
- iii. Once the swimmers are under the starter's orders and he has taken control of the race (after second whistle), no swimmer may then enter the race. If this occurs, the swimmer will be disqualified and not allowed to swim.

HOLDING BAY

- i. All swimmers must report to the holding bay two (2) heats in advance.
- ii. Swimmers who have failed to report to the holding bay on time will be automatically disqualified.

- iii. Coaches are responsible for getting their swimmers to the holding bay.
- iv. It is the responsibility of the swimmer to swim in the correct lane and heat assigned to him/her by the holding bay officials.
- v. Swimmers will be expected to cooperate fully with the holding bay officials.

ENTRIES AND RESULTS

- i. Competitors will only be allowed to swim as assigned
- ii. Deck entries will not be allowed
- iii. Scratches are allowed at any time

AWARDS AND POINTS

- i. Points for each event will be awarded as follows: **9, 7, 6, 5, 4, 3, 2, and 1** for 1st to 8th place, respectively **18, 14, 12, 10, 8, 6, 4, 2** for relay places 1st to 8th place
- ii. Medals will be awarded to the first three places in all events
- iii. Team Awards:
 - a. There will be a Championship Trophy for the winning team.
 - b. The second and third place teams will also receive a trophy
 - c. Team Award: there will also be a trophy for the winning UWI Campus
- iv. Individual Awards: there will be a Trophy for the male and female swimmer with the most individual points.

J. VOLLEYBALL

Save as otherwise herein provided all games shall be governed by the rules as set out by FIVB and may be amended in consultation with the participants as the need arises and shall take immediate effect.

1. Equipment

- i. A team shall consist of ten (10) players.
- ii. All players must wear non-marking rubber-soled athletic shoes on the playing surface.
- iii. All jewelry must be removed, this includes, but not limited to, necklaces, earrings, bracelets, and watches.
- iv. The UWI GAMES Committee will provide game balls and warm-up balls.

2. The Games

- 2.1** Matches will be played on the basis of 'Best of Five Sets'. All games will be rally scoring. In the first four games a game shall be won by the team that has earned (25) points no cap with a minimum lead of two (2) points. In the case of a 24-24 score, play is continued until a two point lead is achieved. A fifth game will only be played in the event there is a tie at 2-2 tie, the deciding set is played to fifteen (15) points (win by two, no cap).
- 2.2** A coin is tossed at the beginning of the match which will determine the choice of court or service. The team that did not serve first in game one (1) will serve first in game two (2). A coin toss is also done if there is a fifth game.

3. Officials

3.1 All officials will be provided by the UWI GAMES Committee.

3.2 It is the duty of the referees to oversee the proper inflation of the balls and the proper set up of the net.

3.3 Crowd control at the venue will be subject to the discretion of the first referee. In the event that the crowd repeatedly disrupts the match, making it impossible to continue, and the problem can be traced to supporters of a particular team, the referee will intervene and appropriate sanctions meted out.

3.4 In the event of a restart, should problems persist, the match must be abandoned and the first referee must submit a detailed report, including the score sheet, to the Disciplinary Committee for a ruling to be made on the incident.

4. SUBSTITUTION OF PLAYERS

A substitution is the act by which a player, after being recorded by the scorer, enters the game to occupy the position of another player who must leave the court (except for the Libero). Substitution requires the referee's authorization, except for the Libero.

5. LIMITATION OF SUBSTITUTIONS

- i. Six substitutions is the maximum permitted per team per set. One or more players may be substituted at the same time.
- ii. A player of the starting line-up may leave the game, but only once in a set, and re-enter, and only to his/her previous position in the line-up.
- iii. A substitute player may enter the game in place of a player of the starting line-up, but only once per set, and he/she can be substituted by the same starting player.

6. STRUCTURE OF PLAY

1.1 WARM –UP SESSION

Prior to the match, teams will have five (5) minutes each at the net.

1.2 TEAM STARTING LINE-UP

There must always be six players per team in play. The team's starting line-up indicates the rotational order of the players on the court. This order must be maintained throughout the set.

7. INTERVALS

All intervals between sets last three minutes. During this period of time, the change of courts and line-up registrations of the teams on the score sheet are made.

8. CHANGE OF COURTS

After each set, the teams change courts, with the exception of the deciding set. In the deciding set, once a team reaches eight (8) points, the teams change courts without delay and the player positions remain the same. If the change is not made once the leading team reaches eight (8) points, it will take place as soon as the error is noticed. The score at the time that the change is made remains the same.

9. PROTEST

9.1 A protest relating to any incident which has occurred during competitions organized by Association shall be submitted in writing to the Secretary within 24 hours of the incident under protest. It must be accompanied by a fee of \$ 10.00 which is refunded if the protest is upheld.

9.1.1 Any protest as categorized above shall be investigated by the UWI GAMES Committee. All recommendations shall be submitted to the Committees concerned. Having complied with the Rules of the Game, the person preparing the protest must only correspond with the Secretary of the UWI GAMES Committee. No correspondence must be sent to the mass media or any other third party.

10. SCHEDULED MATCH TIMES

10.1 Officials must start the games at the scheduled time.

10.2 The official shall give incomplete team(s) a fifteen (15) minute grace period. This period shall commence at the time when the first whistle for service would have been blown.

10.3 If at the end of the fifteen minutes grace period, the team (s) is / are still incomplete, then the first referee must blow off the game and award the game to the team that is complete 3-0 in sets or no points if both teams were incomplete.

11. OFFICIAL BALL

Only balls approved by the FIVB, and previously inspected by the UWI Games Committee shall be deemed as suitable.

12. INCENTIVES AND AWARDS (Male and Female)

- 1.** MVP
- 2.** Best Spiker
- 3.** Best Setter
- 4.** Best Server
- 5.** Best Receiver
- 6.** Best Blocker
- 7.** Best Opposite
- 8.** Best Libero
- 9.** Best Defender

13. ROUND ROBIN RANKING

To establish the ranking of teams after Preliminary Round, the ranking of the teams will be determined as follows:

1. By the results of matches won and lost.
2. In case of equality in the number of matches won and lost, among two or more teams of the same group, the final ranking of the teams will be determined by the number of points gained among teams of the same group during the Preliminary Round.
3. The following points will be awarded to each team per match, according to the number of sets won/lost:
 - a. Match won 3-0 = 5 points
 - b. Match lost 0-3 = 0 point
 - c. Match won 3-1 = 4 points
 - d. Match lost 1-3 = 1 points
 - e. Match won 3-2 = 3 points
 - f. Match lost 2-3 = 2 points
 - g. Match forfeited = 0 points (25-0, 25-0, 25-0)

14. TIE BREAKING PROCEDURE

In case of equality in the number of points gained by two or more teams, the tie will be broken by the points ratio with the following criteria, in order of importance:

- A) Point Quotient: In case of equality in the number of points gained by two or several teams they will be classified in descending order by the quotient resulting from the division of all points scored by the total of points lost.
- B) Set Quotient: If the tie persists as per the point's quotient the teams 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.
- C) If the tie continues as per the set quotient between two teams, the priority will be given to the team which won the last match between them.
- D) When the tie is between three or more teams a new classification of these teams will be made taking into consideration only the matches in which they were opposed to each other.