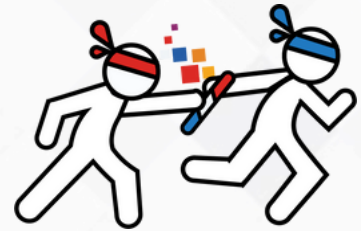




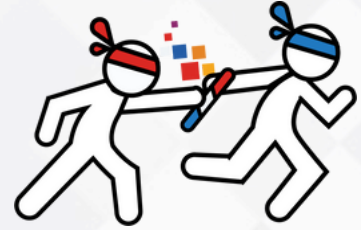
MAPUA
MALAYAN COLLEGES
LAGUNA



Mechanics for Baton Relay



MAPÚA
MALAYAN COLLEGES
LAGUNA



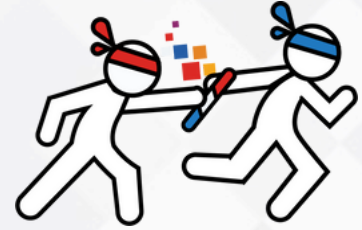
Mechanics for Baton Relay

A. GUIDELINES

- a. Participants of the Baton Relay competition shall meet the following qualifications:
 - i. Participants must be bonafide students of Mapúa Malayan Colleges Laguna from the date of registration to the date of execution of games.
 - ii. Participants shall have registered through the MS Forms provided by their respective departments.
 - iii. Participants agree to adhere to the rules and regulations of the sport as deemed by the decision of the referee and the committee.
 - iv. All members of each team must wear their team jersey and other appropriate equipment.



MAPUA
MALAYAN COLLEGES
LAGUNA



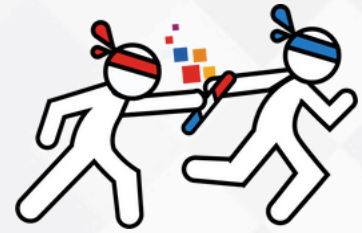
Mechanics for Baton Relay

A. GUIDELINES

- b.** Each team must observe the following conditions:
 - i.** All members of each team should **only** be students of the respective department.
 - ii.** Each department and its chosen runners are considered a team.
 - iii.** Each team shall have a maximum of eight (8) runners.
 - 1.** Four (4) selected runners. **(REQUIREMENT)**
 - a.** Lead-Off Leg Runner
 - b.** Second Leg Runner
 - c.** Third Leg Runner
 - d.** Fourth/Anchor Leg Runner
 - 2.** Four (4) recommended reserves. **(OPTIONAL)**
- c.** The race shall be guided by the general guidelines in addition to the rules:
 - i.** The baton relay competition will not have preliminary eliminations.



MAPÚA
MALAYAN COLLEGES
LAGUNA



Mechanics for Baton Relay

A. GUIDELINES

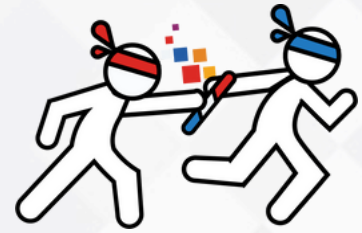
- c. The race shall be guided by the general guidelines in addition to the rules:
 - ii. The team who completes the race first will be awarded the overall champion, so on and so forth.
 - iii. Should there be a tie, the team with more instances of shorter time elapsed between runners will claim the spot.

B. GAME RULES

- a. The rules established in these guidelines must be strictly followed and observed by all players and officials involved in the match. These guidelines establish a comprehensive structure to manage Table Tennis games while encouraging fair play and sportsmanship among all participants. The Wizards' Cup Baton Relay shall comply to the following regulations:



MAPUA
MALAYAN COLLEGES
LAGUNA



Mechanics for Baton Relay

B. GAME RULES

i. Game Mechanics

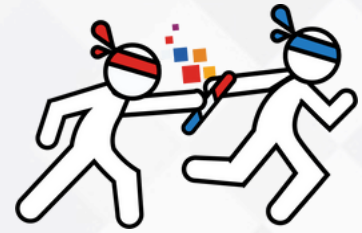
1. The race begins at the sound of the whistle.
2. Each of the four runners of each team will be running an equal distance of 100m, marked by the organizing committee and approved by the co-chair and faculty-in-charge.
3. Runners from each team will pass a baton to the next runner to continue the race until the fourth runner.
4. Each leg refers to the sections that must be run by the runners.
5. Each leg will be logged and timed by assigned events staffers to account for possible ties.

ii. Rulebook

1. **Exchange.** Refers to the exchange of batons between runners.



MAPÚA
MALAYAN COLLEGES
LAGUNA



Mechanics for Baton Relay

B. GAME RULES

- a. Runners must exchange batons within the changeover area.
- b. Runners must not drop batons during the exchange.

2. Designated Lanes. Each runner of each team must stay in their designated lanes.

C. POINT VALUES AND CATEGORIES OF WINNERS

a. Categories of Winners

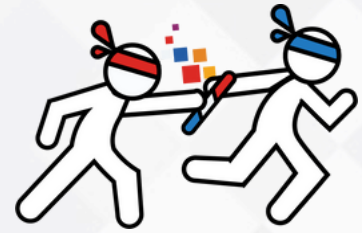
- i. **Champion.** The first team to finish the race.
- ii. **Second Place.** The second team to finish the race.
- iii. **Third Place.** The third team to finish the race.

b. Scoring System

- i. All relays are races, therefore the team whose final runner crosses the finish line first wins the race.



MAPÚA
MALAYAN COLLEGES
LAGUNA



Mechanics for Baton Relay

C. POINT VALUES AND CATEGORIES OF WINNERS

ii. **Tied Runners.** Runners who are deemed by the facilitators to have finished the race at the same time.

1. The team with more instances of shorter time elapsed between runners will claim the spot.

D. PENALTIES AND VIOLATIONS

a. Team Violations Clause

i. **Lack of players.** If starting members do not reach four people.

1. **Penalty.** Disqualification

ii. **No Show.** If the team does not show up for the race.

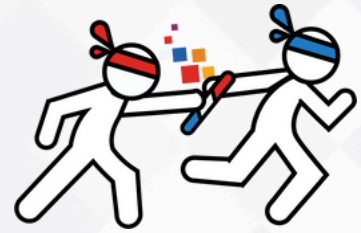
1. **Penalty.** Disqualification

b. Game Violations Clause

i. **Dropped Baton.** If starting members do not reach four people.



MAPUA
MALAYAN COLLEGES
LAGUNA



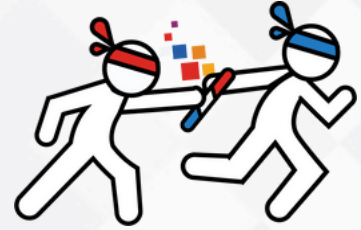
Mechanics for Baton Relay

D. PENALTIES AND VIOLATIONS

1. **Penalty.** If the baton is dropped by the runner that will initiate the exchange at any point, the runner must return to the start of their leg.
 2. **Penalty.** If the baton is dropped by the runner that is receiving the baton at any point, the runner must return to the start of their leg.
- ii. **Exchange Outside Changeover Area.** Baton is not in the hand of only the receiver within the changeover area.
1. **Penalty.** If the baton is not exchanged within the changeover area, the runners must re-initiate the exchange by returning to the start of the receiver's leg.
- ii. **Personal Foul.** A player makes illegal physical contact with an opponent, such as pushing, holding, or charging.
1. **Penalty.** Team Disqualification.



MAPUA
MALAYAN COLLEGES
LAGUNA



Mechanics for Baton Relay

E. INTERRUPTIONS

- a. **Injury Timeouts.** Pause in play due to runner injuries.
 - i. This requires all runners of the leg to return to their starting point, while the team that acquires injury will insert a substitute runner.
 - ii. Race will resume at the sound of the whistle once all the runners have the baton in hand at the starting point of the leg where the timeout was called

F. EQUIPMENT RIDER

- a. Seven (7) electronic timers.
- b. Seven (7) batons.
- c. Tape for marking