



MAPUA
MALAYAN COLLEGES
LAGUNA



Mechanics for Family Feud



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As part of the annual Wizards' Cup, Family Feud shall be competitively played by the students and faculty of Mapúa Malayan Colleges Laguna to showcase their skills in the field of knowledge sports.

Venue	FB Auditorium
Date and Time	06 FEB 2025 9:00 AM - 12:00 PM

With this, the following are the guidelines and provisions for this competition:



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1. GUIDELINES

- a. Participants of the Family Feud games shall meet the following qualifications:
 - i. Participants must be bonafide students and faculty members 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.



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- b. Each team must consist of the following provisions:
1. All members of each team should only be students of the respective department.
 2. All departments shall have a maximum of five (5) players
 - Three (3) students
 - Two (2) faculty members
- c. The general guidelines in addition to the rules shall guide the games:
1. The teams shall be in the venue 10 minutes before the game.
 2. The games shall be divided into four (4) rounds including the fast money round.
 3. The team with the highest overall score will be the champion of the game, so on and so forth.



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B. GAME RULES

1. 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 the Family Feud game while encouraging fair play and sportsmanship among all
2. participants. The Wizards' Cup Family Feud competition shall comply to the following regulations:

i. Game Mechanics

1. Survey questions shall be discussed between all student councils, and all surveys will be conducted between student council members to determine the ranking of answers.
2. All survey questions shall be appropriate for all age groups and shall be educational by nature and/or related to Mapúa Malayan Colleges Laguna.



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3. Representatives from each team face off to answer the survey question of the specified round. Whichever representative raises their hand first gets to answer. If the first answer is not in the answer board or not the top answer, the opposing representative is given the chance to answer the same question. The team representative with the highest point is given the choice to pass or play.
4. If the representatives fail to give an answer that is on the board then the host will take turns asking the team members. The team member that gives an answer with the highest point is given the choice to pass or play.
5. If the representative or team member chooses to play, their team must give different answers to the question.
6. If the representative or team member chooses to pass, the opposing team must give different answers to the question.



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7. In the scenario that a team member fails to give an answer within the time limit or the answer is not in the board then they will get one (1) strike.
8. If a team gets three (3) strikes, the opposing team can steal their accumulated points if they give an answer that is on the board. If the opposing team cannot give an answer on the board then the playing team gets to keep their points.
9. The team with the highest points by the end of the third round gets to play a fast money round.
10. During the fast money round, the winning team selects two (2) representatives to answer the survey questions.

b. Rulebook

- a. Players must give unique answers that are in the answer board.
- b. Answers in the answer board must come from random individuals that are not connected to any of the players.
- c. If two teams are tied up for any winning placement, both teams will enter the tie-breaker round.



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C. POINT VALUES AND CATEGORIES OF WINNERS

a. Categories of Winners

- i. Champion
- ii. First Runner Up
- iii. Second Runner Up

b. Scoring System

- First Round
 1. Each correct answer is worth the points stated on the answer board.
- Second Round
 2. Each correct answer is worth double the points stated on the answer board.
- Third Round
 3. Each correct answer is worth triple the points stated on the answer board.



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- Fast Money Round
 - a. Two (2) representatives will be chosen from the winning team and must take turns to answer five (5) survey questions.
 - b. Answers must not be the same.
 - c. Each correct answer is worth the points as stated on the answer board.
 - d. The representatives of the team must reach a combined total of 200 points to win the game.
- Tie-Breaker Round
 - a. The first team to buzz in and give the correct answer wins the tie-breaker round and will be considered the champion of the game.



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1. PENALTIES AND VIOLATIONS

a. Team Violations Clause

i. **Lack of players.** If the number of members does not reach five people.

1. **Penalty.** Disqualification.

ii. **No Show.** If the team does not show up for their scheduled match.

1. **Penalty.** Disqualification.

b. Game Violations Clause

i. **Coaching.** Players must not seek the help of other individuals during the duration of the games.

1. **Penalty.** Disqualification.

ii. **Cheating.** Players must exercise honesty and integrity and must not engage in cheating in any shape or form.

1. **Audience Coaching.** Players cannot communicate with each other or receive assistance from the audience during the game. This includes using gestures, signals, or other forms of nonverbal communication.

2. **Internet Surfing.** Players are not allowed to use external resources to find the answers to survey questions. This includes using search engines, online databases, or any other form of internet research.



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E. INTERRUPTIONS

a. In the case of any unforeseen interruptions such as technical difficulties, the players of each team are requested to wait patiently in the venue until the game can continue.

F. EQUIPMENT RIDER

1. Survey data.
2. One (1) answer board.
3. One (1) electronic timer.