



Republic of the Philippines
Department of Education

11 APR 2017

DepEd MEMORANDUM
No. **78** s. 2017

**2017 PALARONG PAMBANSA ORGANIZATION, GENERAL INFORMATION
AND TECHNICAL GUIDELINES**

To: Undersecretaries
Assistant Secretaries
Bureau and Service Directors
Regional Directors
Schools Division Superintendents
Public and Private Elementary and Secondary Schools Heads
All Others Concerned

1. In line with the staging of the **2017 Palarong Pambansa** which will be held in the Municipality of San Jose de Buenavista, Antique from April 23 to 29, 2017, enclosed is the *Palarong Pambansa Board Memorandum No. 01* entitled *2017 Palarong Pambansa Organization, General Information and Technical Guidelines* signed by the *Palarong Pambansa Board Secretary-General, Assistant Secretary Tonisito M.C. Umali, Esq.*
2. For more information, all concerned may contact the **Bureau of Learner Support Services-School Sports Division (BLSS-SSD)**, 3rd Floor, Bonifacio Bldg., Department of Education (DepEd) Central Office, DepEd Complex, Meralco Avenue, Pasig City at telephone no. (02) 632-0260.
3. Immediate dissemination of this Memorandum is desired.


LEONOR MAGTOLIS BRIONES
Secretary

Encl.:

As stated

References:

DepEd Memorandum Nos.: 156; and 225, s. 2016

DepEd Order Nos.: 53, s. 2003; and 40, s. 2012

To be indicated in the Perpetual Index
under the following subjects:

ATHLETICS
COMPLAINT
PUPILS
SPORTS

COMMITTEES
OFFICIALS
RULES AND REGULATIONS
STUDENTS



Republic of the Philippines
Department of Education
PALARONG PAMBANSA BOARD
School Sports Division
3/F Mabini Bldg. DepEd Complex, Meralco Avenue, Pasig City



Office of the Secretary-General

PALARONG PAMBANSA MEMORANDUM
No. 01, s. 2017

**2017 PALARONG PAMBANSA ORGANIZATION, GENERAL INFORMATION
AND TECHNICAL GUIDELINES**

To : Undersecretaries
Assistant Secretaries
Regional Secretary, ARMM
Bureau and Service Directors
Regional Directors
Schools Division Superintendents
Heads, Public Elementary and Secondary Schools
All Others Concerned

1. Pursuant to Sections 6, 8, 9, and 10 of Rule II of the Implementing Rules and Regulations (IRR) of RA 10588, the Department of Education, through the Palarong Pambansa Board and Secretariat shall conduct the **2017 Palarong Pambansa** with the theme “*2017 Palarong Pambansa: Converges Youth Power, Builds Sustainable Future*” to be held on April 23-29, 2017 at the Binirayan Sports Complex, Municipality of San Jose de Buenavista, Province of Antique.
2. This shall be hosted by the local governments of the Province of Antique, and Municipality of San Jose de Buenavista, Antique together with DepEd Regional Office VI and Schools Division Office of Antique Province.
3. Consistent with the aforementioned IRR and in relation to Palarong Pambansa Board Resolution No. 2017- 004 entitled, “Creation of the Permanent Working Committees of the Palarong Pambansa,” attached is the list of the duly constituted permanent working committees and the respective Chairpersons and members (Enclosure No. 1).
4. The schedule of activities is as follows:

Activity	Date	Venue
Screening and Accreditation of Athletes who will Represent their Respective Regions	February to March 31, 2017	Regional Offices
Registration of All Members of the Permanent Working Committees and Technical Officials	April 19, 2017	St. Anthony’s College, San Jose Buenavista, Antique

Refresher Course for All Officiating Officials (n.b. see item no. 12 for schedule of other sports)	April 20-21, 2017	St. Anthony's College, San Jose Buenavista, Antique (Covered Court) and at different playing venues
Solidarity Meeting (n.b. see item no. 12 for schedule of other sports)	April 22, 2017	St. Anthony's College, San Jose Buenavista, Antique (Covered Court)
Opening Program	April 23, 2017	Binirayan Sports Complex, San Jose Buenavista, Antique
Competition Proper	April 24-28, 2017	Respective Playing Venues (Enclosure No. 4)
Closing Program	April 29, 2017	Binirayan Sports Complex San Jose Buenavista, Antique,

5. All selected DepEd officiating officials are required to attend the opening and closing programs and the Refresher Course. Those who fail to register and attend the Refresher Course shall be replaced by the Technical Management Committee following the criteria set forth in the selection of officiating officials.

6. The following documents shall be presented by the selected officiating officials upon registration:

- a. Authority to Travel documents
 - a.1 For DepEd employees – approved travel authority duly signed by their respective heads of office;
 - a.2 For National Sports Association (NSA) members – official letter from the Association President or Secretary General (or any NSA duly authorized official) authorizing their participation;
 - a.3 For those coming from Host Local Government Unit (LGU) – letter endorsement from the Local Chief Executive or City/Provincial Administrator or authorized official in charge of 2017 Palarong Pambansa;
 - a.4 For Philippine Sports Commission (PSC) employees – official Travel Order from the PSC Executive Director;
- b. Two (2) recent 2" x 2" ID pictures; and
- c. Medical certificate from government physician certifying that he/she is physically fit and able to serve during the Palaro.

Failure to submit all abovementioned documents shall be a ground for denial of registration.

7. The *Olympic Medal System* shall be applied to determine the overall champion and rankings. Hence, ranking shall be based on the total number of gold, silver and bronze medals to be contested by the sports event as provided in Enclosure No. 5.

8. The following may be given cash incentives subject to the availability of funds:

- a. *Palaro medalists and new record holders* in regular sports events including the top three winners in the Special Games;

- b. *Technical officials and other personnel who served in the conduct of the 2017 Palarong Pambansa; and*
- c. *Clean, Green and Eco-Friendly Palaro winners.*

Cash incentives may be supplemented from the proceeds of the solicitation from various sponsors.

9. On top of the allowable expenses to be given to all members of the TMA Committee and their various management working committees, an additional supplemental allowance to cover the cost of bottled mineral water, toiletries, medicines, and other related types of expenses is hereby authorized subject to the accounting and auditing rules and regulations.

10. Consistent with DepEd’s existing policies and guidelines in resolving *protest on game technicalities* of any sports event and *protest on eligibility*, complaints should be in written form, duly affidavits of witnesses and/or evidence to support the same *and shall be filed before the start of the second game of the concerned team.*

11. Transportation expenses of all members of the national TMA committees and their respective working groups and technical officials from their respective stations/offices to San Jose de Buenavista, Antique Province and back shall be charged to DepEd Palaro funds, subject to the usual accounting and auditing rules and regulations. They shall also be provided meal allowance during their actual official stay. **All Officers and members of the TMA must use the most economical and austere means of transportation.**

12. The following are additional informations in connection with the different sports events:

- a. Football competitions shall be from April 21 to 29, 2017
- b. Gymnastics competitions shall be from April 21 to 25, 2017; Dancesports on April 26, 2017; and Basketball semi-finals and finals shall be from April 27 to 29, 2017 at Binirayan Gymnasium, San Jose de Buenavista, Antique.
- c. Sepak Takraw and Softball competitions shall commence on April 23, 2017.
- d. Solidarity Meeting and Refresher Course of Football and Gymnastics is on April 19-20, 2017.
- e. Training course for coaches and officiating officials for Aerobic Gymnastics shall be on April 20-21, 2017; Dancesports shall be on April 24-25, 2017, 9:00am to 5pm at Antique State University; and Pencak Silat shall be on April 20-21, 2017. Venue for Aerobic Gymnastics and Pencak Silat will be announced later. Regions are enjoined to send at least three (3) representatives preferably PE teachers to attend the seminar.
- f. Billiard, Futsal, Wushu, Wrestling, and Sepak Takraw Girls are included as regular sports.
- g. Walkathon shall be included as demonstration event in Athletics.

13. Dancesports, Pencak Silat, and Aerobics Gymnastics are this year’s additional sports events to be played as demonstration sports. As such, medals awarded shall not be included in the count of medals earned by the regional delegation for the determination of general championship.

14. The breakdown of composition of a team in the three demonstration sports are as follows:

SPORT	GENDER	ELEMENTARY				SECONDARY				TOTAL
		Athlete	Coach	Asst. Coach	Chaperon	Athlete	Coach	Asst. Coach	Chaperon	
Dancesports	Boy	2				2	1		1	6

	Girl	2				2				4
Pencak Silat	Boy					2	1		1	4
	Girl					2				2
Aerogymnastics	Boy/ Girl	3	1							
TOTAL		7	1			8	2		2	20

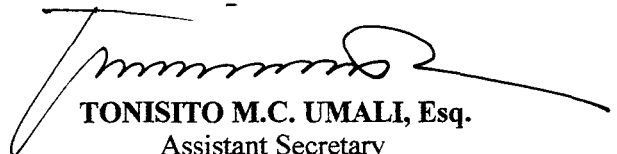
15. School officials and teachers who will serve in the 2017 Palarong Pambansa as accredited technical officiating officials or members of the different national and regional working committees shall be granted *vacation leave credits* pursuant to the provisions of DepEd Order No. 53 s. 2003 entitled "Updated Guidelines on Grant of Vacation Service Credits to Teachers."

16. All regions shall adhere to the provisions of DepEd Order No. 40, s. 2012 entitled, "DepEd Child Protection Policy." Hence, all regional delegation officials shall be held responsible for the protection, welfare, and safety of their pupil/student-athletes. In addition, each of the DepEd ROs shall provide medical insurance coverage for its respective delegation.

17. The following documents are enclosed for reference.

- Enclosure No. 1 List of Members of the Technical Management and Administration and the Different Working Committees
- Enclosure No. 2 List of Technical Officiating Officials
- Enclosure No. 3 Technical Guidelines of the Different Sports Events including Demonstration Sports and Special Games
- Enclosure No. 4 List of Playing Venues
- Enclosure No. 5 List of Billeting Schools
- Enclosure No. 6 Number of Medals to be contested by Sports Event

18. Immediate dissemination of this Memorandum is desired.


TONISITO M.C. UMALI, Esq.
 Assistant Secretary
 Secretary-General

(Enclosure No. 1 to Palarong Pambansa Memorandum No. 1, s. 2017)

ORGANIZATIONAL STRUCTURE
2017 PALARONG PAMBANSA
 April 23-29, 2017

Palarong Pambansa Board

Chairman : DepEd Secretary Leonor Magtolis Briones
 Secretary-General : DepEd Assistant Secretary Tonisito M.C. Umali, Esq.
 Members : DepEd Undersecretary Alberto T. Muyot
 DepEd Undersecretary Jesus Lorenzo R. Mateo
 DepEd Undersecretary Annalyn M. Sevilla
 DepEd Undersecretary Alain Del B. Pascua
 DepEd Assistant Secretary Atty. Nepomuceno A. Malaluan
 DepEd Assistant Secretary Revsee A. Escobedo
 PSC Chairman William I. Ramirez
 DILG Undersecretary Emily O. Padilla

Technical Management and Administration

Chairman : Asec. Tonisito M.C. Umali, Esq.
 Vice-Chairmen : PSC Commissioner Charles Raymond A. Maxey
 DILG Undersecretary Emily O. Padilla
 Secretary : Dir. Rizalino Jose T. Rosales
 Executive-Director : Mr. Cesar S. Abalon
 Deputy Executive Director : Atty. Arthur Lastimoso (Host LGU)
 Members : Ms. Marivic B. Tolitol
 Ms. Jessica Elizabeth S. Brillantes
 Ms. Ma. Liza B. Lloren
 Ms. Rhodora C. Arsenio
 Mr. Jason R. Razal
 Mr. Milfred Dano

The Management Working Committees

1. Technical Management Committee			
Chairman	-	Mr. Cesar S. Abalon	- SSD
Vice-Chairman	-	Ms. Marivic B. Tolitol	- SSD
Operation Officer	-	Mr. Jason R. Razal	- SSD
Executive Secretary	-	Ms. Ma. Liza B. Lloren	- SSD
2. Technical and Games Advisory Committee			
Over-all-Coordinator	-	Ms. Marivic B. Tolitol	- SSD
Chairman	-	Dr. Amelita C. Pitalgo	- Reg. VI
	-	Dr. Darius C. Nieto	- Reg. I
	-	Dr. Joselito L. Narag	- Reg. II
	-	Mr. Sammy P. Sampang	- Reg. III
	-	Ms. Pacita Q. Lungcay	- Reg. IV-A
	-	Mr. Esmeraldo G. Lalo	- Reg. IV-B
	-	Dr. Luz C. Jandayan	- Reg. VII
	-	Engr. Ronald C. Asis	- Reg. V
	-	Dr. Cesar P. Verunque	- Reg. VIII
	-	Dr. Eugenio B. Penales	- Reg. IX
	-	Dr. Raymund S. Antolo	- Reg. X
	-	Dr. Antonio R. Pasquito, Jr.	- Reg. XI
	-	Mr. Magdaleno C. Duhilag, Jr.	- Reg. XII
	-	Dr. Taya L. Aplal	- ARMM
	-	Mr. Bernard C. Abellana	- Caraga
	-	Dr. Agustin B. Gumuwang	- CAR

CA

	-	Dr. Jocelyn V. Marcial	-	NCR
	-	Mr. Adolf Aguilar	-	NIR
3. Tournament Management				
<i>Tournament Managers:</i>				
Regular Sports:				
Over-all Supervisor	-	Mr. Jason R. Razal	-	SSD
Archery	-	Ms. Mildred M. De Leon	-	Reg. IV-A – PANNA
Arnis	-	Mr. Al G. Pelgone	-	Reg. V
Athletics	-	Mr. Virgilio P. Padilla	-	Reg. I
Badminton	-	Mr. Jason R. Razal	-	SSD
Baseball	-	Mr. Giselo E. Ulep	-	Reg. I
Basketball	-	Mr. Edilberto R. Abalos	-	Reg. I
Billiard	-	Mr. Jofran Nyl G. Tupas	-	NIR
Boxing	-	Mr. Maximo D. Abalos	-	NCR – ABAP
	-	Ms. Carina Picson	-	ABAP
Chess	-	Mr. Romeo G. Espiritu, Jr.	-	Reg. III
Football	-	Mr. Rufino B. Arellano	-	Reg. V
Futsal	-	Mr. Neri Godilano	-	Reg. VI
Gymnastics				
MAG	-	Mr. Julius A. Arandia	-	Reg. V
WAG	-	Ms. Amelia Bergonia	-	Reg. II
RG	-	Ms. Divina O. Beren	-	NCR
Sepak Takraw	-	Mr. Lolito A. Makiramdam	-	Reg. IV-A
Softball	-	Mr. Paulo M. Tabirara	-	NCR
Swimming	-	Mr. Leo Angelo A. Sanchez	-	ARMM
Table Tennis	-	Mr. Alfredo AM. Camacho III	-	Reg. IV-B – TATAP
Taekwondo	-	Mr. Harny Tabuada	-	Reg. IV-B
Technical Adviser	-	Mr. Mario Frigillana	-	Reg. IV-B
Tennis	-	Mr. Apolinario R. Aldama	-	Reg. III
Wrestling	-	Mr. Victor A. Pinlac	-	NCR
Wushu	-	Ms. Dani Kei D. Basilio	-	Reg. VI -
Volleyball	-	Mr. Nestor L. Bello	-	NCR
ParaGames	-	Mr. Dennis G. Esta	-	PHILSPADA
Demonstration Sports:				
Dancesport	-	Ms. Ana Dulce Yango	-	DSCP
Pencak Silat	-	Dr. Lino Baldevarona	-	NSA
Aerobic Gymnastics	-	Ms. Anna Lou M. Carreon	-	NCR – GAP
<i>Tournament Secretaries:</i>				
Regular Sports:				
Over-all Supervisor	-	Mr. Manuel Bernardino	-	
Archery	-	Mr. Amaro F. Galvez	-	Usec for Reg'l Operations
Arnis	-	Mr. Ronaldo B. Cleofe	-	PMS
Athletics	-	Mr. Allan Bedaña	-	Accounting Div.
Badminton	-	Mr. Antonio Pescadera	-	ARMM
Baseball	-	Mr. Mike Mariano	-	EFD
Basketball	-	Mr. Nicolas Collamat	-	Accounting Div.
Billiard	-	Mr. Mark Anthony Magtibay	-	Accounting Div.
Boxing	-	Mr. Robert Macasil	-	Legal Division
Chess	-	Mr. Joselito Asi	-	BLR
Football	-	Mr. Fernando Flores	-	NSA
Futsal	-	Mr. Nelson Bugais	-	Asset Management
Gymnastics	-	Mr. Fernando Revota	-	DepEd Coop.
Sepak Takraw	-	Mr. Manuel Bernardino	-	NSA
Softball	-	Mr. Lexter Tomelden	-	Budget Div.
Swimming	-	Mr. Esteban D. Boncan	-	Accounting Div.

CA

Taekwondo	-	Mr. Randy Lactaoen	-	Records Div.
Table Tennis	-	Mr. Alejandro Ocampo	-	Accounting Div.
Tennis	-	Mr. Robertson M. Tuliao, Jr.	-	Asset Management Div.
Wrestling	-	Mr. Allan M. Maling	-	GSD
Wushu	-	Mr. Philip Mark Cauba	-	Accounting Div.
Volleyball	-	Mr. Edward M. Ortillo	-	Accounting Div.
Demonstration Sports:				
Dancesports	-	Ms. Merlita Palattao	-	NSA
Pencak Silat	-	Mr. Gerry S. Gasmin	-	EFD
Aerobic Gymnastics	-	Ms. Ailene Grace D. Santos	-	Reg. III
4. Finance Committee				
Chairman	-	Dir. Armando C. Ruiz	-	Ofc. of Dir. for Finance
Co-Chairs	-	Ms. Rhunna L. Catalan	-	Accounting Div.
	-	Mr. Selwyn C. Briones	-	Budget Div.
	-	Ms. Sonia R. De Leon	-	Cash Div.
Accountants	-	Ms. Melyn Dionela	-	Accounting Div.
	-	Ms. Cholita F. Tiong	-	Accounting Div.
	-	Ms. Mary Ann Cherry P. Silla	-	Accounting Div.
	-	Ms. Mariel Rivera	-	Accounting Div.
	-	Ms. Aurora Vargas	-	Accounting Div.
	-	Ms. Elizabeth dela Cruz	-	Accounting Div.
Budget Officers	-	Ms. Belen D. Demonteverde	-	Budget Div.
	-	Ms. Victoria S. Daoang	-	Budget Div.
Disbursing Officers	-	Ms. Irene D. Millo	-	Cash Div.
	-	Ms. Peachy G. Arañez	-	Cash Div.
	-	Mr. Gene Patrick G. Morales	-	Cash Div.
5. Marketing, Communication and Media Information				
Chairman	-	Asec. G.H. S. Ambat	-	OSEC
Members	-	Ms. Blanquita Dolores D. Bautista	-	Communication Unit
	-	Mr. Lawrence D. Cruz	-	Communication Unit
	-	Ma. Antonette V. Vasquez	-	Communication Unit
	-	Ms. Kathryn A. Cruz	-	Communication Unit
6. Procurement				
Chairman	-	Dir. Aida N. Carpennero	-	Procurement Service
Member:	-	Ma. Teresa S. Fulgar	-	BAC
7. Supplies and Equipment				
Chairman	-	Dir. Robert M. Agustin	-	Admin. Service
Co-Chair	-	Ms. Maritess L. Ablay	-	Asset Management Div.
Equipment Group	-	Mr. Billy V. Vega	-	Asset Management Div.
	-	Mr. Jerald John M. Dikitanan	-	Asset Management Div.
	-	Mr. Dennis Allan B. Cruz	-	Asset Management Div.
	-	Mr. John Clark P. Taguinod	-	Asset Management Div.
Supply Group	-	Ms. Shirley D. Guiang	-	Asset Management Div.
	-	Ms. Conchita P. Bermillo	-	Ofc. of Asec for Finance
	-	Ms. Cristina C. Raposa	-	Ofc. of Usec for Finance
	-	Ms. Leslie Rose S. Lontok	-	Admin. Div.
Inspectorate	-	Ms. Susan D. Ortillo	-	Accounting Div.
	-	Mr. Antonio Tan	-	PMS
8. Games Result, Communication and Documentation				
Chairman	-	Mr. Deogracias Genito, Jr.	-	EMIS Div.
Co-Chair	-	Mr. Lemuel C. Valles	-	PAS-PD
Web Posting Officers	-	Mr. Christopher T. Frusa	-	Div. Of South Cotabato
	-	Mr. John Gregory Jabido	-	Div. Of Koronadal City
	-	Mr. Ronie Almia	-	Div. Of Cotabato City
	-	Mr. Edwin Gomez	-	Cash Div.
	-	Mr. John T. Dispo	-	EMIS Div.
	-	Mr. Mario Valenton	-	ICTS

CM

	- Mr. Ronie Almia	- Div. Of Cotabato City
	- Mr. Edwin Gomez	- Cash Div.
	- Mr. John T. Dispo	- EMIS Div.
	- Mr. Mario Valenton	- ICTS
Validators	- Mr. Roy Soldevilla	- Reg. VI
	- Mr. Michael Apuhin	- Reg. VI
	- Ms. Lorelie Ramos	- NCR
	- Ms. Marlyn Erasmo	- NCR
	- Mr. Cesar Gonzales	- NCR
	- Mr. Rolando Azue	- Reg. VI
Record Officers	- Mr. Christopher Fortaleza	- ICTS
	- Mr. Crispin de Dios	- Accounting Div.
	- Ms. Jennifer Jalova	- FMS
Reproduction		
Team Leader	- Mr. Carlito C. Barit	- PAS-PD
Members	- Mr. Raymund Owit	- PAS-PD
	- Mr. Arnel T. Gurubat	- PAS-PD
9. ParaGames Coordinating Committee		
Chairman	- Ms. Jessica Elizabeth S. Brillantes	- SSD
Assesment and Classification	- Mr. Dennis G. Esta	- PHILSPADA-NPC
	- Mr. Crisanto Santos	- Reg. III (Athletics)
	- Mr. Angelito Torres	- Reg. III
Technical Committee	- Ms. Ethel Tan	- PHILSPADA (Bocce)
	- Mr. Gerald Jasper L. Abalon	- NCR (Bocce)
	- Mr. Alfredo Rey Estacion	- PHILSPADA (Goal Ball)
	- Mr. Marvin Miranda	- Reg. IV-A
	- Mr. Joel Deriada	- PHILSPADA (Athletics)
	- Mr. Ernie Candelario	- PHILSPADA
Records, Documentation and Results	- Mr. Karlo Vicente Medina	- Dtxt AC
	- Ms. Michelle Dionisio	- Asec for Finance
	- Local Representative	- Reg. VI
10. National Screening and Accreditation Committee		
Chairman	- Atty. Cornelio A. Pacala	- Investigation Division
Co-Chair	- Mr. Jamaica G. Rangiris	- Investigation Division
Members	- Dr. Rainerio U. Reyes	- Reg. IV-A
	- Dr. Rene S. Surio	- Reg. VIII
	- Dra. Annaliza Araojo	- Reg. IV-A
	- Atty. Howard Chan	- Reg. I
	- Mr. Denis M. Agbayani	- Reg. II
	- Mr. Emerito C. Nicdao	- Reg. III
	- Atty. Anthony A. Wooden, Jr.	- Reg. IV-A
	- Dr. Jeanette V. Martinez	- Reg. IV-B
	- Dr. Ma. Rosalia Vivien Maninang	- Reg. V
	- Dr. Ervin V. Banza	- Reg. VI
	- Dr. Adeline C. Luarez	- Reg. VII
	- Mr. Ruben E. Paylado	- Reg. VIII
	- Mr. Nelson S. Lasagas	- Reg. IX
	- Mr. Rogelio C. Evangelista	- Reg. X
	- Dr. George N. Wong	- Reg. XI
	- Atty. Nelyn B. Frinal	- Reg. XII
	- Mr. Demosthenes J. Quinal	- Caraga
	- Mr. Cresencio T. Gamay	- CAR
	- Mr. Angel L. Agang	- ARMM
	- Mr. Buddy Arcangel	- NCR

cm

	-	Dr. Roselyn G. Lanuza	-	NIR
Secretariat	-	Mr. Jeremiah D. Gumboc	-	Planning Div.
	-	Mr. Joel M. Faustino	-	OUPEL
	-	Mr. Loreto P. Virgo, Jr.	-	Accounting Div.
	-	Mr. Dante L. Raposa	-	OSEC
	-	Ms. Jonnalyn K. Ngadao	-	Investigation Div.
11. Administrative Support and Services				
Chairman	-	Ms. Rhodora C. Arsenio	-	SSD
Co-Chair	-	Ms. Jessica Elizabeth S. Brillantes	-	SSD
Registration/ Accommodation	-	Ms. Emerita G. Peralta	-	Accounting Div.
	-	Ms. Carissa Sumulat	-	Ofc. of Asec. for Legislative Affairs/Partnerships and External Linkages, and Ssports
	-	Ms. Glory Juvy Besa	-	Ofc. of Asec. for Legislative Affairs/Partnerships and External Linkages, and Ssports
	-	Ms. Milagros Aguihap	-	Legal Div.
	-	Mr. Danilo Tribiana	-	Records Div.
	-	Mr. Elmer C. Moreno	-	BHROD
Gallery of Athletes				
Team Leader	-	Ms. Cecilia R. Mendiola	-	CAO
	-	Mr. Ariel Apanay	-	Technical Service
	-	Mr. Celestino Espejon	-	Ofc. of Asec. for Legislative Affairs/Partnerships and External Linkages, and Ssports
	-	Ms. Carmen Rillones	-	External Affairs
VIPs/Guests				
Team Leader	-	Ms. Rhea Melad	-	Ofc. of Asec. for Legislative Affairs/Partnerships and External Linkages, and Ssports
	-	Ms. Natividad P. Danao	-	Legal Division
	-	Jan Levi M. Nogoy	-	Ofc. of Asec. for Legislative Affairs/Partnerships and External Linkages, and Ssports
	-	Ms. Vivienne Magpayo	-	Ofc. of Asec. for Legislative Affairs/Partnerships and External Linkages, and Ssports
	-	Ms. Caroline Labraque	-	OSEC
Medical	-	Dra. Ma. Corazon Dumlaog	-	School Health Div.
	-	Ms. Girlie Azurin	-	School Health Div.
	-	Local Representative	-	Reg. VI
Transportation				
Team Leader	-	Mr. Nilo G. Sabandal	-	Ofc. of Asec. for Legislative Affairs/Partnerships and External Linkages, and Ssports
Members	-	Mr. Gerardo C. Domingo	-	GSD
	-	Mr. Rodrigo A. Maur	-	OSEC
	-	Mr. Rodolfo Fortaleza	-	OSEC
	-	Mr. Arnold Mondejar	-	OSEC
	-	Mr. Victor Gacula	-	GSD
	-	Mr. Fermin Monteflor	-	Reg. VI
Awards and Ceremonies				
Team Leader	-	Dr. Yolanda M. Gonzales	-	Reg. III
Members	-	Ms. Amelita C. Buce	-	OSEC
	-	Ms. Agnes T. Canlas	-	Reg. III
	-	Ms. Veronica C. Belles	-	PPD
	-	Ms. Jaynelyn D. Flores	-	Budget Div.

	-	Ms. Jennilyn C. Domingo	-	Personnel Div.
	-	Ms. Editha C. Hernandez	-	Budget Div.
	-	Ms. Ma. Bella Caballa	-	COA
Announcers	-	Mr. Samuel Malayo	-	COA
	-	Ms. Mary Ann Pinuela	-	Reg. VI
	-	Ms. Noreen dela Rosa	-	Reg. VI
	-	Ms. Dream Rose Malayo	-	Reg. VI
	-	Mr. Russel Maulion	-	Reg. VI
Athletes Incentives/Insurance	-	Ms. Victoria L. Abalon	-	Personnel Div.
	-	Ms. Ma. Dolores R. Palacol	-	Accounting Div.
Security				
Team Leader	-	Mr. Ricardo C. Sison	-	GSD
	-	Mr. Mateo N. Campos	-	GSD
		Mr. Rolito C. Tayco	-	GSD
	-	Mr. Marvic Huelar	-	GSD
	-	Mr. Marjohn Abang	-	GSD
	-	Mr. Mark Baniguen	-	GSD
Video/Camera Operators	-	Mr. Pio Alcantara	-	PAS-PD
	-	Mr. Manuelito Santos	-	PAS-PD
Documentation Team	-	Ms. Angeli Jane Blanco	-	PAS-PD
	-	Mr. Ruben Britania, JR.	-	PAS-PD
	-	Ms. Joy Basilio	-	PAS-PD
	-	Mr. Jericho Bilaran	-	PAS-PD
	-	Mr. Oniel De Leon	-	PAS-PD
	-	Ms. Mcvie Kristine Orsia	-	PAS-PD
Custodian of Supplies & Equipment				
Team Leader	-	Mr. Carlos G. Bacay, Jr.	-	SSD
Members	-	Mr. Edwin Escalante	-	Reg. IV-A
	-	Mr. Honorato Mondejar	-	GSD
PSC Counterpart	-	Mr. Norberto C. Dinglasan	-	PSC
	-	Mr. Warren R. Gabriel	-	PSC
Touch Pad Operators	-	Mr. Roldan Sadsad	-	PSC
	-	Mr. Leonilo Batac	-	PSC
	-	Mr. Fernando Carlos	-	PSC
	-	Mr. Eduardo Montalban	-	PSC
Gymnastics Equipment	-	Mr. Reuben Britaña	-	PSC
	-	Mr. Rafael Eder	-	PSC
	-	Mr. Leo Goboli	-	PSC
Taraflex	-	Mr. Jusel Rabino	-	PSC
Billeting and Playing Venue				
	-	Arch. Noel Elnar	-	PSC
	-	Mr. Oscar Papelira Jr.	-	PSC
	-	Mr. Gerry Maneclang	-	PSC
12. Jury of Appeals				
Chairman	-	Atty. Domingo B. Alidon	-	Legal Division
Co-Chair	-	Atty. Ariz D. Cawilan	-	NCR
Consultant	-	Atty. Jose Mario M. Macarilay	-	Legal Div.
Secretary	-	Dr. Basilio Mana-ay	-	Reg. XI
Members	-	Dr. Vivian G. Ginete	-	Reg. VII
	-	Mr. Philip Santos	-	Reg. II
	-	Dr. Noemi M. Bellosillo	-	NCR
	-	Dr. Arlene dela Vega	-	Reg. IV-B
	-	Dr. Danny Cordova	-	Reg. IX
	-	Ms. Dafroza Zagala	-	NCR

13. Evaluation and Clean, Green, Organized and Eco-Friendly			
Over-all Coordinator	-	Ms. Ma. Liza B. Lloren	- SSD
i. Palarong Pambansa Evaluation Team			
Chairman	-	Dr. Ariel Dagar	- NEAP
Co-Chair	-	Dr. Juan Araojo	- YFD
Members	-	Mr. James Liquigan	- BCD
	-	Ms. Eugenia B. Mendoza	- OSEC
	-	Ms. Edna M. Bulan	- BCD
	-	Ms. Kristine P. Cinco	- Reg. IV-A
	-	Ms. Mila Rebato	- BLR
	-	Ms. Sonia T. Valderosa	- Usec for Finance
	-	Ms. Elizabeth Bermoy	- Reg. VII
	ii. Clean, Green, Organized and Eco-Friendly Team		
Chairman	-	Dir. Ella Cecilia G. Naliponguit	- BLSS
Co-Chair	-	Dr. Ann P. Quizon	- SHD
Members	-	Mr. Ferdinand M. Nuñez	- SHD
	-	Ms. Shirley T. Laurel	- SHD
	-	Ms. Mishelle Somido	- DRMMO
	-	Mr. Trestan Rey Ebare	- DRMMO
	-	Mr. Matteo Bimbao	- Reg. VI
	-	Mr. Rolando Lubo	-
	-	Local Representatives (3)	- Antique Province

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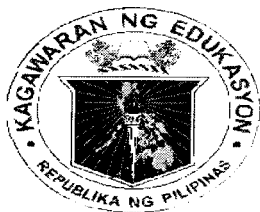
April 23 - 29, 2017

LIST OF OFFICIATING OFFICIALS

ARCHERY

	NAME	DESIGNATION	REGION/NSA
1	MILDRED M. DE LEON	Tournament Manager	IV-A
2	NESTOR A. BULOSAN	Asst. Tournament Manager	NCR
3	AMARO A. GALVEZ, JR.	Tournament Secretary	DepED CO
4	GENEROSE CUYOM	Asst. Tournament Secretary	IV-A
5	ADEL D. FLORES	Chairman – Judge Commission	IV-A
6	LITO M. BICALDO	Member – Judge Commission	V
7	HERACLEO V. PATRIMONIO	Member – Judge Commission	NIR
8	DEMSON F. EUGENIO	Member – Judge Commission	III
9	FEDERICO M. ALMENDARES	Member – Judge Commission	I
10	DENNIS B. TORRE	Director of Shooting	NCR
11	ALLY J. PACENO	Announcer/DJ	NIR
12	FLOBERT ANDAYA	Chief - Scores Committee	
13	MARIVIC MAKADAEG	Encoder	II
14	RYAN R. RAGUERO	Chief Tabulator	V
15	RUBY M. SALVO	Tabulator	X
16	RONALD B. ESPIRITU	Chief - Leader Board Scorer	IV-B
17	NIEVES DOMAL M. TORIBIO	Leader Board Scorer	CAR
18	BERNARD EUGENIO	Chief - Ground Crew/Score Card Handler	XI
19	ROBERTO T. STA. ROSA	Venue Manager	V
20	STEVE E. PACHICO	Tabulator	VII
21	NOLASCO BARAQUEL		IV-B
22	HENRY B. PAJIMOLA		I
23	LORENA SAYO		NCR

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LIST OF OFFICIATING OFFICIALS

ARNIS

NAME	DESIGNATION	REGION/NSA
1 AL P. PELGONE	Tournament Manager	V
2 HADJI M. TEJADA	Asst. Tournament Manager	NCR
3 RICHARD GIALOGO	Tournament Consultant	Arnis Phil
4 RONALDO B. CLEOFE	Tournament Secretary	CO
5 REYNALDO P. OROPESA	Chief Judge / Referee	V
6 MARIVEL C. VARGAS	Chief Records	V
7 MANOLO O. BORROMELO	Chief Equipments	NCR
8 AMADO R. MACAYAN	Judge/Referee	I
9 JESSIE E. BACUYAG	Judge/Referee	II
10 MARILOU G. TUGADE	Judge/Referee	II
11 ARLENE G. REYES	Judge/Referee	III
12 ARDIE P. CORDERO	Judge/Referee	IV-A
13 VICTOR Z. SERENADOR	Judge/Referee	IV-A
14 ZEUS C. ESPILOY	Judge/Referee	V
15 JOVI G. CERCADO	Judge/Referee	VI
16 NOEL B. DACULAN	Judge/Referee	VII
17 DENNIS MATAGUINA	Judge/Referee	VIII
18 FARZANA M. APELUDIN	Judge/Referee	IX
19 DENNIS ACERON	Judge/Referee	X
20 MARGARITA V. DIMALIGALIG	Judge/Referee	XI
21 ELISEO CEZAR L. SEDA	Judge/Referee	XII
22 FERMIA S. BELTRAN	Judge/Referee	CARAGA
23 LEO L. CARIÑO	Judge/Referee	CAR
24 MOHAMAD D. PIGAN	Judge/Referee	ARMM
25 RENANTE K. MAHILUM	Judge/Referee	NIR
26 ANNA LISA G. ESCALO	Judge/Referee	VIII

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ATHLETICS

NAME	DESIGNATION	REGION/NSA
1 VIRGILLO P. PADILLA	Tournament Manager	I
2 REYNALDO RENOMERON	Asst. Tournament Manager	VIII
3 ALLAN G. BEDANA	Tournament Secretary	CO
4 ROSE LABONETE	Asst. Tournament Secretary	CAR
5 ROMEO SOTTO	Throwing referee	PATAFA
6 CLARO PELLOSIS	Track Referee	PATAFA
7 REYNATO UNSO	Technical Consultant	PATAFA
8 JESUS TUBOG	Track Referee	PATAFA
9 NARCISO DASIGAN	Referee	NCR
10 MA. JEANETTE OBIENA	Field Referee	PATAFA
11 BENJAMIN HUMANGIT	Chief Starter	PATAFA
12 ELENITA PUNELAS	Chief Timer	PATAFA
13 APRIL UNSO	Timer	PATAFA
14 MANUEL LOPEZ	Timer	PATAFA
15 GLENA BALUNGAY	Chief Timer and Judge at Finish	PATAFA
16 JOSE WILLIAM ORTIZ	Field (Jumps and Throws)	PATAFA
17 GILBERT PAJARA	Lane Umpire	PATAFA
18 BIENVENIDO CONTAPAY		NCR
19 WILFREDO SERNA	Chief Recorder	XII
20 GRACE COMPLETO	Chief Recorder	X
21 EDGARDO AGUINALDO	Chief Jumps	III
22 ARLAN LISTANCO	Chief Jumps	V
23 VILMA BACANI	Windgauge Operator	I
24 EDGAR CARACAS		I
25 ROMMEL UBALDO	Technical Official	I
26 DEXTER R. DESCARGAR	Technical Official	II
27 DOMINADOR S. GAILA	Technical Official	II
28 EUGENE PAUL CALVAN	Technical Official	III
29 ALCOMTISER C. SANTOS	Technical Official	III
30 ROBINA VENTURINA	Technical Official	III
31 FLORABEL R. BEREDO	Technical Official	IV-A
32 TITA S. DE GALA	Technical Official	IV-A

33	ELMA A. YADAO	Technical Official	IV-B
34	OLIVER BEJASA	Technical Official	IV-B
35	JAY B. MUJAR	Technical Official	V
36	JOEL M. BARASONA	Technical Official	V
37	ROLANDO G. MERENCILLO, JR.	Technical Official	V
38	NOLAN C. YEBRA	Technical Official	V
39	OLAN LISTANCO	Technical Official	V
40	ELISEO F. NAVARRO	Technical Official	VI
41	MARIA EVE N. TUMANAC	Technical Official	VII
42	MAYO BONITO S. VILLARTA	Technical Official	VII
43	ENRIQUE T. ENCISO	Technical Official	VIII
44	LEVI DEL PUERTO	Technical Official	X
45	RICO V. SUMASTRE	Technical Official	X
46	CHERRY L. CABILUNA	Technical Official	X
47	MICHAEL Z. SORIA	Technical Official	NCR
48	MARVEN F. ARLAN	Technical Official	CARAGA
49	EMERSON B. HADSAN	Technical Official	CAR
50	ROLANDO ROSAL	Technical Official	CAR
51	ISIDRO B. DICHOSON	Technical Official	NCR
52	WARREN MACATUBAL	Technical Official	NCR
53	ANTHONY T. CIA	Technical Official	XII
54	SALIK A. SALAIMAN	Technical Official	XII
55	HEINRICH E. HETROSA	Technical Official	NIR



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BADMINTON

	NAME	DESIGNATION	REGION/NSA
1	JASON R. RAZAL	Tournament Manager	SSD/BLSS
2	ROLANDO SELGA	Asst. Tournament Manager	NCR
3	DANILO YUMANG JR.	Asst. Tournament Manager	NCR
4	DR. MA. JANELYN T. FUNDAL	NSA Representative/Assessor	NSA/VI
5	ANTONIO PESCADERA	Tournament Secretary	ARMM
6	VENERANDO ESPIRITU	Tournament Referee	NCR
7	MA. RIZZA QUICOY	Deputy Referee	XI
8	ELMER ARIATE JR.	Deputy Referee	NCR
9	ARIEL RAMIREZ	Venue Manager	V
10	RONALD CAPILI	Match Control Officer	NCR
11	ROWENA MENESES	Match Control Officer	V
12	MARY AVEMIENA BAUTISTA	Match Control Officer	I
13	CHERRY BELLE DEL ROSARIO	Court Official	I
14	SHERWIN SIMANGAN	Court Official	II
15	ROCKY BANATAO	Court Official	II
16	REMEGIO ANTALAN	Court Official	III
17	ANDRES DIONISIO	Court Official	III
18	RANDOLF ABADIER	Court Official	IV-A
19	EDNA CABUHAT	Court Official	IV-B
20	RAMIL PALACIO	Court Official	V
21	ROSANEE REFAMONTE	Court Official	VII
22	WILFREDO MOSONG	Court Official	VIII
23	JOMAR ANIG	Court Official	IX
24	BEN JOHN CABALLERO	Court Official	X
25	REHUEL PABILLAR	Court Official	XI
26	MARCIANO CANILLAS	Court Official	XI
27	ENRIQUE AMARO	Court Official	XI
28	MA. THERESA YANSON	Court Official	XII
29	REY FAMA	Court Official	NIR
30	ROMEO JANE0	Court Official	NIR
31	NOE ESCLABAN	Court Official	NIR
32	LOLITA MANZANO	Court Official	CAR
33	ALWIN REX BARADILLA	Court Official	CARAGA
34	ACHILLES ASID	Court Official	ARMM
35	RICKY TAGARAO	Court Official	NCR
36	SOPHIA FANUGA	Court Official	VI
37	DIODEL JESURA	Court Official	VI

38	LITO TACLAS	Court Official	VI
39	WILLIAM FERNANDEZ	Court Official	VI
40	FELICITO BOCALA	Court Official	VI
41	RICHARD SERAFICA	Court Official	VI
42	FRANCIFEL DUENAS	Court Official	VI
43	JONALYN SOBREDILLA	Court Official	VI
44	JOEFFREY ESPURA	Court Official	VI
45	STEPHEN BLANCA	Court Official	VI
46	KRISTIAN QUINTAYO	Court Official/Coordinator	VI

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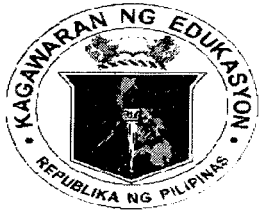
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LIST OF OFFICIATING OFFICIALS

BASEBALL

NAME	DESIGNATION	REGION/NSA
1 GISELO E. ULEP	Tournament Manager	I
2 JOSEFINO B.VIRAY	Asst. Tournament Manager	NCR
3 EDGARDO C. OCAMPO	Asst. Tournament Manager	IV-A
4 MIKE MARIANO	Tournament Secretary	DepED CO
5 JOHN V. ROJO	Coordinator-Elementary	VI
6 RICARDO GICARO	Coordinator-Secondary	VI
7 RICHARD GALINDO	Umpire	I
8 JESSIE CECIL M. MUNAR	Umpire	I
9 LEOBEN D. GALIMA	Umpire	II
10 EFREN L. SANTIAGO	Umpire	II
11 WALTER ESTABILLO	Umpire	III
12 JOEL VASALIO	Umpire	III
13 TERENCE VISPO	Umpire	IV-A
14 JOSELITO P. LINGA	Umpire	IV-B
15 NATHANIEL BADENAS	Umpire	IV-B
16 JOHNIL F. REALUBIT	Umpire	V
17 SALVADOR D. JUNIO	Umpire	V
18 ROMMEL M. ABETO	Umpire	VI
19 SANDY ELAGARIO, JR.	Umpire	VI
20 CHRISTOPHER GUDIA	Umpire	VII
21 LUCIANO INTING	Umpire	VII
22 CHRISTIAN FILEMON	Umpire	VIII
23 RAMMEL M. ABLAT	Umpire	VIII
24 JOENEL CANENCIA	Umpire	IX
25 JASON G. ESPERES	Umpire	IX
26 MARCEL J. TAGALOGON	Umpire	X
27 MARK ANTHONY MACAHILO	Umpire	X
28 JULIUS D. PASTRANA	Umpire	XI
29 ANTHONY LOU MANON-OG	Umpire	XI
30 JUMAR IAN L. TEVES	Umpire	XI
31 JOSE JUDE A. CALLADO	Umpire	XII
32 RONALS VISAYA	Umpire	XII
33 RITCHEL PARENO	Umpire	XII
34 JOEL PAELMAR	Umpire	CARAGA
35 LARRY C. PAYOSALAN	Umpire	CARAGA

36	GLENDA R. CASONO	Umpire	ARMM
37	JACKSON A. CAYAOS	Umpire	CAR
38	EDWARD LIZANDO	Umpire	CAR
39	ALBERT IAN CASUGA	Umpire	NCR
40	ALICE BORJA	Chief Scorer/Recorder	NSA-LLBP
41	CHAI DE GUZMAN	Chief Scorer/Recorder	NSA-LLBP
42	NOEL MARQUEZ	Plate Umpire	NSA-LLBP
43	MARINO S. FRANCISCO	Plate Umpire	NSA-LLBP
44	MYTHCHYL CAMPUNGAN	Plate Umpire	NSA-LLBP
45	ABRAHAM H. LIM	Plate Umpire	NSA-LLBP
46	REY ASTUDILLO	Plate Umpire	NSA-LLBP
47	GLICERIO BINAOHAN	Plate Umpire	NSA-LLBP



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LIST OF OFFICIATING OFFICIALS

BASKETBALL

	NAME	DESIGNATION	REGION/NSA
1	EDILBERTO R. ABALOS	Tournament Manager	DepEd/SBP
2	FERDINAND PASCUAL	Technical Consultant	FIBA/SBP
3	GLENN CORNELIO	FIBA International Referee	FIBA/SBP
4	JOENARD GARCIA	FIBA International Referee	FIBA/SBP
5	RICOR BUARON	FIBA International Referee	FIBA/SBP
6	REYNANTE R. HUFANA	FIBA International Referee	FIBA/SBP/DEPED
7	ALFREDO A. JULIO	Asst. Tournament Manager-Girls	IV-A
8	OSCAR U. SALVADOR	Asst. Tournament Manager - Boys	XI
9	MARIO M. MONTIEL	Asst. Tournament Manager - Elem.	DEBRA/SBP
10	RITO J. MAITEM	Asst. Tournament Mgr-EXTRA 3x3	VIII
11	NICOLAS COLLAMAT	Tournament Secretary	DEPED C.O.
12	VICTOR SUPETLAN	Event Coordinator	VI
13	SANTIAGO MANIQUEZ	Referee	I
14	ALLAN REQUILMAN	Referee	I
15	SAMUEL DE VERA	Referee	NCR
16	WALTER LUMAGUE	Referee	I
17	JAY MONICO L. ALICANDO	Referee	II
18	GERRY TANGAN	Referee	II
19	RUDY PRESENTACION, JR.	Referee	II
20	RITCHELL G. RADA	Referee	III
21	ARMAN MERCADO	Referee	III
22	TELESFORO MILLADO, jr.	Referee	III
23	CHRISTIAN DE LA CRUZ	Referee	III
24	RICALITO PAYAD	Referee	III
25	HENRY DE GUZMAN	Referee	IV-B
26	JASON MARK LARANAN	Referee	IV-B
27	DAN HUBERT FABELLA	Referee	IV-B
28	EREF JOHN AGUADO	Referee	IV-A
29	CARLOS BARAL	Referee	IV-A
30	MICHAEL VALDEZ	Referee	IV-A
31	MIKE ANGELO ESTOPACE	Referee	IV-A
32	MIGUEL MELENDREZ	Referee	IV-A
33	JOEL ARROYO	Referee	V
34	ARNOLD JUMA-OS	Referee	V
35	REY EMMANUEL SOLANO	Referee	VI
36	SUNNY PARDICO	Referee	VI

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37	VAL SHERWIN SAN NI LIWA	Referee	VI
38	BRYAN M. COLILIHAN	Referee	VIII
39	CHRISTOPHER DONAIRE	Referee	VIII
40	JOEL SAAVEDRA	Referee	IX
41	MUNIL A. WAHID	Referee	IX
42	JAYPEE RALPH C. JUMAMOY	Referee	X
43	RAUL A. FUENTES	Referee	X
44	ELYSON B. ELEM	Referee	XII
45	JOSE DE GUZMAN	Referee	CARAGA
46	DANIEL AMBASING	Referee	CAR
47	CEASAR ABELLERA	Referee	CAR
48	JOSELITO CABELLO	Referee	CAR
49	KURT WENDELL PANALAN	Referee	CAR
50	JOSE NOEL P. ROBLES	Referee	NCR
51	ROTER P. GALAY	Referee	NCR
52	ARNOLD RENOBARLES	Referee	NCR
53	JESSE DELA CUESTA	Referee	NCR
54	ORLANDO RED SERRANO III	Referee	NCR
55	BIN-AUF S. JALILUL	Referee	ARMM
56	Roman S. Franco		CAR

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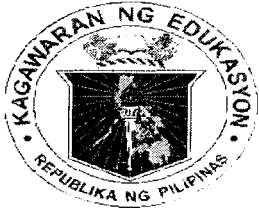
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LIST OF OFFICIATING OFFICIALS

BILLIARD

NAME	DESIGNATION	REGION/NSA
1 JOFRAN NYL G. TUPAS	Tournament Manager	NIR
2 ARTURO R. CALAGO	Asst. Tournament Manager	IX
3 JOHN PAUL CARDENAS	Technical Consultant	NSA
4 MARK MAGTIBAY	Tournament Secretary	DepEd CO
5 FLORO A. SAYANGDA	Technical Official	I
6 NINO A. MEDINA	Technical Official	I
7 JOSELITO D. MAUN	Technical Official	III
8 RONALD MENDIOLA	Technical Official	IV-A
9 ARCADIO BUNCAG	Technical Official	IV-B
10 LIZA J. ALMOND	Technical Official	V
11 ROWELL TJ DURA	Technical Official	V
12 LESLIE C. CASTILLO	Technical Official	VI
13 SOCRATES MARMITA	Technical Official	VIII
14 GIZELLE MAY C. GORNEZ	Technical Official	XI
15 LARRY A. UCOL	Technical Official	XI
16 REY S. RAZ	Technical Official	CARAGA
17 NASSER E. PASANDALAN	Technical Official	ARMM
18 PAUL GAMALIEL AGUILAR	Technical Official	NCR
19 MADISON B. KONG	Technical Official	CAR
20 HERMES DE LA CRUZ	Technical Official	NIR
21 ARTURO F. CALAGO	Technical Official	IX
22 HENRIE J. MACAMILOS	Technical Official	
23 JOANNE V. RODRIGUEZ	Technical Official	
24 DANILO S. SEVILLANO	Technical Official	
25 FLORO A. SAYANGDA	Technical Official	
26 DENNIS LAMBERT G. ZABAT	Technical Official	

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BOXING

	NAME	DESIGNATION	REGION/NSA
1	EDGAR PICSON	Executive Director	ABAP
2	CARINA PICSON	ITO Supervisor	ABAP
3	MAXIMO D. ABALOS	Tournament Manager	NCR-ABAP
4	CILDO D. EVASCO	Asst. Tournament Manager	CAR-ABAP
5	JONATHAN OSCAR JIMENEZ	Asst. Tournament Manager	V-ABAP
6	RAFAEL REYES	Computer Director	ABAP
7	LUDY THERESE T. CERIALES	Evaluator	ABAP
8	ROBERTO MACASIL	Tournament Secretary	DepED
9	DENNIS V. FABIANA	Referee/Judge/Gloves steward	I
10	ALEX M. MAMARIL	Referee/Judge/Gloves steward	I
11	ARSENIO S. CASTRO	Referee/Judge/Gloves steward	III
12	JERWIN D. ARPIA	Referee/Judge/Gloves steward	IV-A
13	GARRY G. MONTEAGUDO	Referee/Judge/Gloves steward	IV-B
14	HAYDEE G. SARMIENTO	Referee/Judge/Gloves steward	IV-B
15	HENRY O. NERVEZA	Referee/Judge/Gloves steward	V
16	AVEGO C. BAGUIO	Referee/Judge/Gloves steward	V
17	EDGAR ESTOYA	Referee/Judge/Gloves steward	VI
18	RANEL TULIVA	Referee/Judge/Gloves steward	VI
19	JONNIFER DULTRO	Referee/Judge/Gloves steward	VII
20	ADEMAR PAMADOR	Referee/Judge/Gloves steward	VII
21	ALVIN M. AZUCENA	Referee/Judge/Gloves steward	VIII
22	REY A. PIEDAD	Referee/Judge/Gloves steward	IX
23	CELSO L. PAGULON	Referee/Judge/Gloves steward	X
24	NATHANIEL A. BALLERDA JR.	Referee/Judge/Gloves steward	XI
25	MARTIN S. SONIDO	Referee/Judge/Gloves steward	VI
26	RHODLIM SACARIO	Referee/Judge/Gloves steward	XII
27	JULIUS BALIGUID	Referee/Judge/Gloves steward	CAR
28	LEONOR L. QUIBAN	Referee/Judge/Gloves steward	CARAGA
29	KRISTINE MORALES	Referee/Judge/Gloves steward	NCR
30	ROSVIC ABETO	Referee/Judge/Gloves steward	NIR
31	MARLOUE PILLE	Referee/Judge/Gloves steward	NIR
32	RAINUDIN DALGAN	Referee/Judge/Gloves steward	ARMM
33	ABUNAWAS SOLAIMAN	Referee/Judge/Gloves steward	ARMM
34	RICARDO M. OLMEDO, JR.	Referee/Judge/Gloves steward	XI

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LIST OF OFFICIATING OFFICIALS

CHESS

NAME	DESIGNATION	REGION/NSA
1 ROMEO G. ESPIRITU	Tournament Manager	III
2 IA/DI JAMES G. INFIESTO	Technical Consultant	FIDE/NCFP
3 IA GENEROSO POLIARCO	Technical Consultant	FIDE/NCFP
4 IA/DI ILANN G. PEREZ	Chief Arbiter	FIDE/NCFP
5 IA/FI WILFREDO D. NERI	Evaluator-Arbiter	FIDE/NCFP
6 FA PATRICK R. LEE	Swiss Manager Programmer/Arbiter	FIDE/NCFP
7 ROMER M. VALENCIA	Asst. Chief Arbiter – Elem.	III
8 JED S. JERMINA	Asst. Chief Arbiter – Sec.	NIR
9 JOSELITO B. ASI	Tournament Secretary	DepEd CO
10 BENNY B. BADUA	Arbiter	III
11 NELSON R. UMALI	Arbiter	IV-A
12 GELYN D. DE CASTRO	Arbiter	IV-A
13 HERARDO F. MANAHAN	Arbiter	IV-B
14 JUN T. UKA	Arbiter	XII
15 EMMANUEL B. GALANZA	Arbiter	IV-A
16 RAMIL COILE PARINGIT	Arbiter	NCR
17 LEONA P. RAZOTE	Arbiter	IV-B
18 PAGLAOM A. STA. MARIA	Arbiter	V
19 RUFINA CREENCIA	Arbiter	CARAGA
20 NEMBROD A. MALIZA	Arbiter	CARAGA
21 ERNIE JUN F. ZAMORA	Arbiter	CARAGA
22 RONALD T. SOLON	Arbiter	IX
23 NICANOR M. OSAN, JR.	Arbiter	VI
24 LEA L. SAPUAN	Arbiter	NIR
25 ROGER RAMOS		II
26 BIENVENIDO DAYANDANTE		V
27 LYDIA AMPO		XI
28 FELIX POLOYAPOY		VII
29 MARVIN VICTORIO		NCR
30 CEZAR MEDIODIA		VI

AM



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LIST OF OFFICIATING OFFICIALS

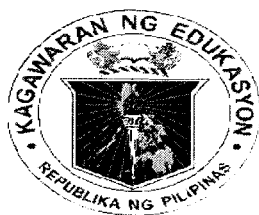
FOOTBALL

NAME	DESIGNATION	REGION/NSA
1 RUFINO B. ARELLANO	Tournament Manager	V
2 ALLEN P. GAGARRA	Asst. Tournament Manager	ARMM
3 VIRGILIO J. IMPERIAL	Technical Official	V
4 DENNIS A. ESTANIEL	Assessor	NIR
5 BAYANI JOSE V. ABAD	Assessor	IX
6 FRAEL U. AQUINO	Assessor	CAR
7 RENE ESPIRITU	Assessor	III
8 FERNANDO FLORES	Consultant	PPF
9 MANUEL S. GULLEM, JR.	Tournament Secretary	V
10 AUTOR ELMER	Technical Official	CARAGA
11 BARRETTO DAX	Technical Official	I
12 CABOT IAN	Technical Official	X
13 DIONGCO MARIANO	Technical Official	NIR
14 DANNY BOY FERNANDEZ	Technical Official	XI
15 LAURON ANGELITO	Technical Official	IX
16 LAYUGUE ANDRIAN	Technical Official	IX
17 ERIC LIM	Technical Official	X
18 JOSE LOZADA	Technical official	XII
19 ROBERT A. RACSA	Technical Official	XI
20 JOHN TORREGOZA	Technical Official	VII
21 LEOGARDO TINOC	Technical Official	VIII
22 JAY RAFOLS	Technical Official	XI
23 TAN MARK	Technical Official	VI
24 TEJANO RUBEN	Technical Official	VII
25 JESSIE GICOVI	Technical Official	VI
26 ROMUALDO M. TIDEN	Technical Official	CAR
27 GERRY PAET	Technical Official	I
28 DIONISIO CASUAWAY	Technical Official	II
29 FROILAN SERRA	Technical Official	II
30 LORENZO DIAMSON	Technical Official	III
31 MESELEMIA PAMINTUAN	Technical Official	III
32 ROMANDIE GIVESES	Technical Official	IV-A
33 JOMEL ROMERO	Technical Official	IV-B
34 ENGELBERT MANGILIT	Technical Official	IV-B
35 GLEN GAUDIANO	Technical Official	NCR

CM

36 NOEL MARQUEZ	Technical Official	NCR
37 JULIUS REBAYA	Technical Official	V
38 DIOBE ARELLANO	Technical Official	V
39 MARK ANTHONY DU	Technical Official	V
40 ARIEL SALVADORA	Technical Official	V
41 RANDY REGULAR	Technical Official	V
42 JOSELITO PAZA	Technical Official	VIII
43 BRENDA SORIO	Technical Official	NCR
44 ROLANDO PRADO	Technical Official	I
45 CEASAR PAGUNSAN	Coordinator	VI





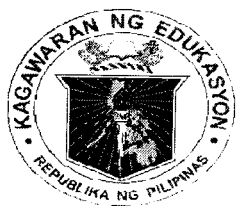
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FUTSAL

	NAME	DESIGNATION	REGION/NSA
1	NERI GODILANO	Tournament Manager	VI
2	PORFERIO J. BARLAS, JR	Technical Consultant	NSA
3	NELSON B. BUGAIS	Tournament secretary	Dep Ed CO
4	ERSON PAOLO B. BALANGUE	Referee	I
5	JOEL S. BARCELO	Referee	III
6	CARLLIX G. EBIO	Referee	IV-A
7	JOSELITO M. ANGELES	Referee	IV-A
8	JUNAL D. ALVAREZ	Referee	V
9	ART A. SILVA	Referee	VI
10	JOURDAN ISAAC T. TANALEON	Referee	VI
11	ROGELIO A. SALDUA, JR.	Referee	VII
12	FRANK RAY G. OMPOY	Referee	VIII
13	ISAGANI B. MANLUZA	Referee	IX
14	KEVIN RONDEL O. YATAN	Referee	XI
15	ROMMEL MADIS	Referee	XII
16	MAMERTO PATRICK DELA TORRE	Referee	NIR
17	VALDAZAN CAPUYAN	Referee	CAR
18	JOSEPH GERARD MALAYA	Referee	IV-B
19	MERLIE T. ACIBAR	Referee	NCR
20	IAN R. DELOS SANTOS	Referee	CARAGA
21	ARNEL BILL LUNA	Referee	ARMM

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
LIST OF OFFICIATING OFFICIALS

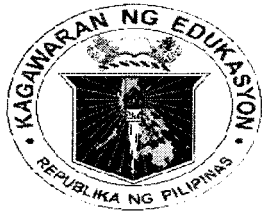
GYMNASTICS

	NAME	DESIGNATION	REGION/NSA
1	JULIUS ARANDIA	Tournament Manager-MAG	V
2	ALEXANDER TOLENTINO	Asst. Tournament Manager-MAG	GAP
3	CELSO MAYOL	Core Judge - MAG	VII
4	ERIC VIERNES	Judge - MAG	I
5	JAYSON MALINAO	Judge - MAG	IV-A
6	ROLANDO BUCCAT	Judge - MAG	I
7	NOEL FLORES	Judge - MAG	III
8	VENANCIO LUMEN	Judge - MAG	XI
9	RICARTE DUMANGAS	Judge - MAG	XII
10	JESFER NELL PEREZ	Judge - MAG	NCR
11	EDWIN ABUL	Judge - MAG	CAR
12	ALVIN SANTOS	Judge - MAG	CAR
13	HENRY CABE	Judge - MAG	VIII
14	RUBEN B. BRETaña	Equipment In Charge	GAP
15	AMELIA B. BERGONIA	Tournament Manager-WAG	II
16	CATHERINE JOY F. VILLAREAL	WAG Judge	NSA
17	ROSELLE REYES-ROBLEDO	WAG Judge	III
18	ARACELI R. NIMER	WAG Judge	I
19	JOEL PONTELA	WAG Judge	III
20	MAITE H. ADOLFO	WAG Judge	V
21	MARIVEL C. ZANO	WAG Judge	III
22	ROWENA M. MAYOL	WAG Core Judge	VII
23	ELISA A. VILLAMOR	WAG Judge	IV-B
24	CARMEN TEJADA	WAG Judge	NCR
25	MARY JANE BAYENG	WAG Judge	CAR
26	FLORA T. TELIAO	WAG Judge	CAR
27	HAZEL L. BARRO	WAG Judge	VII
28	JANNET LABRE	WAG Judge	DepEd CO
29	DIVINA O. BEREN	Tournament Manager-RG	NCR
30	VILMA D. TRIPOLI	RG Judge	XII
31	ERNIDA TOLENTINO	RG Judge	GAP
32	JOCILL V. BESATE	RG Judge	NIR
33	ELIZA BAYUGAN	RG Judge	IV-A
34	FEBY JESUAM I. ANDOYO	RG Judge	IV-A
35	MELIZA O. REGALO	RG Judge	IV-B
36	CYNTHIA T. MONTAÑEZ	RG Judge	V

cm

37	MARIA DEE ANN CARMEN	RG Judge	VI
38	KRIS JOY CASPING	RG Judge	NIR
39	ALFONSO SABIDALAS	RG Judge	VI
40	AURORA O. VILLASTIQUE	RG Judge	X
41	FLORDELIZA ATILLO	RG Judge	XI
42	ROSALIE D. BUBAN	RG Judge	CAR
43	RUSELL RONQUILLO	RG Judge	III
44	AILEEN GRACE DG. SANTOS	Tournament Secretary	III
45	JUARY MONDRAGON	RG Judge	CARAGA
46	SELMA TIBON	RG Judge	CARAGA





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SEPAK TAKRAW

	NAME	DESIGNATION	REGION/NSA
1	LOLITO A. MAKIRAMDAM	Tournament Manager	IV-A
2	MANUEL BERNARDINO	Tournament Secretary	NSA/NCR
3	JOLLY LABOY	Technical Consultant	PASTA/CHED
4	ERWIN P. ACORDA	Asst. Tournament Manager-Elem	IV-A
5	SATURNINO DUMLAO	Asst. Tournament Manager-Sec-B	III
6	NILDA S. SEBELLIANO	Asst. Tournament Manager-Sec-G	XI
7	ORLANDO TAN	Referee-Secondary Boys	VIII
8	DONATO SANTOS	Referee-Secondary Boys	NCR
9	MANUEL ADANIEL SR.	Referee-Secondary Boys	XII
10	BERNARD FRIALDE	Referee-Secondary Boys	I
11	JOJIT JIMENEZ	Referee-Secondary Boys	I
12	EDMAR MACASADDUG	Referee-Secondary Boys	II
13	MICHAEL BENGCO	Referee-Secondary Boys	III
14	ANDRE SILVIDO	Referee-Secondary Boys	III
15	ERWIN CELESTRA	Referee-Secondary Boys	IV-A
16	HERMINICILDE DE MESA	Referee-Secondary Boys	IV-A
17	MARLON FRANCISCO	Referee-Secondary Boys	IV-B
18	DOMINADOR GALVEZ	Referee-Secondary Boys	VI
19	EDWIN S. SUBONG	Referee-Secondary Boys	NIR
20	MELVIN MATA	Referee-Secondary Boys	VII
21	REYNANTE NECESARIO	Referee-Secondary Boys	VII
22	IGNACIO GAQUIT	Referee-Secondary Boys	VI
23	ARVIN CANTAY	Referee-Secondary Boys	IX
24	ROYLIN PEDRANO	Referee-Secondary Boys	IX
25	JERRY TARUC	Referee-Secondary Boys	X
26	JESUS ALASCO	Referee-Secondary Girls	IV-A
27	MARIO SENIT	Referee-Secondary Girls	IX
28	TITO ALJECERA	Referee-Secondary Girls	V
29	LEAH PADRIGO	Referee-Secondary Girls	IV-B
30	CENANDO BODAÑO	Referee-Secondary Girls	X
31	RUEL E. VIOLAN	Referee-Secondary Girls	XI
32	JULIUS B. CONDEZ	Referee-Secondary Girls	XI
33	MA. THERESA HALLEGADO	Referee-Secondary Girls	XII
34	ROGELIO M. CABANTING	Referee-Secondary Girls	NCR

cm

35	GREG PAROCHA	Referee-Secondary Girls	CAR
36	PABLITO T. DUMAPE	Referee-Secondary Girls	CARAGA
37	AMPINAO ESCOBAL	Referee-Secondary Girls	CARAGA
38	DATU MUHAMMAD ALI J. WAGAS	Referee-Secondary Girls	ARMM
39	ARIEL MENDEZ	Referee-Secondary Girls	VIII
40	CHRISTIAN LAGROSA	Referee-Secondary Girls	VIII
41	PEPE ADAME	Referee-Secondary Girls	I
42	RAMSIE FERNANDEZ	Referee-Elementary Boys	IV-A
43	JOEL ABAD	Referee-Elementary Boys	II
44	RONALD ENCISO	Referee-Elementary Boys	V
45	DOMINADOR SORIANO	Referee-Elementary Boys	II
46	JOEL SABADO	Referee-Elementary Boys	III
47	RAQUEL YUSON	Referee-Elementary Boys	III
48	JUAN BEMDAN	Referee-Elementary Boys	V
49	OSCAR CAÑERO	Referee-Elementary Boys	CAR
50	JOEL CATUMBER	Referee-Elementary Boys	IV-A
51	JUBERT MORTEL	Referee-Elementary Boys	IV-A
52	ERIC TINAY	Referee-Elementary Boys	IV-B
53	RONALD BUNOLNA	Referee-Elementary Boys	CAR
54	CATALINO CAMAYRA	Referee-Elementary Boys	NCR
55	DENNIS DELGADO	Referee/Coordinator	VI
56		Coordinator	VI

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SWIMMING

	NAME	DESIGNATION	REGION/NSA
1	LEO ANGELO A. SANCHEZ	Tournament Manager	ARMM
2	ESTEBAN D. BONCAN	Tournament Secretary	DepEd C. O.
3	DOMINGO SETH C. BOTALON	Technical Official	V
4	ROMUALDO USUA	Technical Official	I
5	JOAQUIN C. REYES	Technical Official	I
6	CARLO M. RENON	Technical Official	II
7	VIRGIL F. REYES	Technical Official	II
8	ELMER VIDAS	Technical Official	III
9	GEOFFREY B. BALACIO	Technical Official	III
10	DANILO S. ANORE	Technical Official	IV-A
11	FELOMINA BENDANA	Technical Official	IV-A
12	MARCELO M. ALIVIA	Technical Official	IV-B
13	TEOFILO M. RAMOS, JR.	Technical Official	V
14	ANGELO TANOY	Technical Official	VI
15	EDUARDO B. ACBASON	Technical Official	VI
16	ARTEMIO L. PALMA	Technical Official	VII
17	RAZEL T. VALLEJO	Technical Official	VIII
18	ROSANA A. WOOTON	Technical Official	IX
19	ROSS CHITO PALO	Technical Official	XI
20	EDMUND D. GULAM	Technical Official	XII
21	DONALD Y. MALIPE	Technical Official	CAR
22	ANASIL I. SAID	Technical Official	ARMM
23	FRANCISCO B. ALVAREZ	Technical Official	NCR
24	ERLINDA G. AMPARO	Technical Official	NCR
25	RUSSBERG D. BANTIGUE	Technical Official	NIR
26	ROSALIE G. ROXAS	Technical Official	NIR
27	PERPETUA LUNA	Technical Official	PSI
28	SEZEN P. PAULIN	Technical Official	VII
29	ROWENA BALDONADO	Meet Manager	
30	GERONIMO T. LUNA, JR.	Technical Consultant	
31	GERARDO CLEOFE	Chief Timer	
32	HAROLD PADAO	Technical Official	
33	CESAR B. ESMALÉ	Chief Inspector of Turns	
34	ROSE ESTIVA		IV-A
35	JOSE CONLU		NCR
36	JESUS DE LUNA	Starter	NSA
37	SILVANI DELIGHT GASTANES		NSA



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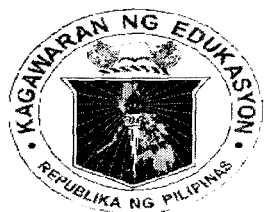
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SOFTBALL

NAME	DESIGNATION	REGION/NSA
1 PAULO M. TABIRARA	Tournament Manager	NCR
2 ISMAEL A. VELOSO III	Technical Consultant	NSA
3 BERNARD GONZALES	UIC	NSA
4 THELMA A. ANDOLA	Tournament Secretary	NCR
5 LEXTER TOMELDEN	Tournament Secretary	CO
6 EDUARDO M. BALUCAS, JR.	DEPUTY UIC	CAR
7 IMELDA DELA CRUZ	DEPUTY UIC	NCR
8 RODITO BADIAN	DEPUTY UIC	NIR
9 MARK EARNEST A. REYES	EQUIPMENT CONTROL	NCR
10 DELIA ACUNA	STATISTICIAN	IV-A
11 RICARDO OCUMEN	STATISTICIAN	I
12 ROSALINDA BUTCON	CHIEF SCORER	VII
13 KAREN GAPILANGO	SCORER	IV-B
14 SHARON M. KAHAL YU	SCORER	IX
15 ROSEMARIE CAFE	SCORER	XI
16 MARICEL JAMERO	SCORER	XI
17 FELIX AQUINO	UMPIRE	V
18 ROGER GAWIDAN	UMPIRE	CAR
19 LEMMUEL DELA VEGA	UMPIRE	CARAGA
20 LEONARDO BELGAR	UMPIRE	NCR
21 FRANCIS LLUNADO	UMPIRE	NCR
22 VIRGILIO CRUZ JR.	UMPIRE	NCR
23 BOOTS TAMASE	UMPIRE	NCR
24 HENESSY MATA	UMPIRE	I
25 VELARDE MALASAN	UMPIRE	I
26 ALDRIN GAGARAO	UMPIRE	I
27 FRANKLIN AGBAYANI JR.	UMPIRE	II
28 RICHARD EVANGELISTA	UMPIRE	II
29 JOHNSON REYNO	UMPIRE	II
30 LOURDES BALASSU	SCORER	II
31 RANDY CONCEPCION	UMPIRE	III
32 ERNESTO DUPITAS JR.	UMPIRE	III
33 REX CANLAS	UMPIRE	III
34 ROGEL BAYUDANG	UMPIRE	III

35 RICKY CAPERLAC	UMPIRE	III
36 EMILY CARREON	SCORER	IV-A
37 ANDRELYNNE REMOROZA	UMPIRE	IV-A
38 NOLI SAN JUAN	UMPIRE	IV-A
39 MAC JOHN MERCADO	UMPIRE	IV-B
40 LEO SABROSO	UMPIRE	IV-B
41 JOEY ORIJUELA	UMPIRE	V
42 ALBERT BISA	UMPIRE	V
43 JEROME HERMOGENO	UMPIRE	V
44 CELITO SAYSON	UMPIRE	V
45 ROBERTO MACABENTA	UMPIRE	V
46 ARVIN FORTES	UMPIRE	V
47 JERLAD SONCUYA	UMPIRE	VI
48 MA. THERESA ENTIERRO	SCORER	VI
49 ERWIN BEATINGO	UMPIRE	VI
50 SOHARTO DANI	UMPIRE	IX
51 RISEL JO	UMPIRE	ARMM



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TAEKWONDO

	NAME	DESIGNATION	REGION/NSA
1	HARNY P. TABUADA	Tournament Manager	VI
2	RANI ANN ORTEGA	Technical Consultant	NSA
3	RICKY SANTIAGO	Chief of Referees	PTA
4	VIVIAN DIAZ	Referee/Judge	I
5	ADORACION MACAOAY	Referee/Judge	i
6	HAROLD HARRIS S. PELAGIO	Referee/Judge	II
7	ARNEL L. AGAMATA	Referee/Judge	II
8	CHARMAIGNE GAY F. CALATONG	Referee/Judge	III
9	RHOBY MENDAROS	Referee/Judge	III
10	SHIRLEY EVANGELISTA	Referee/Judge	IV-A
11	ARNEL TAÑADA	Referee/Judge	IV-A
12	ROSETTE MANGARIN	Referee/Judge	IV-B
13	HOMER CELESTE	Referee/Judge	V
14	ARSENIO C. OCSING	Referee/Judge	V
15	AURODORA TABAL	Referee/Judge	VI
16	MA. ELIZABETH DELGADO-BICO	Referee/Judge	NIR
17	CHRISTINE MAY BEATO	Referee/Judge	VIII
18	ROBERT M. FLORES	Asst. Tournament Manager	IX
19	JAY BENTAYO	Referee/Judge	XI
20	GERARD BASILISCO	Referee/Judge	XI
21	MAT VINCENT ENCONTRO	Referee/Judge	XII
22	DECIE BANTAY	Referee/Judge	XII
23	JONATHAN T. ARCUINO	Referee/Judge	CARAGA
24	ABELOU M. BERAY	Referee/Judge	CAR
25	JULIUS JIMENEZ	Referee/Judge	CAR
26	NOREEN MATEOS	Referee/Judge	NCR
27	STARA MAE TIONGCO		X
28	DANTE PAGUYOD		XI
29	LORELEI SUGAR CATALAN		NSA
30	ELIZABETH DELGADO		VI
31	BARTOLOME ARRADAZA		XII
32	BYRON B. BETITA		X
33	REVEL B. ROSARIO		NCR
34	VICENTE M. ZIPANGAN		NCR
35	JULIUS RYAN QUINE		IV-A
36	ADRIAN N. NAYNES		IV-A
			IX

cm



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TABLE TENNIS

	NAME	DESIGNATION	REGION/NSA
1	ALFREDO A.M. CAMACHO III	Tournament Manager	IV-B
2	CHARISMA PAREDES-ANINO	Asst. TM/Deputy Referee	CARAGA
3		Tournament Secretary	DepED CO
4	RACHEL RAMOS	Technical Adviser	NSA
5	WIDMARK BALMORES	Umpire	I
6	BRIAN CARL O. NILO		I
7	ARIEL SAET	Umpire	II
8	ALONA C. SAMSON	Umpire	III
9	JOSEPH REYES	Umpire	III
10	MARILYN TOMELDEN	Umpire	IV-A
11	REMIL BARRANTES	Umpire	IV-A
12	ROBERTO A. ALMEDILLA	Umpire	IV-B
13	ALMA S. MONTERO	Umpire	IV-B
14	FRANKIE TURALDE	Umpire	V
15	CARLO LEGASPI	Umpire	V
16	SHANE ANN BLANCA	Umpire	VI
17	FEDERICO S. SIMON	Umpire	VI
18	GIDEON DELA TORRE	Umpire	VIII
19	DARWIN ALMAGAO	Umpire	VII
20	FLORENCIO J. NICART	Umpire	VIII
21	REY ESPIRITU	Umpire	IX
22	IAN KHAY CASTRO	Umpire	X
23	JAY REY LITERATURAS	Umpire	XI
24	REX C. SAYSON	Umpire	XI
25	JEREMY SEMIC	Tournament Controller	XI
26	JUBAR J. BARRIESES	Umpire	XII
27	RICHARD CUIZON	Umpire	CARAGA
28	JUNIE GALLENERO	Tournament Controller	CARAGA
29	RANDY MERCADO	Umpire	NCR
30	HAROLD V. BALLESTEROS	Umpire	CAR
31	MOCTAR M. PANDACA	Coordinator/Umpire	ARMM
32	MICHAEL YANOS	Umpire	NIR
33	GILBERTO PENULIAR	Umpire	I
34	VERONA VERIAN	Umpire	III
35	CHARITY DELOS REYES	Umpire	VI
36	JOAN GADIANO	Umpire	VI

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TENNIS

NAME	DESIGNATION	REGION/NSA
1 APOLINARIO R. ALDAMA	Tournament Manager	III
2 TOMAS FALCIS	Consultant	NSA-PHILTA
3 JONATHAN D. PINON	ATM secondary	IV-A
4 MAXIMO RAZAL JR.	ATM elementary	V
5 ROBERTSON M. TULIAO	Tournament Secretary	DepED C. O.
6 CAESAR I. FIRMALO	Ref.sec.boys	NCR
7 ADJIDUL A. ADJAD	Ref.sec.boys	ARMM
8 BOBBY C. CABRERA	Ref.elem.boys	I
9 ULDARICO B. LUAREZ	Ref.elem.boys	CARAGA
10 DOMINADOR B. MENOR	Chair/Line Umpire	I
11 REYMUNDO D. ALVAREZ	Chair/Line Umpire	I
12 NORMAN T. NICASIO	Chair/Line Umpire	II
13 BILLIE B. EDRA	Chair/Line Umpire	II
14 RODELIO GANO	Chair/Line Umpire	II
15 ABEL VILLANUEVA	Chair/Line Umpire	III
16 ANGELITO M. LICUP	Chair/Line Umpire	III
17 ROMELITO T. LUGTU	Chair/Line Umpire	III
18 MA.LEAH F. DALANGIN	Chair/Line Umpire	III
19 JOSE C. GUANZON	Chair/Line Umpire	III
20 RODEL CATAHAN	Chair/Line Umpire	III
21 DENNIS MANGAYA	Chair/Line Umpire	IV-A
22 ISAIAS R. PARAISO JR.	Chair/Line Umpire	IV-A
23 JOHN BEE C. CABOS	Chair/Line Umpire	IV-A
24 RICARDO R. DAVID III	Chair/Line Umpire	IV-A
25 JERICO A. MANALO	Chair/Line Umpire	IV-B
26 JAYSON T. COMBATE	Chair/Line Umpire	IV-B
27 RODERICK B. AGUILAR	Chair/Line Umpire	V
28 ROLDAN P. BULALACAO	Chair/Line Umpire	V
29 ALVIN FLORES	Chair/Line Umpire	V
30 LUIS NACION	Chair/Line Umpire	V
31 RAZE MESSIAH BEREBE	Chair/Line Umpire	VI
32 RENE BORGONIA	Chair/Line Umpire	VII
33 MARTIN A. TAVERA	Chair/Line Umpire	VII
34 CHARLES DIMALIG	Chair/Line Umpire	VII
35 SHERWIN PETER A. BALICAT	Chair/Line Umpire	VIII
36 FELIXZARO R. BORATA	Chair/Line Umpire	VIII

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37 ARLENE VILLAVER	Chair/Line Umpire	VIII
38 FELIPE PAULO, JR.	Chair/Line Umpire	VIII
39 CHARLIE BOY MONGE	Chair/Line Umpire	IX
40 ROMMEL ROMANO	Chair/Line Umpire	IX
41 REY SAMONTE	Chair/Line Umpire	X
42 RAHYAN D. PUGOSA	Chair/Line Umpire	XI
43 EDGAR L. CABUENAS	Chair/Line Umpire	XI
44 HILDA S. ERMIA S	Chair/Line Umpire	XI
45 RICHARD NOCOS	Chair/Line Umpire	XII
46 MARIO Y. ORENDAIN	Chair/Line Umpire	CARAGA
47 JONATHAN N. CUADRILLERO	Chair/Line Umpire	CARAGA
48 MARICHU CAMPOS	Chair/Line Umpire	CARAGA
49 PEDRO M. VILLASTIQUI	Chair/Line Umpire	CAR
50 REX P. MABIASEN	Chair/Line Umpire	CAR
51 MICHAEL Q. DINSUAT	Chair/Line Umpire	ARMM
52 IBRAHIM ABDUL GAFFOR	Chair/Line Umpire	ARMM
53 JOHN JOSEPH LUMAAD	Chair/Line Umpire	NCR
54 LEOPOLDO MIRANDA	Chair/Line Umpire	NCR
55 FRANKLIN EROJO	Chair/Line Umpire	NIR
56 REYNALDO SUMAYLO	Chair/Line Umpire	NIR
57 ROLLIE MIJARES	Chair/Line Umpire	NIR
58 RAYMUND SEVA	Chair/Line Umpire	NIR
59 VIVIAN SEGUIZA	Event Coordinator	VI
60 JULIAN TINASAS	Event Coordinator	VI



Republic of the Philippines
DEPARTMENT OF EDUCATION
PALARONG PAMBANSA 2017
 San Jose de Buenavista, Antique
 April 23-29, 2017

LIST OF OFFICIATING OFFICIALS

VOLLEYBALL

	NAME	DESIGNATION	REGION/NSA	
1	NESTOR L. BELLO	Tournament Manager	NCR	
2	YUL C. BENOSA	Assistant Tournament Manager- Sec.	NCR	
3	JOSE GARY JAMILI	Assistant Tournament Manager- Elem.	VI	91
4	EDUARD ORTILLO	Tournament Secretary	CO	
5	MICHAEL WAHING	Coordinator		
6	FRANCIS RABAGO	Referee	I	84
7	ROMEO A. VALERIO, JR.	Referee	I	87
8	EDUARDO Q. LAGMAY II	Referee	I	88
9	VAL MENARDO D. BASILIO	Referee	II	91
10	GENESIS G. EPISTOLA	Referee	II	88
11	HENER FERNANDEZ		II	86
12	CONRAD MARISTELA	Referee	III	85
13	NESTOR C. ANGELES	Referee	III	89
14	JONATHAN DE GUZMAN	Referee	III	82
15	ENRIQUE ZABAT	Referee	III	80
16	MELCHOR DE GUZMAN	Referee	IV-A	94
17	MERLITA A. DECHAVEZ	Referee	IV-A	84
18	GLORIA R. DESEMBRANA	Referee	IV-A	86
19	DENNIS DIMANARIG	Referee	V	91
20	ROBERTO VILLERO	Referee	V	84
21	RAMON PAJE LLAGUNO III	Referee	V	82
22	MATHIAS EUGENIO PIOSCA	Referee	VI	93
23	JUVY PALANGRE	Referee	VI	89
24	JEXER O. REYES	Referee	VI	84
25	JONATHAN GOYENECHÉ	Referee	VII	87
26	COLUMBUS L. PATENTES	Referee	VII	84
27	NOEL L. BAYNO	Referee	NIR	87
28	JANUS DUMARAN	Referee	NIR	93
29	ADELFA JUAN	Referee	VIII	85
30	RHUM O. BERNATE	Referee	VIII	88
31	GERARDO JALOSJOS	Referee	IX	80
32	BASRI SALIH	Referee	IX	84
33	ARNEL HAJAN	Referee	IX	89
34	RONIE GUMANDAO	Referee	IX	83

35	DIONISIO CASINARES	Referee	X	89
36	REGGIE EUGENIO	Referee	XI	92
37	CYRUS C. CACHUELA	Referee	XI	81
38	MICHAEL BINGHAY	Referee	XI	85
39	DELSA R. ANGELES	Referee	XII	83
40	ARNOLD D. GAMAO	Referee	XII	85
41	JESREL R. CONSTANTINO	Referee	XII	87
42	RIZA B. RAMOS	Referee	CARAGA	80
43	ARIEL AGAO-AGAO	Referee	ARMM	80
44	MERANIE R. OGOY	Referee	CAR	93
45	CHINITA APOSTOL	Referee	NCR	92
46	MARY ANN ABAIGAR	Referee	NCR	80
47	ERLINDO EUSEBIO	Referee	NCR	89
48	BONIFACIO L. ABUG	Referee	NCR	91
49	PATRICK ALLAN CASTILLO	Referee	NCR	87
50	JEFFREY L. LOPEZ	Referee	IV-A	
51	ALEXANDER T. ADEVA	Referee	X	

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Republic of the Philippines
DEPARTMENT OF EDUCATION
PALARONG PAMBANSA 2017
San Jose de Buenavista, Antique
April 23 -29, 2017

LIST OF OFFICIATING OFFICIALS

WRESTLING

	NAME	DESIGNATION	REGION/NSA
1	VICTOR A. PINLAC	Tournament Manager	NCR
2	GEMMA F. SILVERIO	Asst. Tournament Manager	NCR
3	ROEL PACIONAL	Over-all Mat Chair	NSA
4	ALAN M. MALING	Tournament Secretary	DepED Central Office
5	ONOFRE B. TONOLETE, JR.	Chairperson Jury	ARMM
6	ADIORITO G. ABELA, JR.	Documentation Head	V
7	JAMIE DOMINGO	Games Comptroller	NCR
8	JOSE DOMINIC R. AJERO	Pairing Director	CARAGA
9	MARILYN BUNOLNA	Pairing Director	CAR
10	JEAN COQUILLA	Timer	CARAGA
11	GEORGE C. CAUILAN	Mat Chair	II
12	PATROCINO CAPALAR, JR.	Mat Judge	VIII
13	BRENT GUMUWANG	Jury/ Referee	CAR
14	RECHILLO ATEBENITO	Jury/ Referee	XI
15	NESMAR JOHN ARIZALA	Jury/ Referee	VI
16	ROSEANN TAMAYO	Jury/ Referee	III
17	RENATO DAPENA	Jury/ Referee	IV-A
18	MARY FE B. ESPINOSA	Jury/ Referee	XI
19	JOVANIE FERNANDEZ	Jury/ Referee	VI
20	FEDERICO FELICITAS	Jury/ Referee	I
21	RONNIE ADUANA	Coordinator/Videographer	VI

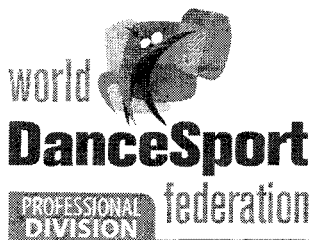


Republic of the Philippines
DEPARTMENT OF EDUCATION
PALARONG PAMBANSA 2017
San Jose de Buenavista, Antique
April 23 - 29, 2017

LIST OF OFFICIATING OFFICIALS

WUSHU

	NAME	DESIGNATION	REGION/NSA
1	DANI KEI B. DELONGUINES	Tournament Manager	VI
2	PHILIP MARK CAUBA	Tournament Secretary	DepEd CO
3	MARK ROBERT ROSALES	Competition Jury	NSA
4	JUDE VINCENT SACLAG	Chief Referee	NSA
5	JESSIE ALIGAGA	Sanda Head Judge	NSA
6	CASIO MARTIL	Sanda Ring Expert	NSA
7	CRESIBELLA ATIENZA	Equipment Custodian	NSA
8	JENNIFER ALIGAGA	Platform Judge	NSA
9	FROILAN GAMILDE	Judge	I
10	BUGNOSEN BALASWIT	Judge	II
11	JEANNELLE NADU	Judge	III
12	ARNEL CASINO	Judge	III
13	IMELDA ABARCA	Judge	IV-A
14	RAMIL M. ABRAGON	Judge	IV-A
15	ANNE DENISE SAN ANDRES	Judge	IV-A
16	JOKUS QUILANG	Judge	IV-B
17	ROLDAN AMANTE	Judge	V
18	BRYAN OLOD	Registrar/steward	CAR
19	CORONEL VINCENT CRUZ	Secretariat	NCR
20	RINO P. DULCE	Registrar/steward	ARMM
21	GAFUR PASANG	Judge	ARMM
22	JOSELITO I. CUBILLAS	Timekeeper	CARAGA
23	EMELIO MAKILING	Sideline judge	CARAGA
24	MA. GINE A. TURA	Registrar/steward	IX
25	RANDOLPH NAVAJA	Recorder	IX
26	ANDREW TUMONONG	Referee/judge	NIR
27	NAP VINSON	Registrar/steward	NIR
28	JOSE RYAN BATERNA	Registrar/steward	VII
29	OSIAS CARTAGENA	Registrar/steward	VII
30	SHELLA CHU	Registrar/steward	VIII
31	JHUNGIE ETAC	Registrar/steward	VIII



Edgardo C. Borrromeo
 President / PD Head
Rebecca Juarez de Leon
 Vice President Internal
Michael P. Mendoza
 Vice President External
Geraldine Louella Darvin
 Secretary Genral
Maira Rosete Bernales
 Treasurer

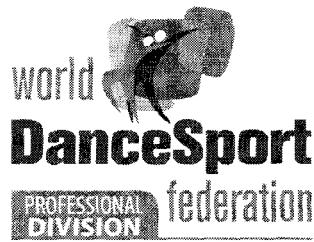
PalarongPambana 2017
DanceSport
Sports Officials Lists

LIST	NAME	DEPARTMENT	PF
Competition			
Tournament Manager	Ana DulceYango	NSA	10,000.00
Tournament Director / Chief of Adjudicator	Edgardo Borrromeo	NSA	10,000.00
National Adjudicator	Rebecca De Leon	NSA	8,000.00
National Adjudicator	Michael Mendoza	NSA	8,000.00
National Adjudicator	MairaBernales	NSA	8,000.00
National Adjudicator	Emmanuel Reyes	NSA	8,000.00
National Adjudicator	CharleaVergara	NSA	8,000.00
National Adjudicator	Gilbert Bonus	NSA	8,000.00
National Scrutineer	JaypeeDecena	NSA	10,000.00
DanceSport Disk Jockey	Jao Navarro	NSA	5,000.00
Committee	Geraldine Darvin	NSA	Volunteer
Committee	DEPED	DEPED	Volunteer
10 Pax Barkers & Martials	DEPED	DEPED	Volunteer
DEPED DanceSport Accreditation Congress			
Officiating Resource Person	Ana DulceYango		5,000.00
Standard Syllabus Resource Person	Edgardo Borrromeo		5,000.00
Latin Syllabus Resources Person	Geraldine Darvin		5,000.00

Noted By:

Edgardo Borrromeo
 President
 Dscpi-PD

Ana DulceYango
 Sports & Development Chair
 Dscpi-PD



Edgardo C. Borromeo
President / PD Head
Rebecca Juarez de Leon
Vice President Internal
Michael P. Mendoza
Vice President External
Geraldine Louella Darvin
Secretary Genral
Maira Rosete Bernales
Treasurer

PalarongPambansa 2017DanceSport Technical Requirements

- I. Technical Committee
 - A. Tournament Manager 1
 - B. Tournament Director
Chief of the Adjudicator 1
 - C. Adjudicator 6
 - D. Committee 2
 - E. Scrutineer 1
 - F. Barkers and Martials 10
 - G. Dancesport Disc Jockey 1
 - H. Congress Speaker 3

- II. Air Fares
 - A. Technical Officials 10pax
 - B. Airport Transfers

- III. Accommodations
 - A. Hotel Room
 - B. Transportation

- IV. Food & Drinks
 - A. Breakfast
 - B. Lunch
 - C. Dinner
 - D. Pack Lunch, Snacks & Water for Competition & Accreditation Day

- V. Equipment
 - A. Dance Floor
 - E. Sound System Competition & Accreditation Day
 - F. Wireless Microphones Competition & Accreditation Day
 - G. Bond Papers, Masking Tapes
 - H. Trophies
 - I. Medals
 - J. Certificates
 - K. Adjudicator Score Board
 - L. Pens
 - M. Presidential Tables & Chairs for Adjudicators
 - N. Table & Chairs for Scrutineers
 - O. Power Outlets & Extension Wires
 - P. Competitors Tag Numbers & ID's
 - Q. Competitors Dressing Room & Holding Area
 - R. Board for results
 - S. Printer for Certificate Printing Competition & Accreditation Day
 - T. Wide Screen Monitor Competition & Accreditation Day



Republic of the Philippines
DEPARTMENT OF EDUCATION
PALARONG PAMBANSA 2017
San Jose de Buenavista, Antique
April 23 - 29, 2017

LIST OF OFFICIATING OFFICIALS

AEROBICS GYMNASTICS

	NAME	DESIGNATION	REGION/NSA
1	ANNA LOU CARREON	Tournament Manager	NCR
2	MARY GRACE BORELA	Asst. Tournament Manager	NCR
3	GERALDINE CACHOLA-MIÑAS	AER Core Judge	NSA
4	DANE RYAN MATURAN	AER Judge	NCR
5	JHAN MARI TAN-MARIANO	AER Judge	NCR
6	CHRISTINE BARRIOS	AER Judge	NCR
7	MARIA ELENA SALUGAO	AER Judge	NCR
8	DENNIS ARBIS	AER Judge	NIR
9	ALLEN KHEN ESTRELLA	AER Judge	NIR
10	ANNETTE DIAMANTE	AER Judge	IV-A
11	MAY CASTILLO	AER Judge	NIR
12	ADELUISA PATRICIA CAMILON	AER Judge	NCR
13	ALELI CACHOLA	AER Judge	NCR
14	STELA DIAZ	AER Judge	NSA
15	RIZALDY HOFILEÑA	AER Judge	NSA

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Republic of the Philippines
 Department of Education
BUREAU OF LEARNER SUPPORT SERVICES
SCHOOL SPORTS DIVISION

PALARONG PAMBANSA 2017

PENCAK SILAT TECHNICAL OFFICIALS

No	NAME	AFFILIATION	REGION
1	ALEX KIRAM	PSC COORINATOR	MANILA
2	ALEXIUS MARTIN Q. PATANO	NSA	MANILA
3	LINO BALDEVARONA	NSA	ILOILO
4	ROBRIEN P. ELNAR	NSA-DEPED	NIR
5	KRISTIAN PETER A. RIGDAO	DEPED	III
6	VON P. BATAS	DEPED	III
7	LLOYD G. PALLAN	DEPED	IV
8	FERNADO Y. ALICIO	DEPED	IV
9	ARIEL T. TABARES	DEPED	VI
10	JINKIE BALDEVARONA	DEPED	VI
11	RICHARD ONANAD	DEPED	VI
12	ROELYN TACUBAY	DEPED	VI
13	REYNE TABUGO	DEPED	VI
14	BENJIE ESPINA	DEPED	XII
15	IMEE TANCO	DEPED	XII
16	ANWAR A. SALASAIN	DEPED	IX
17	MIKESELLE BANDIN	DEPED	NCR
18	EMMANUELLE L. DIMACULANGAN	DEPED	NCR
19	RYAN BATINAY	DEPED	CAR
20	NASSER G. LUMENDA	DEPED	ARMM
21	SHAYNE E. RODA	DEPED	ARMM
22	EDITHA R. FERATER	DEPED	NIR
23	RHYMELL DALLEDA	DEPED	NIR
24	ETAMAR A. MORA	DEPED	NIR
25	LEE S. LORANAS	DEPED	NIR
26	MARY ROSE RAMIREZ	DEPED	NIR

Prepared by: DR. LINO BALDEVARONA
Tournament Manager

dm

ARCHERY

2017 Palarong Pambansa

I. EVENTS

Competition in Archery for the Secondary Level shall consist of the following events:

	BOYS	GIRLS	TARGET FACES	# OF ARROWS/END/ SET
EVENTS	1. 70 meter distance	1. 60 meter distance	122 cm	36 arrows = 6 arrows per end
	2. 60 meter distance	2. 50 meter distance	122 cm	36 arrows = 6 arrows per end
	3. 50 meter distance	3. 40 meter distance	80 cm	36 arrows = 6 arrows per end
	4. 30 meter distance	4. 30 meter distance	80 cm	36 arrows = 6 arrows per end
	5. FITA round	5. FITA round		144 arrows – aggregate scores
	6. Olympic Round (70 meters)	6. Olympic Round (60 meters)	122 cm	Set System – 3 arrows per end 5 ends – 6 set points
	7. Team Event (70 meters)	7. Team Event (60 meters)	122 cm	Set system – 2 arrows per archer 4 ends – 5 set points
	8. Mixed Team (60 meters)	8. Mixed Team (60 meters)	122 cm	Set System – 2 arrows per archer 4 ends – 5 set points

II. MEDALS TO BE AWARDED

Medals at stake in the archery tournament are as follows:

EVENTS	MEDALS NEEDED		MEDAL COUNTS	
			Girls	Boys
60 Meter Distance for Girls	1 st , 2 nd , 3 rd places	1 set	1	
70 Meter Distance for Boys	1 st , 2 nd , 3 rd places	1 set		1
50 Meter Distance for Girls	1 st , 2 nd , 3 rd places	1 set	1	
60 Meter Distance for Boys	1 st , 2 nd , 3 rd places	1 set		1
40 Meter Distance for Girls	1 st , 2 nd , 3 rd places	1 set	1	
50 Meter Distance for Boys	1 st , 2 nd , 3 rd places	1 set		1
30 Meter Distance for Girls	1 st , 2 nd , 3 rd places	1 set	1	
30 Meter Distance for Boys	1 st , 2 nd , 3 rd places	1 set		1
Single FITA Round for Girls	1 st , 2 nd , 3 rd places	1 set	1	
Single FITA Round for Boys	1 st , 2 nd , 3 rd places	1 set		1
Olympic Rd. Individual Champion – Girls	1 st , 2 nd , 3 rd places	1 set	1	
Olympic Rd. Individual Champion – Boys	1 st , 2 nd , 3 rd places	1 set		1
Team Champion – Girls	1 st , 2 nd , 3 rd places	4 sets	1	
Team Champion – Boys	1 st , 2 nd , 3 rd places	4 sets		1
Mixed Team Event	1 st , 2 nd , 3 rd places	2sets	1	1
TOTAL Medals Needed/at Stake		22 sets	8	8

III. TOURNAMENT RULES

- A. The latest edition of the World Archery (formerly FITA) rules for outdoor target archery shall be used to govern the conduct of the tournament. (Dated April 1, 2015).
- B. The results of the Single FITA Round will be used as the bases for ranking the individual competitors in the Girls and Boys Divisions. Based on their ranks, the archers will then

proceed to the Olympic Round to determine the Overall Individual Champions for Girls and Boys Divisions.

C. Competition in the Olympic Round will be as follows:

1. An **Elimination round** in which the top 72 archers (seeded according to their rank in the Single FITA 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 60meter distance for girls and 70 meters for boys. The set system of scoring shall be used.
2. A Finals round in which the remaining quarterfinalists (top 8 archers in each class) shoot a series of matches, ending with the Gold Medal Matches. Each match shall consist up to five (5) sets of three (3) arrows shot at the 122cm target face placed at the 60meter distance for girls and 70 meter distance for boys. (Alternate shooting will apply on the BMM and GMM). The set system of scoring shall be used.
3. The scores in the Single FITA Round of the ***top three archers*** from each team shall be the Region's aggregate score. All Regional Team scores will be calculated in a similar manner and each Regional Team will be ranked from 1 to 18 in the Girls and Boys Classes. *However, any member of a team who shot in the Single FITA 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 seventeen (18) 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 60meter distance for girls and 70meter for boys. Each archer shall shoot two (2) arrows per end.. The set system of scoring shall be used. Refer to FITA set system rules.
 - 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 60meter distance for girls and 70 meters for boys (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. Refer to FITA set system rules.
4. The scores in the Single FITA Round of the top-ranked boy archer and top-ranked girl archer from each team shall be the Regional MIXED TEAM's aggregate score. All Mixed Team scores will be calculated in a similar manner and each Regional Mixed Team will be ranked from 1-18. All teams will shoot in the Olympic Round Mixed Team Event which consist of:
 - The **Mixed Team Elimination Round** in which the eighteen (18) 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 60 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 60meter distance (Alternate shooting will apply on the BMM and GMM). The set system of scoring shall be used.

IV. PARTICIPANTS

- A regional delegation's archery team shall consist of a Boys Team and a Girls Team. A team shall be composed of not more than four (4) but not less than three (3) archers and a team coach. Team chaperones may accompany the girl's teams but they shall not be allowed to coach. *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.*
- DepED rules on eligibility shall apply.

V. UNIFORMS

- All members of the team including the coaches must wear the same uniform during the Team Event.
- 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.
- Archers must always wear their target assignment numberson 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.
- Team uniforms are required to be worn during the official practice day.

VI. ARCHERS' EQUIPMENT

- Each archer should have his/her own set of equipment which should conform to WAREcurve 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 scoresdisqualified.

VII. TEAM CAPTAINS' MEETING

- A team captains meeting will be held during the Solidarity session of the PalarongPambansa to discuss the schedule, uniform requirements, latest rules or rule modifications, medals to be awarded and other important matters.

VIII. 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.

IX. 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 course of 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 FITA rules.

X. PRACTICE FACILITIES

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

Prepared By:

MILDRED M. DE LEON
Tournament Manager

PALARONG PAMBANSA 2017

April __- __. 2017

TOURNAMENT SCHEDULE

ARCHERY

DAY/ DATE	TIME	EVENTS
Day 1 MONDAY <i>(April __, 2017)</i>		Official Practice Day
	07:30AM–07:45AM	Assembly of Delegation Teams by Region
	07:45AM–08:00AM	Parade of Delegation Teams
	08:00AM–08:20AM	Opening Ceremony
	08:30AM–11:00AM	Practice at 30, 40, 50, 60 meters - Girls
	9:00AM – 11:00AM	Equipment Inspection – Girls (by Region)
	2:30PM – 5:00 PM	Practice at 30, 50, 60, 70 meters - Boys
	3:00PM – 5:00 PM	Equipment Inspection – Boys ((by Region)
Day 2 TUESDAY <i>(April __, 2017)</i>		Qualification Round (Short Distances)
	6:30AM – 7:15AM	Warm-up at 30 meters - Girls
	7:30AM – 8:50AM	36 arrows at 30 meters - Girls
	9:15AM – 10:30PM	36 arrows at 40 meters – Girls
	1:45PM – 2:30PM	Warm-up at 30 meters – Boys
	2:45PM – 4:05PM	36 arrows at 30 meters – Boys
	4:20PM – 5:40PM	36 arrows at 50 meters – Boys
Day 3 WEDNESDAY <i>(April __, 2017)</i>		Qualification Round (Long Distances)
	6:30AM – 7:15AM	Warm-up at 50 meters – Girls
	7:30AM – 8:50AM	36 arrows at 50 meters – Girls
	9:15AM – 10:30PM	36 arrows at 60 meters – Girls
	1:45PM – 2:30PM	Warm-up at 60 meters – Boys
	2:45PM – 4:05PM	36 arrows at 60 meters – Boys
	4:20PM – 5:40PM	36 arrows at 70 meters – Boys
Day 4 THURSDAY <i>(April __, 2017)</i>		Individual Olympic Round Girls/Boys
	6:30AM – 7:15AM	Warm-up at 50 meters – Girls
	7:25AM – 7:45AM	1/64th Eliminations – Girls/Boys
	7:55AM – 8:35AM	1/32nd Eliminations – Girls/Boys

8:45AM – 9:25AM	1/16th Eliminations – Girls/Boys
9:35AM – 9:55AM	1/8th Eliminations – Girls/Boys
10:05AM – 10:25AM	1/4th Finals – Girls/Boys
10:35AM – 10:55AM	Semi-finals – Girls/Boys
2:00PM – 2:45PM	Warm-up at 60 m – Mixed Team
3:00PM – 3:30PM	1/8th Eliminations
3:40PM – 4:10PM	1/4th Eliminations
4:20PM – 4:40PM	Semi-finals
4:50PM – 5:30PM	MEDAL CEREMONY

Day 5-FRIDAY

(April __, 2017)

6:45AM – 7:15AM
7:30AM – 8:00AM
8:10AM – 8:40AM
8:50AM – 9:20AM
9:30AM – 10:00AM

Team Olympic Round Girls/Boys

Warm-up at 60/70 meters – Team Event – Girls & Boys
1/8th Eliminations - Girls
1/8th Eliminations - Boys
1/4th Eliminations – Girls/Boys
Semi Final Rounds –Girls/Boys

MEDAL MATCHES (Alternate Shooting)

1:10PM – 1:30PM
1:35PM – 1:55PM
2:00PM – 2:20PM
2:25PM – 2:45PM
3:05PM – 3:25PM
3:30PM – 3:50PM
3:55PM – 4:15PM
4:20PM – 4:40PM
4:45PM – 5:05PM
5:10PM – 5:30PM
5:35PM – 5:55PM

Bronze Medal Match – Girls Individual
Bronze Medal Match – Boys Individual
Gold Medal Matches– Girls Individual
Gold Medal Matches– Boys Individual
Bronze Medal Match – Mixed Team Event
Bronze Medal Match – Girls Team
Bronze Medal Match – Boys Team
Gold Medal Match – Mixed Team Event
Gold Medal Match – Girls Team
Gold Medal Match –Boys Team

MEDAL CEREMONY

Note: Subject to change.

ARNIS PALARONG PAMBANSA 2017

I. COMPETITION RULE:

The International rules and the DepEd ground Rules in Arnis Competition shall govern the conduct of this event in the Palarong Pambansa including other DepEd sponsored competition in the lower level.sss

II. PARTICIPANTS:

TEAM COMPOSITION

Elementary Level

- Boys: 3 Players and 1 Coach
- Girls: 3 Players, 1 Coach and 1 Chaperon

Secondary Level

- Boys: 5 Players and 1 Coach
- Girls: 5 Players, 1 Coach and 1 Chaperon

FULL CONTACT:

There shall be a maximum of five (5) participants distributed evenly in the different weight divisions for both Secondary Boys and Girls in the Arnis Full Contact. As a matter of procedure, each region/team is allowed only one (1) entry in each of the five (5) weight category (secondary)

FULL CONTACT

SECONDARY LEVEL – WEIGHT DIVISION

BOYS

43 kgs up to 47 kgs
Over 47 kgs up to 51 kgs
Over 51 kgs up to 55 kgs
Over 55 kgs up to 60 kgs
Over 60 kgs up to 65 kgs

GIRLS

- Pinweight - 37 kgs up to 40 kgs
- Bantamweight - Over 40 kgs up to 44 kgs
- Featherweight - Over 44 kgs up to 48 kgs
- Extra Lightweight - Over 48 kgs up to 52 kg
- Half Lightweight - Over 52 kgs up to 56 kgs

III. FULL CONTACT COMPETITION:

Participants are required to wear the standard uniform

1. White plain T-shirt (athlete's name, school/club logo, division and region may appear on provided that it does not dominate the over-all appearance of the shirt).
2. Plain red pants (school/club logo may appear on the pants).
3. Rubber soled shoes.

In case of DRAW the declaration of winner shall be based on the following criterion:

- 1. Superiority or aggressiveness of the player**
- 2. Major advance technique**
- 3. Artistic delivery**

Injuries

In case of injury caused by accidental blow, the medical doctor decides/suggests to give the injured player a little time to rest before he/she can continue the game, the decision as stated shall be suspended for a while. However, the rest period shall not be more than two (2) minutes after which the medical doctor must declare the fitness of the injured player to continue or discontinue the game.

Conduct of the Tournament

The conduct of the Full Contact competition shall be on a **two-out-of-three round system**. Each round should be held for a maximum of two (2) minutes for the Secondary level.

Players are required to show artistic arnis movements unique to their styles for at least three (3) seconds when the referee says "HANDA". Failure to do this – First Offense will be given BABALA or warning. Second and succeeding offenses shall be considered as PAGLABAG or foul.

A **SCORE** shall mean a strike with a padded stick using one hand only, delivered to a specific body point and is counted upon confirmation by two (2) or at least one (1) of the judges, simultaneously recorded on the scoreboard and score sheet.

A legitimate strike is given a point if it is delivered to a specific body point in correct form, that is with power, right timing, with art, distance and intent.

Spontaneous strike is allowed, but the judges can only give maximum three points Per encounter but in accordance with the guidelines on legitimate strike.

IV. LIKHA ANYO COMPETITION:

Composition: Five (5) Players/Participants will come from the Team members in the full contact event who qualify in the weigh-in in the secondary level both boys/ girls and **three (3) players** who qualify in the NSAC age requirements for both boys and girls elementary level. Likewise, the coach and chaperon will be the same as in full contact.

ANYO COMPETITION

Elementary (Boys/Girls Category)

A. Individual Likha Anyo Single Weapon Category	1 player per individual category
B. Individual Likha Anyo Double Weapon Category	1 player per individual category
C. Individual Likha Anyo ESPADA Y DAGA	1 player per individual category
C. Team (Synchronized Mixed) Likha Anyo Double Weapon Category	1 boy & 1 girl per team category.
E. Team (Synchronized) Likha Anyo Single Weapon Category	3 players per team category.
F. Team (Synchronized) Likha Anyo Double Weapon Category	3 players per team category
G. Team (synchronized) Likha Anyo Espada y Daga	3 players per category

Secondary(Boys and Girls category)

A. Individual Likha Anyo Single Weapon Category	1 player per individual category
B. Individual Likha Anyo Double Weapon Category	1 player per individual category
C. Individual Likha ESPADA Y DAGA	1 player per individual category
D. Team (Synchronized) Likha Anyo Single Weapon Category	3 players per team category
E. Team (Synchronized) Likha Anyo Double Weapon Category	3 players per team category
F. Team (synchronized) Likha Anyo Espada y Daga	3 players per category

Costume:For the Anyo competition. It is required that the participating regions must use the **Delegation uniform** or the Arnis uniform (**white t-shirt and red pants**)

Weapons: A player may have the option to choose any of the following weapons (with a minimum length of 24 inches and a maximum length of 36 inches.)

1. Wooden stick/yantok - The cane (stick) made of wood or rattan should measure not less than 60cm. (24 inches) and not more than 90cm. (36 inches.)
2. Wooden Replica of a Bladed Weapon - The wooden replica should measure not less than 60cm. (24 inches) and not more than 90cm. (36 inches) in full length and should be ethnic Filipino in origin.
3. Metallic/wooden Unbladed Replica of a Bladed Weapon - The metallic replica should measure not less than 60cm. (24 inches) and not more than 90cm. (36 inches) in full length and should be ethnic Filipino in origin
4. Metallic/wooden Unbladed of a replica of a bladed sword and a dagger- The metallic replica of the sword should measures not more than 60cm. in length and the dagger should measure not less than 20cm. and not more than 31cm. and should be Filipino in origin.
5. Determining the Winner in anyo competition: There shall be **seven (7) judges** and the total score of the seven (7) Judges shall be added to determine the score obtained by the performer which will be added together to get the **score**.

6. Tie

* **In case of tie**, the **highest and the lowest** score of the seven (7) Judges shall be eliminated, hence, the score of the remaining five (5) judges shall be determined to break the tie.

* **In case of another tie**, the **highest and the lowest** score of the (5) Judges shall be eliminated, hence, the score of the remaining Three (3) judges shall be determined to break the tie.

* **In case another Tie:** Repeat performance

*The ranking of participants is based from the **net score** obtained which is determined by deducting all identified point deduction/s committed if any in accordance with the rules.

Conduct of the Tournament:

1. The conduct of the competition shall be one (1) round Anyo performance for both Secondary and Elementary level (boys/girls)
2. Each performance shall have a minimum of one (1) minute and a maximum time limit of two (2) minutes. The official time shall start when the player/team gives the Standard courtesy (Pugay) and it shall officially ended when the player/teams gives the ending courtesy (Pugay).
3. Standard Pugay is at close stance, salutation is done by placing the right hand with the weapon pointing upward over the left chest, while the left arm is at the side at closed fist and followed by a nod.
4. The Likha Anyo performance both in secondary and elementary Level shall be focused on Arnis skills.
5. No Acrobatic/fancy movement (such as; tumbling, back flip, somersault, cartwheel and other combative discipline skills will be incorporated during the performance of Likha Anyo.
6. Score in the Likha Anyo competition shall have a numerical value from 1-10 with an increment of 0.25 under the five criterion.
7. Drinking of any kind of liquid during the actual matches/performance's is strictly prohibited.

PENALTIES AND VIOLATIONS (Rule

1. Violation of time limit shall cause the participant/s deduction of points. A deduction of 2points should be given in short of the minimum one (1) minute time limit or in excess of the maximum of two (2) minute time limit. .
2. Stepping and/or going out of the boundary lines will cause the performer/s a deduction of **two (2) points** regardless of number of stepping **violation**.
3. Performers who accidentally loses grip of the weapon/s should be given a deduction of **five (5) points for every violation**.
4. Weapon gets destroyed or has any apparent damage to any part of the weapon will cause the performers a deduction of **five (5)points** per violation and per player in a team.
5. Violation of the Standard Salutation (Pugay):Failure to execute the standard **pugay** at the start/end of performance would mean a **five(5)** point's deduction per violation and per player in a team.
6. **Judgment calls cannot be protested.**

V. OTHER MATTERS:

1. Eligibility of coaches, assistant coach, and chaperon must adhere to the Rules and Guidelines for the National Accreditation and Screening of Athletes and coaches, assistant coach and Chaperon for the Palarong Pambansa . (Both Full Contact event and Likha Anyo competition)
2. Coaches, Assistant coaches /Chaperons must be accredited.
3. Official coaches/assistant coach and chaperons listed on the gallery are allowed to sit on the coaches designated chair for coaching, when his/ her athletes where playing simultaneously in two (2) different court during the competition.
4. Official coaches/assistant coach and chaperons must be in their official Delegation Uniform and ID's while on coaching, No short pants, sando and slippers will be allowed for the coaches/chaperons during the competition.
5. Official coaches/assistant coach and chaperons must observe proper decorum during the competition
6. The Technical Committee shall decide on all other queries/issues not mentioned in the Ground rules.

VI. GENERAL SCHEDULE OF ACTIVITIES:

- | | | |
|-------|---|---------------------------------------|
| I. | Arrival of officiating officials and registration | April 18, 2017 |
| II. | Refresher Course for all officiating officials | April 19-21, 2017 |
| III. | Weigh –In and Drawing of Lots | April 21, 2017
(1:00PM to 5:00PM) |
| IV. | Checking of Equipment /Music | April 21, 2017 (1:00PM) |
| V. | Solidarity Conference | April 22, 2017
(8:00am to 11:00am) |
| VI. | General Opening Ceremony/Parade | April 23, 2017 |
| VII. | Arnis Opening Program/Actual Competition | April 24-28, 2017 |
| VIII. | Championship games/Awarding Ceremony | April 28, 2017 |
| IX. | General Closing Ceremony/parade | April 29, 2017 |

Palarong Pambansa 2017
Binirayan Sports Complex
San Jose, Antique
April __ 2017

Guidelines and Ground Rule in Athletics

1. IAAF rules will be applied.
2. An athlete is allowed to compete 3 individual events and 2 relays.
3. A team may enter 2 athletes per events.
4. Entry form should be prepared by rank, according to fastest to slowest/farthest to nearest indicating no.1 and no.2 respectively. Prepared in 4 copies and be submitted during the solidarity meeting to the Tournament secretary.
5. Athletes must wear their delegation uniform and athletes number when reporting to the roll call area and during the competition.
6. No coaches or any party identified with an athlete's is allowed within the vicinity of the playing area. They should stay outside the control fence or at the grandstand.
7. Using of starting block is a "MUST" in sprint and hurdles events.
8. Law of succession will be observed.
9. In relays, qualifiers can change runners a maximum of 2.
10. In case of inclement weather in an event cannot be safely competed, coaches will be consulted to the postponement or cancellation to 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 time trials or semi final.
12. No points for unplayed events.
13. Start of the game is 6:00 in the morning and 3:00 in the afternoon.
14. Awarding of medals will be done the next day after the competition has been concluded. All awardees must be in decent delegation uniform with shoes.
15. Overlapped rule will be applied for 3,000 m run and above until 16 runners will be left in the track.
16. The suggested starting height of the bar in high jump and Pole vault will be as follow

High Jump

Elem Girls – 1.15 m	Sec. Girls – 1.30 m
Elem Boys – 1.25 m	Sec. Boys – 1.40 m

Pole Vault 2.0 m

Succeeding three raising of bar -- 20 cm

Thereafter – 10 cm

17. Take off board placement in triple jumps.

Elem Girl	}	7,8,9
Elem Boys		
Sec Girl		
Sec Boys	}	9,10,11

18. Weight of throwing implements

Implements	Elementary		Secondary	
	Girls	Boys	Girls	Boys
Shot	3 kg	5kg	4kg	6kg
Discus	.75kg	1.5kg	1kg	1.75kg
Javelin	300grms.	400grms.	600grms.	700grms.

19. Height of Hurdles

	Elementary		Secondary	
	Girls	Boys	Girls	Boys
100 MHH	.762m		.840m	
110 MHH		.914m		.991m
400 MHH	.762M	.840M	.762m	.914m

20. Walkathon is a regular event in athletics for Secondary Boys and Girls with 2000 meters distance of the walk.

21. The number of athletes in athletics in Secondary boys and girl is 15.

22. The medal count to be awarded is 90 gold 90 silver and 90 bronze for Elementary and Secondary Boys and Girls.

23. The medal count to be contested is as follows

Elem Boys	-	15 golds	15 silver	15 bronze
Elem Girls	-	15 golds	15 silver	15 bronze
Sec. Boys	-	19 golds	19 silver	15 bronze
Sec. Girls	-	17golds	17 silver	17 bronze
TOTAL	=	66 Golds	66 Silvers	66 Bronze

24. Other ground rules will be discussed during the solidarity base on the situation of the venues, equipments and other concerns.


VIRGILIO P. PADILLA

Tournament Manager

Palarong Pambansa 2017

09989735931

BADMINTON

2017 PalarongPambansa

I. DATE AND VENUE:

- A. The 2017 PalarongPambansa Badminton Tournament will be held at ST. ANTHONY'S COLLEGE (SAC) Dewit Hall on April 24-28, 2017.

II. RULES:

- A. The competition shall be held in accordance with the current Laws and Regulations of the Badminton World Federation (BWF). However, in matters not covered by these rules and regulations, decision shall rest with the Tournament Manager.
- B. The Technical Committee/Tournament Manager shall be responsible for the technical organization of the tournament. The decision of the committee in all matters regarding the competition shall be final.
- C. Only the official coach or assistant coach/trainer are allowed to approach the Match Control/Referee with regards to questions and inquiries during the match.
- D. Only the Official Coach, Asst. Coach/Trainer, Chaperon listed on the gallery are allowed to sit on the coaches chair and approach the players during intervals. (Maximum of 2 persons allowed)

III. TOURNAMENT FORMAT:

- A. The format of the competition shall be run on a single elimination or knock-out system for all events (Team Tie and Individual Event) in elementary and secondary level both boys and girls.

IV. EVENTS:

- A. Team Tie Competition (Elementary/Secondary) Boys and Girls
- B. Individual Competition (Elementary/Secondary) Boys and Girls
1. * Boys's Singles (BS) - (Two (2) entries/Region)
 2. * Girl's Singles (GS) - (Two (2) entries/Region)
 3. * Boy's Doubles (BD) - (One (1) entry/Region)
 4. * Girl's Doubles (GD) - (One (1) entry/Region)
 5. * Mixed Doubles (MXD) - (One (1) entry/Region)

V. TEAM COMPOSITION AND FIELDING OF PLAYERS:

- A. A team/region must have a maximum of four (4) players (mandatory fielding of four (4) players per team tie is required).

- B. Each tie shall consist of two (2) singles and one (1) doubles.
- C. The order of play shall be as follows: Singles-Doubles-Singles (SDS)
- D. 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/Referee and to the opposing coach. No substitution shall be allowed under any circumstances after the tie has commenced.
- E. In case a team wins two (2) events (singles, doubles) and the tie has already been decided, the remaining match (**2nd Singles**) will not be played.
- F. In case a team fails to submit their fielding form on time, the Tournament Manager will use the team's fielding strategy in the previous round.

VI. SEEDING/RANKING:

- A. Pairings for elementary and secondary levels for both boys and girls in all events shall be done by draw lots except for the seeded players/regions based on last year Palarong Pambansa results held in the Province of Albay. (Seed 1-4)

VII. DRAWING OF LOTS:

- A. Drawing of lots shall be done during the Solidarity Meeting of the 2017 Palarong Pambansa or one (1) day before the actual competition. (Electronic draw lots shall be implemented)
- B. Coaches or representatives shall be the one to make the draw to determine their opponent.
- C. Coach / representative's right to question the tournament proceedings or technical guidelines shall be waived if he/she fails to attend the Solidarity Meeting.

VIII. ENTRY OF PLAYERS (INDIVIDUAL COMPETITION):

- A. Coaches shall submit their entries for Singles, Doubles and Mixed Doubles competition during the Solidarity Meeting before the start of the drawing of lots on a prescribed entry form to be provided by the management.
- B. The entries shall be duly signed by the coach/team representative.
- C. Upon submission of the entries (duly signed by the coach/team representative), no substitution shall be allowed especially after the draw.

IX. SCORING:

- A. The BWF scoring system of 1-21 points (rally point) best of three games shall apply. In case the score becomes 20-all, the player/pair who gains an advantage of two (2) points wins the game (20-22, 23-21). If the score becomes 29-all, the player/pair who score the 30th point wins the game.

X. WALK-OVER:

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

XI. ATTIRE:

- A. All players are required to use their playing uniform (regional colors) or must be on a prescribed badminton uniform.
- B. Court officials shall wear collared T-shirts, Black/Blue pants (slacks), black leather shoes and black/blue socks when officiating.
- C. Coaches are required to wear proper attire during the competition. Wearing of sleeveless shirt and slippers when coaching are not allowed.**

XII. PROTEST:

- A. Protest on eligibility will be settled at the level of the Organizing and Screening and Eligibility Committee.
- B. Protest on technicality will be settled at the level of the Tournament Referee/Tournament Manager.

XIII. RESTRICTIONS FOR COURT OFFICIALS AND COACHES:

- A. Court officials will not be allowed to officiate in a match if he/she is under the influence of liquor (alcoholic beverages).
- B. Smoking is strictly prohibited within the playing area – let us make badminton a smoke-free competition.

XIV. UNFORSEEN EVENT:

- A. The decision of the Referee on any disputes during the competition shall be final.
- B. The ongoing ties/matches will be impossible to continue; such ties/matches will be continued later from the point where it was disrupted.

BASKETBALL COMPETITION GUIDELINES PALARONG PAMBANSA 2017

(The International Basketball Federation (FIBA) Rules – valid as of 1st November 2016 including the latest amendments shall govern the Basketball competitions except for the approved Special Guidelines and Ground Rules for the Elementary Level).

I. PURPOSE:

It is a game specially designed to build a strong foundation in developing positive values and character through their participation. It also aims to enhance the development of basic skills and productive exposure in games between and among young boys and girls, *providing unique experience for fun, enjoyment, and eventually leading the way to a long term involvement* in the sports.

II. OBJECTIVES OF THE GAME:

The games shall be **DEVELOPMENTAL** in nature and approach.

Use sports (basketball) in teaching values and principles as a developmental tool for the biggest game called LIFE. Serve as an avenue in developing TEAMWORK, LEADERSHIP, PLAY ETHICS and TRUST, likewise, develop *camaraderie, goodwill, sportsmanship, discipline, and other LIFE SKILLS values* inherent in the practice and participation in sports so that young people/players learn lessons in life so they can “LIVE BETTER LIVES TOMORROW”.

III. TEAM (Players, coaches & other team officials):

1. Eligibility

1.1 Based on the latest Palarong Pambansa Guidelines

2. Team Composition

2.1 A team shall be composed of not more than 12 team members and a COACH, while the Girls Team may include a CHAPERON (only when the coach is male).

3. Coach

3.1 A team shall be headed by a responsible Coach as required by the Palarong Pambansa Rules and Guidelines.

3.2 Only the Coach (and Chaperon) shall be allowed to stay within the team bench during official games.

4. Team Uniform

4.1 A player who is not wearing the team's complete uniform may not be allowed to play. In case of an incomplete uniform on a player/s, a WRITTEN REQUEST FOR EXEMPTION (only when there is a valid reason) shall be submitted and duly signed by the Head of Delegation addressed to the Tournament Manager; and the playing shall be (0, 00-99) and the assigned delegation color shall be followed (dominant/secondary colors).

IV. EQUIPMENT/MATERIALS:

1. BALL

1.1 The SIZE of the BALL for the Secondary Girls and Elementary Level shall be size 6.

1.2 The Secondary Boys shall use size 7.

V. TIMING REGULATIONS:

A. For ELEMENTARY LEVEL/CATEGORY:

1. The game shall consist of 4 periods. The first three periods shall be played in *8 minutes* and *10 minutes* for the 4th period and *5 minutes* for every extra period.

B. For SECONDARY LEVEL/CATEGORY:

1. The official FIBA 2015 Rules shall apply with the latest amendments.

C. For both ELEMENTARY AND SECONDARY CATEGORIES:

1. The intervals between periods, is one (1) minute while interval between halves is five (5) minutes.

IV. PLAYERS' PLAYING REGULATIONS:

A. For ELEMENTARY LEVEL CATEGORY Only:

1. All players of the team must be fielded before the end of the 2nd period or within the 1st Half. *FAILURE of the Coach to field a player in the 1st Half shall be penalized with a Technical Foul (1 FT+BP) charged to the Coach.*
2. All players shall play at least one (1) period BUT not more than three (3) periods and MUST be rested for one (1) period. *If a Coach fielded a player for more than three (3) periods, it shall be penalized with a Technical Foul (1 FT+BP) charged to the Coach.*
3. *Normal substitution procedures* shall apply in all periods. (Except when certain rule does not apply). A player may enter in a game as a substitute as many times as possible within that period and considered as having played only in that period/quarter.
4. *One (1) time-out* for every period shall be granted to each team for the first three (3) periods and *two (2) time-outs* shall be granted in the fourth (4th) period, and *one (1) timeout* for every extra period. *Unused timeouts shall not be carried over to the next period. In the first three periods the Timeouts shall either be used or forfeited.*
5. In case a team has an incomplete line-up during the scheduled game:
 - a) The 1st period shall always start with 5 players while the other periods may be played with the remaining members of the team.
 - b) A team with ONLY seven (7) players (physically present) at the start of the game shall be declared LOSER by FORFEIT.

INTERPRETATIONS of RULE IV.

EXEMPTIONS:

a) IN CASE OF INJURY/DISQUALIFICATION:

- (in the 1st/2nd Period) – an injured player may be substituted by any player, and as such said “substitute player and injured player” will be considered as having played in that particular period.

- The “injured player” upon recovery may re-enter in the same period or may play in any period following Sec.1, Rule IV.

IMPORTANT Reminder: *WHENEVER POSSIBLE AND IF THE RULES WILL ALLOW, EVERY PERIOD SHALL BE PLAYED ALWAYS WITH FIVE (5) PLAYERS.*

B. For SECONDARY LEVEL CATEGORY:

1. The official FIBA Rules shall apply.

V. IN CASE OF DISQUALIFICATION:

1. A thrown-out player must leave the confines of the play area.
2. A player/coach who is "**EJECTED/THROWNOUT**" as a result of a Disqualifying/Flagrant Foul/ fighting or the like, subject player shall be automatically suspended. The number of games of suspension shall be determined by the Technical Committee and will be based on the gravity of the act. When there is suspension, it shall be applied in the team's succeeding games.
3. Any team member who is "**DISQUALIFIED**" due to a) 2 Unsportsmanlike Foul; b) 2 or 3 Technical Fouls by a coach/player, is different from the above provision and game/s suspension may be slapped upon the strict scrutiny and evaluation of the Technical Committee.

VI. RULES OF CONDUCT:

1. FOULS

1.1 **TECHNICAL FOULS** - any PLAYER/COACH who displays unsportsmanlike/disrespectful act such as slashing of neck, showing of dirty fingers, pointing of accusing finger and trash talking/shouting bad words/foul language, contesting calls, arguing with the officials and others. A WARNING maybe given or a TECHNICAL FOUL shall be slapped.

1.2 **PERSONAL FOULS** -- a player causing contact with an opposing Playmate, which gives an unfair advantage and such contact are neither intentional nor flagrant.

1.3 **FOULS** - a player causing excessive contact which may cause or have caused injury to an opponent such as: a) excessive swinging of elbow; b) throwing a punch; c) tripping; and d) intentional contacting/pushing the back of a player going for a basket shall be judge to be either an UNSPORTSMANLIKE/DISQUALIFYING FOUL.

VII. PLAYERS'/COACHES' Conduct:

1. Any player/coach, who is slapped with a Disqualifying Foul and ejected because of **FLAGRANTLY UNSPORTSMANLIKE ACT** (not due to 2/3 Technical Fouls), shall be penalized accordingly PLUS an additional 1-game suspension/total disqualification or banned from further participation, depending on the gravity of the offense. (As may be determined by the technical committee.)
2. Uttering/shouting of obscene/foul language/bad words or verbal abuse from players/coaches to opponents/officials or teammates shall not be tolerated. Such act shall be dealt with a warning or a Technical Foul will be slapped. *The Coach shall behave as a professional and or being a responsible sports official and that in any way it will not sacrifice the values and discipline of the team but rather to protect the integrity of the game. Any infringement/violation of this conduct shall be penalized with a Technical Foul, Game Suspension and or Ban.*
3. Teams shall keep and leave their bench areas clean and orderly. Non-compliance shall be dealt with a Warning for the first offense, TECHNICAL FOUL for the second offense.
4. A player may be allowed to play with an incomplete uniform, for any valid reason thereof, (only when a Request by the HOD was submitted and approved by the TM), but shall be slapped with a Technical Foul before he will enter the playing court.
5. Coaches shall always confirm their next schedule of game with the Tournament Manager BEFORE leaving the playing venue/ or after their game.
6. A team that walks out of their game shall be penalized with a Disqualification from the competition/PALARO and likewise the Coach shall be BANNED.
7. Any Coach who abandons his/her team without any valid reason shall be penalized ranging from game suspension to ban for 1-year.
8. Any infraction committed in the COVENANT by any player/coach MAYBE PENALIZED with a reprimand and or warning or Technical Foul if so warrants.

VIII. SPECIAL PROVISIONS AGAINST CHILD ABUSE AND BULLYING:

The conduct of the Palarong Pambansa is an official DepED activity and as such, pertinent provisions of the Child Protection Policy (DepED Order No. 40, s. 2012). The Anti-Bullying Act (Republic Act No. 10627), and all laws protecting the rights of the learners shall be strictly observed before, during, and after the Palarong Pambansa.

IX. GAMES DISRUPTION:

Games which are cancelled/disrupted/stopped due to “*FORCE MAJEURE*” or for any valid reason, will be treated in the following manner:

1. **REMATCH** – if the disruption of the game took place during the first half (1st and 2nd periods), game shall be replayed and the scores is disregarded/back to zero.
2. **RESUMPTION** – if the disruption of the game took place during the second half (3rd and 4th periods), the game shall be resumed with the remaining game time and the scores stays.
3. **RESET** – if a scheduled game was cancelled for a valid reason, the management will re-schedule/reset the game at the bottom of all the scheduled games, and if the game result is no bearing already such game may not be played anymore..
4. **DURATION OF WAITING** – in case of a power failure or any incident (rain or darkness) that may affect the progress of the game, the LENGTH of time to wait for the restoration of normalcy is 30 minutes or as may be allowed by the Tournament Manager or his authorized ATM.

X. SPECIAL PROVISIONS:

The Tournament Manager reserves the right to make any decision on matters that affects the conduct of the tournament and which subject/concern is not covered/specified in this ground rules.

BASKETBALL COMPETITION FORMAT-SEC. BOYS

PALARONG PAMBANSA 2017

1. The 18 teams/regions will be divided into four groups, A, B, C, & D. Two groups will have four (4) teams each and the other two groups will have five (5) teams/regions. All groups must at least have one team each from Luzon, Visayas and Mindanao. The top four (4) placers in the last Palaro will be seeded/distributed in the four (4) groups respectively. The groups of the 5th to 17th placers plus the new region (NIRAA) shall be determined by **drawing of lots**.

GROUPING FORMAT:

Elimination Round (32 Games)

A	B	C	D
L1-STCAA	L2-CLRAA	L3-NCRAA	V1-CVIRAA
V2-CVIRAA	V3-EVIRAA	M1-DAVRAA	M2-CARAGA
M3-ARMM	M4-SRAA	M5-SRAA	M6-NMRAA
L8-CARAA	L7-CAVRAA	L6-MIMAROPA	L4-BRAA
		V4-NIRAA	L5-R1AA

(L – Luzon Region, V- Visayas Region, M-Mindanao Region)

2. Teams in each group will play single round robin to determine the team standings and the top two teams will advance to the **QUARTER FINALS** for a *cross-over knock-out game*. The WINNERS shall move to the SEMIFINALS.

2.1 **Quarterfinals (4 Games)**

QF1 = A1 vs C2

QF2 = A2 vs C1

QF3 = B1 vs D2

QF4 = B2 vs D1

2.3 **SEMIFINALS (2 Games)**

SF1 = Winner QF1 vs Winner QF4

SF2 = Winner QF2 vs Winner QF3

3. The SEMIFINAL WINNERS will then move to the **FINALS/CHAMPIONSHIP**, while the LOSERS will play for 3rd and 4th Place.

3.1 **FINALS (2 Games)**

Loser SF1 vs Loser SF2 = 3rd and 4th Placers

Winner SF1 vs Winner SF2 = 1st and 2nd Placers

BASKETBALL COMPETITION FORMAT-SEC. GIRLS

PALARONG PAMBANSA 2017

1. The 18 teams/regions will be divided into four groups, A, B, C, & D. Two groups will have four (4) teams each and the other two groups will have five (5) teams/regions. All groups must at least have one team each from Luzon, Visayas and Mindanao. The top four (4) placers in the last Palaro will be seeded/distributed in the four (4) groups respectively. The groups of the 5th to 17th placers plus the new region (NIRAA) shall be determined by **drawing of lots**.

GROUPING FORMAT:

Elimination Round (28 Games)

A	B	C	D
L1-NCR	V1-NIRAA	L2-STCAA	M1-SRAA
M4-ZPRAA	M3-NMRAA	M2-DAVRAA	M5-CARAGA
V4-CVIRAA	L5-BRAA	L4-CARAA	V3-EVIRAA
L6-CLRAA	L7-R1AA	V2-WVIRAA	L3-MIMAROPA
		M6-ARMM	L8-CAVRAA

(L – Luzon Region, V- Visayas Region, M-Mindanao Region)

2. Teams in each group will play single round robin to determine the team standings and the top two teams will advance to the **QUARTER FINALS** for a *cross-over knock-out game*. The WINNERS shall move to the SEMIFINALS.

2.1 Quarterfinals (4 Games)

QF1 = A1 vs C2

QF2 = A2 vs C1

QF3 = B1 vs D2

QF4 = B2 vs D1

2.3 SEMIFINALS (2 Games)

SF1 = Winner QF1 vs Winner QF4

SF2 = Winner QF2 vs Winner QF3

3. The SEMIFINAL WINNERS will then move to the **FINALS/CHAMPIONSHIP**, while the LOSERS will play for 3rd and 4th Place.

3.1 FINALS (2 Games)

Loser SF1 vs Loser SF2 = 3rd and 4th Placers

Winner SF1 vs Winner SF2 = 1st and 2nd Placers

BASKETBALL COMPETITION FORMAT-ELEMENTARY

PALARONG PAMBANSA 2017

1. The 18 teams/regions will be divided into four groups, A, B, C, & D. Two groups will have four (4) teams each and the other two groups will have five (5) teams/regions. All groups must at least have one team each from Luzon, Visayas and Mindanao. The top four (4) placers in the last Palaro will be seeded/distributed in the four (4) groups respectively. The groups of the 5th to 17th placers plus the new region (NIRAA) shall be determined by **drawing of lots**.

GROUPING FORMAT:

Elimination Round (32 Games)			
A	B	C	D
L1-STCAA	L2-NCRAA	V1-NIRAA	L3-CAVRAA
V3-CVIRAA	V4-WVIRAA	L4-R1AA	V2-EVIRAA
M1-ZPRAA	L5-MIMAROPA	M3-ARMM	M4-SRAA
L6-CARAA	M2-NMRAA	M6-DAVRAA L7-CLRAA	M5-CARAGA L8-BRAA

(L – Luzon Region, V- Visayas Region, M-Mindanao Region)

2. Teams in each group will play single round robin to determine the team standings and the top two teams will advance to the **QUARTER FINALS** for a *cross-over knock-out game*. The WINNERS shall move to the SEMIFINALS.

2.1 Quarterfinals (4 Games)

QF1 = A1 vs C2

QF2 = A2 vs C1

QF3 = B1 vs D2

QF4 = B2 vs D1

2.3 SEMIFINALS (2 Games)

SF1 = Winner QF1 vs Winner QF4

SF2 = Winner QF2 vs Winner QF3

3. The SEMIFINAL WINNERS will then move to the **FINALS/CHAMPIONSHIP**, while the LOSERS will play for 3rd and 4th Place.

3.1 FINALS (2 Games)

Loser SF1 vs Loser SF2 = 3rd and 4th Placers

Winner SF1 vs Winner SF2 = 1st and 2nd Placers



3x3 Official Rules of the Game

January 2016

The Official FIBA Basketball Rules of the Game are valid for all game situations not specifically mentioned in the 3x3 Rules of the Game herein.

Art. 1 Court and Ball

The game will be played on a 3x3 basketball court with 1 basket. A regular 3x3 court playing surface is 15m (width) x 11m (length). The court shall have a regular basketball playing court sized zone, including a free throw line (5.80m), a two point line (6.75m) and a “no-charge semi-circle” area underneath the one basket. Half a traditional basketball court may be used.

The official 3x3 ball shall be used in all categories.

Note: at grassroots level, 3x3 can be played anywhere; court markings – if any are used – shall be adapted to the available space

Art. 2 Teams

Each team shall consist of 4 players (3 players on the court and 1 substitute).

Note: No coach on the playground, no remote coaching from the bleacher is allowed

Art. 3 Game Officials

The game officials shall consist of 1 or 2 referees and time/score keepers.

Art. 4 Beginning of the Game

4.1. Both teams shall warm-up simultaneously prior to the game.

4.2. A coin flip shall determine which team gets the first possession. The team that wins the coin flip can either choose to benefit from the ball possession at the beginning of the game or at the beginning of a potential overtime.

4.3. The game must start with three players on the court.

Note: articles 4.3 and 6.4 apply to FIBA 3x3 Official Competitions only (not mandatory for grassroots events).*

** FIBA Official Competitions are Olympic Tournaments, 3x3 World Championships (incl. U18), Zone Championships (incl. U18), the 3x3 World Tour and 3x3 All Stars*

Art. 5 Scoring

5.1. Every shot inside the arc shall be awarded one 1 point.

5.2. Every shot behind the arc shall be awarded 2 points.

5.3. Every successful free throw shall be awarded 1 point.

Art. 6 Playing time/Winner of a Game

6.1. The regular playing time shall be as follows: one period of 10 minutes playing time. The clock shall be stopped during dead ball situations and free throws. The clock shall be restarted after the exchange of the ball is completed (as soon as it is in the offensive team's hands).

6.2. However the first team which scores 21 points or more wins the game if it happens before the end of regular playing time. This rule applies to regular playing time only (not in a potential overtime).

6.3. If the score is tied at the end of playing time, an extra period of time will be played. There shall be an interval of 1 minute before the overtime starts. The first team to score 2 points in the overtime wins the game.

6.4. A team shall lose the game by forfeit if at the scheduled starting time the team is not present on the playing court with 3 players ready to play. In case of a forfeit, the game score is marked with w-0 or 0-w (“w” standing for win).



6.5. A team shall lose by default if it leaves the court before the end of the game or all the players of the team are injured and/or disqualified. In case of a default situation, the winning team can choose to keep its score or have the game forfeited, whilst the defaulting team's score is set to 0 in any case.

6.6. A team losing by default or a tortuous forfeit will be disqualified from the competition.

Note: if a game clock is not available the running time's length and/or required points for sudden death is at the organizer's discretion. FIBA recommends setting the score limit in line with the game's duration (10 minutes/10 points; 15 minutes/15 points; 21 minutes/21 points).

Art. 7 Fouls/Free throws

7.1. A team is in a penalty situation after it has committed 6 fouls. Players are not excluded based on the number of personal fouls subject to art. 15.

7.2. Fouls during the act of shooting inside the arc shall be awarded 1 free throw, whilst fouls during the act of shooting behind the arc shall be awarded 2 free throws.

7.3. Fouls during the act of shooting followed by a successful field goal shall be awarded 1 additional free throw.

7.4. Team fouls 7, 8 and 9 shall always be awarded with 2 free throws. The 10th and any subsequent team foul will be awarded with 2 free throws and ball possession. This clause is applied also to fouls during shooting and overrules 7.2 and 7.3.

7.5. All technical fouls will be always awarded with 1 free throw and ball possession; whilst unsportsmanlike fouls will be awarded with 2 free throws and ball possession. The game shall continue with an in-play ball behind the arc at the top of the court after a technical or unsportsmanlike foul.

Note: no free throws are awarded after offensive foul.

Art. 8 How the Ball is played

8.1. Following each successful field goal or last free throw (except those followed by ball possession):

- A player from a non-scoring team will resume the game by dribbling or passing the ball from inside the court directly underneath the basket (not from behind the end line) to a place on the court behind the arc.
- The defensive team is not allowed to play for the ball in the "no-charge semi-circle area" underneath the basket.

8.2. Following each unsuccessful field goal or last free throw (except those followed by ball possession):

- If the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc.
- If the defensive team rebounds the ball, it must return the ball behind the arc (by passing or dribbling).

8.3. If the defensive team steals or blocks the ball, it must return the ball behind the arc (by passing or dribbling)

8.4. Possession of the ball given to either team following any dead ball situation shall start with a check-ball, i.e. an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the court.

8.5. A player is considered to be "behind the arc" when neither of his feet are inside nor step the arc.

8.6. In the event of a jump ball situation, the defensive team shall be awarded the ball.

Art. 9 Stalling

9.1. Stalling or failing to play actively (i.e. not attempting to score) shall be a violation.

9.2. If the court is equipped with a shot clock, a team must attempt a shot within 12 seconds. The clock shall start as soon as the ball is in the offensive players' hands (following the exchange with the defensive player or after a successful field goal underneath the basket).

BASEBALL

2017 PALARONG PAMBANSA

TOURNAMENT GUIDELINES AND GROUND RULES

The **OFFICIAL BASEBALL RULES** shall be followed in all the games. In addition, the following Tournament Guidelines and Rules will be adopted;

- I. **Elementary Baseball** shall adopt the **Little League Baseball Rules for Intermediate Division** (players ages 13 years and under, known as **50-70 Division**). It shall be played in **SEVEN (7) innings** ,elimination, quarter finals, semifinal and *championship game* (G ____). Any team *shall have the option to concede in any of their games.*
- II. **Secondary baseball** on the other hand shall adopt the **CONVENTIONAL BASEBALL RULES** (REGULAR Baseball Rules). It shall be played in **FIVE (5) innings** during the elimination, quarter finals, semi final and Seven innings in the championship game (G____) only. Any team shall have the option to concede.
- III. **For Elementary Division: THE PITCHING TASK/COUNTS and MANDATORY REST PERIOD FOR PITCHERS.**

Little League Baseball, 50-70 Division (Elementary Level):
League ages 13 – 16, the maximum number of pitches is 95 per day.

If a player pitches for ____ in a day	No. of Calendar days of rest to be observed.
1-20 pitches	0
21- 35 pitches	1
36-50	2
51-65	3
66-85	4

Note: For pitcher who have pitched for 41+ cannot catch
For catcher who have caught 4 innings cannot pitch

For Secondary Division: Shall remain the same as reflected in the existing Tournament Guidelines.

- IV. **TIE BREAKING PROCEDURE:** All Ties in the Elimination Round shall be settled as follows (in order).

No. OF TEAMS INVOLVED	PROCEDURE	
	ELEMENTARY (LITTLE LEAGUE)	SECONDARY (CONVENTIONAL)
2	WIN OVER THE OTHER	WIN OVER THE OTHER
3	NUMBER OF RUNS ALLOWED IN ALL GAMES PLAYED	NUMBER OF RUNS ALLOWED IN THE GAMES PLAYED BETWEEN TEAMS INVOLVED.
	<p><u>Section III and IV</u></p> <ul style="list-style-type: none"> - Fewest runs allowed in the game played between teams tied - More runs scored in the game played between teams tied. - Difference of the number of runs for and number of runs against in all the games played by the teams tied. (# of runs for - # of runs against) -A "Coin Flip" 	

V. BASE RUNNING RULES:

Level/Division	Difference:	
Elementary	"Pinch runner" is allowed. Rule 7.14	Not as a Substitution. The "pinch runner" shall not be in the batting line-up (substitute/alternate)
Secondary	"Pinch runner" is allowed.	It is considered as a substitution. The "pinch runner" must play defense in the process.

VI. For Elementary Re-entry is allowed. Every player on the team roster shall participate in each game for a minimum of six (6) consecutive defensive outs and bat at least one (1) time.

VII. MANDATORY PLAY ALL:

Level/Division	Difference:	
	REQUIREMENT	PENALTY
Elementary	1. ONE TIME AT BAT AND 6 CONSECUTIVE DEFENSIVE OUTS.	➤ 1 ST 2 ND OFFENSE: WARNING ➤ AFTER THE 2 ND WARNING: EJECTION OF THE HEAD COACH
Secondary	1. ONE TIME AT BAT, OR 2. 3 DEFENSIVE OUTS	➤ FORFEITURE OF GAME (except on abbreviated game)

Note: ALL TWELVE (12) PLAYERS, ENTERED AS OFFICIAL MEMEBRS OF THE TEAM MUST BE FIELDED EVERYTIME THE TEAM PLAY IN AN SCHEDULED GAME (refer to the table above for the requirements).

Note: In case *an injury occurred or a player is disqualified*, where, all available substitutes were exhausted; the coach of the other team will be given the right to select from the "players on the bench" (but not a previously disqualified/ejected/thrown out player). A violation of this guideline/rule shall be an outright forfeiture of the game in favor of the opposing team.

In case of *an ABBREVIATED GAME*, the players in the official list who did not play in the preceding game must be included in the starting line-up/first 9 players of the team in their next scheduled game (immediate succeeding game). But as much as possible all players must be able to play within the REGULATION NUMBER OF INNINGS (5 or 7 as the case may be).

VIII. For Secondary Baseball the *10-Run Rule* shall be applied in all the games, except in the championship game (bottom of 3rd or any time after the 3rd of a five (5) inning game) as the case may be.

IX. There shall be *fourteen (14) persons* on the bench of each baseball team for the duration of the game, to wit, *twelve (12) players, one (1) coach and one assistant coach*. *No trainer* shall be allowed to sit on the bench of each baseball team.

Note: Any violation of item # IX would mean the following;

- a. First offense – *warning*
- b. Second offense – *automatic removal of the pitcher from the mound* (for the defense only).
- c. If the team *persistently violates* this item, the game shall be forfeited in favor of

and *t-shirts* are allowed provided the color and style is similar to the official uniform of the team). Teams with athletes having more than one (1) set of uniforms must have **identical back numbers**. The back number should be from 1-12 only.

- XI. The **LAW OF IMMEDIATE SUCCESSION** shall be observed. Only the **first game in the morning** and the **first game in the afternoon** shall be given fixed scheduled time. Games that follow shall start immediately after the end of each preceding game. **Inspection of each athlete's gallery** must be done before the start of any game.
- Note:* If weather condition (specially in the afternoon), when it usually rains and deemed necessary, at the discretion of the Tournament Manager, this rule may be changed as follows; **Only the first game in the morning shall be given fixed scheduled time**. All concerned coaches shall be properly/duly notified of such change.
- XII. A **GRACE PERIOD of fifteen (15) minutes**, base from the time the preceding game has ended shall be observed in declaring any game(s) as forfeited or default. Coaches are requested to submit their contact number(s) to the management to facilitate information dissemination. Likewise, **to synchronized their "TIME"** to ensure punctuality and promptness in the game venue.
- XIII. **In DOUBLE HEADERS, a MANDATORY ONE (1) GAME REST** shall be imposed. One (1) pitch will constitute a one (1) inning pitch.
- XIV. It is **MANDATORY** for all competing teams **to provide their respective teams with the necessary equipment** such as;
- Shin guards
 - Catcher's mask (preferably with helmet and throat protection)
 - Groin guard (for catchers, infielders and pitchers)
 - Catcher's body protector
- XV. In **Secondary Baseball** the rule on **NO RE-ENTRY** (Rule 3.03) shall be imposed.
- XVI. There shall be **no DESIGNATED HITTER (DH)** in Elementary Baseball.
- XVII. If a Game is called due to **"FORCE MAJEURE SITUATION"**, it is a regulation game if **three (3) innings** have been completed (Elimination, Quarter Finals, Semi Finals, Battle for 3rd Place) and **five (5) innings** in the Championship Game only (for Secondary Baseball) and in all games in the Elementary (Little League Baseball, 50-70 division).
- Note:** In case the game has progressed beyond 3rd or 5th inning but has not been completed, the game shall be a "Called Game". The winner shall be the team that scored more runs in the last completed inning.
- XVIII. In case, when **the weather condition shall no longer permit/allow the tournament to be finished**, the following measures shall be adopted;
- If 3rd Place or higher rank has been established, shared championship (co-champions) shall be declared.
- XIX. In the event that a **Coach is incapacitated**, a substitute is allowed provided; the following documents will be submitted to the committee in charge (NSAC) before the start of the team's next game.
- a. Notice of substitution from the Head of Delegation/PES Chief,
 - b. Designation of the substitute coach from the Head of Delegation/PES Chief,
 - c. Medical Certificate issued by a government physician,
 - d. Certificate of employment/appointment (as a DepEd employee),
 - e. Personal Data Sheet.

Note: In case of emergency resulting to **instant inability of a coach** to perform his/her duty as such, the assistant coach and team captain shall assume leadership

XXI. ADDITIONAL GROUND RULES IN BASEBALL (ELEM. & SEC.)

- a. All scheduled games shall start at 7:00 A.M.
- b. The "**LAW OF IMMEDIATE SUCCESSION**" shall be observed with the following conditions,
 1. **Tentative time schedule** will be 7:00-9:00 11:00 AM and 2:00 PM respectively.
 2. If the **first game become abbreviated/forfeited/default**, the second game should be started **not earlier than 8:30 AM**.
 3. If the umpire's judgment the weather is so hot at 10:30 in the morning, game shall be suspended and resumed at 2:00 PM the same day.
- c. Scheduled teams shall enter the restricted area only when called and advice by the steward (an umpire).
- d. Spectators/Team followers are strictly prohibited to stay within any restricted area in the field.
- e. **Loitering and littering** are strictly prohibited in the field and immediate vicinities. **Coaches** are responsible in maintaining cleanliness and orderliness in their respective "DUGOUTS/BENCH" during the game and before leaving.
- f. If the **ball bounce and roll inside a fair territory**, it is a live ball and in play. If it goes **under** the fence it will be a regulation double.
- g. If a **ball bounces inside and over the established marker**, it shall be a two (2) base hit only (regulation double).
- h. **Long hit or thrown ball that goes up and down a slope inside a fair territory**, the ball is live and in play.
- i. The allowable **measurements of the baseball bat** are as follows:
 1. Elementary - It shall not be more than 34 inches in length, not more than 2 5/8 inches in diameter. If a 2 ¼ barrel bat, has no composite materials in the barrel, it may be used provided it is labeled with a BPF of 1.15 or less.
 2. Secondary - not greater than 34" long, a weight reduction of not more than -5 and a maximum barrel of 2 5/8.
- j. A bat *should not contain any additional part that provides a batter extra batting power. (2 piece bat and composite bat may be allowed to be used in any game for the duration of the Palaro 2017).*

Note: Provided such composite bat will be available as TOURNAMENT BAT (to be provided by the palaro management), or such bat shall have the mark of;
For elementary – **BPF** (batting performance factor) of 1.15 or less.
For secondary- **BBCOR** (batted ball coefficient of restitution)
- k. The **use of metal cleats** is strictly prohibited.
- l. Unnecessary apparel should not be worn by any official member of the team during the game.
- m. On **HPB**, removal of the pitcher shall be imposed when:
 1. If in the judgment of the umpire the pitch was intentional even if it was only the first time that hit the batter.
 2. If for preventive measures, the umpire may ask the coach to replace the pitcher in order to avoid any further untoward incident.
 3. If the pitcher hits three (3) batters in an inning. He shall be transferred to another position and shall only return as pitcher in the succeeding innings. If he hits Five (5) batters in a game, he shall be removed from the game and may play as pitcher in their succeeding games.
 4. In Elementary Baseball, the Rule pertaining to HPB shall be imposed accordingly.

q. SPEED-UP RULE:

1. Breaking Tie in a Game for secondary: Runners on 1st and 2nd Base shall be placed (as the case may be). Designation of runner(s) shall be at the discretion of the Coach. The batter to start the tie breaking inning shall be the

3. Teams are allowed one (1) offensive conference in an inning.
4. After the second charged conference, each subsequent trip to the mound shall cause the removal of the pitcher from the pitching position.

Note: Any violation of this rule (item 2-4), on the first offense, the coach will be warned while on the second offense, the coach will be ejected.

r. **Dress Code during the awarding.**

All players and coaches are required to wear their *official uniform* during the awarding of medals/trophies for deserving athletes and awards for the team standing/rank.

s. **SPECIFIC GROUND RULE IN EACH DIAMOND: (TO BE ESTABLISHED AFTER ALL GROUND PREPARATIONS HAS BEEN FINALIZED AND TO BE PRESENTED DURING THE SOLIDARITY MEETING).**

BILLIARD

Palarong Pambansa 2017

General Billiard Rule 1 - Racking The Balls

This regulation indicates that a triangle must be used when racking the balls, and that the apex ball is to be spotted on the foot spot. All balls are to be lined up behind the apex ball and be pushed together in such a way that they all have side to side contact with each other.

General Billiard Rule 2 - Shooting The Cue Ball

Regulation states that for a shot to be legal, the cue ball can only be struck with the cue tip. Contact via any other method results in a foul. An example of this could be a contact with a hand or with a mechanical bridge.

General Billiard Rule 3 - Calling Shots

Applying to games of call-shot, under this rule states that a player can shoot any ball they choose, but must "call" both the ball they are shooting at, and the pocket at which it will be shot. The player does not need to indicate details such as legal combinations, kisses, caroms or cushions. Any balls that are in addition to the called ball are counted in the shooter's favor.

General Billiard Rule 4 - Failure To Pocket A Ball

A very simple rule which states that when a player fails to pocket any balls on a legal shot, the inning is over, and the opponent's inning begins.

General Billiard Rule 5 - Lag For Break

This regulation specifies the procedure for the "lag" for opening break. This lag will determine who shoots the opening break. For the lag, each player should use billiard balls of equal size and weight. The Palarong Pambansa Billiard Sports preference is that cue balls be used, but when they are not available, non-striped object balls should be used. The two players stand behind the head string with the balls in hand, one player to the left of the head spot, and one to the right. The balls are shot by the players simultaneously to the foot cushion and back to the head end of the table. The player whose ball returns closest to the innermost edge of the head cushion wins the lag. The regulations specify that the lagged ball must contact the foot cushion at least once. Other cushion contacts are immaterial, except as prohibited below. A player automatically loses the lag if their ball:

- crosses into the opponent's half of the table;
- fails to contact the foot cushion;
- drops into a pocket;
- jumps off the table;
- touches the long cushion;
- rests within the corner pocket and past the nose of the head cushion, or;
- contacts the foot rail more than once.

If both of the billiard players violate the automatic loss lag rules, or if the referee is unable to determine which player's ball is closer to the head cushion, the lag is called as a tie and replayed.

General Billiard Rule 6 - Opening Break Shot

The opening break shot is to be determined by either lag or lot. For formal competition, the lag for break procedure is required. The player who wins the lag or lot then has the choice of performing the opening break shot or transferring it to the opposing player.

General Billiard Rule 7 - Opening Break - The Cue Ball

This rule outlines how the opening break shot is to be performed. It states that opening break shot is taken with cue ball in hand behind the head string. The object balls are positioned according to specific game rules. (General rules for pocket billiards specifications for arranging the object balls are found in regulation 3.1 above.) On the opening break, the billiard game is considered to have commenced once the cue ball has been struck by the shooter's cue tip.

General Billiard Rule 8 - Opening Break - Deflecting The Cue Ball

On the opening break shot, stopping or deflecting the cue ball after it has crossed the head string and prior to hitting the racked balls is considered a foul and thus, a loss of turn. The opponent then has the option of receiving cue ball in hand behind the head string or passing option back to the offending player. (Note that an exception occurs in 9-Ball, rule 5.3, which states: The cue ball in hand can be played anywhere on the table... is allowed at this juncture. A warning must be given that a second violation during the billiard match will result in the loss of the match by forfeiture.

General Billiard Rule 9 - Cue Ball In Hand Behind The Head String

This regulation was written regarding the situation that applies to specific games whereby the opening break is administered or a player's scratching is penalized by the incoming player having cue ball in hand behind the head string. The incoming player may place the cue ball anywhere behind the head string. The shooting player may shoot at any object ball as long as the base of the object ball is located on or below the head string.

The shooting player may only shoot at object balls that are above the head string ("uptable") unless the cue ball is first shot to the foot rail, (or one of the side rails below the head string) causing it to bounce back above the head string and hit an object ball. Per the WPA; The base of the ball (the point of the ball touching the table) determines whether it is above or below the head string.

There is a specification where the incoming player inadvertently places the cue ball on or below the head string, the referee or the op-posing player must inform the shooting player of improper positioning of the cue ball before the shot is made. Additionally, if the opposing player does not so inform the shooting player before the shot is made, the shot is considered legal, and the billiard game continues. If the shooting player is informed of improper positioning, he or she must then reposition the cue ball. If a player positions the cue ball completely and obviously outside the kitchen and shoots the cue ball, they receive a foul. For full details on this regulation, refer to regulation 2.21. When the cue ball is in hand behind the head string, it is considered "in hand" and not "in play" until the player strikes the cue ball with his or her cue tip. The shooting player is allowed to adjust the position of the cue ball with their hand, or cue, or any other object as long as it remains "in hand". When the

cue ball is back "in play", it may not be impeded in any way by the player. In fact, to do so is considered committing a foul. Additionally, if the shot fails to contact a legal object ball or fails to drive the cue ball over the head string, the shot is considered a foul and the opposing player has ball in hand according to the specific billiard game rules.

General Billiard Rule 10 - Balls

This is the rule stating that a ball is to be considered if, as the result of an otherwise legal shot, it drops off of the bed of the table into the pocket and remains there. However, a ball that drops from a table's ball return system onto the floor is not to be construed as a ball that has not remained. One should note that a ball rebounding from a pocket back onto the table bed is not considered a pocketed ball.

General Billiard Rule 11 - Positioning of the Balls

This rule simply states that the position of a ball is judged by where its base, or center, actually touches the billiard table.

General Billiard Rule 12 - Contact With the Floor - Foot

This rule specifies that the shooting billiard player must have at least one foot in contact with the floor at the moment the cue tip contacts the cue ball. If this regulation is violated, the shot is a foul. Additionally, the player's footwear must be of normal size, shape, and manner in which it is worn.

General Billiard Rule 13 - Shooting When Balls Are In Motion

The shooting player receives a foul if they shoot while any object ball, or the cue ball, is in motion. This rule applies to spinning balls as well.

General Billiard Rule 14 - Completing A Stroke

A stroke is not complete, and therefore is not counted, until all balls on the table have become motionless after the stroke. This rule includes balls that are spinning, as the World Pool Association considers spinning balls to be in motion.

General Billiard Rule 15 - Definition of the Head String

The area behind the head string does not include the head string. Thus, an object ball that is dead center on the head string is playable when specific game rules require that a player must shoot at a ball past the head string. Similarly, when the cue ball is put in play behind the head string as done with cue ball in hand behind the head string, it may not be placed directly on the head string. It must be behind the head string.

General Billiard Rule 16 - All Fouls

Generally the penalties dealt for fouls differ across various billiard games, however, the following rules apply to all fouls:

- The player's inning ends;
- If on a stroke, the stroke is considered invalid and any balls are not counted to the shooter's credit, and;
- Balls are re-spotted only if the rules of the specific game require it.

General Billiard Rule 17 - When a Player Fails To Contact The Object Ball

This rule states that if on a stroke, the cue ball fails to make contact with any legal object ball first, the player receives a foul. Also, WPA's regulations state that playing away from a touching ball does not constitute having hit that ball.

General Billiard Rule 18 - Legal Shots

Unless otherwise stated in a specific game rule, a player must cause the cue ball to contact a legal object ball and then:

- Pocket a numbered ball, or;
- Cause the cue ball or any numbered ball to contact a cushion or any part of the rail. Failure to meet these requirements is a foul.

General Billiard Rule 19 - Cue Ball Scratch

This rule says that it is a scratch foul if on a stroke, the cue ball is. If the cue ball touches an object ball that was already, the shot is considered a foul. An example of this would be in a pocket full of object balls.

General Billiard Rule 20 - Foul By Touching Balls

It is a foul to strike, touch, or in any way make contact with the cue ball in play or any object balls in play. This includes contact with anything, including the body, clothing, chalk, mechanical bridge, cue shaft, etc, except the cue tip that is attached to the cue shaft. This, and only this may contact the cue ball in the execution of a legal shot.

Whenever a referee is presiding over a billiard match, any object ball moved during a standard foul must be returned as closely as possible to its original position as judged by the referee. The incoming player does not have the option of restoration. For more details on this regulation, you may refer to General Billiard Rule 16.

General Billiard Rule 21 - Foul By Ball Placement

This regulation states that touching any object ball with the cue ball while it is in hand is a foul.

General Billiard Rules 22 - Double Hits Causing A Foul

If the cue ball is touching the required object ball prior to the shot, the player may shoot toward it, providing that a normal stroke is employed. If the cue stick strikes the cue ball more than once on a shot, or if the cue stick is in contact with the cue ball when or after the cue ball contacts an object ball, the shot is considered a foul. For more information, see regulation General Billiard Rule 23 for judging this sort of shot. If a third ball is close by, care should be exercised by the shooter not to foul that ball based on the first part of this regulation.

General Billiard Rule 23 - Foul By Push Shot

If the cue ball is pushed by the cue tip as such that contact is maintained for more than the momentary time commensurable with a stroked shot. These shots are generally referred to as "push shots".

General Billiard Rule 24 - Player Responsibility Fouls

The player is responsible for chalk, bridges, and any other items or equipment he or she brings to, uses at, or causes to approximate the table. For example, if a player drops a piece of chalk, or knocks off a mechanical bridge head, they are guilty of a foul should such an object make contact with any ball in play. This also applies to the cue ball, but only if there is no referee presiding over the match.

General Billiard Rule 25 - Illegal Jumping of Balls

It is considered a foul if the shooting player strikes the cue ball below center such as by digging under or lofting the cue ball, and intentionally causes it to rise off the bed of the table in an effort to clear an obstructing ball. Such jumping action may occur accidentally, and these accidental jumps are not to be considered fouls on their face. However, they may still be ruled foul strokes if, for example, the ferrule or cue shaft makes contact with the cue ball in the course of the shot.

General Billiard Rule 26 - Jump Shots

Regarding jump shots, unless otherwise stated in rules for a specific game, it is legal to cause the cue ball to rise off the bed of the table by elevating the cue stick on the shot, and forcing the cue ball to rebound from the bed of the table. Any miscue when executing a jump shot is a foul. For non-professional players, it is advised to use an appropriate and allowable equipment in making a jump shot – Jump Cue Stick.

General Billiard Rule 27 - Balls Jumped Off The Table

Balls coming to rest on surfaces other than the bed of the table after a stroke, such as on the cushion top, rail surface, or floor, are considered jumped balls. Balls may bounce on the cushion tops and rails of the table in play without being jumped balls if they return to the bed of the table under their own power and without touching anything that is not a part of the billiard table. The billiard table is to consist of the permanent part of the table proper. Balls that strike or touch anything not a part of the table, such as the billiard table lamp, chalk on the rails and cushion tops, etc., shall be considered jumped balls. This is the case even though they might return to the bed of the table after contacting items which are not parts of the table proper. In all pocket billiard games, when a stroke results in the cue ball or any object ball being a jumped ball off the table, the stroke is a foul. All jumped object balls are spotted, except in 8 and 9-Ball, when all balls have stopped moving. You should reference specific game rules for the regulations on putting the cue ball in play after a jumped cue ball foul.

General Billiard Rule 28 - Intentional Foul Penalty

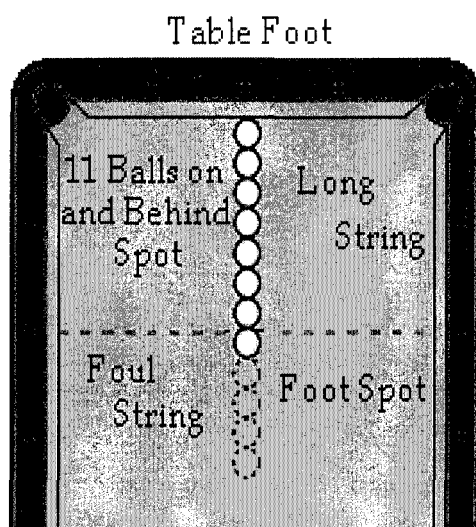
The cue ball in play shall not be intentionally struck with anything, such as the ferrule, shaft, etc., other than a cue's attached tip. While such contact is automatically a foul under the provisions of Regulation 46, if the referee deems the contact to be intentional, the player will be warned once during a match that a second violation during that same match will result in the loss of the billiard match by forfeiture. If a second violation should occur, the match must be forfeited.

General Billiard Rule 29 - Spontaneous Movement of the Balls

If a ball shifts, settles, turns or otherwise moves by itself, the ball is to remain in the position it assumed, and play is to continue. A hanging ball that falls into a pocket by itself after being motionless for 5 seconds or longer is to be replaced as closely as possible to its position prior to falling, and play shall continue. If an object ball drops into a pocket by itself as a player shoots at it, so that the cue ball passes over the spot the ball had been on, unable to hit it, the cue ball and object ball are to be replaced to their positions prior to the stroke, and the player may shoot again. Finally, any other object balls that are disturbed on the stroke are also to be replaced to their original positions before the shooter replays.

General Billiard Rule 30 - Spotting Balls

When specific game rules call for spotting balls, regulation 3.32 provides that they shall be replaced on the table on the long string after the stroke is complete. A single ball is placed on the foot spot, and if more than one ball is to be spotted, they are placed on the long string in ascending numerical order, beginning on the foot spot and advancing toward the foot rail. When balls that are on or near the foot spot or long string interfere with the spotting of balls, the balls to be spotted are placed on the extension of the long string in front of the foot spot between the foot spot and the center spot, as near as possible to the foot spot and in the same numerical order as if they were spotted behind the foot spot. The lowest numbered ball would be closest to the foot spot.



General Billiard Rule 31 - Jawed Balls

If two or more balls are locked between the jaws or sides of the pocket, with one or more suspended in air, the referee shall inspect the balls in position. Once the situation is assessed, the referee will execute the following procedure: The referee shall visually or physically project each ball directly downward from its locked position. Any ball, that in his or her judgement would fall in the pocket if so moved directly downward is a ball. Any ball that would come to rest on the bed of the table is not. The balls are then placed according to the referee's assessment, and play continues according to specific game rules as if no jawing or locking of balls had occurred.

General Billiard Rule 32 - Pocketing Additional Balls

If extra balls are on a legal scoring stroke, they are counted in accord with the scoring rules for the particular game.

General Billiard Rule 33 - Interference By Non-Players

When it comes to non-player interference, the regulations are very clear. If a player is bumped, or the balls moved such that play is directly affected by a non-player during the match, the balls are to be replaced as near as possible to their original positions immediately prior to the incident, and play shall resume with no penalty on the player affected. If the match is an officiated one, the referee shall replace the balls. This rule also applies to an act of God interference, such as earthquakes, hurricanes, light fixture falling, power failures, etc. If the balls cannot be restored to their original positions, the game is replayed with the original player breaking. This rule is not applicable to 14.1 Continuous where the game consists of successive racks: the rack in progress will be discontinued and a completely new rack will be started with the requirements of the normal opening break. (Players lag for break.) Scoring of points is to be resumed at the score as it stood at the moment of game disruption.

General Billiard Rule 34 - Breaking Subsequent Racks

In a match that consists of short rack games, the winner of each game breaks in the next one. The following are common options that may be designated by tournament officials in advance:

General Billiard Rule 35 - Billiard Play By Innings

During the course of play, players alternate turns, called "innings", at the table. A player's inning ends when he or she either fails to legally pocket a ball, or fouls. When an inning ends free of a foul, the incoming player accepts the table in position.

General Billiard Rule 36 - When an Object Ball is Frozen to the Cushion or Cue Ball

This regulation applies to any shot where the cue ball's first contact with a ball is with one that is frozen to a cushion or to the cue ball itself. After the cue ball makes contact with the frozen object ball, the shot must result in either:

- A ball being , or;
- The cue ball contacting a cushion, or;
- The frozen ball being caused to contact a cushion attached to a separate rail, or;
- Another object ball being caused to contact a cushion with which it was not already in contact.

Failure to satisfy one of those four requirements is cause for a foul. One must note the following at this juncture: 14.1 and other games specify additional requirements and applications of this rule, thus it is recommended that readers see specific game rules. A ball which is touching a cushion at the start of a shot and then is forced into a cushion attached to the same rail is not considered to have been driven to that cushion unless it leaves the cushion, contacts another ball, and then contacts the cushion again. An object ball is not considered frozen to a cushion unless it is examined and announced as such by either the referee or one of the players prior to that object ball being involved in a shot.

General Billiard Rule 37 - Playing From Behind The String

When a player has the cue ball in hand behind the head string, "in the kitchen", he or she must drive the cue ball to a point across the head string before it contacts either a cushion, an object ball, or returns to the kitchen. Failure to do so is a foul if a referee is presiding over a match. If no referee is present, the opponent has the option to call it either a foul or to require the offending player to replay the shot again with the balls restored to their positions prior to the shot with no foul penalty imposed. An exception exists here: if an object ball lies on or outside the head string, and is thus playable, but so close that the cue ball contacts it before the cue ball is out of the kitchen, the ball can be legally played, and will be considered to have crossed the head string. If, with cue ball in hand behind the headstring and while the shooter is attempting a legitimate shot, the cue ball accidentally hits a ball behind the head string, and the cue ball crosses the line, it is a foul. If with cue ball in hand behind the head string, the shooter causes the cue ball to hit an object ball accidentally, and the cue ball does not cross the headstring, the following applies: the incoming player has the option of calling a foul and having cue ball in hand, or having the balls returned to their original position, and having the offending player replay the shot. If a player under the same conditions intentionally causes the cue ball to contact an object ball behind the headstring, it is considered unsportsmanlike conduct.

General Billiard Rule 38 - Foul On Cue Ball In Hand

During cue ball in hand placement, the player may use his hand or any part of his cue, excluding the cue tip to position the cue ball. When placing the cue ball in position, any forward stroke motion of the cue stick contacting the cue ball will be considered a foul if not a legal shot.

General Billiard Rule 39 - Interference Regulation

If the non-shooting player distracts his or her opponent or interferes with the play in any way, he or she has fouled. If a player shoots out of turn, or moves any ball at a time other than during their own inning, they are considered to have committed interference.

General Billiard Rule 40 - Devices

Players are not allowed to use a ball, the triangle or any other width-measuring device to see if the cue ball or an object ball would travel through a gap, etc. Only the cue stick may be used as an aid to judge gaps or as an aid to aligning a shot, so long as the cue is held by hand, and doing so is a foul and is considered an unsportsmanlike conduct.

General Billiard Rule 41 - Illegal Marking

If a player intentionally marks the table in any way, including the placement of chalk, to assist in executing the shot, it is a foul.

Supplemental Regulations

The following are regulations that are refereed to within the General Rules of Pocket Billiards above.

General Billiard Rule 42 - Equipment Use

Players may not use any equipment or accessories for purposes of or in a manner other than those by which the items are intended for. For more information, you can refer to rules General Billiard Rules 43 and 46. For example:

- powder containers, chalk cubes, etc., may not be used to prop up a mechanical bridge, or natural hand bridge;
- no more than two mechanical bridges may be used at one time, nor may they be used to support anything other than the cue shaft;
- extra or out-of-play balls may not be used by players to check clearance or for any other reason except to lag for break;
- the triangle may be employed to ascertain whether a ball is in the rack when a match is not refereed and the table has not been pencil marked around the triangle area. Also see: Responsiveness of the Referee on page

General Billiard Rule 43 - Restrictions on Equipment

The following is a list of acceptable equipment items a billiard player may bring to the table to use in a World Pool-Billiard Association sanctioned event:

- Cue Stick. Each player is permitted to use one or more cue sticks that meet the specifications listed in the equipment specifications section. He or she may use either a built-in extender or an add-on extender to increase the length of the stick.
- Chalk. The player may apply chalk to his tip to prevent miscues, and may use his own chalk, provided its color is compatible with the cloth.
- Talcum Powder.
- Mechanical Bridges. The player may use up to two mechanical bridges to support the cue stick during the shot. He may use his own bridge if it is similar to standard commercial bridges.
- Gloves. The player may use gloves to improve the grip and/or bridge hand function.

General Billiard Rule 44 - Cue Ball Fouls Only

When a referee is presiding over a match, it is a foul for a player to touch any cue ball or object ball with the cue, clothing, body, mechanical bridge or chalk, before, during or after a shot. It is still a foul to make any contact with the cue ball whatsoever while it is in play, except for the normal cue tip-to-ball contact during a shot.

General Billiard Rule 45 - Referee's Responsiveness

The referee is to be totally responsive to player's inquiries regarding objective data, such as whether a ball will be in the rack, if a ball is in the kitchen, what the count is, how many points are needed for a victory, if a player or his opponent is on a foul, what rule would apply if a certain shot is made, etc. When asked for a clarification of a rule, the referee will explain the applicable rule to the best of his ability, but any misstatement by the referee will not protect a player from enforcement of the actual rules. The referee must not offer or provide any subjective opinion that would affect play, such as whether a good hit can be made on a prospective shot, whether a combination can be made, or how the table seems to be playing, etc.

General Billiard Rule 46 - Inappropriate Use of Equipment

The referee must be alert for a player using equipment or accessory items for purposes or in a manner other than those for which they were intended, or for the use of

illegal equipment, as defined under equipment specification. Generally, in such cases, no penalty is applied. However, should a player persist in such activity or use of such equipment, after having been advised that such activity or use is not permissible, the referee or other tournament official may take action as appropriate under the provisions of Unsportsmanlike Conduct.

General Billiard Rule 47 - Judging Double Hits

When the distance between the cue ball and the object ball is less than the width of a chalk cube, special attention from the referee is required. In such a situation, unless the referee can positively determine a legal shot has been performed, the following guidance may apply: If the cue ball follows through the object ball more than 1/2 ball, it is a foul.

General Billiard Rule 48 - Out Of Head String Warning

When a player has the cue ball in hand behind the head string, the referee shall warn him before he shoots if he has placed the cue ball on or within 1/2 ball width outside of the head string. If the player then shoots from on or within the specified distance outside the head string, the stroke is a foul. If the shooter places the cue ball outside of the head string beyond the specified limit, no warning is required and the stroke is a foul (See specific game rule for penalty. Also refer to the Playing from Behind the String rule.

REGULATIONS

1. Administrative Discretion

These regulations address dress requirements, protests, scheduling issues, and other items that are not part of the actual Rules of Play but need to be regulated for the individual event. Some aspects of applying the regulations vary from tournament to tournament, such as the number of sets in a match and who breaks after the first rack at nine ball. The management of an event is entitled to enforce regulations for the event. These Regulations do not have the same force as the Rules; the Rules have priority.

2. Exceptions to the Rules

The actual Rules of Play may not be altered unless a specific waiver is issued by the WPA Sports Director or other WPA official for the individual event. A written explanation of any rules change should be made available at the players' meeting.

3. Dress Code

Each player's attire must always meet the level of the competition and be clean, proper and in good condition. If an athlete is unsure about the legality of his attire, the athlete should approach the tournament director before the match and ask whether the attire is legal. The tournament director has the final say with regards to the legality of attire. In exceptional circumstances, the director may permit a player to compete in violation of the dress code e.g. when airline luggage has been misplaced. A player may be disqualified for dress code violation.

If there is no announcement before the event, the WPA dress code is assumed. The following are the current requirements for World Championship and World Tour events.

3.1 Men

Men may wear a regular collared shirt or polo shirt of any color or **delegation uniform**. Shirt or polo shirt must be tucked in. It must be in a good condition and clean. No T-shirts are allowed. The shirt must have at least a short.

Dress pants will be clean and in good condition and may be of any color. Denim/blue jeans of any color are forbidden even though a jeans design is allowed.

Shoes must be elegant dress shoes that fit in the outfit. Sneakers and sandals are not allowed. Sports shoes with a dark top of leather or leather-like material are allowed but are subject to the tournament director's discretion.

3.2 Women

Women may wear a shirt, an elegant top, a dress, a blouse or a polo shirt sleeve which is covering the shoulders or **delegation uniform**. T-shirts are not permitted.

Dress pants will be clean and in good condition and may be of any color. Denim/blue jeans of any color are forbidden even though a jeans design is allowed. Female athletes may wear a skirt which must cover the knees.

Shoes must be elegant dress shoes that fit in the outfit. Sneakers and sandals are not allowed. Sports shoes with a dark top of leather or leather-like material are allowed but are subject to the tournament director's discretion.

4. Balls Rack Template

The Ball Rack Template can be used for the disciplines: 8-ball, 9-ball and 10-ball. In 14/1 it's not allowed to use the Ball Rack Template

4.1 Positioning of the Ball Rack Template

The table must be marked before the tournament has started. A Vertical line must be drawn for the positioning of the Ball Rack Template. This line must be long enough to pass through the top and bottom holes on the Ball Rack Template.

4.2 Removing of the Ball Rack Template

After the break, the Ball Rack Template must be removed by the referee from the table as soon as possible without disturbing any of the balls. If a referee is not present and there are balls obstructing the removal of the Ball Rack Template, the opponent must be the one to remove the Ball Rack Template. If there are no obstructions, the player at the table may remove the Ball Rack Template without the opponent interfering.

With or without a referee present, the Ball Rack Template can only be removed if not more than 2 balls are an obstruction in its removal. Exception to this rule applies if 1 or more balls are frozen and obstructing the removal, in this case the Ball Rack Template stays in place until such time that the frozen balls are no longer an obstacle in the removal of the Ball Rack Template. With the removal of the Ball Rack Template, the referee or opponent may use

markers in the form of ball markers or chalk blocks which are at their disposal to mark the obstructing balls. The Ball Rack Template must be placed in its required spot away from the playing area including the rails and the balls placed back into their original position.

4.3 Specification for Ball Rack Template

Ball Rack template should be made of a plastic material, no thicker than 0.14 mm and shouldn't affect the table in any way. Template may not be glued on the playing surface.

5. Playing with an "Area" Referee

It may be that a tournament is being played with "area" referees who are each responsible for several tables and there is no referee constantly at each table. In this case, the players are still expected to observe all the rules of the game. The recommended way to conduct play in this situation is as follows.

The non-shooting player will perform all of the duties of the referee. If, prior to a particular shot, the shooting player feels that his opponent will not be able to properly judge the shot, he should ask the area referee to watch the shot. The non-shooting player may also ask for such attention if he feels that he is unable or is unwilling to rule on the shot. Either player has the power to suspend play until he is satisfied with the way the match is being officiated.

If a dispute arises between players in an unofficiated match, and the area referee is asked to make a decision without having seen the cause of the dispute, he should be careful to understand the situation as completely as possible. This might include asking trusted witnesses, reviewing video tapes, or reenacting the shot. If the area referee is asked to determine whether a foul occurred and there is no evidence of the foul except the claim of one player while the other player claims that there was no foul, then it is assumed that no foul occurred.

6. Penalizing Unsportsmanlike Conduct

The rules and regulations give the referee and other officials considerable latitude in penalizing unsportsmanlike conduct. Several factors should be considered in such decisions, including previous conduct, 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. In addition, the level of competition may be considered since players at the top levels can be expected to be fully familiar with the rules and regulations, while relative beginners may be unfamiliar with how the rules are normally applied. Also refer to Page 25.

7. Protest Ruling

The referee will make his decision based on the Ground Rules & Code of conduct before giving a Call.

A player is allowed to ask for a reconsideration of a factual decision by the referee once only. If he asked for a reconsideration on the same matter for the second time, it will then be treated as unsportsmanlike conduct.

If a player is not satisfied with the referee's call, he may call the attention of the referee. The referee will then consult the Head Referee for final decision.

If the player still not amenable of the decision, he will then submit a written protest signed by coach to "Billiards Palarong Pambansa Jury" not more than one hour after the game.

In any regular tournament, the tournament director's decision together with the Billiards Palarong Pambansa Jury is binding and final. And in PALARONG PAMBANSA BILLIARDS EVENT, a further appeal to the PALARONG PAMBANSA Sports Director, if he is present is permissible.

A deposit of PHP 5000 from the protestor is required for such an appeal and it will be forfeited in case of an adverse final decision.

A re-rack will always be the deciding game.

8. Instructions for Referees

The referee will determine all matters of fact relating to the rules, maintain fair playing conditions, call fouls, and take other action as required by these rules. The referee will suspend play when conditions do not permit fair play. Play will also be suspended when a call or ruling is being disputed. The referee will announce fouls and other specific situations as required by the rules. He will answer questions as required by the rules on matters such as foul count. He must not give advice on the application of the rules, or other points of play on which he is not required by the rules to speak. He may assist the player by getting and replacing the mechanical bridge. If necessary for the shot, the referee or a deputy may hold the light fixture out of the way.

When a game has a three-foul rule, the referee should note to the players any second foul at the time that it occurs and also when the player who is on two fouls returns to the table. The first warning is not required by the rules but is meant to prevent later misunderstandings. If there is a scoreboard on which the foul count is visible to the players, it satisfies the warning requirement.

9. 8-Ball Addendum

If the groups have been determined and the player mistakenly shoots at and pockets a ball of the opponent's group, the foul must be called before he takes his next shot. Upon recognition by either player or the referee that the groups have been reversed, the rack will be halted and will be replayed with the original player executing the break shot.

10. Restoring a Position

In any case a position of balls needs to be amended it is solely the referee's duty and responsibility to perform this task. He may form his opinion by any means he considers appropriate at the time. He may consult one or both players on that, however, the particular player's opinion is not binding and his judgment can be amended. Each involved player has the right to dispute the referee's judgment just once, but after that it is the referee's discretion to restore the ball or balls.

11. Acceptance of Equipment

After the tournament or a particular match has been started, the player has no right to question the quality or legality of any equipment provided by the Tournament Organizer unless supported by the referee or the tournament director; any protests must be made beforehand.

12. Clearing Pockets

For the ball to be considered, it must meet all the requirements described in Rule 8.3 Ball. Although the task of clearing pockets of balls lies within the referee's description of duties, the ultimate responsibility for any occurrence of fouls as a result of such misadministration always rests with the shooter. If the referee is absent, for example in the case of an area referee, the shooter may perform this duty himself, providing he makes his intention clear and obvious to the opponent.

13. Time Out

Unless specified otherwise by the tournament organizer, each player is allowed to take one timeout of five minutes during matches played over 3racks for both 8-Ball and 9-Ball events. If matches are shorter timeout privileges are not observed. To exercise his right for a timeout, the player must:

- (1) inform the referee of his intention to;
- (2) make sure the referee is aware of the fact and marks it on the score sheet, and;
- (3) make sure that the referee marks the table for suspended play. (The standard procedure will be to place a cue stick on the table.)

The opponent must remain seated waiting of the competitor's return to resume the normal play; should he involve himself in an action other than standard match-playing activities it will be considered exercising his timeout and no further timeouts be allowed.

Bear in mind that timeouts in eight-ball and nine-ball games are taken between racks and play is suspended.

At 14.1, the time out begins between racks; and the player at the table may continue his inning should the opponent decide to take his timeout. If the non-shooter takes a timeout, he must make sure there is a referee to supervise the table during his absence; otherwise he has no right to make a protest against any misplay by the player at the table.

The player taking the time out should remember that his actions must be within the spirit of the game and if he acts otherwise, he is subject to a penalty under the Unsportsmanlike Conduct.

If a player is suffering from a medical condition, the tournament director may choose to adjust the number of timeouts as needed.

14. Subsequent Break Shots

For deciding who will break in racks after the first, in games such as nine ball, the tournament management may choose a procedure different from the standard one listed in the Rules. For example, the winner may break or the players may alternate "serves" of three consecutive breaks.

15. Rack at Nine Ball

As stated in Rule 2.2, balls other than the one and nine are placed randomly in the rack and should not be set in any particular order during any rack. If the referee is not racking, and a player believes that his opponent is intentionally placing balls within the rack, he may bring this to the attention of a tournament official. If the tournament official determines that the player is intentionally positioning balls in the rack, the player will be given an official warning to refrain from doing so. Once warned, should the player continue with intentional positioning of balls in the rack, he shall be penalized for unsportsmanlike conduct.

16. Open Break Requirements

The tournament management may set additional requirements on the break shot on games that require an "open" break such as nine ball. For example, it may be required to drive three balls above the head string or pocket them.

17. 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.
- (2) To touch the head string line means that the edge of the object ball must reach (break) the string line.
- (3) If a player fails to meet the requirements in (1), but otherwise makes a legal break, the incoming player has the choice to accept the tables as is, or hand the shot back to his opponent.
- (4) In accepting the table as is, the incoming player is not permitted to play a "push-out", he must play a legal shot to the ball on.
- (5) 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 the choice to either play the shot, or hand it back.
- (6) If a player fails to meet the requirements of (1), but otherwise makes a legal break and pockets the 9 ball, 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, together with tapping or ball rack.

18. Cue ball fouls only

If there is no referee presiding over a match, it may be played using cue ball fouls only. That is, touching or moving any ball other than the cue ball would not be a foul unless it changes the outcome of the shot by either touching another ball or having any ball, including the cue ball, going through the area originally occupied by the moved ball. If this does not happen, then the opposing player must be given the option of either leaving the ball where it lies or replacing the ball as near as possible to its original position to the agreement of both players. If a player shoots without giving his opponent the option to replace, it will be a foul resulting in cue ball in hand for the opponent.

19. Late Start

Players must be at the table and ready to play their assigned match at the appointed match time. If a player is late for his appointed match time, he will have fifteen minutes to report to his assigned table ready to play or he will lose the match. It is recommended to announce after five minutes a first call for the player, after ten minutes a second call and after fourteen minutes a final "one minute" warning. A stricter requirement may be used for repeat offenders.

20. Outside Interference

See Rule 1.9, Outside Interference. The referee should ensure that interference is prevented, for example by a spectator or a player on an adjacent table, and may suspend play as needed. Interference may be physical or verbal.

21. Act of God

It may be that something unforeseen under these rules will occur during a match. In such a case, the referee will decide how to proceed in a fair manner. For example, it may be necessary to move a rack in progress to a different table, in which case a stalemate may be declared if a position cannot be transferred.

22. Remaining in Player's Chair

The non-shooting player should remain in his designated chair while his opponent is at the table. Should a player need to leave the playing area during matches, he must request and receive permission from the referee. Should a player leave the playing area without the permission of the referee, it will be treated like unsportsmanlike conduct.

23. Split Hits

If the cue ball strikes a legal object ball and a non-legal object ball at approximately the same instant, and it cannot be determined which ball was hit first, it will be assumed that the legal target was struck first.

24. Calling Frozen Balls

The referee should be careful to inspect and announce the status of any object ball that might be frozen to a cushion and the cue ball when it might be frozen to a ball. The seated player may remind the referee that such a call is necessary. The shooter must allow time for such a determination to be asked for and made, and may ask for the call himself.

8 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.

The balls are normally colored as follows:

- 1 and 9 - yellow
- 2 and 10 - blue
- 3 and 11 - red
- 4 and 12 - purple

- 5 and 13 - orange
- 6 and 14 - green
- 7 and 15 - brown
- 8 - black
- cue ball - white.

Eight Ball Rack

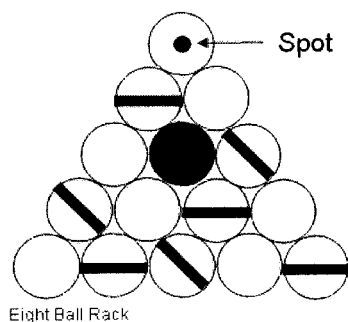
The fifteen object balls are racked as tightly as possible in a triangle, with the apex ball on the foot spot and the eight ball as the first ball that is directly below the apex ball. One from each group of seven will be on the two lower corners of the triangle. The other balls are placed in the triangle without purposeful or intentional pattern. Refer to Setup on Page 21

Playing 8 Ball

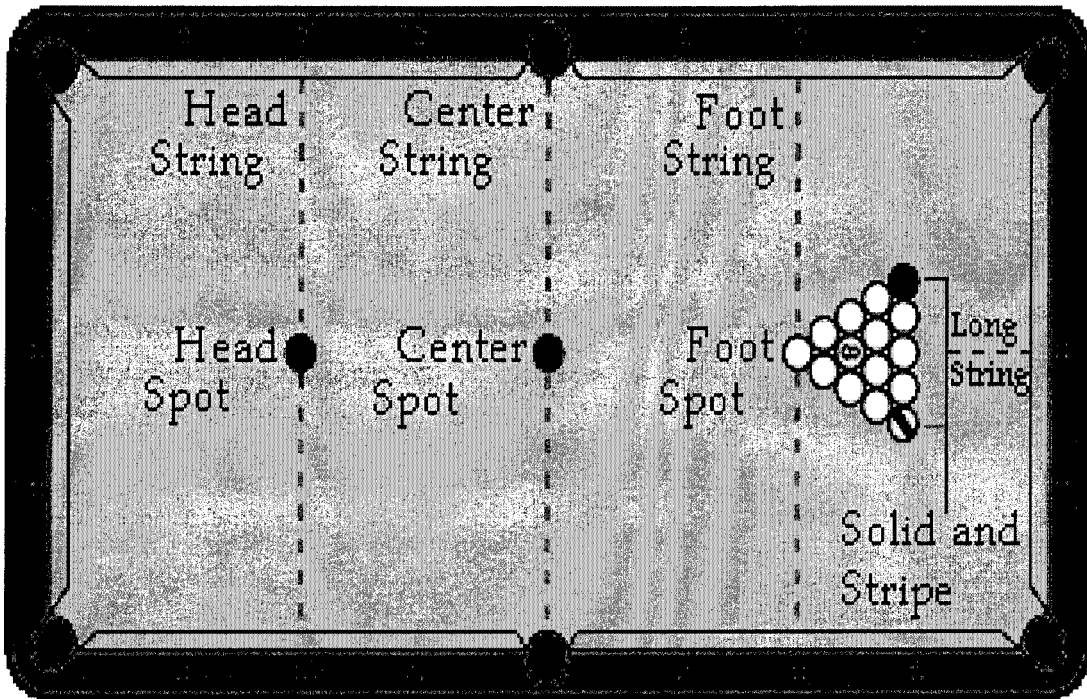
There are four general phases to the billiard game of 8 Ball. These include setup, breaking, taking turns, and pocketing the 8 ball.

Setup

To begin the game of 8 ball, the colored balls are placed in a triangle, called a "rack". The base of the rack is parallel to the short end of the pool table and is positioned so the ball in the tip of the rack is located on the foot spot. The balls in the rack are pressed into contact with the foot ball, and remain in contact after the rack is removed. Within the rack, the 8-ball is centered while the two corners are each spotted with one solid ball and one stripe ball. The game begins with the cue ball in hand anywhere behind the head string. (That is, the quarter of the billiard table farthest from the rack), an area also known in slang terms as the "kitchen".



The pool table is divided into two equal halves lengthwise by an imaginary line named the "long string". Two lines, the "head string" and "foot string" run perpendicular to the long string and are placed 1/4 length away from each end of the table. The intersection of the long and head strings is called the "head spot", and the intersection of the long and foot strings is called the "foot spot".



HOW THE GAME STARTS

Either the competition is an 8-Ball or a 9-ball, the game would always begin with a lag

A lag

A lag is the first shot of the match which determines the order of the play. The player who wins the lag chooses who will shoot first. Refer to General Billiard Rule 5.

A Lag that can't Win

If the shooter's ball:

- a) contacts the foot cushion other than once;
- b) is pocketed or driven off the table;
- c) touches the side cushion; or
- d) the ball rests within the corner pocket and past the nose of the head cushion.

A Relag

The players will lag again if:

- (a) a player's ball is struck after the other ball has touched the foot cushion;

- (b) the referee cannot determine which cue ball has stopped closer to the head cushion; or
- (c) both lags are bad.

Order of Break

The winner of the lag has the option to break the rack. In 9-Ball, the winner of each game breaks in the next, unless otherwise specified by the 9 Ball tournament organizer.

Legal Break Shot

To execute a legal break, the breaker (with the cue ball behind the head string) must either pocket a ball, or drive at least four numbered balls to the rail. If the breaker fails to make a legal break, please refer to Break Shot for 8-Ball particularly on letters *d* until *h* for details.

Scratch on a Legal Break

If a player scratches on a legal break shot, all balls remain (exception, the 8-ball: see "8-Ball on the Break" below), it is a foul or, the table is open. Note here that the incoming player has cue ball in hand behind the head string and may not shoot an object ball that is behind the head string, unless he first shoots the cue ball past the head string and causes the cue ball to come back behind the head string and hit the object ball.

Break Shot for 8-Ball

The following rules apply:

- 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 particular object ball first.
- c. If the breaker pockets a ball and does not foul, he continues at the table, and the table remains open.
- d. If no object ball is pocketed, at least four object balls must be driven to one or more rails, or if the shot results is an illegal break, the incoming player has the option of:
 - accepting the table in position, or
 - re-racking and breaking, or
 - 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:
 - re-spotting the eight ball and accepting the balls in position, or
 - re-breaking.
- f. If the breaker pockets the eight ball and scratches, the opponent has the option of:
 - re-spotting the eight ball and shooting with cue ball in hand behind the head string; or
 - re-breaking.
- g. If any object ball is driven off the table on a break shot, it is a foul; such ball remains out of play (*except the eight ball which is re-spotted*); and the incoming player has the option of:

- accepting the table in position, or
 - taking cue ball in hand behind the head string.
- h. If the breaker fouls in any manner not listed above, the following player has the option of:
- accepting the balls in position, or
 - taking cue ball in hand behind the head string.

STANDARD FOULS For 8-BALL

The following are the standard fouls:

- Cue Ball Scratch or Off the Table
- Wrong Ball First *means that the first ball contacted by the cue ball on each shot must belong to the shooter's group, except when the table is open.*
- No Rail after Contact
- No Foot on Floor
- Ball Driven off the Table
- Touched Ball
- Double Hit /Frozen Balls
- Push Shot
- Balls Still Moving
- Bad Cue Ball Placement
- Bad Play from Behind the Head String
- Cue Stick on the Table
- Playing out of Turn
- Slow Play – 30-second shut clock with an extension of another 30 seconds.

Open Table and Choosing Groups

Before groups are determined, the table is said to be “open,” and before each shot, the shooter must call his intended ball. If the shooter legally pockets his called ball, the corresponding group becomes his, and his opponent is assigned the other group. If he fails to legally pocket his called ball, the table remains open and play passes to the other player. When the table is “open”, any object ball may be struck first except the eight ball.

All Shots required to be called

- On each shot except the break, shots must be called. The eight ball may be called only after the shot on which the shooter's group has been cleared from the table. (Refer to definition of Call Shot on Page 26)

When to Lose a Rack

The shooter loses a rack if:He

- pockets the eight ball before his group is cleared;
- pockets the eight ball in an uncalled pocket; or
- drives the eight ball off the table.

Note that these do not apply to the break shot.

8-Ball Standard Fouls

If the shooter commits a foul, play passes to his opponent. The cue ball is in hand, and the incoming player may place it anywhere on the playing surface when continuous play.

Serious Fouls in 8-Ball

Are fouls committed when:

- pockets the eight ball before his group is cleared;
- pockets the eight ball in an uncalled pocket;
- drives the eight ball off the table, or
- Unsportsmanlike conduct

Unsportsmanlike Conduct

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:

- (a) distracting the opponent;
- (b) changing the position of the balls in play other than by a shot;
- (c) playing a shot by intentionally miscuing;
- (d) continuing to play after a foul has been called or play has been suspended;
- (e) practicing during a match;
- (f) marking the table;
- (g) delay of the game; and
- (h) using equipment inappropriately.

The normal penalty for unsportsmanlike conduct is the same as for a serious foul, but the referee may impose a penalty depending on his judgment of the conduct. Among other penalties possible are a warning; a standard-foul penalty, which will count as part of a three-foul sequence if applicable; a serious-foul penalty; loss of a rack, set or match; ejection from the competition possibly with forfeiture of all prizes, trophies and standing points.

Object Balls Jumped off the Table During the Break

If a player jumps an object ball off the table on the break shot, it is considered a foul and the incoming player has the option of accepting the table in position and shooting, or taking cue ball in hand behind the head string and shooting.

Taking Turns (Innings)

A player will continue to shoot until he/she makes a fault or fails to pocket one of the object balls. At this point, the player's inning is over, and then, the other player takes his/her turn. Play alternates like this for the remainder of the game.

Call Shot

In Call Shot, players need to call intended balls and intended pockets. A player not calling a legal shot and pockets a ball, or calling a shot and the ball to unintended pocket is a loss of turn or end his/her inning. When calling the anticipated shot, it is not necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc that will be used in the shot. Any balls as the result of a foul are to remain, regardless of whether they belong to the shooter or the opponent. The opening break is not considered a called shot. Any player performing a break shot in 8-Ball may continue to shoot so long as any object ball is legally on the break.

Pocketing the 8 ball

Once all the player's object balls are, he/she can now attempt to sink the 8 ball and win. To win, he/she must specify the pocket it will land in, and make it in that pocket. If it is shot in to the wrong pocket, if the cue ball is potted, or if there is a fault (see below), he/she loses. If neither the cue ball nor the eight ball is potted, the player's inning is over.

Legal Shot

On all shots (except on the break and when the table is open), the shooter must hit one of their group of balls first and either pocket a numbered ball, or cause the cue ball, or any numbered ball to contact a rail. Please Note: It is permissible for the shooter to bank the cue ball off a rail before contacting the object ball; however, after contact with the object ball, an object ball must be, or the cue ball or any numbered ball must contact a rail. Failure to meet these requirements results in a foul.

Safety Shot

For tactical reasons, a player may choose to pocket an obvious object ball and also discontinue a turn at the table by declaring safety in advance. A safety shot is defined as a legal shot. If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, the shooter must declare a safety to the opponent. It is the shooter's responsibility to make the opponent aware of the intended safety shot. If this is not done, and one of the shooter's object balls is, the shooter will be required to shoot again. Any ball on a safety shot remains.

8 Ball Scoring

A player is entitled to continue shooting until failing to legally pocket a ball of his group. After a player has legally their entire group of balls, they now shoot to pocket the 8-ball.

Combination Shots

Combination shots are allowed; however, the 8-ball can't be used as a first ball in the combination unless it is the shooter's only remaining legal object ball on the table. Otherwise, should such contact occur on the 8-ball, it is a foul.

8 Ball Faults

When one player commits a fault, the other player gets "ball in hand", that is, they may place the cue ball anywhere on the table before playing their next shot. This is one area of substantial disagreement in 8-ball rules: The rule sets suggest that the player with "ball in hand" may only place the cue ball in the "kitchen", and must shoot out of the "kitchen" before

hitting any ball. This means that they may not shoot at a ball inside the "kitchen" directly. Under WPA rules, if the cue ball is on the break, the cue ball must be placed in the "kitchen" and shot out.

Illegally Balls

An object ball is considered to be illegally when that object ball is on the same shot that a foul is committed, or when the called ball did not go in the designated pocket, or when a safety is called prior to the shot. Illegally balls remain and are scored in favor of the shooter controlling that specific group of balls, solids or stripes.

Fouls on Jump Shots, and Masse Shots

Generally, "cue ball fouls only" is the rule of play when a match is not presided over by a referee. However, a player should recognize that it will be considered a cue ball foul if during an attempt to jump, curve, or masse the cue ball over or around an impeding numbered ball that is not a legal object ball, the impeding ball moves position. This is regardless of whether it was moved by a hand, cue stick follow-through, or bridge.

Object Balls Leaving the Billiard Table

If any object ball leaves the table, it is considered a foul and loss of turn, unless it is the 8-ball, which results in a loss of game. Any jumped object balls are not re-spotted (all are out of play).

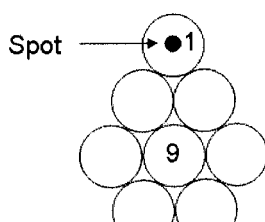
9 ball

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.

9 ball is a "rotation" game, meaning that the balls are shot in numerical order. The shooting player must strike the lowest numbered ball on the table first. Players are not required to call any shot, and the game is won when the nine ball is . A player retains their turn at the table as long as they strike the lowest numbered ball first, avoid fouls, and pockets a ball on each shot. After a miss, the incoming player must shoot from the position left by the previous player, but after any foul the incoming player may start with the cue ball in hand and place anywhere on the table. The player needs not pocket the lowest numbered ball to continue shooting. He may, for example, shoot the object ball 1 into the object ball 4, thus, pocketing the 4 by a combination shot. He will continue shooting but must again strike the lower numbered ball 1 first. If the player shoots the lower numbered ball 1 into the object ball 9 and it by a combination shot, therefore, the game is over. In other words, combination shot or carom shot may or may not be used.

Racking the Balls

The same as in 8-ball, but only 9 balls are used and are racked in a diamond shape. The balls are racked with the 1-ball at the top of the diamond and on the foot spot, the 9-ball in the center of the diamond, and the other balls in random order. The balls should be racked as tightly as possible. 9 Ball games begin with cue ball in hand behind the head string.



Legal Break Shot

The following rules apply to the break shot:

- (a) the cue ball begins in hand behind the head string;
- (b) if no ball is , at least four object balls must be driven to one or more rails, otherwise the shot is a foul.
- (c) if during the break the object ball 9 has been luckily , and had met the Three Point Break requirements, the breaker therefore wins the rack by a "Golden Break".
- (c) additionally, and only when the Three Point Break Rule is used, if no ball is , three balls must cross the head string, or the break is considered 'dry break'. (See Regulation 18, Three Point Break Rule.)

The rules governing the break shot are the same as for other legal shots except:

- The breaker must strike first the object ball 1 and either pocket a ball or drive at least four numbered balls to the rail.
- If the cue ball is or driven off the table, or the requirements of the opening break are not met, it is a foul, and the incoming player has cue ball in hand anywhere on the table.
- If on the break shot, the breaking player causes any object ball to leave the table or driven off the table, it is considered a foul. At this juncture, the incoming player has the cue ball in hand anywhere on the table. The object ball is not re-spotted for it will remain out of play (exception: if the object ball is the 9ball, it is re-spotted).

Illegal Break

A foul be given to a player who committed three consecutive illegal breaks or dry breaks.

After The Break

Various circumstances can occur upon completion of the break. They are:

- A foul on break shot will result in a cue ball in hand anywhere on the table for the breaker's opponent or for the incoming player. balls, if any, stay in the pocket, not spotted and therefore, considered out of play, except of course for the object ball 9.
- When no balls are , automatically it's the opposing player's turn or inning to run the table.
- The 9 ball is . This is now considered a winning scenario unless the shooting player scratches or driven off the table.
- In cases where the 9ball is spotted, the inning passes to the opposing player.
- A ball or a number of balls are . The breaker has the privilege to continue shooting the balls in ascending order from the lowest numbered ball up to the highest.

Continuing Play After The Break

On the shot immediately following a legal break, the shooter may play what is known as a "push out." (See below) If the breaking player pockets one or more balls on a legal break shot, he or she continues to shoot until they miss a shot, foul, or win the game. If the

player misses or fouls, the other player begins an inning and shoots until missing, committing a foul, or winning. The game ends when the 9-ball is on a legal shot, or the game is forfeited for a serious infraction of the rules.

Push Out

Any player who shoots immediately after a legal break may play a push out in an attempt to move the cue ball into a more favorable and advantageous position with the following options, to with:

- The player must announce his or her intention of playing a push out before the shot, otherwise the shot is considered a normal shot.
- The rules on Wrong Ball First and No Rail after Contact are suspended for the shot.
- Any ball on a push out does not count and remains out of play except for the 9ball which needs to be re-spotted.
- If no foul is committed on a push out, the other player chooses who will shoot next.

Fouls

When a player commits a foul, he or she must relinquish their inning at the table. Additionally, none of the balls on the foul shot are to be re-spotted. An exception to this regulation is if a ball is the 9-ball, it shall be re-spotted. The incoming player is granted ball in hand meaning that prior to their first shot they may place the cue ball anywhere on the table. If a player commits several fouls on one shot, they are counted as only one foul.

Bad Hit

If the first object ball that is contacted by the cue ball is not the lowest numbered ball on the table, the shot is considered a foul.

No Rail After Contact

If no ball is on a shot, the cue ball must contact an object ball, and after that contact at least one ball (cue ball or any object ball) must be driven to a rail, or the shot is a foul.

Cue Ball In Hand

When the cue ball is in hand, the player may position the cue ball anywhere on the playable bed surface of the table. He or she may not place it in such a position that it is in contact with an object ball. The player may continue make adjustments to the position of the cue ball until shooting.

Jumping Object Balls Off The Table

An un- ball is considered to be driven off the table if it comes to rest in a place other than on the bed of the table. It is considered a foul to drive an object ball off the table. The

jumped object ball is not re-spotted when this occurs. An exception is made if the object ball is the 9-ball, in which it is re-spotted, and play is continued.

Jump and Massé Shot Fouls

If a match is not presided over by a referee, it will be considered a cue ball foul if during an attempt to jump, curve, or masse the cue ball over or around an impeding numbered ball, the impeding ball moves, regardless of whether it was moved by cue stick follow-through, a hand, or bridge.

Three consecutive Fouls

If a player fouls three consecutive times on three successive shots while failing to make an intervening legal shot, the game is lost. The three fouls must occur in one game, and the warning must be given between the second and third fouls. A player's inning begins when it is legal to take a shot and ends at the end of a shot on which he or she misses, fouls, or wins, or when he or she fouls between shots.

Stalemate

If the referee finds that neither player is attempting to win from the current position, the referee will announce his or her decision, and each player will have three more innings at the table. Then, if the referee still feels that there is no progress towards a conclusion, he or she will declare the rack a stalemate and the original breaker of the rack will break once again.

Ending of the Game

On the opening break, the game is considered to have commenced once the cue ball has been struck by the cue tip. The 1-ball must be legally contacted on the break shot. The game ends at the end of a legal shot which pockets the 9-ball, or when a player forfeits the game as the result of a foul, or multiple fouls.

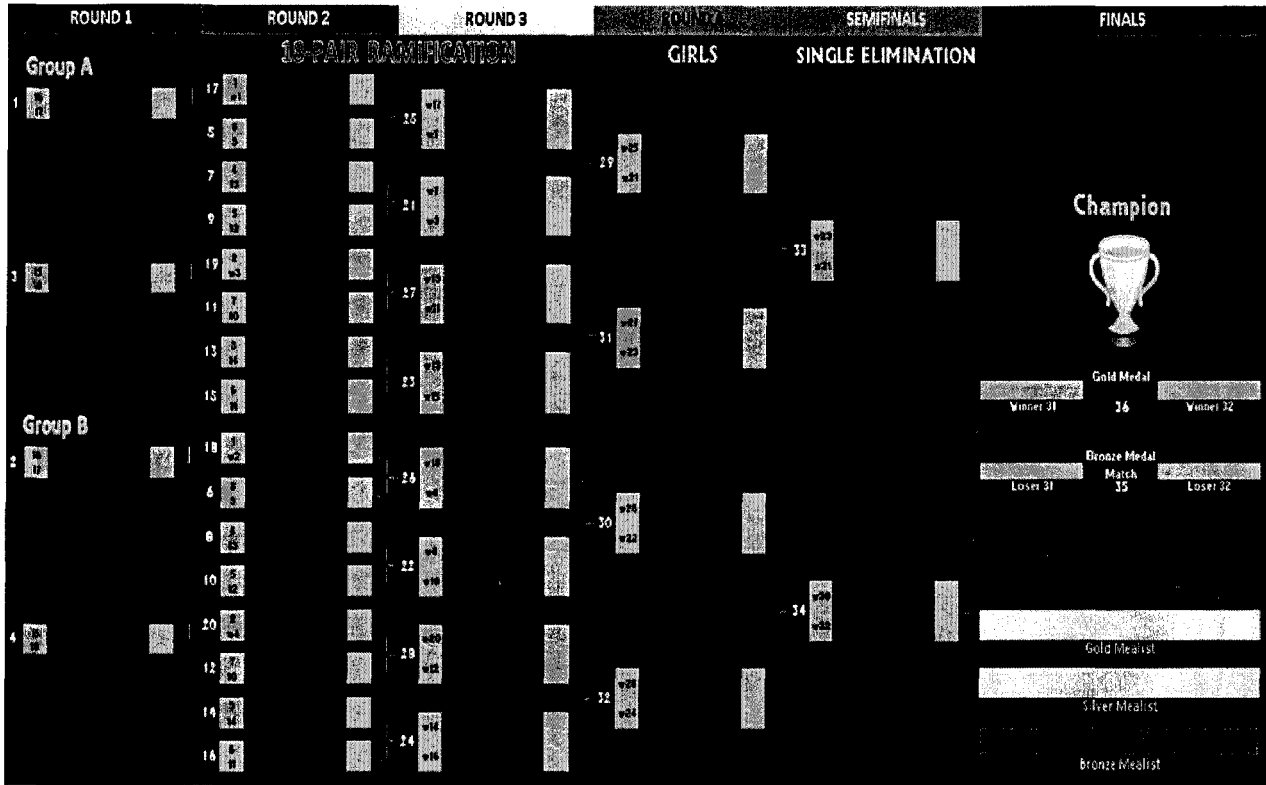
Game Format

8-Ball and 9-Ball events be played in a single elimination or a knock out system. There would be two groups (Groups A and B). The coach has to identify who would be his/her entry in either groups mentioned. Take note of the following:

- Rounds 1-4 - Race 3
- Semifinals - Race 4
- Finals - Race 5.

The Bracket Format

You will find below the bracket format to be used during the competition.



BOXING

PALARONG PAMBANSA 2017

I. Weight Classification and Categories, Year of Birth/Cut-off date and age

A. School Boys Classification

Weight Category	Weight-Kg	Year of Birth	Ages
1.Light Mosquito weight	36-38 kgs	Born 2003-2004	13-14 years old
2.Mosquito weight	40 kgs	Born 2003-2004	13-14 years old
3.Light paper weight	42 kgs	Born 2003-2004	13-14 years old

B. Junior Boys Classification

Weight Category	Weight-Kg	Year of Birth	Ages
4.Pin Weight	44-46 kgs	Born 2001-2002	15-16 years old

C. Youth Boys Classification

Weight Category	Weight-Kg	Year of Birth	Ages
5. Light Flyweight	46-49 kgs	Born 1999-2000	17-18 years old

II. Number of Rounds and Knockdowns or Compulsory Count Limit

SECONDARY

- A. School Boys Classification (Light Mosquitoweight 30 kgs., Mosquitoweight 40 kgs. And Light Paperweight 32 kgs.) 3 rounds of 1 ½ minutes each and 1 minute rest period between rounds. The bout will automatically stop if any or both of the boxers is counted 2 times due to knockdown in any round and 3 times in the whole duration of the bout.
- B. Junior Boys Classification (Pin weight 46-49 kgs) 3 rounds of 3 minutes each and 1 minutes rest period between rounds. The bout shall automatically stop if any of both of the boxers is counted 2 times due to knockout in any round and or 3 times in the whole duration of the bout.
- C. Youth Boys Classification (Light Flyweight 46-49 kgs.) – 3 rounds of 3 times each and 1 minute rest period between rounds. The bout shall automatically stop if any or both of the boxers is counted 2 times due to knockdown in any round and or 3 times in the duration of the bout.

A “down” or count caused by any foul shall not be included in the compulsory Count Limit.

III. Tournament Format : Knock Out System

IV. Tournament Rules

Palarong Pambansa General Guidelines and International Amateur Boxing Association (AIBA) Technical and Competition Rules shall be followed. However, if Palarong Pambansa General Guidelines and AIBA Rules are not applicable or insufficient a ground rule/s may be formulated.

V. Uniforms

- A. Competitors shall box in a light boots or shoes (w/o spikes or heels) socks, shorts (not to exceed knee length), and a vest covering the Chest and back.
- B. For all ABAP approved event, the boxers shall wear red/blue vest depending on their assigned corner and trunk of any color, which shall be their own responsibility. Where trunk and vest are of the same color, the belt line shall be clearly indicated using 6-10 cm. wide elastic waistband.
- C. Awardees shall wear their team uniform during the awarding ceremony. Slippers and sandals are not allowed.
- D. Coaches /Seconds shall wear their Team official uniform or jogging pants and jacket. Wearing of slippers, sandals, maong pants and casual attires shall not be allowed.

VI. Record Book

Every Boxer must have a Record/Medical Book (Red Book), properly filled-up without any alteration or erasures and affix his 2x2 I.D., (latest picture with name tag) inside the front page cover thereof. The boxer shall present his record/medical book during general weigh-in and medical check-up and thereafter if the boxer is due to box (No red book No box and Red Book is Non Transferable). This rule shall apply from the lowest level of competition up to the Palarong Pambansa.

VII. Number of Coaches/Seconds

Each Boxer is entitled of two (2) Coaches/Seconds who shall be governed by the following rule: Only the two (2) Coaches/Seconds shall mount the apron of the ring and only one may enter the ring.

VIII. Referees and Judges

Only DepEd National Accredited Referees and Judges in Good Standing are allowed to officiate in the tournament. Understanding and practice of the AIBA Code of Conduct is mandatory. (Refresher Course on AIBA Rule is mandatory). Referee/s and Judge/s who were suspended or with a very poor performance during the preceding Palaro shall not be eligible to officiate in the forthcoming Palaro. However, if the R&J/s in the number one in the order of list of R&J/s recommended by the PESS Chief, the TM has the power to deny the recommended R&J/s and

select the R&J/s from the list submitted by the PESS Chief. However, to maintain neutrality ABAP/AIBA R&J/s and ITO (TD/Juries/Draw Commission) may assign by the TM to officiate.

IX. Ring Physician

The ring doctor shall be a Doctor of Medicine and coming from DepEd. However, local doctor/s and nurses may be allows to assist the Official Ring Doctor, during general weigh-in and medical check-up and daily weigh-in.

CHES
2017 PALARONG PAMBANSA

I. TOURNAMENT RULES

The tournament shall be governed by the FIDE Laws of Chess (July 2014) and the following ground rules:

- A.** Chess shall be played as a team and individual competition in both standard and blitz.
1. One (1) team for the boys and one (1) team for the girls in the Elementary Level.
 2. One (1) team for the boys and one (1) team for the girls in the Secondary Level.
 3. Each team shall be composed of two (2) players and coach.
- B.** The individual Swiss System (7 rounds) with team results shall be adopted.
1. The Swiss Manager Pairing Program shall be used. Pairing according to start rank.
 2. The number of games per day shall be 2-2-2-1 for standard and seven (7) rounds for blitz on the first day.

Notes: Protest in pairing shall be not be entertained

C. The initial ranking of players will be based on the latest NCFP rating list, unrated players will be ranked alphabetically.

D. Chess Clock:

1. The use of chess clocks is compulsory.

E. There shall be separate championships for the girls and boys in each division.

1.Team: STANDARD

Secondary – Boys and Girls
Elementary – Boys and Girls

BLITZ

Secondary-Boys and Girls
Elementary-Boys and Girls

*Team Championship – total scores of the 2 players in the Region.

*A Region/Team with only one player can play in the individual event only and shall not qualify in the Team Event.

2.Individual: STANDARD

Secondary – Boys and Girls
Elementary – Boys and Girls

BLITZ

Secondary – Boys and Girl
Secondary – Boys and Girls

*Individual Championship – The standing of the player after the end of the competition and tie breaks.

F. Player shall be required to present their PALARO ID's before the start of each round.

USE OF UNIFORMS SHALL BE MANDATORY ON THE 1ST AND LAST ROUND

G. Players, coaches and spectators are not allowed to make post game analysis, play against other coaches, spectators, players or discuss finished or unfinished games within the playing area.

H. Players are not allowed to eat in the playing area while the game is in progress.

I. Players who have finished their games should leave the playing area immediately after submitting their score sheets.

J. Players must observe proper dress code while playing. The use of slippers, short pants and sandals are prohibited.

II. RULES AND REGULATIONS

A. STANDARD CHESS

1. Time control shall be **One (1) hour plus thirty (30) seconds increment** per move for each player to finish the game using the digital clock.

2. Recording of moves in algebraic notation is mandatory throughout the game. Violation of this rule shall be considered as a minor offense.

3. Illegal moves

Major Offenses: Wrong movement of piece, exposing the king to an attack; capturing opponent's king and non-replacement of piece after pawn promotion.

Minor Offenses: such as using two hands in making a move; displacement of piece/s on the chess board; use of force in pressing the chess clock and non- recording of moves, etc.

4. Penalties

Major Offenses

1st offense addition of two minutes to the opponent's time

2nd offense loss of game

Minor Offenses

1st offense warning

2nd offense addition of two minutes to the opponent's time

3rd offense loss of game

5. The defaulting time is thirty (30) minutes after the start of each round. The wall clock inside the playing area shall be the official clock during the tournament.

B. BLITZ CHESS

1. Time control shall be Three (3) minutes plus two (2) seconds increment per move for each player to finish the game using the digital clock.

2. Penalties

2.1 Major Offenses i.e wrong movement of piece, exposing the king to an attack; capturing the opponent's king and non-replacement of piece after pawn promotion, shall be penalized by immediate loss of the game.

2.2 Minor Offenses such as using two hands in making a move; displacement of piece/s on the chess board; use of force in pressing the chess clock, etc. shall be penalized by oral warning on the 1st offense and loss of the game on the 2nd offense.

C. SCORING SYSTEM

A Player is credited 1 point for a win, .5 for a draw and 0 for a loss

D. TIE BREAKS

The following tie break systems (in descending order of priority) shall be adopted to determine the final ranking.

1. INDIVIDUAL RESULTS

- 1.1 Direct Encounter
- 1.2 Buchholz System
- 1.3 Median Buchholz
- 1.4 S.B. System
- 1.5 More number of wins (forfeits counted)

2. TEAM RESULTS

- 2.1 Combined Buccholz Tie Breaks of the members of the team
- 2.2 Combined Median Buccholz Tie Breaks of the members of the team
- 2.3 Combined S.B. Tie Breaks of the members of the team
- 2.4 Combined Number of Wins of the member of the team (Forfeits counted)
- 2.5 Score of the players with the highest number of points

3. A sudden death match (Armageddon) shall be played to resolve the tie if ties still occur after applying all the tie breaks.

III. TOURNAMENTS OFFICIALS AND APPEALS COMMITTEE

A. The Tournament Manager shall be Dr. Romeo G. Espiritu Jr. and the Tournament Chief Arbiter shall be IA/DI Ilann Perez.

B. The decision of the Chief Arbiter on a Point of Law is Final.

C. Any Appeal or Protest on the decision of the Chief Arbiter on a point of Fact shall be submitted duly signed by the player, team coach and Regional School Sports Representative (athletic manager) in writing not more than 30 minutes (standard) and 10 minutes (blitz) after the conclusion of the games in question.

D. The members of the appeals committee for the boys division are the coaches of the top five (5) ranked teams of the girls division before the start of the round in question and vice versa.

E. If a committee member is from the same region of the involved parties, the next team in rank shall take his place, and so on.

F. All deliberations of the appeals committee shall be presided by the NSA Representative and Tournament Manager of who shall have no voting power.

G. The decision of the Appeals Committee on a point of fact is final.

IV. IRREGULARITIES AND PENALTIES

A. Mobile phones and other means of electronic communications are strictly prohibited inside the playing area. A player who will violate this rule shall lose his/her game.

B. A team whose member is giving unsolicited advice or assistance to his teammate while the games are in progress shall lose their match.

V. COLLATILLA

A. All other matters not covered in the rules shall be decided by the Organizer (Chess Tournament Committee) reserves the right to amend or alter any provision of the above mentioned Rules and Regulation for the success and interest of the tournament.

FOOTBALL
2017 PALARONG PAMBANSA

I. DATE AND VENUE

The 2017 Palarong Pambansa Football competitions Solidarity Meeting shall be held on Thursday April 20, 2017 at 9:00 A.M. at the Antique Sports Complex. The first day of the competitions will start on Friday April 21, 2017 at four (4) playing venues, stated below:

Football Elementary:

Pitch 1 – Saint Anthony College (SAC)

Pitch 2 – Bellison Football Field

Football Secondary:

Pitch 1 – Binirayan Sports Complex Football Field

Pitch 2 – University of Antique Football Field

II. COMPETITION RULES

- A. The competition shall be held in accordance with the current International Football Association Board approved FIFA Laws, including changes in the laws. However, in matters not covered by these rules and regulations, decision shall rest with the Tournament Manager.
- B. The Technical Committee/Tournament Manager shall be responsible for the technical organization of the tournament. The decision of the committee in all matters regarding the competition shall be final.
- C. Official coaches shall observe proper decorum during the competition.
- D. Only coaches are allowed to approach the match Control/Referee with regards to questions and inquiries during the match.
- E. Only the official coach shall be allowed to sit on the bench. The official coach shall only be the one to convey tactical instructions to the players while the physio shall be responsible to manage injury prevention and assist the coach to attend therapy/medical needs of the players. Physiotherapist is not allowed to convey tactical instructions during the game, his duty and function is only to manage and assist the coach for injury management.
- F. Players and coaches shall always conduct themselves in a manner which shall reflect favorably upon the game of football and themselves as a true gentleman.
- G. players, coaches including identified team supporter, pointing dirty fingers, use of profane language or any derogatory remarks addressed to the officiating officials shall be warned and repetition of the same offense warrants sanction in such case the offender may be thrown out of the vicinity of the playing venue.
- H. Coach must attend the Solidarity Coaches Meeting, no coach will be allowed to sit on the bench and to coach the team in their first game without attendance to Solidarity Meeting unless valid and justifiable reason/s in writing shall be given and submitted to the Technical Management Committee. A team with an expelled coach can continue play in the presence of the team captain.

III. TOURNAMENT FORMAT

The 2017 Palarong Pambansa shall adopt the Single Round Robin, Cross-Over and Knock-Out System of tournament hence, there shall be grouping of teams:

GROUPING PROCEDURE:

A. The eighteen (18) regions shall be divided into four (4) groups, A, B, C & D. Two (2) groups will have four (4) teams each and two (2) groups will have five (5) teams. It shall also draw a lot to which group will it belong prior to the game. The groups shall have at least one (1) team from Luzon, Visayas, and Mindanao. Teams in each group shall play a single round robin and shall be ranked accordingly.

GROUP "A"	GROUP "B"	GROUP "C"	GROUP "D"
1st _____	2nd _____	3 rd _____	4th _____
M _____	M _____	6 th _____	5 th _____
V/M/L _____	L/M _____	M/L _____	V/L _____
L _____	L _____	V/L _____	M/L _____
	V _____		V _____

B. Top two (2) teams in each group will advance to the quarterfinals and play on the cross-over system. Respective winners will advance to the semi-finals. Losers from the semi-finals will play for 3rd and 4th places respectively while the winners will play for the championship (1st & 2nd places).

QUARTER FINALS (4 GAMES)

QF1	A1 _____	VS	D2 _____
QF2	A2 _____	VS	D1 _____
QF3	B1 _____	VS	C2 _____
QF4	B2 _____	VS	C1 _____

SEMI-FINALS (2 GAMES)

Winner QF1 _____	VS	Winner QF4 _____
Winner QF2 _____	VS	Winner QF3 _____

FINALS

Loser SF1 _____	VS	Loser SF2 _____	3rd & 4th Places
Winner SF1 _____	VS	Winner SF _____	1st & 2nd Places

C. CLASSIFICATION OF TEAMS

Team	GP	Winner	Draw	Loser	GA	GD	GF	Total

IV. BREAKING OF TIES

A. Shoot-out from the penalty mark and sudden death procedure shall apply to break the tie during quarterfinals, semi-finals and finals.

V. DURATION OF THE MATCH

- A. Playing time for elementary level shall be two (2) periods of twenty five (25) minutes each, with an interval of ten (10) minutes, while in the secondary level, two (2) periods of forty (35) minutes each with an interval of five (5) minutes.

VI. NUMBER OF PLAYERS

- A. Maximum of eighteen (18) players for each team, with One (1) official coach.
- B. A match is played by two (2) teams, each consisting of not more than eleven (11) players including the goal keeper. A match shall not start if either team has less than seven (7) players. (15 minutes' grace period applies).

VII. PLAYERS EQUIPMENT

- A. Players are required to wear their complete uniform and in conformity with FIFA rules:
- Regional color (sponsors uniform are not allowed). The player's number 1-18, on the uniform registered on the official list shall also be the same on the starting list and the same number shall be used by the player throughout the PalarongPambansa game duration.
 - Official jersey shirt with sleeves and shorts of Region represented.
 - long socks
 - shin guards
 - football shoes (barefoot athletes will not be allowed to play)
 - undergarments should be of the same color with the sleeve and short pants
 - tapes/bands should be the same color with the socks.
- B. The captain of the team is required to wear an arm band around his left arm to enable the referee to distinguish him from the rest of the team.

VIII. COLORS

- A. The two teams must wear colors that distinguish from each other and also the referees and the assistant referees.
- B. Each team shall wear its official first outfit as declared in the final registration form during the solidarity meeting.
- C. If a team should have a spare/second outfit (colors contrasting with those of their first outfit), this should likewise be declared. Teams are obliged to prioritize the use of the official/first for all its matches.
- D. All teams are obliged to bring along their official/first outfit and spare/second outfit to every match. If in the opinion of the Tournament Manager and the referees, the color of the two (2) opposing teams clash, the outfits must be changed, wherein the spare/second outfit may be used for the succeeding matches of the whole tournament or in combination.
- E. In the event that both teams do not have spare /second outfits, one (1) of the teams shall be obliged to wear a vest. A toss supervised by the referee, shall determine who will wear the vest.
- F. The Goalkeeper must wear a jersey that has a color different from the rest of the team colors. (If the goalkeeper is used as a field player, he should also wear the same uniform as that of the field players and the number should be the same as that of his being a goalkeeper jersey).
- G. The player's assigned numbers must be of contrasting colors from the jersey and should be either sewn or printed.
- H. Player shall play using his jersey bearing the originally registered number.
- I. Under no circumstances will players be allowed to play with numbers not properly sew or printed on the jersey. A player may not use a number different from his originally registered one. Any team found guilty of infringing these rules shall be subject to disciplinary action. Team Number must be from 1-18 only, no other numbers are allowed to be printed in players jersey. First choice Goalkeeper must be assigned no 1.

IX. MATCH REGULATIONS

- A. Team Line – up must be the same as the officially approved roster by the PalarongPambansa Screening Committee.
- B. Prior to the start of the match, the fourth official shall distribute the team line-up forms to the respective teams.
- C. The forms must be properly accomplished and bear the signature of the head coach before it is returned to the fourth official
- D.No more than seven (7) players may be substituted during a match from the reserve players who must be registered before the start of each match.
- E. The substitution form must be accomplished and signed by the head coach before any substitution of a player could be made.
- F. The incoming player must then submit this form to the fourth official of the match before he is allowed to enter in the field of play.
- G. Any player who substituted cannot re-enter in the same match.

X. PLAYERS CAUTIONED OR DISMISSED FROM FIELD OF PLAY

- A. A player who receives two (2) cautions (yellow card) shall automatically be suspended from the match following the match in which he received the second caution card.
- B. A player expelled (Red Card) from the field of play by the referee shall be suspended for the next match.
- C. Disciplinary measures such as caution, expulsion of players and officials shall be carried to the championship game.
- D. After serving a suspension imposed on a player, he is allowed to play in the succeeding match. However, if the player receives a yellow card in a match, he will be suspended for the next match due to the previous red card sanction. Moreover, if the player receives two (2) yellow or red card in the match, the player will not be allowed to participate in the whole duration of the competition.
- E. Any player guilty of initiating a mass confrontation or a fistfight with opponents/ teammates are disqualified from participation from the tournament.
- G. Coaches who are expelled from the match are given 2 games suspension. If an expelled coach will not remove himself from play, (an ample time will be given-maximum 15 minutes) the team will lose the match (3-0 if no score), retained the score or more at the time of stoppage, if his team is leading will lose 3-0 to opponents

XI. SUBSTITUTES BENCH/TECHNICAL AREA

- A. Only the following duly accredited persons are authorized to sit on the substitute's bench:
 - Maximum of seven (7) substitutes players;
 - a suspended player is not allowed to sit on the bench;
 - a coach; and

XII. WARMING-UP BEFORE AND DURING THE MATCH

- A. Depending on the weather and the condition of the turf (to be decided on by the Tournament Manager), the teams will be allowed to warm-up on the half of the pitch closest to their respective team bench
- B. During actual play:
 - a maximum of four (4) player from each team may warm-up at the same time, without the ball;
 - only the goalkeeper is allowed to warm-up with ball;
 - not more than two (2) technicians are allowed to accompany the four (4) players during the warm-up.

XIII. MEDICAL TREATMENT OF PLAYERS ON THE FIELD OF PLAY

- A. If a goal keeper needs medical treatment on the field of play during the following procedures must be observed:
- upon signal from the referee, the team doctor and his assistant may attend to the injured goal keeper
 - Only the goal keeper can be treated inside the field of play.

XIV. LIQUID INTAKE DURING THE COURSE OF PLAY

- A. Because the balance of water in the body is essential for health, FIFA actively encourage players to drink liquid the match. The following rules must be observed so as to avoid disorderliness in the field and possible to injury to the athlete:
- bottled glass and any drinking material that can causedanger to both teams are prohibited;
 - liquid may be taken during the play and stoppage of play;
 - drinks must be contained in plastic bottles and handed to the player/s at the touch lines, one (1) meter away (no coleman)
 - For matches played with extreme heat, a 1-3 minute water break per half is allowed at the discretion of referee upon conferment with the Tournament Manager.

XV. WALK-OVER /ABANDONMENT

A. Walk-over

1. A fifteen (15) minutes grace period on the scheduled match shall be given, otherwise the team shall be declared loser via walk-over.

B. Abandonment of matches

1. If a match has to be suspended as a result of any incident (walk out by team, lack of order from spectator/s who invade the field of play), the Tournament Manager must decide, within twenty-four(24) hours of such incident to determine the action to be taken.

XVI. DRESS CODE FOR COACHES

- A. pants or jogging pants
- B. t-shirts with or without collar
- C. leather or rubber shoes

XVII. NON-APPEARANCE OF THE TEAM

- A. Team should be at the venue at least thirty (30) minutes before the scheduled time and should be already warmed up five (5) minutes before the time while equipment to be used are being inspected.
- B. A grace period of fifteen (15) minutes shall be given to the non-appearing team after the scheduled playing time. Non-appearance of team after the grace period will automatically forfeit its game with a score of 3-0 (3 points) and Tournament Committee will meet immediately to decide on further sanctions. The Law of immediate succession shall be observed. Only the first game in the morning and first game in the afternoon shall be given fixed scheduled time. The game that follow shall start immediately after the end of each preceding game. Inspection of each athlete's gallery must be done before the start of any game.

XVIII. PROTEST

- A. Protest should be in written form duly signed by the coach and noted by the Regional Sports Officer and must be handed over to the Tournament Manager within two (2) hours after the match.
- B. No protest will be entertained regarding eligibility of players.
- C. No protest will be entertained regarding judgment calls of the referee. Only technicalities of the game may be protested.

XIX. UNFORSEEN EVENT

- A. The decision of the referee on any disputes during competition shall be final.
- B. If a participating team withdraws or a match cannot be played or is abandoned as a result of force majeure, the technical management committee shall decide on the matter at its sole discretion and take whatever action is deemed necessary.
- C. further to the above provision, in the case of a match being abandoned as a result of force majeure after it has already kicked off, the following principles will apply:
 - the match shall recommence at the minute at which play was interrupted rather than being replayed in full, and with the same scoreline;
 - the match shall recommence with the same players on the pitch and substitutes available as when the match was abandoned.
 - Likewise the match shall commence with the same sanctions at the time of stoppage.

GAMES DISRUPTION: games which are cancelled/disrupted/stopped due to "**FORCE MAJEURE SITUATION**" or for any valid reason, shall be treated in the following manner:

D. RESET - If a scheduled game was cancelled for a valid reason, the management shall re-schedule the game at the bottom of the schedules.

E. PROLONG INTERRUPTIONS: Interrupted matches, even it exceeds the four hours and played in another venue, match shall continue with the same scores and players.

F. As regards the specific items not expressly foreseen in this rules shall be decided by the organizer. The Tournament Manager reserves the right to amend or alter any provision of the above mentioned rules and regulations for the success and interest of the tournament.

G. In any case of a "free for all" where the referee cannot identify the players who started the fight, this rule shall take the effect:

- Any match concerned; both teams will lose the game and will be banned from participating for the rest of the tournament.

XX. THOSE NOT COVERED BY THE TOURNAMENT RULES, FIFA LAWS WILL APPLY.

F. If draw exists after the duration of the match in the quarter, semi-final round and in the 3rd and 4th placement, 3 kicks from the penalty mark will be used to determine the winner.

Finals:

Loser SF1 _____	vs	Loser SF2 _____	Battle for 3 rd
Winner SF1 _____	vs	Winner SF2 _____	Championship Match

G. If draw exist after the duration of the match in final match, a 5 minute extension per half will be applied. If draw still exists after the extension, 5 kicks from the penalty mark will be used to determine the winner.

III. Number of Players:

- A. A maximum of 12 players on a team (5 field player & one of whom shall be a goalkeeper; 7 substitutes.
- B. Maximum of 7 substitutes can be used in a game
- C. Flying substitution shall apply

IV. Duration of the Game:

- A. 2 halves of 20 minutes per half (running time) with 5 minutes interval in between half
- B. Each team is allowed to have 1 minute time out only ONCE per half. This time out cannot be carried over in the next half if unused.

V. Players Equipment:

A. Players are required to wear their complete uniform and in conformity with FIFA Futsal rules:

- Team should adhere to their regional colour; alternate uniform shall only be worn in cases of colour conflict.
- (sponsors uniform are not allowed). The player's number 1-15, on the uniform registered on the official list shall also be the same on the starting and the same number shall be used by the player throughout the Palarong Pambansa game duration.
- Official shirt with sleeves and shorts of their Region represented.
- Long socks
- Shin guards

B. Futsal shoes or rubber sole (multi spikes shoes are not allowed)

C. Undergarments should be the same color with the sleeves and short pants.

D. Tapes should be the same color with the socks.

E. The team captain is required to wear an arm band around her left arm to enable the referee

to

distinguished her from the rest of the team.

F. All teams are obliged to bring 7 bibs for bench players.

G. If a team have a spare/second outfit, these should likewise be declared. Teams are obliged to

prioritized the use of the official uniform first for all matches.

- In the event that both teams do not have spare/second outfits, one of the teams should wear their bibs with a toss coin who decides to wear bibs.

H. The Goalkeeper must wear a jersey that has a color different from the rest of the team colors and the match officials.

I. All players on the bench must wear bibs of different colour from their uniform and to their opponents.

VI. Players Cautioned or Dismissed from the Futsal Pitch.

- A. A player who receives two (2) cautions (yellow card) in the same match shall automatically be sent off and suspended for the next match.
- B. A player who receives a yellow card in a match and receives again in other match, will be suspended following a match in which she received the second yellow card.
- C. Disciplinary measures such as caution, expulsion of players and officials shall be carried up to the championship game.
- D. After serving a suspension imposed on a player, she is allowed to play in the succeeding match. However, if the player receives a yellow card in a match, she will be suspended for the next match due to the previous red card sanction. Moreover, if the player receives two red card in the duration of the Palarong Pambansa, the player will not be allowed to participate in the whole duration of the competition.

V. Competition Rules:

- A. Official coaches shall observe proper decorum during the competition.
- B. Only coaches are allowed to approach the match Control/Referee with regards to the questions and inquiries during the match.
- C. Only the official coach listed on the gallery shall be allowed to sit on the bench and approach the players during intervals.
- D. A suspended players is not allowed to sit on the bench.

VI. Walk-over/Abandonment

- A. Walk-over:
 - 1. A fifteen minutes grace period on the scheduled match shall be given, otherwise the team shall be declared looser via walk-over with a score of 3 – 0 and Tournament Committee will meet immediately to decide on further sanction.
 - 2. The Law of immediate succession shall be observed.
 - 3. Only the first game in the morning and first game in the afternoon shall be given fixed scheduled time.
 - 4. Team should be in the venue at least thirty (30) minutes before the scheduled time.
- B. Abandonment of Matches:
 - 1. If a match has to be suspended as a result of any incident (walk-out by team, lack of order from spectator/s who invade the field of play, the Tournament Manager must decide immediately of such incident to determine the action to be taken.
 - 2. Should it be necessary to award a match after abandonment of the match to one team, three (3) points should be awarded with a score of 3-0 if draw or higher depending on the score at the time of stoppage showed a greater number of goals for the team to be declared winner.

VII. Protest

- A. All protest should be in written form duly signed by the coach and noted by the Regional Sports Officer and must be handed over to the Tournament Manager within two (2) hours after the match.
- B. No protest will be entertained regarding eligibility of players.
- C. No protest will be entertained regarding judgment calls of the referee. Only technicalities of the game may be protested.

V. All other rules not so mentioned in these guidelines, FIFA rules apply

Gymnastics
PALARONG PAMBANSA 2017

Queries

1. Verification of scores must be done by the Head Coach in writing and submitted right after the announcement of the gymnast's score. This should be addressed only to the Tournament Manager of the concerned discipline.
2. Inquiry about the Difficulty Score is allowed but not the Execution Score.
3. Submission of Complaints (written) should be within half an hour right after the score is announced.
4. Comparison of scores, done upon verification will never be entertained.
 - Judges' decision is final (based on the FIG RG COP).

Tie Breaking

1. FIG Rules of tie-breaking will be applied.

Disruptive Behavior

1. A coach who is found guilty of harassing or causing undue trouble during the competition will be issued a red card and will be escorted out of the competition venue, immediately.
2. The use of flash when taking pictures is NOT allowed.

Gymnast Participation

1. No gymnast can compete in more than one discipline.
2. Drawing of lots to determine the Order of Performance is done during the ManCom Meeting and will just be reviewed during the Solidarity Meeting.
3. Music of gymnast in Cluster 2 and 3 for WAG, must be submitted (in CD format & properly labeled) to the Tournament Manager during the Solidarity Meeting or at least 24 hours before the competition.
4. Difficulty forms for RG must be submitted to the RG Tournament Manager as early as the Solidarity Meeting and not later than 24 hours before the competition.

Individual All Around

All team members shall be ranked. The gymnast garnering the highest total score in all events will be the Individual All-Around Champion. Medals will also be given to Coaches.

If by chance a region places first, second and third in the all around scores, the region will be awarded gold, silver and bronze medals respectively.

In cases of ties for all three slots, FIG Rules for tie-breaking will be observed.

Apparatus Finals

Eight finalists, per event will make it to Competition III or the Apparatus Finals with a maximum of two gymnasts from each team. Two alternates (ninth and tenth place) will standby in case any of the top eight contenders becomes injured or sick and will be unable to compete.

Substitution

This must be done 24 hours prior to the Competition through informing the Tournament Manager of the concerned discipline if any of the top eight contenders for the Apparatus Finals would not be able to compete due to injury/ sickness.

Team Score

The Team Score will come from the accumulated scores of Cluster 1 & 2 gymnasts in the case of MAG & WAG while Elementary & Secondary Levels for RG from all 4 events in Competition I .

Gymnastics PALARONG PAMBANSA 2017

I. GENERAL RULES

The Federacion Internationale de Gymnastique (FIG) Code of Points for RHYTHMIC GYMNASTICS 2013-2016, shall be used in the Palarong Pambansa. The Elementary level will adhere to the International Age Group Rules & Regulations and the Gymnastics Association of the Philippines (GAP) Rhythmic Gymnastics Age-Group Program 2013- 2016, Pre-Junior Level 5-6 while the Secondary Level shall observe the FIG Junior International Rules & Regulations.

II. COMPETITION PROGRAM FOR INDIVIDUAL RHYTHMIC GYMNASTICS

The program for the individual gymnasts shall consist of four (4) exercises for each level :

Elementary Level:

SY 2016 - 2017	ROPE	BALL	CLUBS	FREEHAND
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Secondary Level:

SY 2016 - 2017	ROPE	HOOP	BALL	CLUBS
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III. GENERALITIES







A. Length of Exercise

- Each exercise must run at least 75 secs and a maximum of 90 secs (1:15-1:30)
- The stopwatch will be started as soon as the gymnast begins to move and will be stopped as soon as the gymnast is totally motionless.
- * *Penalty:(Coordinator Judge) 0.05 point will be deducted for every missing/additional sec.*

B. Music

- Each gymnast must provide one (1) cassette/CD for each individual exercise. Music could be of one or several instruments including voice as instrument, with/ without words (which is allowed in only 1 exercise), except when the FIG Technical Committee disallows its use.
- The coach must indicate whether the exercise is used **with music, with voice/ words** on the D form.
- * *Penalty: (Difficulty Judge) 0.50 point deduction if more than one exercise is used with music with voice and words*

- The cassette tape/ CD should be marked with following information:
 - Name of gymnast
 - Three-letter initials or number of the team's district/division/region
 - Symbol representing the apparatus

					
ROPE	HOOP	BALL	CLUBS	RIBBON	FREE HAND

- It is permitted to record a sound signal at the beginning of the music.
 - The recording shall be made only on 1 side of the tape or at the beginning of the CD
- * *Penalty (Coordinator Judge) 0.50 point deduction will be earned if any of the items above is not met.*

C. Dress/ Attire of Gymnast

- Leotard/ unitard must be in non-transparent materials.
 - The neckline of the front and back of the leotard must not be further than half of the sternum and no further than the lower line of the shoulder blades.
 - Leotards may be with or without sleeves, but dance leotards with narrow sleeves are not allowed.
 - The cut of the leotard at the top of the legs must not go beyond the fold of the crotch.
 - The leotard must be skin tight to enable the judges to evaluate the correct position of every part of the body.
- * *Penalty: (Coordinator Judge) 0.30 point deduction if any of the above is violated.*

D. APPARATUS

Although gymnasts are encouraged to use apparatus with standard dimensions set by the Federation Internationale de Gymnastique (FIG), the Gymnastics Association of the Philippines (GAP) Technical Committee, and the DEPED Palarong Pambansa, in consideration of the gymnasts' physical and psychomotor level of development, would allow gymnasts to use apparatus with the following dimensions in **ELEMENTARY** level competitions:

- Rope length – based on the gymnasts' height
- Hoop dimensions – 700 - 800 mm diameter, 300 g minimum
- Ball dimensions – 180 mm diameter, 300 g minimum
- Clubs dimensions - 400 – 500 mm (senior standard dimensions)
 - Weight: 150 g. min.
 - Shape: Bottle shape
 - Diameter of the head: 30 mm max.
 - Elementary (pre-junior/elementary) gymnasts are allowed to use smaller than junior sized clubs(400-300 mm)
- Ribbon length – 4 metres in length, with 1 metre fold at the end attached to the stick.

For **SECONDARY** level competitions, the use of apparatus which complies with the standard dimensions set by the FIG in Junior International competitions is required, including the ribbon length (which needs to be 5 metres long according to FIG Junior Regulations).

- * *Penalty: (Coordinator Judge) 0.50 pts for the use of non-conforming apparatus.*
- * **Apparatus must be GAP approved for Elementary & FIG approved for Secondary**

E. ENTRY

- a. Each team shall compose of three gymnasts representing the entire level (eg. Elementary/ Secondary)
- b. Each gymnast has to perform the four (4) apparatus namely: HOOP, BALL, CLUBS and ROPE in the secondary level while FREEHAND, ROPE, CLUBS and HOOP in the elementary level

IV. COMPETITION REQUIREMENTS FOR THE INDIVIDUAL EXERCISES

1. FOR ELEMENTARY LEVEL/ DIVISION

INTERNATIONAL AGE GROUP RULES AND REGULATIONS

TECHNICAL REQUIREMENTS

APPARATUS DIFFICULTIES
Difficulty(D) max. 7.0 points
<p>1. Body difficulty (0.1 to 0.8)</p> <p>a. Min. 1 , 1 , 1 each</p> <p>b. Min. 3; Max. 6 D</p> <p>2. minimum 1</p> <p>3. maximum 2</p> <p>4. M no limit</p>

1.1. DIFFICULTY (D) – 7.0 point maximum

Difficulty from each group of body movement must be performed throughout the exercise (Minimum 1, maximum 3 from each group): Jumps/Leaps , Balances , Rotations

The Difficulty elements (D, , , M) must be written on the Official Difficulty (D) form in the order of their execution.

All the Difficulties declared on the Official D form must adhere to the maximum stated above.

Each Body Difficulty is counted, only once (either isolated or as a part of a Multiple Difficulty or Mixed Difficulty) and may not be repeated.

For Difficulties with Rotation (Pivots), the value of the Difficulty is calculated until the maximum point is reached.

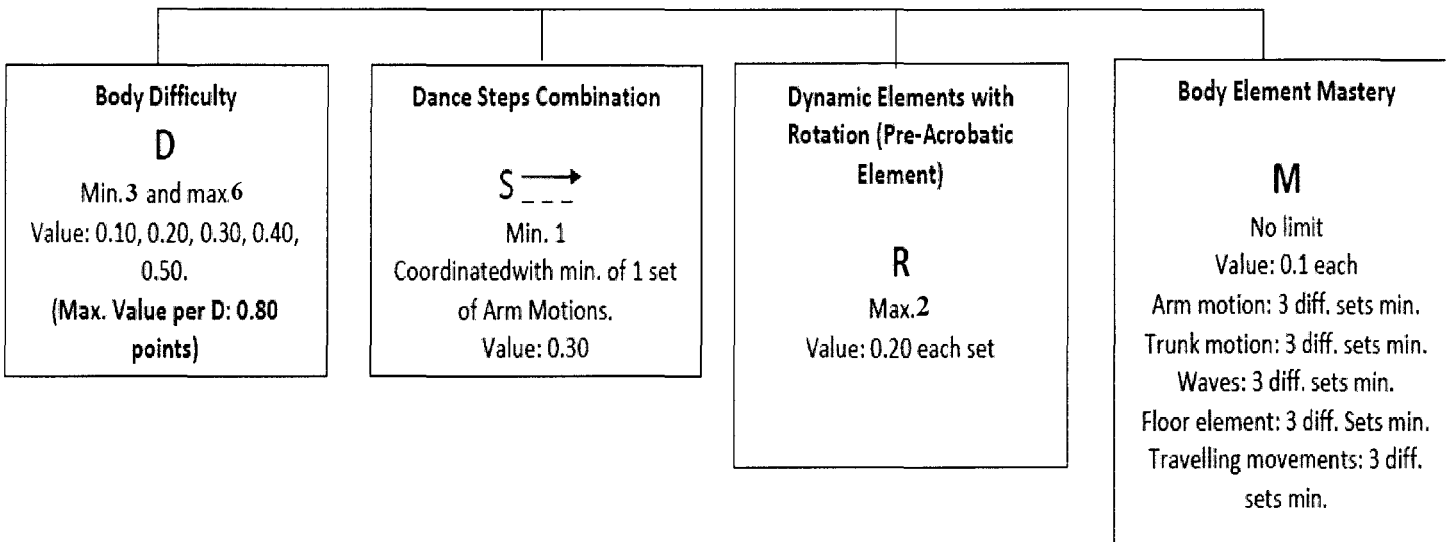
Each Difficulty **exceeding the 7.0 point maximum is null (0.00 point)** and will not be subject to penalties.

*** A body difficulty must be executed with a minimum of one (1) Fundamental Technical Element specific to each apparatus or an element of other Technical Apparatus groups during the isolated difficulty or during each component of a Multiple Rotation Difficulty and Mixed Difficulty**

**1.1.1. Routine WITHOUT APPARATUS
FREEHAND**

**PRE JUNIOR (Level 5 - 6)
Individuals, Free Hand**

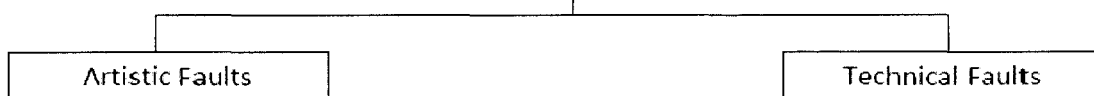
Difficulty (D)
7.00 points maximum



BODY MOVEMENT	SYMBOLS
Arm Motion	↻
Trunk Movement • Include direction/plane within the parenthesis	T(direction)
Waves	⌞
Floor element	≡
Travelling	----

1.2. EXECUTION (E) – 10.00pts Max

Execution (E)
10.00 points maximum



1.2.1. FREEHAND GENERAL NOTICE (Pre Junior/Elementary Level):

1.2.2. Arm Motions: 1 Set of arm motion consists of:

- * 3 different medium (min 2) to full arm motions
- * performed both arms (alternately, separately or simultaneously)

1.2.3. Dance Steps Combination:

- * A minimum of 1 set of Arm Motion must be performed
- * Show character of the music
- * With partial or complete travelling

1.2.4. Movements of the Trunk: Large trunk movements must be performed in any plane.

1.2.5. Body Waves: Must be performed at least half of the body. Trunk movements are not counted as waves.

1.2.6. Elements on the Floor: Difficulties and/or pre acrobatic skills performed or passing on the floor are not counted as elements on the floor.

1.2.7. Dynamic Elements with Rotation (Pre- Acrobatic Elements) (R):

- 1.2.7.1. **Maximum of 2 different pre-acrobatic elements (sets)** may be included in an exercise.
- 1.2.7.2. A set must have a **min. of 2 rotations**, and **max. of 3 rotations** on any axis and is considered by F.I.G. as RG pre- acrobatic elements.
- 1.2.7.3. Each **pre-acrobatic element could only be performed once**, though a different technique may be employed with the same pre-acrobatic element which would render it different and valid.
- 1.2.7.4. <<Dive – Split leap – forward roll >> is considered as 2 elements of rotation, subject to F.I.G. rules.
- 1.2.7.5. All the conditions (unless ruled upon by GAP TC) established by the F.I.G.-RG Technical Committee, pertinent to Dynamic Elements w/ Rotation will apply

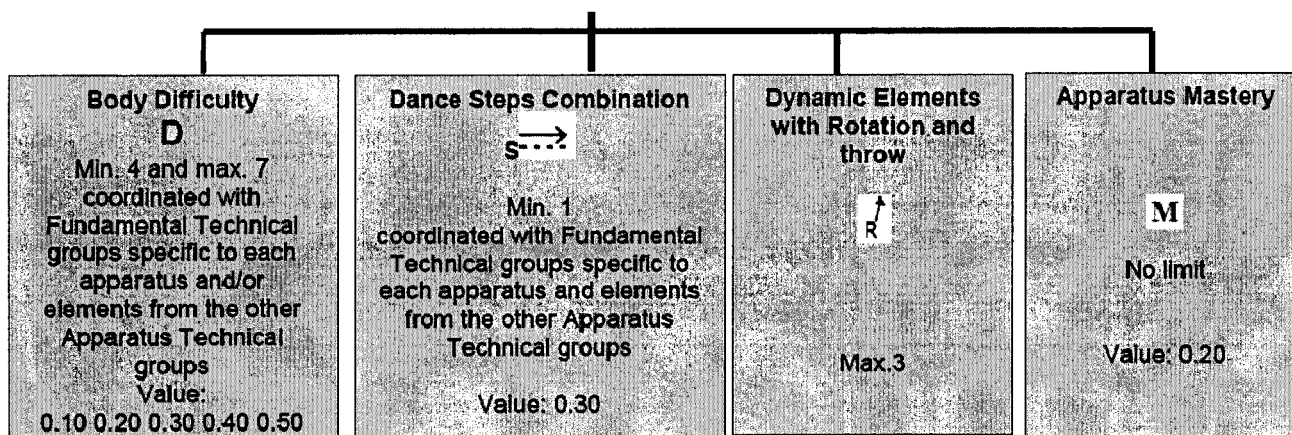
1.3. DISTRIBUTION AND CALCULATION OF SCORES

The final score for either of the age groups in the elementary level should not exceed a **maximum of 17.0 points** which is calculated by adding the following:

- Difficulty (D): average of 2 middle scores of 4 judges = 7.0 pts.max.
- Execution (E): average of the 3 middle scores of the 5 judges = 10.00 pts. max.

2. FOR SECONDARY LEVEL/ DIVISION

2.1. DIFFICULTY (D) – 8.00 point maximum



Difficulty from each body group must be performed in the exercise (Minimum 1, maximum 3 from each group of body movements): Jumps/Leaps \wedge , Balances \top , Rotations \circ

Value of each Body Difficulty Isolated, Multiple or Mixed): **1.00 point maximum** (All declarations must adhere to this cap.)

All difficulties will be evaluated at **1.00 pt maximum**.

2.2. EXECUTION (E) – 10.00pts Max

Execution of the Individual exercises consist of:



2.3. DISTRIBUTION AND CALCULATION OF SCORES

The final score - 18.0 point maximum is calculated by adding the following:

- Difficulty (D): average of the 2 middle scores of 4 judges = 8.00 pts. max.
- Execution (E): average of the 3 middle scores of the 5 judges = 10.00 point maximum

General Notes: Applicable for both Elementary and Secondary Levels

- Each gymnast must submit in advance (**during the solidarity meeting or at least 24 hours before competition**) the official Difficulty form for each exercise, where the Difficulty elements (D, S \rightarrow , R, M) must be written in the order of their execution. Otherwise, the gymnast can still participate in the competition but will automatically merit 0.00pts for Difficulty
- Each gymnast must submit 5 copies of the Execution Judges' forms (for each exercise).
- The general Difficulty norms for individual senior exercises are also valid for junior individual exercises.

**MEN'S ARTISTIC GYMNASTICS
2017 PALARONG PAMBANSA**

Competition Structure				
Cluster	Age	Apparatus	Exercise Routine	Number of Players
ELEMENTARY				
1	Ages 7-9	Floor Exercise	Class 2 FIG Age Group-Compulsory	1
		Pommel Horse (mushroom), Vaulting Table	Class1 FIG Age Group-Compulsory	
2	Ages 10 - 12	Floor Exercise, Vaulting Table	Class 3 FIG Age Group-Optional	2
		Pommel Horse	Class 1 FIG Age Group-Compulsory	
SECONDARY				
3	Ages 13 - 18	Floor Exercise, Vaulting Table	FIG Junior	3
		Pommel Horse	Class 2 FIG Age Group-Compulsory	

GENERAL REGULATIONS

Article 1. Competition Ages

- The gymnast's age eligibility will be based on his age on _____ of the year of competition.

Article 2. Warm-up and Assistance

- The competitors will be given at least 90-minutes of general warm-up prior to the competition but no one touch (or 30-second) warm-up in advance of the competition.
- The use of soft safety mats on vault is allowed but on floor exercise and pommel horse will result in 0.3 deduction from the final score.
- The use of any non-permitted supplementary equipment will be deducted 0.3.

Article 3. General Judging Rules

- Unless otherwise stated within this document, execution errors for poor technique, poor body position, etc. are evaluated according to the current FIG Code of Points.
- Deductions of a disciplinary nature are taken from the Final Score by the Chair of the Apparatus Jury.

- The values and deductions of all compulsory routines will be based in the fig age group program manual.

SPECIFIC REGULATIONS

Article 4. Specific Judging Rules

The evaluation of optional exercises in elementary cluster 2 will be based on the system of the 2013 FIG Code of Points. There are two evaluation factors in this system; a Difficulty Score (D-score) and an Execution Score (E-score)

D-score

The D-score is calculated based on adding the following 3 aspects of a performance;

- The values of the difficulties presented in the exercise up to a specified maximum number.
- Each EGR which was fulfilled in the exercise will be given 0.5
- The values of any eligible Bonus Connection points that were performed.

The D-score is calculated according to the following sequence:

- Determine the value of the dismount. If a gymnast does not performed a recognized dismount he will automatically be penalized by not receiving the 0.5 for that EGR.
- Determine if the remaining EGR have been performed and award 0.5 for each one met (plus the value of the element itself). This applies to A-part and B-part dismounts.
- Add the value of the remaining most difficult recognized elements up to the maximum number of elements permitted.
- Add any connection bonus that applies (Floor Exercise only)

E-score

The E-score deductions for optional exercises and when not specified for Compulsory Exercises are as follows;

Small error= 0.1 Medium error= 0.2 Large error= 0.3 Fall= 0.5

Final Score

The final Score for compulsory and for Optional Exercises is determined by adding the D-score and E-score.

Additional Modifications to the FIG Code of Points

- **Developmental Parts**
Gymnasts may use the identified elements in the developmental part to meet difficulty requirements, EGR and possible Connection Bonus points.
- **Repetition**
In elementary cluster 2-may repeat one skill of B or C value
In elementary cluster 1:
 - may repeat an element for value following a fall or stop
 - The omission of an element will result in the loss of value of that element.

- The addition of an element will result in the deduction of 0.5 from the D-score.

Article 6. Element Values and Maximum Number of Elements for Elementary Cluster 2:

Maximum Number of Element	A- part value	B-part value	C-part value	D- part and higher
8	0.1	0.2	0.3	Not permitted

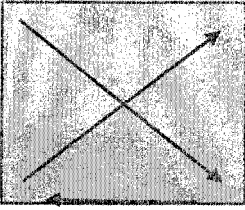
Article 7. Evaluation of Short (or long) Exercises for Cluster 2

No. of Elements	8-10	7	6	5	4	3	2	1
Max. E-score	10.0	9.0	8.0	6.0	4.0	3.0	2.0	1.0

Article 8. Summary of Specific Regulations and Compulsory Exercises

CLUSTER 1 (Compulsory Exercises)

FX	Mushroom(PH)	VT
<p>FIG Age Group Class 2</p> <p>1)2-3 steps to front handspring, straight jump and then rebound to stretched dive roll</p> <p>2) Finish with control in straddle split 2 sec.</p> <p>3. Press to handstand with bent arms and straddled legs to momentary hold and forward roll and jump with ¼ turn to face side</p> <p>4. Step to scissor kick to 2 cartwheels</p> <p>5. Pike down and backward roll with straight arms and straight legs to stand</p> <p>6. Front scale or y scale (2 sec)</p> <p>7. 3 steps hurdle to round off backhandspring straight jump and backward roll tucked to stand.</p>	<p>FIG Age Group Class 1</p> <p>-5 leg circles with 2 point each, total value of 10.0</p> <p>-deductions: small=.1 medium=.2 large=.3 Fall=.5</p>	<p>FIG Age Group Class 1</p> <p>2 Choices:</p> <p>1. From run, hurdle onto board and jump from two feet to hands with straight body and fall to back on a soft mat of 80 cm height.</p> <p>2.Salto fwd stretched from a vaulting board</p> <p>-Base the deduction from FIG age Group Program</p> <p>-a 2nd attempt is permitted , but with 0.5 deduction</p>

<p><u>Floor Pattern</u></p> 		
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CLUSTER 2

FX	Mushroom(PH)	VT
<p>Difficulty Values & Required No. of Elements</p> <p>Difficulty A=.1 B=.2 C=.3</p> <p>8 skills max. for D-score</p>	<p>FIG Age Group Class 1</p> <p>-5 leg circles with 2 point each, total value of 10.0</p> <p>-deductions: small=.1 medium=.2 large=.3 Fall=.5</p>	<p>Permitted Vaults and Difficulty Values</p> <p>Handspring=2.0 w/ 1/2 t=2.2 w/ 1/1t=2.5 w/1 1/2t=2.7</p>
<p>Developmental and Supplemental Skills</p> <p>1)Round off or Cartwheel=A part Element Group 4 and in the same box</p> <p>2) Back extension to handstand=A part. Element Group 3</p> <p>3)The value of all circle, flair and Russian skills are increased by one value over the FIG Code</p>	<p>----Same to cluster 1 -----</p>	<p>Handspring front tuck=2.7 w/ 1/2=2.9</p> <p>Handspring front pike=2.9 w/ 1/2=3.1</p> <p>Tsukahara Tuck=2.7</p> <p>Tsukahara Pike=2.9</p> <p>Tsukahara layOut=3.1</p> <p>Yurchenko Tuck=2.7</p> <p>Yurchenko Tuck 1/1=2.9</p> <p>Yurchenko Pike=2.9</p> <p>Yurchenko Straight=3.1</p> <p>-All Yurchenco Group has the same value with Tsukahara Group-</p>
<p style="text-align: center;">EGR (0.5 each)</p> <ul style="list-style-type: none"> • Non- acro element • Acro. Element fwd • Acro. Element bwd • Dismount 		<p>Yurchenko Tuck 1/1=2.9</p> <p>Yurchenko Pike=2.9</p> <p>Yurchenko Straight=3.1</p>
<p>Additional Regulations</p> <p>No time limit</p> <p>Connection Bonus(saltos only)</p> <p>A or B +C or vice versa=.1</p> <p>C+C= .2</p> <p>May repeat one skill of C or Higher value for difficulty</p>		<p>Yurchenko Tuck 1/1=2.9</p> <p>Yurchenko Pike=2.9</p> <p>Yurchenko Straight=3.1</p> <p>-All Yurchenco Group has the same value with Tsukahara Group-</p> <p>-Bonus for distance 2m-2.5=.1 >2.5-3m=.2 >3m=.3</p> <p>Height=1.15m-1.35m</p> <p>(2nd attempt is permitted , but with 0.5 deduction)</p>

CLUSTER 3

FX	MUSHROOM(PH)	VT
FIG JUNIOR 2013	<p>FIG Age Group Class 2 Compulsory Exercise:</p> <ol style="list-style-type: none">1. Double Leg Circle2. Double Leg Circle3. 1/2 spindle (unlimited circle)4. Double leg circle5. Double leg circle6. Double leg circle w/ 180 turn in 1 circle (any technique)7. Double leg circle & finish in stand <p>Total Value = 10.0 (for element values and deductions refer to FIG Age Group Manual)</p>	FIG JUNIOR 2013

Women's Artistic Gymnastics (WAG)
2017 PALARONG PAMBANSA

I. Ground Rules

Queries

- 1) Verification of scores must be done by the Head Coach in writing and submitted right after the announcement of the gymnast's score. This should be addressed only to the Tournament Manager of the concerned discipline.
 - 2) Inquiry about the DV Score is allowed but not the Execution Score.
 - 3) Submission of Complaints (written) should be within half an hour right after the score is flashed.
 - 4) Comparison of scores, done upon verification will never be entertained.
- Judges' decision is final. (based on the FIG – COP)

Tie Breaking

- 5) FIG Rules of tie-breaking will be applied.

Disruptive Behavior

- 6) A coach who is found guilty of harassing or causing undue trouble during the competition will be issued a red card and will be escorted out of the competition venue, immediately.
- 7) The use of flash when taking pictures is NOT allowed.

Gymnast Participation

- 8) No gymnast can compete in more than one discipline.
- 9) Drawing of lots to determine the Order of Performance is done during the ManCom Meeting and will just be reviewed during the Solidarity Meeting.
- 10) Music of gymnast in Cluster 2 and 3 for WAG, must be submitted (in CD format & properly labeled) to the Tournament Manager during the Solidarity Meeting or at least 24 hours before the competition.
- 11) Difficulty forms for RG must be submitted to the RG Tournament Manager as early as the Solidarity Meeting and not later than 24 hours before the competition.

Individual All Around

All team members shall be ranked. The gymnast garnering the highest total score in all events will be the Individual All - Around Champion. Medals will be given to Coaches also.

If by chance a region places first, second and third in the 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.

Apparatus Finals

Eight finalists, per event will make it to Competition III or the Apparatus Finals with a maximum of two gymnasts from each team. Two alternates (ninth and tenth place) will standby in case any of the top eight becomes injured or sick and will be unable to compete.

Substitution:

This must be done 24 hours prior to the Competition if any of the top eight will not be able to play due to injury (Apparatus Finals), by informing the Tournament Manager of the concerned discipline.

II. Women's Artistic Gymnastics Technical Guidelines

Competition Structure				
Cluster	Age	Apparatus	Exercise Routine	Number of Athletes
ELEMENTARY				
1	Ages 7-9	Single Bar Vault	Cluster 1 FIG Age Group- Compulsory	1
		Floor Exercise Balance Beam	Cluster 1 FIG Age Group- Compulsory	
2	Ages 10 - 12	Single Bar	Cluster 2 FIG Age Group- Compulsory	2
		Floor Exercise Balance Beam Vault	Cluster 2 FIG Age Group Optional	
SECONDARY				
3	Ages 13 - 18	Single Bar	Class 2 FIG Age Group- Compulsory	3
		Floor Exercise Balance Beam Vault	FIG Junior	

GENERAL REGULATIONS

Article 1. Competition Ages

- The gymnast's age eligibility will be based on how old she is beginning January on the year of competition.

Article 2. Warm-up and Assistance

- The competitors will be given at least 90-minutes of general warm-up prior to the competition but no one touch (or 30-second) warm-up in advance of the competition.
- A spotter / Coach is required for Single Bar event for all Clusters. A deduction of .3 will be penalized from the Final Score on Single Bar if the spotter/Coach leaves during the performance of the compulsory routine.

- Soft safety mats (5, 10, 20 cm) are permitted on all apparatus without penalty except Floor Exercise. A deduction of .30 will be deducted from the Final Score if a gymnast uses soft mats on Floor.
- A safety-collar must be used for round-off entry vaults in Cluster 3. Failure to use it will result in a zero vault score for said vault. (Apparatus Chair will not allow the gymnast to begin until a safety collar is present.)
- The use of any non-permitted supplementary equipment will have a corresponding deduction of 0.3.

Article 3. General Judging Rules

- Unless otherwise stated within this document, execution errors for poor technique, poor body position, etc. are evaluated according to the current 2013 FIG Code of Points.
- Deductions of a disciplinary nature are taken from the Final Score by the Chair of the Apparatus Jury.
- The values and deductions on all compulsory routines will be based in the FIG Age Group Program Manual.

SPECIFIC REGULATIONS

Article 4. Specific Judging Rules

Cluster 1: Compulsory Exercises and for Single Bar (also for Cluster 2 & 3, Single Bar)

D-score is from 10.

- i. A gymnast may repeat an element for value following a fall or stop.
- ii. The omission of an element will result in the loss of value of that element.
- iii. The addition of an element will result in the deduction of 0.5 from the D--score.

E Score is also from 10.

A tariff for expected errors per event is available in the FIG Age Group Manual.

Cluster 2 & 3: Optional Exercises for Vault, Beam and Floor

The D-score (in BB & FX) is calculated by adding:

- a) The values of the difficulties or highest 8 skills seen in the exercise including dismount.
- b) Each Element Group Requirement (EGR) fulfilled in the exercise will be given 0.50.
- c) Bonus Connection points for connected skills

The E-Score deductions **follow Junior FIG Judging Rules.**

Small Error: 0.1	Medium Error: 0.3	Large Error: 0.5
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The Final Score is determined by adding the D-Score to the E-Score.

Repetition: *Cluster 2, Optional Exercises may repeat one skill of B or C Value in Floor and Beam events.*

Article 5. Element Values and Maximum Number of Elements for Elementary

Cluster 2:

Maximum Number of Elements	A-part value	B-part value	C-part value	(D value and higher not permitted)
8	0.1	0.2	0.3	

Article 6. Evaluation of Short (or long) Exercises for Cluster 2

No. of Elements	8-10	7	6	5	4	3	2	1
Max. E-score	10.0	9.0	8.0	6.0	4.0	3.0	2.0	1.0

Article 7. Summary of Specific Regulations and Compulsory Exercises

CLUSTER 1 (Elementary: Compulsory Exercises for ages 7-9)

VT	FIG Age Group Class 1 2 Choices:	A 2nd attempt is permitted, but with 0.5 deduction
HP1	1. From run, hurdle onto vault board and jump from 2 feet to hands with straight body and fall to back on a soft mat of 80 cm height.	2. Salto forward stretched from a vaulting board
BB	FX	Single Bar
HP1	HP1	HP1
<p>FIG Age Group Class 1</p> <ol style="list-style-type: none"> 1. Jump ¼ turn to straddle beam, swing legs to tuck sit, lift to momentary V, and back to momentary tuck sit 2. Swing legs backward to forward roll to stand with one leg in front, step forward to arch 3. Step forward to straight jump to land in lunge with one foot in front, ½ turn 4. Three running steps, step forward, step forward, kick to momentary handstand and step down 5. Jump chasse forward, 2 steps forward, ½ turn in squat position 6. Body wave to stand, step forward to developpe' 7. Step forward, step to Arabesque (hold for 2 sec) 8. 1-3 walking steps forward to round off dismount 	<p>FIG Age Group Class 1</p> <ol style="list-style-type: none"> 1. 2-3 steps partially piked or stretched dive roll 2. Cartwheel 3. Backward walkover 4. Cat leap 5. Lift leg high to step forward and then full turn 6. Split leap from a run 7. Step to handstand hold 1 sec and step down to stand 7. 2-3 steps hurdle to Round off Straight jump 	<p>FIG Age Group Class 1</p> <ol style="list-style-type: none"> 1. Starting from hang, lift to chin up position and pullover to front support 2. Cast to horizontal to immediate back hip circle to 3. immediate under bar cast above 45°) and long hang swing backward 4. Swing forward and swing backward 5. Swing forward and swing backward 6. Swing forward and swing backward 7. Swing forward and swing backward to push off dismount (on 5th backward swing) and land on mats

CLUSTER 2 (Ages 10-12 Elementary - Optional for VT, BB, FX and Compulsory for Single Bar)

<p align="center">VT FIG Age Group Class 3</p>		<p>A 2nd attempt is permitted, but with 0.5 deduction</p>
<p align="center">HP3</p>	<p>Handspring = 2.0 Handspring ½ = 2.2 Handspring 1/1 = 2.5 Handspring 1 ½ = 2.7 Handspring Front Tuck = 2.7 Handspring Front Tuck ½ = 2.9 Handspring Front Pike = 2.9 Handspring Front Pike ½ = 3.1</p>	<p>½ on = 2.0 ½ on ½ off = 2.2 ½ on 1/1 off = 2.5 Yurchenko Tuck = 2.7 Yurchenko Tuck 1/1 = 2.9 Yurchenko Pike = 2.9 Yurchenko Straight = 3.1</p>

<p align="center">BB HP3</p>	<p align="center">FX HP3</p>	<p align="center">Single Bar HP1</p>
<p>FIG Age Group Class 3</p> <p>8 skills maximum for D-score Maximum 4 can be Acro elements</p> <ol style="list-style-type: none"> Two connected dance elements Minimum full turn on 1 foot One Acro flight element Dismount 	<p>FIG Age Group Class 3</p> <p>8 skills maximum for D-score</p> <ol style="list-style-type: none"> A passage with three dance elements Acrobatic element forward Acrobatic element backward Dismount 	<p>FIG Age Group Class 1</p> <ol style="list-style-type: none"> Starting from hang, lift to chin up position and pullover to front support Cast to horizontal to immediate back hip circle to immediate under bar cast (above 45°) and long hang swing backward Swing forward and swing backward Swing forward and swing backward Swing forward and swing backward Swing forward and swing backward to push off dismount (on 5th backward swing) and land on mats

**CLUSTER 3 (Secondary: Junior FIG 2013 for VT, BB, FX and
Compulsory: Single Bar)**

Optional	Optional	Optional
<p>FIG JUNIOR 2013</p> <ul style="list-style-type: none"> ▪ In the Qualifying competitions (CI): The gymnast who wishes to qualify for the Apparatus Final must perform two vaults as per the Apparatus Finals rules below. ▪ Apparatus Finals (CIII): Gymnast must perform two different vaults (maybe from the same group, but with different numbers). 	<p>FIG JUNIOR 2013</p> <p><i>8 highest skills (DV) including Dmt</i></p> <p>Maximum 5 Acro Minimum 3 Dance</p> <ol style="list-style-type: none"> 1. One connection of at least 2 different dance elements, 1 being a leap, jump or hop with 180° split (<i>cross or side</i>), or straddle position 2. Turn (<i>Gr. 3</i>) 3. One acro series, min. of 2 flight* elements 1 being a salto (<i>elements may be the same</i>) 4. Acro elements in different directions (<i>fwd/swd and bwd</i>) 5. Dismount <p>No / A dmt - award 0.00</p> <p>B dmt - award 0.30 C dmt - award 0.50 D or higher dismount – NOT ALLOWED</p>	<p>FIG JUNIOR 2013</p> <p><i>8 highest skills (DV) including Dmt</i></p> <p>Maximum 4 Acro Minimum 3 Dance</p> <ol style="list-style-type: none"> 1. A dance passage composed of two different, leaps or hops, (from the Code) connected directly or indirectly (<i>with running steps, small leaps, hops, chassé, chainé turns</i>), one of them with 180°cross/side split or straddle position <ul style="list-style-type: none"> ▪ No jumps or turns are permitted because they are stationary. Chainé turns (½ turns on two feet) are allowed because they are traveling steps. ▪ Leaps and hops must land on one leg if performed as the 1st element in the dance passage. 2 . Salto fwd/swd & bwd 3 . Salto with LA turn (min. 360°) 4 . Salto with double BA 5 . Dismount <p>No / A dmt - award 0.00</p> <p>B dmt - award 0.30 C dmt - award 0.50 D or higher dismount – NOT ALLOWED</p>

Single Bar	FIG Age Group Class 2, Compulsory
<ol style="list-style-type: none">1. From hang, slight arch and quickly bring toes to the bar and stretch forward to swing backward2. Back uprise to support3. Immediate back hip circle to under bar cast extend body forward4. Swing backwards, swing forward5. Swing backwards, swing forward6. Kip to support7. Underswing dismount (any technique – free hip circle; straddle on, stoop on)	

WAG Guidelines for this year's Palaro is based on the 2013 FIG Junior Ruling and the 2012 FIG Age Group Development Program. Moving forward, together! –

WAG Technical Committee, Gymnastics Association of the Philippines

**SEPAKTAKRAW
PALARONG PAMBANSA 2017**

1. RULES OF THE TOURNAMENT (TEAM COMPETITION) SECONDARY BOYS

The tournament shall be run in accordance with the rules of the International Sepak takraw Federation (ISTAF) currently enforced.

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

1. Case of general nature shall be resolved in accordance with the Palarong Pambansa Games rules.
2. Technical questions shall be refereed to and resolved by the Technical Committee.
3. In case of problems not covered by the existing ISTAF rules, the final decision shall rest with the Tournament Managers.

A. MODE OF COMPETITION

1. The tournament managers shall prepare the rules of the tournament.
2. The tournament shall be played in Single Round Robin System grouped into four, A, B, C and D. for the elimination. The top two (2) teams in each group shall advance to the crossover quarterfinals using the knock out system, the loser in the scheduled first game shall be ranked eight (8) placer and so on up to 5th placer.
3. There shall be quarterfinals, semi-finals and finals in this match. Winner in each group shall play with the first runner-up in the other group as follows:

Winner Group A vs Runner-Up Group C
Winner Group B vs Runner-up Group D
Winner Group C vs Runner-up Group B
Winner Group D vs Runner-up Group A.

4. Two (2) points shall be awarded for the win and zero (0) for a loss. If two (2) or more teams obtain an equal number of points after the elimination, the following rules shall be applied.
 - 4.1. In case of tie, win over the other shall be applied, where in the winner between the two (2) teams during their elimination game shall be declared winner.
 - 4.2. In case of triple tie, the set difference between the total score "for" and "against" from the point "for".
 - 4.3. The score difference of the matches played by each of the teams shall be decisive.
 - 4.4. If these alternative are all found to be the same, then a decision taken by the toss of the coin shall be decisive.

B. COMPOSITION OF THE TEAM

1. A team shall be comprise of nine (9) players and three (3) reserve players. No player may play in more than one regu. Each regu shall be decided on a best of three (3) sets. The rules were based on the PalarongPambansa team
2. Under the new rule, a coach may register two (2) reserve players in each regu but may use only one (1) player.

3. Substitution of player is allowed on request of the official coach to the official referee when the ball is not in play.
4. Each regu shall be allowed to make substitution for injury provided a substitution has not been made earlier. If substitution has been already made, the regu shall not be allowed to continue and be considered as having lost.
5. Any regu having less than three (3) players shall not be allowed to continue the game and will be considered as having lost.

C. ENTRIES

Entries of each regions must be submitted accordintot the regulations imposed by the Organizing Committee of the PalarongPambansa rules. Rule of succession is applied. Fifteen (15) minutes grace period will be given to the team after the last or conclusions of the last match following their game schedule. Non-appearance of the team after the grace period given will mean forfeiture of the game in favor of the opposing team.

D. THE START OF PLAY AND SERVICE

1. The side who serve first shall serve first for three (3) consecutive services, following which the other side shall also serve for the next three (3) points regardless of which side wins a point.
2. A deuce (when both sides reaches 20-20) the service shall alternate on every point.
3. The side which receives first in any set shall serve first in the subsequent set.

E. SCORING SYSTEM

1. Each set is won by the side which scores twenty one (21) points.
2. In the event of twenty (20) twenty (20) tie, the set shall be won by the side which gets a lead of two (2) points or when a side reaches twenty five (25) points (whichever occurred first)
3. When the score is tied up 20-20 the match referee shall announce "setting up of 25 point".

F. WEARING OF UNIFORMS REGIONAL COLOR

1. Participating teams and coaches should wear the color of their respective regions assigned to them during their schedule games.
2. Players not wearing their proper uniforms during which their team or regu is scheduled to play shall not be allowed to play.
3. Players must wear their jersey uniform with permanent number at the back and front of their shirt or short, numbering 1 to 12.

G. MISCONDUCT OF TEAM OFFICIALS

Disciplinary action shall be taken against Team Officials or their team for any misconduct or disturbances committed by the official or team during tournament whether in or outside the court.

H. GENERAL

In the event of any questions or any matter arising out of any point, which is not shall be final.

**GROUND RULES FOR SEPAKTAKRAW
SECONDARY BOYS
INTER-REGU COMPETITION**

- A. The tournament will be in accordance with the rules of International Sepaktakraw Federation (ISTAF) currently enforced.
- B. Any unforeseen incidents not covered by the rules shall dealt with as follows:
1. Case of general nature shall be resolved in accordance with the PalarongPambansa Board rules.
 2. Technical questions shall be referred by the existing ISTAF rules, the final decision shall rest with the Technical Sub-Committee.

C. COMPOSITION OF A REGU

1. Each regu (team) shall compose of three (3) players and two reserve players.
2. Each match shall be decided on the best of three (3) sets.

D. MODE OF COMPETITION

1. The tournament manage shall prepare the rules of the tournament. The inter-regu/best regu competition shall be played in a single knock out system. The best regu shall compete in a two out of three 2/3 sets competitions.
2. Competitors are requested to report to the official referee and must be in the court and ready to play within five (5) minutes of the scheduled time of the match.
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3. Five (5) minutes rest shall be allowed at the end of the second set in the event of "one set all". The official referee at his discretion default the regu who fails to resume the third set after the five (5) minute rest expires.

E. ENTRIES

Entries of each region shall be submitted according to the regulations imposed by the Organizing Committee of the PalarongPambansa rules. Rules of succession is applied. Fifteen (15) minutes grace period shall be given to each regu. Non appearance of the regu after the grace period given will mean forfeiture of the game in favor of the opposing team.

F. THE START OF PLAY AND SERVICE

1. The regu which serve first shall serve for three (3) consecutive services, following every which the other regu shall also serves for the next three (3) consecutive services. Service shall alternate thereafter every three (3) points regardless of which side wins a point.
2. At deuce, when both sides reaches score of 20-20 the service shall alternate on every point.
3. The side which receives first in any set shall serve first in the subsequent set.

G. SCORING SYSTEM

1. Each set is won by side which scores twenty one (21) points with a minimum lead of two (2) points.
2. In the event of 20-20 tie, the set shall be won by the side which gets a lead of two (2) points or when a side reaches twenty five (25) points (whichever occurred first).
3. When the score is tied at 20-20 the match referee shall announce "setting up of twenty five (25) points.

H. PROTEST

1. Any protest shall be lodged with the Chairman of the Jury of Appeal not later than one (1) hour after the conclusion of the match in question. Protest shall be submitted to the tournament manager with the signature of the Coach and the Head of Delegation.
2. The jury of Appeal shall meet and give the decision as soon as possible. The decision of the Jury of Appeal shall be final and conclusive.

I. WEARING OF UNIFORMS OR REGIONAL COLOR

- a. Participating teams and coaches should wear the color of their respective regions assigned to them during their schedule games.
- b. Players not wearing their proper uniforms during which their team or regu is scheduled to play shall not be allowed to play.
- c. Players must wear their jersey uniform with permanent number at the back and front of their shirt or short, numbering 1 to 12.

d. MISCONDUCT OF TEAM OFFICIALS

Disciplinary action shall be taken against Team Officials or their team for any misconduct or disturbances committed by the official or team during tournament whether in or outside the court.

e. GENERAL

In the event of any questions or any matter arising out of any point, which is not shall be final.

f. AWARDS

Prizes shall be awarded in accordance with the PalarongPambansa Games Rules.

GROUND RULES FOR SEPAKTAKRAW ELEMENTARY DIVISION and SECONDARY GIRLS REGU COMPETITION

The tournament shall be run in accordance with the rules of the International Sepaktakraw Federation (ISTAF) currently enforced.

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

1. Case of general nature shall be resolved in accordance with the PalarongPambansa Games rules.
2. Technical questions shall be refereed to and resolved by the Technical Committee.
3. In case of problems not covered by the existing ISTAF rules, the final decision shall rest with the Tournament Managers.

I. MODE OF COMPETITION

1. The tournament managers shall prepare the rules of the tournament.
2. The tournament shall be played in Single Round Robin System grouped into four, A, B, C and D. for the elimination. The top two (2) teams in each group shall advance to the crossover quarterfinals using the knock out system, the loser in the scheduled first game shall be ranked eight (8) placer and so on up to 5th placer.
3. There shall be quarterfinals, semi-finals and finals in this match. Winner in each group shall play with the first runner-up in the other group as follows:

Winner Group A vs Runner-Up Group C
 Winner Group B vs Runner-up Group D
 Winner Group C vs Runner-up Group B
 Winner Group D vs Runner-up Group A.

4. Two (2) points shall be awarded for the win and zero (0) for a loss. If two (2) or more teams obtain an equal number of points after the elimination, the following rules shall be applied:
 - 4.1. In case of tie, win over the other shall be applied, where in the winner between the two (2) teams during their elimination game shall be declared winner.
 - 4.2. In case of triple tie, the set difference between the total score "for" and "against" from the point "for".
 - 4.3. The score difference of the matches played by each of the teamsshall be decisive.
 - 4.4. If these alternative are all found to be the same, then a decision taken by the toss of the coin shall be decisive.

D. COMPOSITION OF THE TEAM

1. A team shall be comprised of three (2) players and one (2) reserve players. Each match shall be decided on a best of three sets.
2. Substitution of player shall be allowed on request of the official coach to the official referee when the ball is not in play. The player who has been substituted shall be allowed to re-enter in any set.
3. Each Regu (team) shall be allowed to make substitution for injury provided a substitution has not been made earlier. If substitution has already made, the regu (team) shall not be allowed to continue the game and shall be considered as having lost.
4. Any team having less than three (3) players shall not be allowed to continue the game and shall be considered as having lost.

E. ENTRIES:

Entries of each region shall be submitted according to the regulations imposed by the Organizing Committee of the PalarongPambansa rules. Rules of succession is applied. Fifteen (15) minutes grace period shall be given to the team after the last or conclusion of the last match following their game schedule. Non-appearance of the team after the grace period given shall mean forfeiture of the game in favor of the opposing team.

F. THE START OF PLAY AND SERVICE

1. At the start of play , the players of both regus must be in their respective court in a ready position.
2. The server serving the ball must have both feet outside the baseline.
3. The service shall be executed anywhere along the baseline without the server's foot touching the baseline or enters the court.
4. The non-serving player in the court shall be within their side of the court and must remain stationary while the server is being made.
5. To prevent any deliberate attempts to obscure or impeded the receiving side's view of the server, players are not permitted to raise their arms above shoulder height or to make deliberately distracting movements until the serve had been delivered
6. The opponent of the receiving regu is free anywhere within the court.

G. SCORING SYSTEM

1. Each set is won by the side which scores twenty one (21) points with a minimum lead of two (2) points.
2. In the event of a 20-20 tie, the set shall be won by the side which gets a lead of two (2) points or when a side reaches twenty one (21) points (whichever occur first)
3. When the score is tied up to 20-20 the match referee shall announce "setting up of twenty five (25) points".

g. WEARING OF UNIFORMS OR REGIONAL COLOR

- h. Participating teams and coaches should wear the color of their respective regions assigned to them during their schedule games.
- i. Players not wearing their proper uniforms during which their team or regu is scheduled to play shall not be allowed to play.
- j. Players must wear their jersey uniform with permanent number at the back and front of their shirt or short, numbering 1 to 4

k. MISCONDUCT OF TEAM OFFICIALS

Disciplinary action shall be taken against Team Officials or their team for any misconduct or disturbances committed by the official or team during tournament whether in or outside the court.

I. GENERAL

In the event of any questions or any matter arising out of any point, which is not shall be final.

m. AWARDS

Prizes shall be awarded in accordance with the Palarong Pambansa Games Rules.

SOFTBALL

Palarong Pambansa 2017

1. **NAME OF COMPETITION**- The Biggest sporting event in the country shall be known as PALARONG PAMBANSA 2017. It will be organized by the Department of Education. It will serve as the culminating activity for the P.E. Program and aims to discover potential athletes.
2. **DATE AND VENUE**- the tournament will be held from April 23-29, 2017.
3. **ELIGIBILITY OF PLAYERS AND COACHES** - The sole judge of a participant's eligibility totally lays within the judgment of screening committee regarding eligibility of student-athletes and coaches must be address to the screening committee.
4. **RULES THAT WILL GOVERN THE TOURNAMENT**- The rules and regulation that will govern the tournament will be the 2014-2017 International Softball Federation (ISF) Rule Book. With some modification stated in this ground rules.
5. **The game of softball for both elementary and secondary should be played for:**
 - a. Seven (7) innings for the elimination round up to the championship games with the application of the ISF 2014-2017 Runs Ahead Rule.
- (Mercy Rule). A run ahead "Mercy Rule" shall be used in the tournament: 15 Runs after the 3 innings,10 after the 4 innings and 7 after 5 innings.
 - b. The tie breaker rule will be applied after the seventh (7) innings games.
6. **RULE OF IMMEDIATE SUCCESSION SHALL BE OBSERVED.** Only the first game in the morning and afternoon shall be given fixed time. Games that follows shall start shortly after the end of the preceding game.
7. **DEFAULT**- all teams shall be given fifteen (15) minutes grace period before being declared in-default.
8. **COMPOSITION OF TEAM**- Each participating team shall consist of 12 players, 1 head coach, 2 assistant coach. All of which shall be allowed to direct and coach the players during the progress of the game but only the head coach will be given the sole authority to represent the teams during appeals or discussion. They must also submit necessary documents required by the screening committee
 - a. 1st Offense- Warning
 - b. 2nd Offense- Ejection of the Pitcher from the Pitching Position.
 - c. 3rd offense- forfeiture of the game in favor of the opponent.

Note: Only the official coach and assistant coaches may act as base coaches. Player will not be allowed to act as base coaches due to safety reason. Coaches should be wearing the same uniform as the players or same uniform as the other coaches.
9. **MANDATORY PLAY RULE** shall be applied in this tournament. All players must be given the opportunity to play every game scheduled for the team. Minimum of one (1) AT BAT on a Regular or shorten game due to mercy rule or due to darkness and cause of nature. Failure of the team to comply with rule shall be penalized with forfeiture of the game in favor of the opposing team if proven. The score sheet shall be the official basis of this rule.
10. **BORROWING/ EXCHANGING OF UNIFORM** shall NOT be allowed. Anybody caught using another's number during the progress of the game shall be put out and be ejected from the game. (team must be wearing the same shade and design of uniform. Coaches should also wear the same uniform as a coaching staff.
11. **CONFERENCES**
 - a. **DEFENSIVE CHARGE CONFERENCE**- three (3) calls to confer in the whole duration of the game which the coach may opted to use in an inning.
Penalty: Removal of the pitcher from the pitching position.
 - b. **OFFENSIVE CHARGE CONFERENCE**- only one (1) call to confer in every inning shall be allowed.

Penalty: Ejection of the coach or the players who insisted the conference.

12. 2014-2017 pitching rules will be enforced. Jump Pitch is legal.
13. **INTENTIONAL WALK**- If the pitcher desires to walk a batter intentionally it is sufficient to notify the plate umpire of the intent so as not to go through the motion of pitching. In this case, the ball is dead and runners cannot advance unless forced.
14. **WARM-UP PITCHES**- in the first inning or when the pitcher relieves another, to deliver not more than 5 warm up pitches. In each subsequent innings, pitchers will be given 3 warm up pitches.
15. **BATS**- only the ISF certified bats shall be allowed. Playing venues will be provided with ISF certified Bats that can be used by the participating teams.
16. **Helmets** are mandatory on offense for batters, on deck batters, batter runners and , runners. It is advised that teams used the Face Mask with a built in face guard. **DELIBERATE REMOVAL OF THE BATTING HELMET** of any runner during a live ball play shall cause the violator to be declared out immediately. The ball remains alive.
17. Warm up catchers must wear proper gear or at least the Catcher's mask. No coach shall be allowed to warm up the pitcher during the game without proper gear.
18. **THE SAFETY BASE** or the **DOUBLE BAG SYSTEM AT FIRST**- The safety base or the double bag system shall be used in the tournament as part of the ISF initiative to prevent possible injuries due to collision at first base. The coaches shall be briefed regarding this during the Solidarity Meeting.
19. **RESOLUTION OF TIES**-
 - a. Two way ties- win over the other- same group.
 - b. Tree way tie- refer to the rule book (Article 8.02 a, b, c and d)
20. **DISPUTED CALL**- when a coach or a player of either team questioned the judgment of the umpire:
 - a. A warning shall be given for the first offense.
 - b. Shall be ejected from the game on the second offense with an additional one game suspension on the next scheduled game as penalty.
21. **APPEAL**- the proper way of making appeal shall be observed. Shouting at the umpire shall NOT be allowed.
 - a. Warning shall be given for the first shouting offense.
 - b. Ejection from the game for the second shouting offense.
22. " **PROTEST**- All protest must be settled on the on the playing field. No protest will be considered after the completion of the game or on the judgment call.
23. **TEAM PRACTICE**- teams scheduled to play will be given five minutes practice on the diamond before the game.
24. **BATTING LINE UP**- must be submitted at least 30 minutes before the scheduled time.

SWIMMING
PALARONG PAMBANSA 2017

1. COMPETITION RULES

- 1.1. International Swimming Rules of the Federation Internationale de Nationale (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. One start rule.
- 1.4. Competition will be in Heats and Finals format. Heats will start at 8:30 A.M. and finals will be at 3:30 P.M.
- 1.5. Each swimmer is allowed to swim five (5) individual events and two (2) relay events. However, a swimmer may only participate in three (3) events per day, inclusive of relay events.
- 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. A swimmer who fails to swim an event will not be allowed to swim his succeeding events for that session unless for medical reason, that swimmer submits a medical report from the PalarongPambansa Official Medical Physician.
- 1.8. 400 Meter Freestyle for Elementary and 800 Meter Freestyle for Secondary will be in Timed Finals format with the exception of the last heat to be held during the Final Round.
- 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. Relay team entries and names of swimmers in order of swim (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 (1-6) in the official entry form. Swimmers must swim in the order in which they are to swim.
- 2.3. Relay swimmers participating in the heats will be the same swimmers that will participate in the finals. Order list of swimmers may be changed 30 minutes before the start of each session.

3. SWIMWEAR

- 3.1. Theswimwear (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 swimsuit 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 responsible Team Leader / Coach only

4.2.4. Together with a deposit of 100 Swiss Francs or its equivalent

4.2.5. Within 30 minutes following the conclusion of the respective event

5. TIMING

5.1. In the case of an electronic timing systems malfunction, 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 greater 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. WITHDRAWAL

6.1. A competitor or team not wishing to take part in the final round in which qualification was earned shall withdraw within thirty (30) minutes following the preliminaries of the event in which the qualification took place.

6.2. Any competitor who withdraws from the heats / preliminary rounds thirty (30) minutes after the preliminaries of the event in which qualification was earned, shall pay without excuse to the Management Committee the sum of one thousand pesos (P 1,000.00); in case of a relay, the sum shall be two thousand pesos (2,000.00).

7. TEAM COMPOSITION

7.1. Number of swimmers per delegation will be as follows:

Elementary – 10 Male and 10 Female
Secondary – 10 Male and 10 Female

8. SUBMISSION OF ENTRIES

8.1. All entries must be on official entry forms.

8.2. Submission of entries must indicate the latest best time of each swimmer in each event for seeding purposes and lane assignments.

8.3. Deadline for the submission of entries will be at 6:00 P.M. following the conclusion of the Coaches' Meeting.

9. Coaches and Team Managers' meeting will be held after the Solidarity Meeting.

**PARA GAMES
2017 Palarong Pambansa**

I. ELIGIBILITY:

- 1.1 The Palarong Pambansa (Para Games) 2017 shall only be participated in by pupils/students with Intellectual Disability (ID), visually impaired (VI) and orthopedically handicapped/amputee (OH) in-school athletes.
- 1.2 The athletes are enrolled students of Special Education (SPED) classes in the public and private schools for School Calendar (SC) 2016 – 2017.
- 1.3 Each region is allowed to field in a maximum of fifty five (55) delegates composing of athletes and coaches.
- 1.4 Age category:
 - Visually Impaired – Open Category (But, up to 25 y/o only)
 - Intellectual Disability - 15 y/o & below
16 y/o to 25 y/o only
 - Ortho/Leg Amputee - Open Category (But, up to 25 y/o only)

 - Goalball/Bocce/Swimming - Open Category (But, up to 25 y/o only)

II. ELIGIBILITY DOCUMENTS:

- 2.1 Athletes Record Information
- 2.2 Medical Certificate
- 2.3 DEPED Psycho-Educational Assessment Tests conducted by SPED – Trained Teachers, Administrators and Supervisors
 - *(for intellectual Disabled (ID) – IQ Level – 70 & below
 - *(for visually impaired (LV & TB – visual acuity Test by licensed ophthalmologist.
- 2.4 NSO Birth Certificate
- 2.5 Certificate of Enrolment stating the school year the child first enrolled up to the present / completion.
- 2.6 Photo Gallery
- 2.7 Parents’/Guardian’s Consent
- 2.8 4 pcs. 1.5x1.5 identical pictures with name tag (surname, first name and middle initial)
- 2.9 Form 137 (Take note of the subjects/skills that are supposed to be included in the competencies for the IDs.

Note: All original copy must be presented for verification purposes.

III. COMPETITION CATEGORIES:

A. Visually Impaired – ten (10) athletes and four (4) coaches

Events	No. of athletes		Number of Coaches	Total
	Boys	Girls		
Athletics → 100m → Standing Long Jump (SLJ) → Shot Put	3	3	3	9
Goalbal	2	2	1	5

B. Intellectual Disabled (ID) – twenty eight (28) athletes and seven (7) coaches:

Event	No. of Athletes		No. of Coaches	Total
	Boys	Girls		
Athletics → 100M → 200M → 400M → 4X100M → Running Long Jump(RLJ) → Shot Put	5 (15 yrs. old & below)	5 (15 yrs. old & below)	2	12
	5 (16-25 yrs. old)	5 (16-25 yrs. old)	2	12
Bocce (Single, Double, Team)	2	2	1	5
Swimming → 50M *Backstroke *Freestyle *Breast Stroke	2	2	2	6

C. Ortho / Amputee – 4 athletes, 2 coaches

Above-knee amputation (single & double)

Below-knee amputation (single & double)

Event	No. of athletes		No. of Coaches	Total
	Boys	Girls		
→ Athletics *Shot Put	2	2	2	6
→ Swimming 50M *Backstroke *Freestyle *Breaststroke				

Note:

- *An athlete is allowed to play three (3) individual events and one (1) team event.*
- *Each participating team can enter only a minimum of two (2) athletes and a maximum of three (3) in each event.*
- *No crossing of events.*

IV. EQUIPMENT NEEDED

1.1 Bocce Balls (set)

1.2 Goalball (Ball)

TAEKWONDO

PALARONG PAMBANSA 2017

I. KYORUGI (Sparring) EVENT

A. CATEGORIES FOR ELEMENTARY BOYS AND GIRLS:

1. ELEMENTARY BOYS and ELEMENTARY GIRLS

	<u>Height</u>	<u>Birthdate</u>
Group 1	120 cm. to 128 cm.	On or after January 1, 2005
Group 2	Over 128 cm. to 136 cm.	On or after January 1, 2005
Group 3	Over 136 cm. to 144 cm.	On or after January 1, 2004
Group 4	Over 144 cm. to 152 cm.	On or after January 1, 2004
Group 5	Over 152 cm. to 160 cm.	On or after January 1, 2004
Group 6	Over 160 cm. to 168 cm.	On or after January 1, 2004

B. CATEGORIES FOR SECONDARY BOYS AND GIRLS

1. SECONDARY BOYS

Finweight	Not exceeding 45 kg.
Flyweight	Over 45 kg.& not exceeding 48 kg.
Bantamweight	Over 48 kg.¬ exceeding 51 kg.
Featherweight	Over 51 kg.& not exceeding 55 kg.
Lightweight	Over 55 kg.& not exceeding 59 kg.
Welterweight	Over 59 kg.& not exceeding 63 kg.
Light Middleweight	Over 63 kg. & not exceeding 68 kg.
Middleweight	Over 68 kg.& not exceeding 73 kg.
Light Heavyweight	Over 73 kg.& not exceeding 78 kg.
Heavyweight	Over 78 kg.

2. SECONDARY GIRLS

Finweight	Not exceeding 42 kg.
Flyweight	Over 42 kg.& not exceeding 44 kg.
Bantamweight	Over 44 kg.& not exceeding 46 kg.
Featherweight	Over 46 kg.& not exceeding 49 kg.
Lightweight	Over 49 kg.& not exceeding 52 kg.
Welterweight	Over 52 kg.& not exceeding 55 kg.
Light Middleweight	Over 55 kg. & not exceeding 59 kg.
Middleweight	Over 59 kg.& not exceeding 63 kg.
Light Heavyweight	Over 63 kg.& not exceeding 68 kg.
Heavyweight	Over 68 kg.

C. KYORUGI COMPETITION GROUND RULES:

1. **Method of Competition:** The competition shall be individual, single elimination.

2. **No of Competitors:** Each delegation may field only one competitor in each of the categories.
3. **Length of Matches:** Matches shall be 2 rounds of 2 minutes per round with 1 minute rest between rounds.
4. **Weigh-In:** Weigh-in shall be conducted two days prior to the competition. A preliminary weigh-in shall be allowed before the official and final weigh-in.
5. **Coaches:** Only one coach per player shall be allowed in the coach's chair during the matches.
6. **Competition Codes of Conduct:** The Taekwondo Competition Codes of Conduct shall be strictly enforced.
7. **Competition Rules:** For all other matters not provided for in these ground rules, the current WTF Kyorugi Competition Rules and Interpretation and the PalarongPambansa guidelines shall apply.
8. **Competition Uniform:** Competitors shall wear the prescribed Taekwondo V-neck uniform (dobuk) during the competition.
9. **Competition Belt:** All players who are not blackbelts shall wear the competition belt prescribed by PTA (blue/black combined colors)

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.

10. **Competition Equipment:** Only brands approved by the PTA shall be approved for use. The contestants shall wear complete protectors during the match (head protector, body protector, arm & shin guards, groin guard, hand gloves, and mouth guard)).
11. **Mouth Guard:** The use of the mouth guard shall be required. **For the children's division**, the mouth guard shall be required for heights of 128 cm. (Group 2) and taller.
12. **Coaches' Attire:** Coaches shall wear the proper attire during the competition. Shorts and slippers are not allowed.

D. AWARDS FOR THE KYORUGI EVENT:

1. Winning contestants in the Individual Kyorugi categories shall be awarded the following medals:

First Place	-	Gold Medal
Second Place	-	Silver Medal
2 Third Places	-	Bronze Medal

II. POOMSAE (Forms) EVENT

Contestants in the Poomsae (Forms) Event shall be taken from the winning contestants in the Kyorugi (Sparring) Event.

A. CATEGORIES FOR ELEMENTARY BOYS AND GIRLS

1. INDIVIDUAL POOMSAE EVENT

- a. Elementary Boys Group A - one contestant selected from Group 1 to Group 3 of the sparring competition.
- b. Elementary Boys Group B - one contestant selected from Group 4 to Group 6 of the sparring competition.
- c. Elementary Girls Group A - one contestant selected from Group 1 to Group 3 of the sparring competition.
- d. Elementary Girls Group B - one contestant selected from Group 4 to Group 6 of the sparring competition.

2. TEAM POOMSAE EVENT

- a. **Elementary Boys Team** - composed of 3 contestants selected from Group 1 to Group 6 of the sparring competition.
- b. **Elementary Girls Team** - composed of 3 contestants selected from Group 1 to Group 6 of the sparring competition.

3. MIXED PAIR POOMSAE EVENT

Composed of one (1) contestant each for elementary boys and girls selected from group 1 to 6.

B. CATEGORIES FOR SECONDARY BOYS AND GIRLS

1. INDIVIDUAL POOMSAE EVENT

- a. Secondary Boys Group A - one contestant selected from Fin weight to Lightweight of the sparring competition.
- b. Secondary Boys Group B - one contestant selected from Welterweight to Heavyweight of the sparring competition.
- c. Secondary Girls Group A - one contestant selected from Fin weight to Lightweight of the sparring competition.
- d. Secondary Girls Group B - one contestant selected from Welterweight to Heavyweight of the sparring competition.

2. TEAM POOMSAE EVENT

- a. **Secondary Boys Team**- composed of 3 players selected from Fin weight to Heavyweight of the sparring competition.
- b. **Secondary Girls Team**- composed of 3 players selected from Fin weight to Heavyweight of the sparring competition.

3. MIXED PAIR POOMSAE EVENT

Composed of one (1) contestant each from secondary boys and girls selected from Fin weight to Heavyweight.

C. TABLE OF REQUIRED POOMSAE TO BE PERFORMED PER CATEGORY

CATEGORY	ELIMINATIONS	SEMI-FINALS TO FINALS
Elementary Boys&Girls Individual & Team	Taegeuk 4, 5, 6	Taegeuk 7, 8, Koryo
Secondary Boys&Girls Individual & Team	Taegeuk 4, 5, 6, 7	Taegeuk 8, Koryo, Keumgang, Taebeak

D. POOMSAE COMPETITION GROUND RULES

1. **Method of Competition:**

The cut-off system shall be applied in this competition. It shall comprise of the following stages:

1.1 **Eliminations:**

Contestants shall perform two of the compulsory poomsae for the elimination round chosen in the Drawing of Lot and 8 contestants shall be selected for the semi-final round based on their point rankings.

1.2 **Semi-final:**

Contestants shall perform two, the required poomsae for the semi-final round and 4 contestants shall be selected for the final round based on their point rankings.

1.3 **Final:**

Contestants shall perform the two required poomsae not selected in the semi-final round and they shall be awarded based on their point rankings.

2. **Duration of Contest:**

The time limit for the performance of the required Poomsae in all events (Individual and Team) shall be 1 minute and 30 seconds

3. **Competition Codes of Conduct:**

The PTA Competition Codes of Conduct shall be strictly enforced.

4. **Uniform:**

The contestant shall use only the approved Taekwondo uniform (dobuk) with the PTA or WTF approved seal or the approved Taekwondo Poomsae uniform.

5. **Competition Rules:**

For all other matters not provided in these competition ground rules, the current WTF Poomsae Competition Rules & Interpretation and the Palarong Pambansa Guidelines shall apply.

E. AWARDS FOR THE POOMSAE EVENT

1. **Individual Poomsae:**

Winning contestants in the Individual Poomsae categories shall be awarded the following medals.

- First Place - Gold Medal
- Second Place - Silver Medal
- Third Place - Bronze Medal

2. **Team Poomsae:**

Winning contestants in the Team Poomsae categories shall be awarded the following medals.

First Place	-	Gold Medal (3 Gold)
Second Place	-	Silver Medal (3 Silver)
Third Place	-	Bronze Medal (3 Bronze)

3. **Mixed Pair Poomsae:**

Winning contestants in the Mixed Pair Poomsae categories shall be awarded the following medals.

First Place	-	Gold Medal (2 Gold)
Second Place	-	Silver Medal (2 Silver)
Third Place	-	Bronze Medal (2 Bronze)

TABLE TENNIS
PALARONG PAMBANSA 2017

I. EVENT

- 1.1. Team Event
- 1.2. Individual Events
 - 1.2.1 Doubles
 - 1.2.2 Mixed Doubles
 - 1.2.3 Singles

II. ENTRIES

- 2.1. Four (4) boys and four (4) girls- both in Elementary and Secondary levels.

III. TOURNAMENT FORMAT:

- 3.1. **TEAM EVENT:** Corbillon Cup system (4 singles and 1 doubles)

- 3.1.1. First Match - 1st Singles -A vs X
- Second Match - 2nd Singles -B vs Y
- Third Match - DOUBLES -
- *Fourth Match - 1st Reverse Single A vs Y
- *Fifth Match - 2nd Reverse Singles B vs X

***if necessary**

- 3.1.2. The team event shall be played using the modified Corbillon Cup, in a best-of-5 match (2 singles and 1 doubles).
- 3.1.3. A team will field four (4) players per match. The coach has the option to reassign players in every match.
- 3.1.4. A player can only play a maximum of two individual matches per fixture.
- 3.1.5. The **Single Elimination** format will be utilized and seeding will be based on the previous Palaro team competition results.
- 3.1.6. All matches shall be played in the **best-of-five games** from the first stage to finals.

3.2. SINGLES

- 3.2.1. The coach has the **sole discretion** to choose two (2) players in the team compete in the Singles event.
- 3.2.2. The first stage will be played in a group league system (round-robin) using two clusters: A and B, each with four brackets. The top four (4) seeds will automatically be separated in the brackets where the first seed goes to Group 1, the second seed to Group 2, the third seed to Group 3 and the fourth seed to Group 4. Only the top team per bracket will advance to quarterfinals

3.2.3. The quarterfinal stage will be played in a knock-out system with the following pairing: top player of Group 1 versus top player of Group 4 and top player of Group 2 versus top player of Group 3 in each bracket (A and B). The winning players will progress to the semi-finals (winners of 1vs4 of A vs 2vs3 of B and 2vs3 of A vs 1vs4 of B) in which winners will subsequently play in the Championship round while the losing players will be co- 3rd placers.

3.2.4. All singles matches will be played in the best-of-five games including the finals.

3.2.5. In case of tie, winner over the other rule shall prevail, in case of triple tie, point quotient difference shall be used to determine the bracket winner.

3.3. DOUBLES/MIXED DOUBLES

3.3.1. Each Delegation can field one (1) entry per level.

3.3.2. The single elimination format will be utilized.

3.3.3. A doubles/mixed doubles pair should wear an upper uniform with the same colour and design.

3.3.4. All doubles matches will be played in the best-of-five games including the finals.

IV. RANKING:

The result of the Palarong Pambansa 2016 for all levels shall be the basis in the seeding of team and individual events.

V. A player is entitled to participate in 1 team, and 1 individual event with the exception of **mixed doubles** wherein the coaches can select their **best combination**.

VI. TOURNAMENT SESSION:

Venue: Anteco, covered court

Date of Competition: April 24-28, 2017

Time: 8:00AM to 7:00PM

GRACE PERIOD FOR A MISSING TEAM/PAIR/PLAYER IS **5 MINUTES** AFTER THE OFFICIAL MATCH WALK IN. AFTER THIS THE MATCH WILL BE CONSIDERED AS A WALK-OVER OR DEFAULT.

VII. CALL AREA:

A Call Area will be set up. The purpose of the Call Area is to minimize the inspection and checking made by the match umpire in the playing court and to resolve issues or problems, if any, before entering the playing court thereby assuring that matches will be played on time. All teams and players are required to report to the Call Area before their match; 40 minutes for the Team event and 30 minutes for the Singles event. If a team, pair or player fail to report 10 minutes before the scheduled match the right to choose fixture bracket and will automatically change shirt if both team/players are wearing same coloured shirts.

6.1 To be conducted in the Call Area are the following:

- a. the draw for the team match
- b. Check the players' identification
- c. Check the teams/players' clothing
- d. Racket inspection

VIII. CLOTHING/UNIFORMS OF ATHLETES:

7.1. Teams shall be required to wear their designated Regional uniform as provided including the coaches for proper identification or shirt similar to their respective regional colour for the succeeding matches if necessary.

7.2 The rules on playing clothing in the ITTF Handbook shall take effect.

IX. The International Table Tennis Federation (ITTF) rules and regulations shall govern the conduct of the competition unless modified and superseded by ground rules agreed upon by all coaches and technical officials during the solidarity meeting.

X. Other unforeseen occurrence which is not covered by the ITTF rules shall be dealt upon by the TABLE TENNIS TECHNICAL MANAGEMENT COMMITTEE whose decision shall be final.

XI. Official coaches from other level can take the place of a designated coach if there will be simultaneous play in singles.

X. APPEALS:

Appeals must be submitted to the Tournament Manager/Referee in writing thirty (30) minutes after the contested match, duly signed by constituted delegation authorities, and shall be dealt with in accordance with the ITTF Rules.

TENNIS
PALARONG PAMBANSA 2017

1. TOURNAMENT FORMAT

- 1.1 Singles Competition, Doubles Competition and Team Competition shall constitute the Tennis Tournament.
- 1.2 Single Elimination format shall be implemented in Singles, Doubles and Team Competition.
- 1.3 Two Singles matches and a Doubles match shall compose the Team Competition. In case the result was distributed among competing teams a Singles shall be played to decide the winner of the Tie. (SINGLES - DOUBLES - DECIDING SINGLES).
- 1.4 Seedings in Singles, Doubles and Team Competition shall be based on the result of the last Palarong Pambansa administered by DepEd. Drawing of lots shall do the pairing of players/teams.
- 1.5 All matches shall be played in straight 8 Games. Which means a player or team who scores eight (8) games win the set and match, provided that the player or team wins by a majority of two (2) games. If a set score is tied at seven (7) games all, it shall be decided by a 7 point Tiebreak Game. During Tiebreak Game a player or team who scores seven (7) points wins the Tiebreak Game and Match provided that the player or team wins by a majority of two (2) points. In Individual Competition and Team Competition the NO ADVANTAGE (DEUCE Deciding Point Receiver's Choice) shall be implemented.

2. NUMBER OF ENTRIES

- 2.1 Each Team must have a maximum of four (4) players.
- 2.2 Each Region is entitled to two (2) entries in Singles Competition (Singles A & B), and one (1) entry in Doubles Competition and one (1) entry in Team Competition (Singles-Doubles- Deciding Singles).
- 2.3 In Individual Competition (Singles & Doubles) "fixed" entries shall prevail, which means entries in Singles are not allowed to play in Doubles-vice versa. Entries in Bracket A are not allowed to play in Bracket B- vice versa.
- 2.4 In Team Competition "blind" entries shall prevail, which means every time a match or tie was scheduled the Team Captain or Coach shall be provided with an entry form and his players are allowed to play in any one (1) of Singles, Doubles or in Deciding Singles.
(Mandatory Fielding of 4 players)

3. SCHEDULE OF GAMES

- 3.1 All morning and afternoon matches shall be based on availability of court, but not before the designated time. (Please see Daily Order of Play)

4. COURT DISCIPLINE

- 4.1 In all Tennis matches infraction on the rules of behavior, unsportsmanlike conduct, ball and racket abuse shall be penalized. A three stage point penalty schedule shall be applied.
- 4.2 Conduct of Coaches before, during and after the match shall be exemplary. Improper behavior by the Coach/Team Captain and Players directed to meet officials are liable to disciplinary actions. It may be in form of game suspension, suspension from the rest of the tournament or as the case may be, it can be a lifetime suspension from any tournament administered by DepEd. In case of physical abuse or grave misconduct the Tournament Manager, Referee or the Chair Umpire has the right for immediate removal of coaches.

Violations of the Regulations regarding the Coach/Captains' Behavior (Team Competitions) shall be in accordance with the following:

- First Offense - 1st Warning
- Second Offense - 2nd Warning
- Third Offense - Removal

5. UNFINISHED GAMES

5.1 In case of inclement weather or fortuitous event matches shall be postponed and must re-scheduled. In any case of postponement, standing score shall be carried in the resumption of games and occupancy of the court shall be followed. If so happen succeeding schedule of games shall be adjusted accordingly.

5.2 If there is no alternative venue and not enough time to accomplish the tournament, in consultation with the Chairman of the Technical Management and Games Administration Committee (TMGA) the following options shall be agreed upon by the Tournament Manager and Coaches involved:

1. One (1) Set, Straight Six (6), No Tiebreak Game, No-advantage Set
2. One (1) Set, Straight Four (4), No Tiebreak Game, No-advantage Set
3. Super Tiebreak, Ten (10) Points

6. PROTESTS

6.1 Protest on technicalities shall be in writing and be submitted to the Referee, signed by the Head of Delegation and Coach within one (1) hour after the conclusion of the game in protest.

7. CODE OF CONDUCT

- 7.1 It shall be the responsibility of the coach and players to know his/her schedule of games.
- 7.2 Players who present themselves in acceptable tennis attire aside from the official color of teams shall be accepted.
- 7.3 Coaches and players must present their ID cards for proper identification before the games starts. Failure to do so may cause game forfeiture.
- 7.4 The Chair Umpire is the official timer of the match. A player/team not ready to play within (15) minutes is liable for default.
- 7.5 Players and Coaches shall always conduct themselves in a manner which will reflect favourably upon the game of tennis and themselves as a true gentleman.

8. COACHING

- 8.1 In Team Competition (Singles-Doubles-Deciding Singles) coaching is allowed on designated areas of the court and may coach only during the ninety (90) seconds change ends.
- 8.2 In Individual Competition (Singles & Doubles) coaching is not allowed. Coaching is considered to be any communication, advice of any kind audible or visible to a player.
- 8.3 No Cheering/Heckling- Coaches shall not cheerlead. A simple "Good shot" or a polite clap is not considered as cheer leading.
- 8.4 Coaches shall not in any way distract or annoy officiating officials and the opposing player.
- 8.5 A Coach shall not initiate conversation and argue with the opposing players and officiating officials during the match.

9. CHANGES/MODIFICATIONS

9.1 In consultation with the Chairman of Technical Management and Games Administration (TMGA), all Coaches and Officiating Officials shall be notified immediately and be required to affix their signature in conformity of any necessary amendments of the aforementioned Ground Rules.

WRESTLING PALARONG PAMBANSA

The competition singlet (International rules)

Contestants must appear on the edge of the mat wearing a UWW/WAP approved one-piece singlet of the colour assigned to them (red or blue). It is forbidden to have a mixture of red and blue colours on the singlet. The wrestlers must wear:

- Their country's/Region emblem on the chest.
- The abbreviation of the country's/Region name (maximum size 10cm x 10cm) on the back of the singlet and the last name in latin letters (4 to 7 cm) above or in a half circle around the country's abbreviation.
- The use of light knee pads containing no metal parts is allowed.
- The wrestler must have a cloth handkerchief with him during the whole of the match.

Palaro competition Uniforms

Uniform and conduct of wrestling competition in the 2017 national championship. For the 2017 Palarong Pambansa National Championship, in order to limit the participation costs of our teams, we propose that in place of the official Olympic-wrestling standard uniform, *we shall allow* a close approximate in having 1) a pair of blue and red sando-and-cycling-shorts combo per athlete, and 2) exempt them from wearing wrestling shoes, have them compete barefooted. *The WAP shall provide the official wrestling mat for the competition, and we shall send our technical officials to assist WAP-certified and DepED-assigned technical officials for wrestling.*

Advertising on clothing

Apart from during the Olympic Games where the IOC Rules apply, competitors can wear one or several sponsors' names. Contestants may also wear their sponsors' name(s) on the back or sleeves of their robes. Lettering and symbols may not be higher than 6 cm to identify the sponsor(s).

Ear protectors

For those wrestlers who wish to wear ear protectors, they must be approved by UWW and must not contain any metal or have hard shells. The referee can oblige a wrestler whose hair is too long to wear ear protectors.

Shoes

Contestants must wear wrestling shoes providing firm support for the ankles. The use of shoes with heels or nailed soles, shoes with buckles or with any metallic part, is prohibited. Shoes may be without laces. Shoes with laces should be wrapped with sticky tape or a system which hides laces so that they do not come undone during the match. Each competitor is responsible for providing the tape himself for the shoes which will be controlled before getting on to the mat.

Bans

At the weigh-in, the referee must check that each competitor satisfies the requirements of this article. The wrestler must be warned at the weigh-in that, if his appearance is not correct, he will not be allowed to enter the competition. If the wrestler enters the mat with a non-compliant appearance, officials will allow maximum one minute in order for him to comply. If, after this time, the wrestler is still at fault, he will lose the match by abandon.

It is prohibited to:

- Wear the emblem or abbreviation of another country.
- Wear bandages on wrists, arms or ankles except in the case of injury and on doctor's orders. These bandages must be covered with elastic straps.
- Apply any greasy or sticky substance to the body
- Arrive at the mat perspiring for the beginning of the match and for the beginning of each period.
- Wear any object that might cause injury to the opponent, such as rings, bracelets, prosthesis, etc.
- Wear under-wired bras for female wrestlers

Age and weight classes.

As a sport to be contested in the high school division, we shall implement the following:

- 1) the age class will be from 13 to 17 years old (come the nationals);
- 2) with only five weight divisions

for boys (in kilograms -42, -46, -50, -54 and -58) and likewise

for girls (-40, -44, -48, -52 and -56);

and the remaining rules and regulations shall be in accordance with the Olympic cadet freestyle rules of the international federation (IF), which is the United World Wrestling (UWW).

COMPETITIONS AND PROGRAMMES

Competition System

The competitions take place by direct elimination system with an ideal number of wrestlers, i.e. 4, 8, 16, 32, 64, etc. If there is no ideal number of wrestlers in a category, qualification matches will take place.

Pairing is made in the order of the numbers drawn at random. All wrestlers who lost against both finalists will have repechage matches. There are two separated groups of repechage: one group of wrestlers who lost against the first finalist, and another group of wrestlers who lost against the second finalist. The repechage matches begin with wrestlers who lost in the first round including in matches to obtain the ideal number against one of the two finalists up to the losers in the semi-finals by direct elimination. The winners of the two repechage groups will receive each the bronze medal.

Each weight category begins and ends in a day. Each category weigh-in takes place the day before the beginning of the category concerned.

The competition takes place in the following manner:

- Qualification rounds
- Elimination rounds
- Repechage rounds
- Finals

If there are less than 6 wrestlers in a weigh-in category, the Nordic round will take place (each wrestler against each wrestler).

Example:

3 competitors

1 st	2 nd	3 rd
1.]	1.]	1. Bye
2.]	2. Bye]	2.]
3. Bye	3.]	3.]

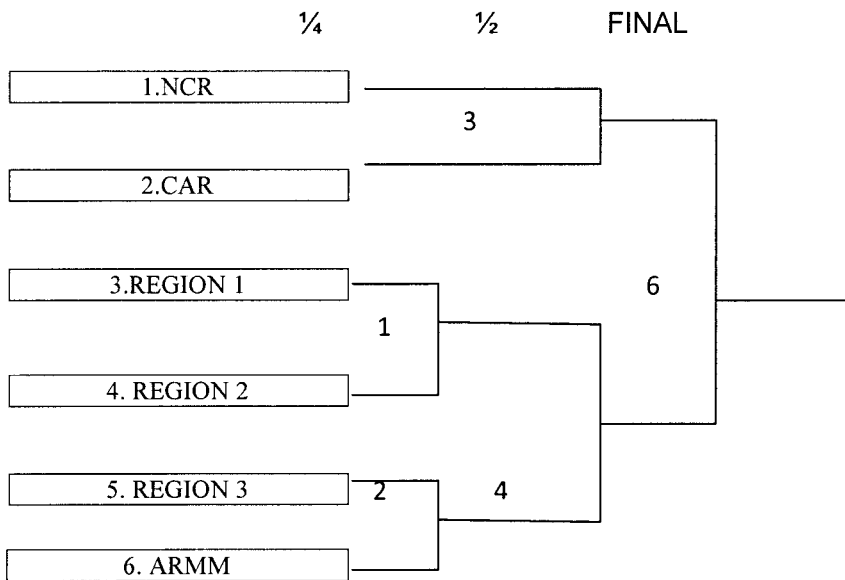
4 competitors

1 st round	2 nd	3 rd
1.]	1.]	1.]
2.]	3.]	4.]
3.]	2.]	2.]
4.]	4.]	3.]

5 competitors

1 st	2 nd	3 rd	4 th	5 th	
1.	1.		1.	1.	2.
2.	5.		4.	3.	4.
3.	2.		5.	4.	5.
4.	3.		2.	5.	3.
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5 Bye			3 Bye	2 Bye	1 Bye

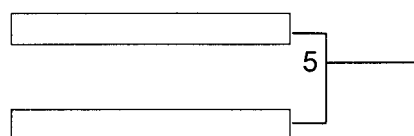
6 COMPETITORS



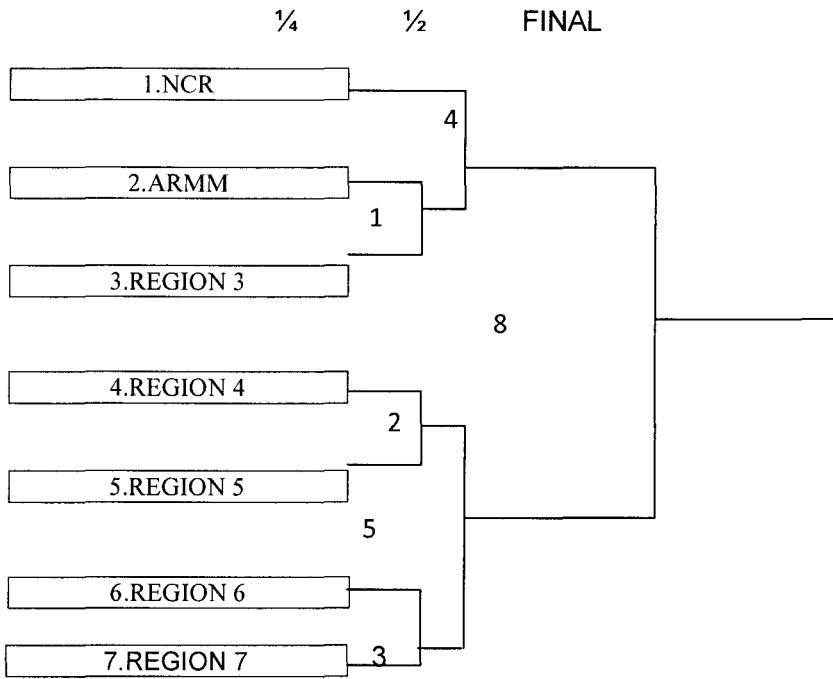
AUTOMATIC BRONZE

LOSER ON MATCH 1 VS.2

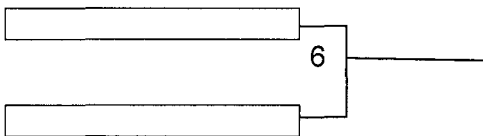
REPECHAGE



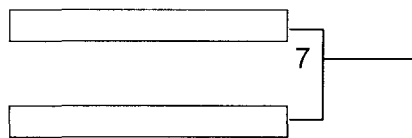
7 COMPETITORS



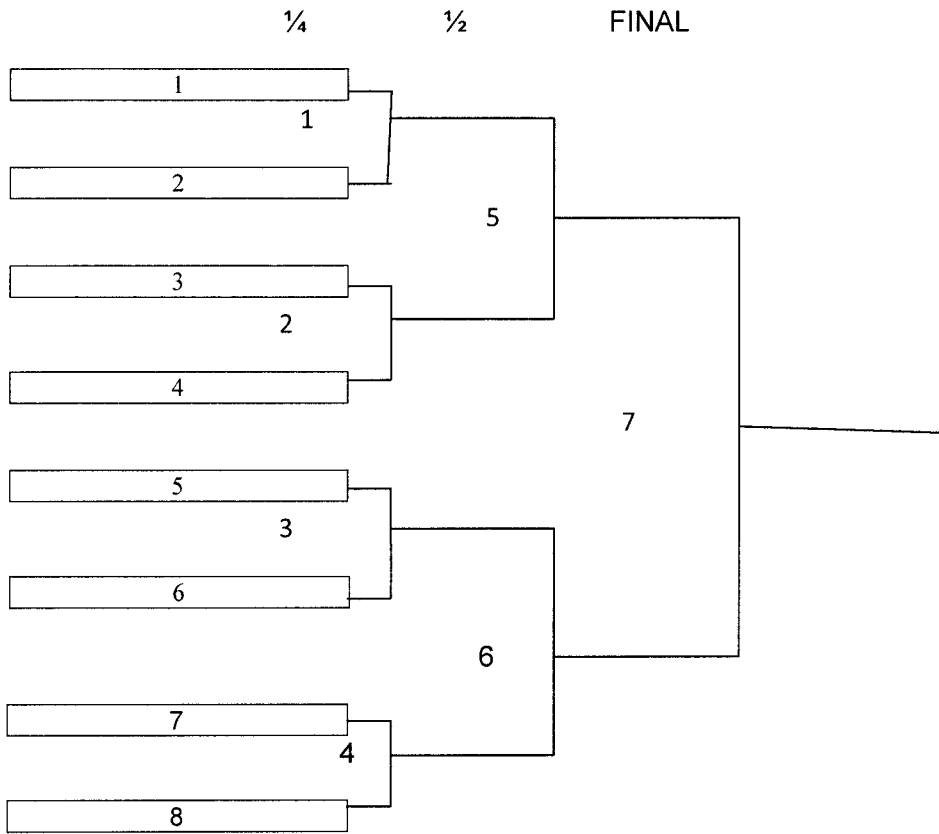
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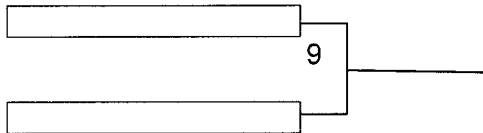
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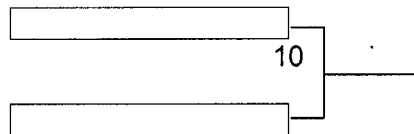
8 COMPETITORS



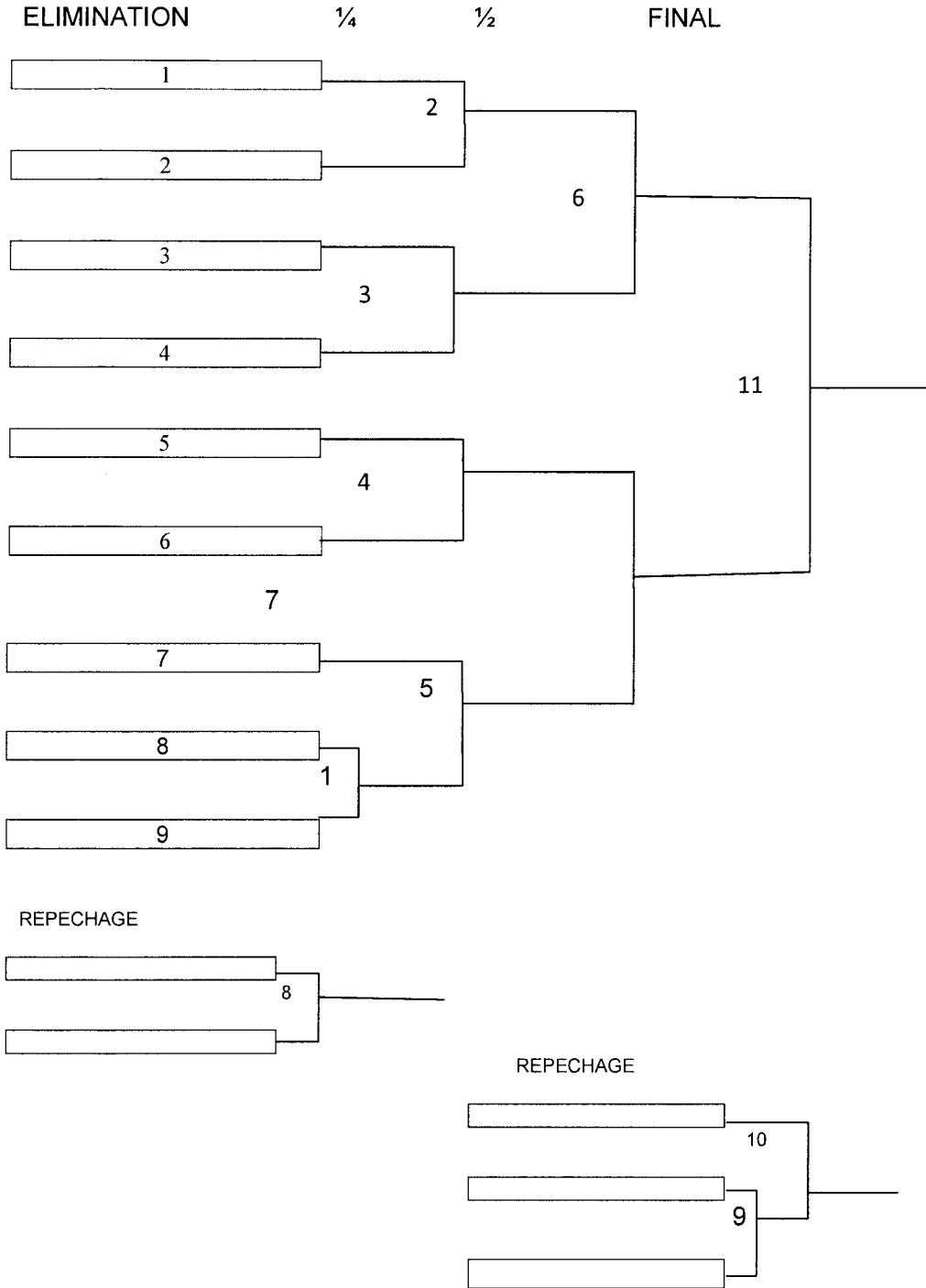
REPECHAGE



REPECHAGE



9 COMPETITORS



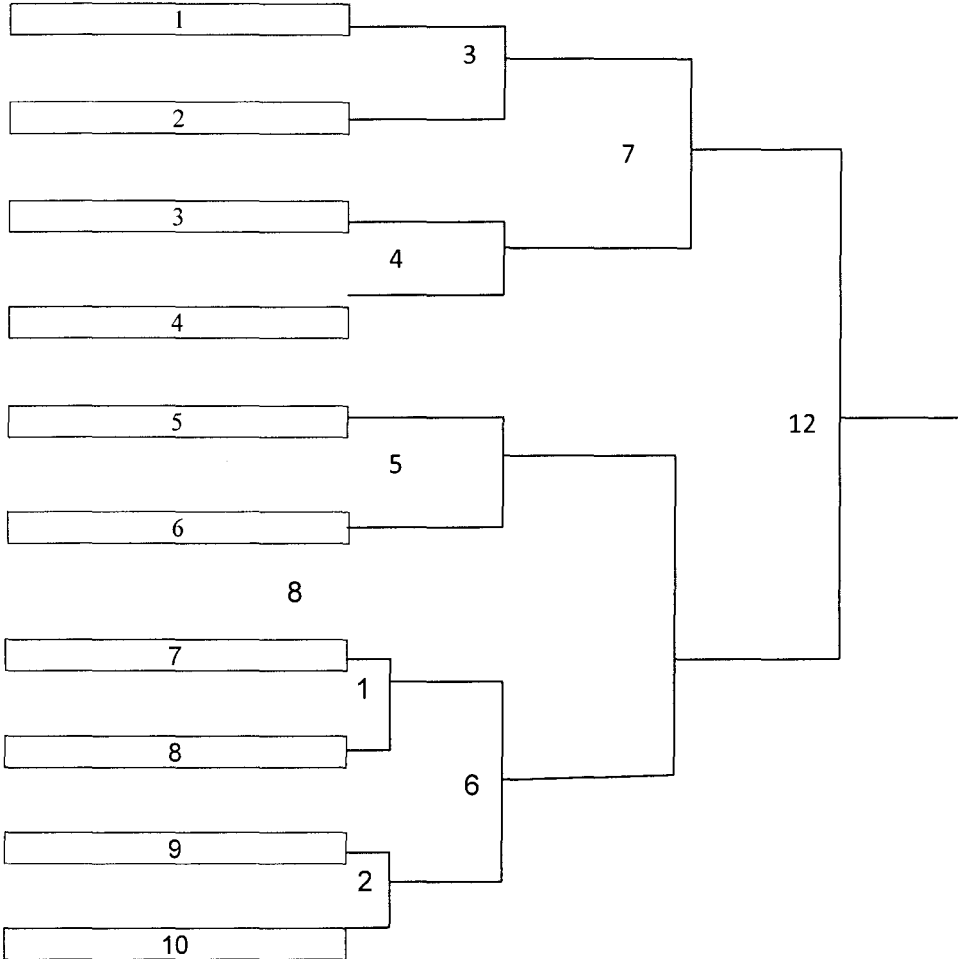
10 COMPETITORS

ELIMINATION

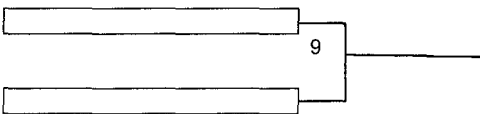
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$\frac{1}{2}$

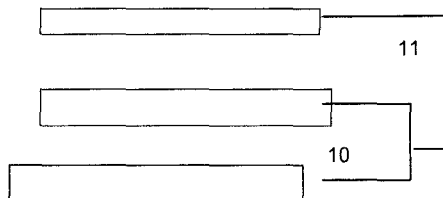
FINAL



REPECHAGE



REPECHAGE



Ranking criteria for the Nordic tournament

Only 4 classification points will be allocated for the victory by fall, default, forfeit, or disqualification in the Nordic tournament system.

In the Nordic tournament, the wrestler with the highest number of victories will be ranked first, regardless of the total number of classification points.

If two wrestlers have an equal number of classification points, their direct match will determine the winner. The wrestler who won against his opponent will be ranked before the other one.

If more than two wrestlers have an equal number of classification points, the last of the ex-aequo group will be determined following these criteria until only two wrestlers remain:

The fewest victories by « Fall »

- The fewest match victories by superiority**
- The fewest period victories by superiority**
- The fewest technical points scored in the whole competition**
- The most technical points received in the whole competition**

When only two wrestlers remain, their direct match will determine the winner.

Award Ceremonies

The first four wrestlers in each weight category shall take part in the awards ceremony, and shall receive a medal and a diploma, according to their ranking.

1st -Gold

2nd -Silver

The two 3rd -Bronze

5th-10th Diploma

COMPETITION PROCEDURE

Weigh-In

The final list of contestants must be submitted to the organiser by the team leader, without fail, 6 hours before the start of the weigh-in. No changes will be accepted after this time.

The weigh-in for each category always takes place on the day before the beginning of the competition concerned and lasts 30 minutes. For all competitions, a single weigh-in by weight category shall take place.

No wrestler may be accepted at the weigh-in if he has not undergone a medical examination within the time period stipulated in the Regulations governing the competition in question. Medical examinations are always performed one (1) hour before the weigh-in.

any wrestler who presents any danger of contagious disease. Contestants must be in perfect physical condition, with their fingernails cut very short.

Throughout the entire weigh-in period, wrestlers have the right, each in turn, to get on the scale as many times as they wish.

Referees responsible for the weigh-in must check that all the wrestlers fulfil all the requirements. Referees will refuse to weigh a wrestler who is not dressed correctly.

Drawing of Lots

Participants shall be paired off for each round according to the numerical order determined by the drawing of lots during the weigh-in. The drawing of lots must be conducted in public.

The wrestler shall be weighed, and, as he leaves the scales, shall draw his number, on the basis of which he shall be paired off. This number must be immediately entered on a notice board visible to the public, as well as on the starting and weigh-in list.

Important: When the person responsible for the weigh-in and drawing of lots observes an error in the regulation procedure as outlined above, the drawing of lots for the category in question is to be cancelled. Drawing of lots for this category will then be repeated with the agreement of the technical delegate.

REFEREEING BODY

Composition

In all competitions, the refereeing body for each bout shall consist of the following:

- 1 mat chairman
- 1 referee
- 1 judge

The refereeing body shall make all decisions unanimously or by majority of two on one, except in fall situations where the mat chairman's approval must be obtained. It cannot use video evidence to make its decisions (except in case of challenge).

Jury of Appeal

The Jury of Appeal is a group of refereeing experts whose function is to make sure that the wrestling rules are strictly applied during all major FILA events, such as: the Olympic Games, the World and Continental Championships, the World Cups, the Golden Grand Prix tournaments, and the specific Games.

The Referee

a) The referee is responsible for the orderly conduct of the bout on the mat, which he must direct according to the Rules.

b) He must command the respect of the contestants and exercise full authority over them so that they immediately obey his orders and instructions. Similarly, he must conduct the bout without tolerating any irregular and untimely outside interventions.

c) He shall work in close co-operation with the judge and must carry out his duties in supervising the bout while refraining from any impulsive or untimely interference. His whistle shall begin, interrupt and end the bout.

d) The referee shall order the return of the wrestlers to the mat after they have left it, or the continuation of the bout in the standing or "par terre" position (on the mat), with the approval of the judge, or failing that, with the approval of the mat chairman.

e) The referee is required to wear a red wristband on his left arm, and a blue wristband on his right arm. He shall indicate with his fingers the points corresponding to the value of a hold after its execution (if it is valid, if it has been executed within the limits of the mat, and if a wrestler has been put in a danger position, etc.) by raising the arm corresponding to the wrestler who scored.

f) The referee must never hesitate to:

- Interrupt the bout at exactly the right time, neither too soon nor too late.**
- Indicate whether a hold executed at the edge of the mat is valid.**
- Visibly count the five seconds during which the wrestler is held in a bridge position and award the additional point (1) for this situation.**
- Signal and announce TOUCHE (fall) after seeking the agreement of the judge, or if this is not possible, of the mat chairman. In order to determine whether a wrestler has actually been pinned to the mat by both shoulders at the same time, the referee must say the word TOUCHE (fall), raise his hand to secure the agreement of the judge or the mat chairman, strike the mat with his hand and then blow the whistle.**

The referee must:

- Rapidly and clearly order the position in which wrestling must be resumed, when he sends the wrestlers back to the centre of the mat (their feet must be in the central circle).**
- Not stand so close to the wrestlers that he obstructs the view of the judges and the mat chairman, particularly if a fall appears imminent.**
- Ensure that the wrestlers do not rest during the bout on the pretence of wiping their bodies, blowing their noses, pretending to be injured, etc. In this case, he must stop the bout and ask for a caution (0) to the wrestler at fault and 1 point to his opponent.**
- Be able to change his position from one moment to the next, on the mat or around it, and in particular, immediately fall flat onto his stomach to obtain a better view of an imminent fall.**
- Be able to stimulate a passive wrestler without interrupting the bout, by standing in such a way as to prevent the wrestler from leaving the mat.**
- Be ready to whistle if the wrestlers come too close to the edge of the mat.**
- Not interrupt the bout in Greco-Roman Wrestling in a danger position situation.**

h) The referee is also required to:

- Pay special attention to the wrestlers' legs in Greco-Roman wrestling.**
- Require the wrestlers to remain on the mat until the result of the bout is announced.**

- In all cases where agreement is necessary, first ask the opinion of the judge at the edge of the mat facing the mat chairman.

- Proclaim the winner after agreement with the mat chairman after each period and at the end of the bout.

i) The referee requests penalties for violation of the Rules or for brutality.

j) The referee, if the mat chairman intervenes, must interrupt the bout and proclaim victory by technical superiority when the wrestlers' scores are 7 points difference. In this situation, he must wait for the action - either an attack or a counter attack - to be complete.

The Judge

a) The judge is responsible for all the duties stipulated in the general Rules of wrestling.

b) He must follow the course of the bout very closely without allowing himself to be distracted in any way; he must award points for each action, and mark them on his score sheet, in agreement with the referee or mat chairman. He must give his opinion in all situations.

c) Following each action, and on the basis of the referee's indications (which he compares with his own evaluation) or, failing this, on the basis of the mat chairman's indications, he records the number of points awarded to the action in question, and enters the results on a scoreboard placed beside him. This scoreboard must be visible to both the spectators and wrestlers.

d) The judge verifies and signals the fall (TOUCHE) to the referee.

e) If, during the bout, the judge notices something that he feels he should bring to the referee's attention because the latter was not able to see it or did not notice it (a fall, illegal hold, passive position, etc.), the judge is obliged to do so by raising the bat of the same colour as the singlet of the wrestler in question, even if the referee has not asked for his opinion. In all circumstances, the judge must call the referee's attention to anything that seems to him abnormal or irregular in the course of the bout or in the conduct of the wrestlers.

f) The judge must, moreover, sign the score sheet handed to him upon receipt, and at the end of the bout, must clearly record on the score sheet the result of the bout by distinctly crossing out the name of the loser and writing in the name and country of the winner.

g) The decisions of the referee and judge are valid and enforceable without the intervention of the mat chairman if they are in agreement - except for proclamation of victory by technical superiority, in which case the mat chairman is required to give his opinion and in case of consultation or challenge.

h) The judge's score sheet must accurately indicate the time at which a bout ends in the case of victory by a fall, technical superiority, withdrawal, etc.

i) To make it easier for the judge to supervise the bout, particularly in a delicate position, he is authorised to change positions, but only along the edge of the mat over which he has control.

j) He must also indicate by underlining, the last action scored which can determine the winner of the period.

k) Cautions for fleeing the mat, illegal holds, or brutality will be noted by an 'O' in the column of the wrestler at fault.

The Mat Chairman

a) The mat chairman, whose functions are very important, shall assume all the duties provided for in the Wrestling Rules.

b) He shall co-ordinate the work of the referee and the judge.

c) He is obliged to follow the course of the bouts very carefully, without allowing himself to be distracted in any way, and to evaluate the behaviour and action of the other officials according to the Rules.

d) In the event of any disagreement between the referee and judge, his task is to settle the issue in order to determine the result, the number of points and the falls.

e) In no case may the mat chairman be the first to give an opinion. He must wait for the opinion of the referee and judge. He is not entitled to influence the decision.

f) The mat chairman's approval must absolutely be sought before granting a fall.

g) The mat chairman may decide to interrupt the bout in case of a serious mistake made by the referee.

h) He may also interrupt the bout if a serious scoring mistake is made by the referee and judge. In such case, he must ask for a consultation. If the mat chairman does not obtain majority during the consultation, he must stand for either the referee or judge. This consultation does not alter the wrestler's right to the challenge.

i) During a bout, when the coach considers that a blatant refereeing mistake has been made against his wrestler and calls for a challenge, the mat chairman must wait for the action to go to neutral and stop the match. He must review the video evidence at the same time as the referee, judge, and Jury of Appeal. If the Jury of Appeal agrees that the refereeing body was right, the mat chairman must make sure that no other challenge will be granted to the wrestler in question during the remaining of the match.

After a single review of the video evidence, the Jury of Appeal renders its decision first, the referee gives his decision next, followed by the judge and the mat chairman. If the Jury of Appeal panel agrees unanimously, its decision is final and cannot be challenged. If there is disagreement among the Jury of Appeal, there may be one final review.

THE BOUT

Duration of the Bout

For schoolboys and cadets: two periods of 2 minutes with a 30-second break. For all the competitions, the timing displayed on the scoreboards will start from 0 to 2 minutes for schoolboys and cadets

The winner is declared by the addition of the points in both periods. Evident superiority of 10 points automatically leads to victory. The fall stops automatically the match whatever the period.

Call to the Mat

The contestants are called in a loud and clear voice to present themselves on the mat. A contestant cannot be called to compete in a new bout until he has had a rest period of 15 minutes from the time his preceding bout ended.

A delay is granted to any wrestler who does not reply to the first request in the following manner: The competitors must be called three times at 30-second intervals. If the wrestler does not come forward after the third call, he will be disqualified and will not be placed. His opponent will win the bout by default.

Presentation of Wrestlers

The following ceremony takes place for each weight category in the finals for first and second places: The finalists are presented on the mat. The speaker announces their achievements during the bout.

Start

Before the bout begins, each opponent answers when his name is called and takes his place at the corner of the mat assigned to him. The corner is the same colour as the singlet he has been assigned to wear.

The referee, standing in the central circle in the middle of the mat, calls the two wrestlers to his side. He then shakes hands with them and examines their dress, checks that they are not covered with any greasy or sticky substance, verifies that they are not perspiring, verifies that their hands are bare with trimmed nails, and that they have a handkerchief. The wrestlers greet each other, shake hands and, when the referee blows his whistle, they start the bout.

Value assigned to the Actions and Holds

1 point

- To the wrestler who applies a correct hold while standing on the mat or in the "par terre" position but who does not place his opponent in danger.**
- To the wrestler who blocks his opponent on one or two outstretched arms, his back facing the mat.**
- To the wrestler who is prevented from completing a hold because his opponent is maintaining an irregular hold, but who finally succeeds in completing the hold.**
- To the attacking wrestler whose opponent flees the hold, the mat, refuses to start, commits illegal actions or acts of brutality.**
- To the wrestler who holds his opponent in a position of danger for five seconds or longer.**
- To the wrestler whose opponent goes in the protection zone with one entire foot (in standing position).**

- All the stops of bout by injury without bleeding or any visible injury are penalised by 1 point to the opponent.
- To the wrestler whose opponent requested a challenge if initial decision is confirmed.
- To the opponent of a wrestler designated as passive who fails to score points during 30 seconds activity period in freestyle wrestling
- To the wrestler whose opponent, either top or bottom wrestler goes into the instantaneous fall position or rolls across his shoulders in executing a hold.
- Reversal (counter attack by dominated wrestler in par Terre position and passing behind)

2 points

- To the wrestler who overcomes and then controls his opponent by passing behind (three points of contact: two arms and one knee or two knees and one arm or head)
- To the wrestler who overcomes, holds and controls his opponent by passing behind him.
- To the wrestler who applies a correct hold while wrestling in the "par terre" position and places his opponent in a position of danger or in an instantaneous fall position.
- To the attacking wrestler whose opponent rolls onto his shoulders.
- To the attacking wrestler whose opponent flees the hold by jumping out-of-bounds in a position of danger.
- To the attacking wrestler whose opponent commits an illegal hold that hinders the execution of an engaged hold or a fall
- To the top wrestler whose opponent refuses correct "par terre" position in Greco-Roman ordered hold after a first friendly warning.
- To the defending wrestler if the attacking wrestler goes into the instantaneous fall position or rolls onto his shoulders in executing a hold.
- To the wrestler who blocks his opponent in the execution of a hold from the standing position, in a position of danger.
- To the wrestler who executes a grand amplitude hold and secures control, but does not place the opponent in a direct and immediate danger position in freestyle wrestling.

4 points

- To the Greco-Roman wrestler performing a hold in a standing position, which brings his opponent into a danger position by direct projection over short amplitude.
- To the freestyle wrestler who brings his opponent into a danger position by direct projection and demonstrates control. Short amplitude is not required in freestyle.
- For any holds executed by raising a wrestler from the ground, over a short amplitude, even if one or both of the attacking wrestler's knees are on the ground.
- To the Greco-Roman wrestler who executes a grand amplitude hold and secures control, but does not place the opponent in a direct and immediate danger position.

NB. If, in performing a hold, the defending wrestler maintains contact with the mat with one of his hands, but is immediately placed in a danger position, the attacking wrestler will receive 4 points.

5 points

- All grand amplitude throws executed in a standing position which brings the defending wrestler to a direct and immediate danger position.
- The hold executed by a wrestler in the "par terre" position who completely lifts his opponent off the ground with the execution of a high amplitude throw which projects the opponent into a direct and immediate danger position

Fleeing a Hold

Fleeing a hold occurs when the defending wrestler openly refuses contact in order to prevent his opponent from executing or initiating a hold. These situations arise in both the standing and "par terre" positions. They may occur in the central wrestling area or from the central wrestling area to the red zone. Fleeing a hold shall be penalised in the same way as fleeing the mat, that is:

- 1 caution against the wrestler at fault (0)
- 1 point to the opponent

Fleeing the Mat

When a wrestler flees the mat, from either a standing or "par terre" position, a caution shall immediately be issued against the wrestler at fault. The following points shall be awarded to the attacking wrestler:

Fleeing the mat:

- 1 point + 1 caution against the opponent

Fleeing the mat in a danger position:

- 2 points + 1 caution against the opponent

All points for fleeing the mat are considered technical points. Also, all fleeing the mat in standing position gives one point to the opponent, whether the wrestler has been pushed outside or not. On the other hand, the action which consists of voluntarily carrying the opponent out of the mat will give 1 caution to the carrying wrestler and 1 point to his opponent.

The standing position consisting of voluntarily maintain the opponent to a distance or to break contact will penalize the faulty wrestler of 1 caution and 1 point will be attributed to his opponent, just like for the hold escape.

Illegal Holds

The following holds and actions are illegal and strictly prohibited:

- Throat hold
- Twisting of arms more than 90 degrees

- Arm lock applied to the forearm
- Holding the head or neck with two hands, as well as all situations and positions of strangulation
- Double Nelson, if not executed from the side without the use of the legs on any part of the opponent's body
- Bringing the opponent's arm behind his back and at the same time applying pressure to it in a position where the forearm forms an acute angle
- Executing a hold by stretching the opponent's spinal column
- Chancery hold with one or two hands in any direction whatsoever
- The only holds allowed are with the head and one arm
- In standing, holds executed from behind when the opponent is head down (reverse waist hold), the fall must be executed only to the side and never from top to bottom (header)
- In executing a hold, only one arm may be used to hold the opponent's head or neck
- Lifting the opponent who is in a bridge position and then to throw him onto the mat (severe impact on the ground); that is, the bridge must be forced down
- Breaking the bridge by pushing in the direction of the head
- Generally, if the attacking wrestler is found to have violated the Rules during the execution of a hold, the action in question shall be completely void and on the first offence, the referee shall give an "attention" to the attacking wrestler at fault. If the attacker repeats his violation, he will be punished by a caution and one point will be awarded to his opponent.
- If a defending wrestler, by an illegal action, prevents his opponent from developing his hold, the defending wrestler will be cautioned. His opponent will receive two points.

Prohibited holds for female wrestling

All double Nelsons holds in the "par terre" or standing position are forbidden in female wrestling.

Prohibited holds for schoolboys and cadets

To protect the health of young wrestlers, the following holds are considered illegal and prohibited for the schoolboy and cadet categories:

- Double Nelson from both the front and side
- In freestyle, a leg hook on the opponent's leg, in addition to the double Nelson

Referee's duty towards the competitor committing a violation

If the attacking wrestler can carry out the action in spite of an illegal hold of the defending wrestler:

- Stop the violation
- Ask for a caution
- Give 1 point to the opponent
- Give the value corresponding to the hold to his opponent
- Stop the match
- Resume wrestling in the position where the infraction occurred

If the attacking wrestler cannot carry out his action because of an illegal hold of the defending wrestler

- **Stop the match and ask for a caution**
- **Give two points to his opponent**
- **Resume wrestling in the position where the infraction occurred**

Consequences affecting the Bout

The illegal hold of the attacked wrestler shall be stopped by the referee without interrupting the hold if possible. If there is no danger, the referee allows the development of the hold and waits for the result. He then stops the match, gives the points and a caution to the wrestler at fault.

If the hold begins properly and then becomes illegal, the hold should be evaluated up until the beginning of the infraction, then the match should be stopped and wrestling should be made to continue in a standing position with the attacking wrestler receiving an amicable caution. If the wrestler attacks again with an illegal hold, the referee will stop the match, give a caution (0) to the wrestler at fault, one point to his opponent.

In all cases, in the event of any wilful butting with the head or any other brutality, the wrestler at fault may be eliminated immediately from the bout by a unanimous decision of the officiating team, or disqualified from the competition and placed last with a comment "eliminated for brutality".

THE PROTEST

No protest may be lodged at the end of a match. Under no circumstances may the result of a match be modified after victory has been declared on the mat.

If the UWW President or the responsible person for refereeing notes that the refereeing body have abused their power to modify a match result, they can examine the video and, with the agreement of the UWW Bureau, sanction those responsible as laid down in the provisions of the Regulations for International Refereeing Body.

Wushu

2017 Palarong Pambansa

- I. DATE AND PLACE:
The 2017 Palarong Pambansa- Wushu Competition will be held from April 23-29, 2017 at St. Antony's College San Jose, Antique
- II. COMPETITION VENUE:
Competition Venue: St. Antony's College, San Jose, Antique
- III. COMPETITION EVENTS:
Group A – Who were born between January 01, 1999 to December 31, 2001
Male: 48kg; 52kg; 56kg
Female: 48kg; 52kg
Group B – Who were born between January 01, 2002 to December 31, 2004
Male: 42kg; 45kg; 48kg
Female: 42kg; 45kg
- IV. PARTICIPANTS:
Secondary School Students that pass the Screening procedure.
- V. PARTICIPATION METHODS:
 - i. Athletes who passes the Screening Committee
 - ii. Each Team may compose of 2 Coach, 1 Chaperon for the girls and 10 Athletes
 - a. There should be one (1) athlete per weight category
- VI. COMPETITION METHODS:
 - i. The Competition shall be individual competition
 - ii. Knockout system will be adopted.
 - iii. Single round-robin will be adapted if number of competitors less than 4
 - iv. The Competition will be conducted in accordance with the Rules of International Wushu Federation (IWUF)
 - v. Athletes for Group B must be 40.1 Kg and above but not to exceed 42.0 kg to compete in the 42Kg category.
 - vi. Athletes for Group A must be 45.1 Kg and above but not to exceed 48.0 Kg to compete in the 48Kg category.
 - vii. Fatal kick(s) to the head as well as successive/continuous punches to the head are not permitted.
 - viii. The Competition time 1 minute and 30 seconds with 1 minute interval for each round.
 - ix. A winner will be declare as best of 2 out of 3 rounds in each bout.
- VII. COSTUME AND EQUIPMENT:
 - i. Competitors shall wear costume and protective gears in compliance with the "Rules for International Sanda Competition"
 - ii. Two (2) sets of costumes; 1-red and 1-black
 - iii. Gum shield, jockstrap and hand-wrap must be provided by competitors themselves.

VIII. PLACING OF AWARDS:

Top three (3) men and women will be awarded respectively with Medals and Certificates.

IX. ENTRIES:

- i. Final Entry with the events and names of competitors must reach the Tournament Manager by mail or email not later than April 21, 2017.
- ii. No Changes or additional entries will be accepted after the deadline.

X. CONTACT PERSON:

Address;

Dani Kei D. Basilio

c/o Jalandoni Memorial National High School

Abanilla St. Lapuz Iloilo City

Telfax No. 337-59-24

Email: basilio15_20@yahoo.com.ph

Tournament Manager; Dani Kei D. Basilio

Cellphone No. 09308749007

XI. TECHNICAL MATTERS:

Technical Meeting of coaches will be on April 24, 2017 at St. Anthony's College Covered Court, time 10:00 AM. Matter of the competition will be discuss each team may send 2 representative.

XII. OTHER MATTERS:

- i. Each team shall strickly abide by the Rules of DepEd and the Organizing Committee.
- ii. Those who will violate the Rules and regulation will be death with according to the regulation of DepEd: (such as: Throwing of protective gears, uttering bad words, extreme and violent reactions, etc.)
- iii. Teams may bring video cameras for the documentation of the bout(s), but it will not be accepted as basis for complaints.

Dance Sport
PALARONG PAMBANSA 2017

- I. The World DanceSport Federation (WDSF) rules shall govern the competitions except for the amendments introduced and approved in this Special Guidelines and Ground rules for the School Based DancesSport.
- II. DanceSport Council of the Philippines Professional Division (DSCPI-PD) technical rules and regulations will apply and be implemented to the Syllabus, Coaches, Trainings and Adjudicators.
- III. Technical Committee
 - A. Tournament Director 1
 - B. Committee 2
 - C. Adjudicator 5 or 7
 - D. Scrutineer 2
 - E. Barkers and Martials 10
 - F. Dancesport Disc Jockey 1
- IV. Adjudicators
 - A. DSCPI Licensed National Adjudicators A and B (Regional & National)
 - B. DSCPI Licensed School Based DanceSport Teachers (Division Meet)
- V. Scrutinising
 - A. DSCPI-PD Licensed Scrutineers
- VI. Technique books
 - A. Technique of Latin Dancing by Walter Laird (IDTA)
 - B. Technique of Latin Dancing - SUPPLEMENT by Walter Laird (IDTA - first edition 1997)
 - C. The revised Technique of Latin American Dancing (ISTD)
 - D. The revised Technique by Alex Moore
 - E. The Ballroom Technique by the Imperial Society (ISTD)
 - F. Technique of Ballroom Dancing by Guy Howard (IDTA)
- VII. Competition age group, disciplines, categories and dances.

Age Group	Discipline	Category	Dances
Juvenile	Standard	Waltz Syllabus	Waltz
Juvenile	Standard	Tango Syllabus	Tango

Juvenile	Standard	Quickstep Syllabus	Quickstep
Juvenile	Standard	D	Waltz/Tango
Juvenile	Standard	C	Waltz/Tango/Quickstep
Juvenile	Standard	A	W/T/VW/SF/Q
Junior	Standard	Waltz	Waltz
Junior	Standard	Tango	Tango
Junior	Standard	Quickstep	Quickstep
Junior	Standard	D	Waltz/Tango
Junior	Standard	C	Waltz/Tango/Quickstep
Junior	Standard	A	W/T/VW/SF/Q
Juvenile	Latin	ChaChaCha Syllabus	ChaChaCha
Juvenile	Latin	Samba Syllabus	Samba
Juvenile	Latin	Jive Syllabus	Jive
Juvenile	Latin	D	ChaChaCha/Jive
Juvenile	Latin	C	Samba/ChaChaCha/Jive
Juvenile	Latin	A	S/C/R/PD/J
Junior	Latin	ChaChaCha	ChaChaCha
Junior	Latin	Samba	Samba
Junior	Latin	Jive	Jive
Junior	Latin	D	ChaChaCha/Jive
Junior	Latin	C	ChaChaCha/Rumba/Jive
Junior	Latin	A	S/C/R/PD/Jive

VIII. Definition of a couple:

A couple consists of a male and a female

- IX. Partner
Attachment to more than one partner in a given age division and dance style at the same time is not permitted.
- X. Age Requirements
A. Juvenile (Born 2003 or Later)
B. Junior (Born 2009 to 2002)
- XI. Music
A. Time allowed and tempi
In all rounds of competitions the music played shall be a minimum of one and a half minutes duration and a maximum of two minutes. In the Paso Double the music shall be played at least up to the second highlight and at maximum to the 3rd highlight, provided always that the Chairman may extend the maximum duration for any dance or dances if in his or her opinion a longer duration is necessary for fair adjudication of that dance or those dances in an event.
- B. The tempi for each dance shall be:
Waltz 28 – 30 bars/min Samba 50 – 52 bars/min
Tango 31 – 33 bars/min Cha-Cha-Cha 30 – 32 bars/min
Viennese Waltz 58 – 60 bars/min Rumba 25 – 27 bars/min
Slow Foxtrot 28 – 30 bars/min Paso Doble 60 – 62 bars/min
Quickstep 50 – 52 bars/min Jive 42 – 44 bars/min
- C. Type of music
In all WDSF competitions the music must have the character of the dance being performed, for example no disco music may be played for Latin-American dances.
- D. Dance order
The sequence of the dances Competition is compulsory except with the prior written approval of the DSCPI-PD.
- XII. Choreography and Syllabus
A. Subject to these Rules, all choreographies in all ten dances in all DSCPI registered competitions are open choreographies.
B. There is a uniform restricted syllabus for all Juvenile age groups, which is prepared and amended from time to time by

the Technical Committee of the Dancesport Council of the Philippines Professional Division and approved by the DSCPI-PD Presidium.

XIII. Lifts

- A. Lifts are not permitted in either category.
- B. A lift is any movement during which one member of a couple has both feet off the floor at the same time with the assistance of the other partner.
- C. The Chairman of the Adjudicator may disqualify couples who perform lifts during competition.

XIV. Marking

- A. Closed marking shall be used in the finals of competitions. Open marking is not permitted the Competitions except to display couples' places in each dance, and is not permitted to display the individual placing of each couple by each Adjudicator of the dances, however the organizer may seek permission from the Chairman to use the Open Marking System.
- B. The Skating System shall be used.

XV. Selection of Heats: Semi-Finals and Finals

- A. Competitions shall comprise at least a first round, semi-final and final.
- B. Starting with the first round, the selection of all heats shall be random.
- C. The semi-final must always be danced in two heats.
- D. The semi-final of any competition must be danced in two heats on a floor with an area of less than 250 square meters.
- E. The re-dance system shall apply from the first round. Two qualifying rounds shall be held to allow all couples the opportunity to dance twice. Chairman shall decide the number of couples to be recalled from both qualifying rounds.
- F. At least 50 % of the participating couples shall be recalled to the next round (excluding the Final).
- G. In Finals Adjudicators shall place couples. "1" is the best place marking. The same placing must not be given to more than one couple.
- H. No more than 6 couples should participate in the final, but if more than 6 couples qualify, the Chairman will decide on the number of participants.

XVI. Health and Welfare of the Athletes

- A. There must be a break of at least 20 minutes between the rounds of the competition.

- B. All Finals and prize presentations for Juvenile athletes must be concluded before 21:00 (9:00P.M.)
- C. All Finals and prize presentations for Junior athletes must be concluded before 23:00 (10:00P.M.)

XVII. Competition Dress

- A. In all competitions granted under these Rules, competitors shall dress or costume according to the WDSF Dress Regulations, which form a part of these Rules.
- B. Each athlete may change costume up to three (3) times in all of the rounds of any competition, provided always that no change of dress, or additional use of accessories or colors, is permitted during any round of a competition.
- C. The Chairman of the adjudicators may disqualify any couple at a competition when either partner is not dressed or costumed according to these Rules, and in addition to its other powers under the WDSF Statutes the Presidium may suspend from competitions for limited period of time any competitor who breaches this Rule.

XVIII. Awarding of Winners

1 st Place	Gold Medal & Certificate
2 nd Place	Silver Medal & Certificate
3 rd Place	Bronze Medal & Certificate
4 th Place	Certificate
5 th Place	Certificate
6 th Place	Certificate

XIX. INTERPRETATION OF RULES AND MATTERS NOT PROVIDED FOR

The Tournament Director holds the final decisions regarding all matters and rules in consultation with the DSCPI-PD Presidium on interpretation of rules and all matters not provided for.

XX. Training Arm

The Ace Development Dancesport Academy is the authorized training organizer of the Dancesport Council of the Philippines Professional Division for school-based dancesport training program implementations. Interested Regions, Cities and Provinces for training development of dancesport athletes, coaches and school teachers may request.

XXI. Dancesport National Training Program

- 1. Annual Provincial Dancesport Clinics.
- 2. Dance Camps

3. School Based DanceSport Teachers Course
4. DanceSport Teachers Licensing Courses.
5. Adjudicators Courses (School Based, National, International)
6. Scrutiny Training and Licensing
7. Dance Congresses (coaching and training short courses)

XXII. Licensing Body

DanceSport Council of the Philippines Professional Division DSCPI-PD

General Guidelines:

1. If colored, only one color. No combinations. Skin tones not allowed
2. No decoration in clothing, body or hair.

		MALE		FEMALE	
1	SHIRTS	Plain white, long sleeved, tucked in		White leotard or one color leotard	
2	SLEEVES	Long only		Short or 3/4 th or long sleeves	
3	TOP & SKIRT		If the top is white, use only black skirt. If the top is colored, attach same color for skirt; same color panties. Skin color is not allowed for top or skirt.		
4	PANTS	Plain Black only	Underpants: Same color as skirt; covering fully the buttock. Skin color not allowed.		
5	COLLAR	Correct shirt collar to wear with tie or bow tie Other design: not allowed		Turtle neck, closed round, closed small square. Closed	
6	TIE	Wear Black only tie or bow tie		none	
7	VEST	Not allowed		none	
8	MATERIAL & DRESS STYLE	Plain, no design; no materials that are shiny or catch light		Plain, no design; no materials that are shiny or catch light. Skirt must not be shorter than 3 ¼ inches or 10 cm above knee. Skirt must not be longer than below knee cap. Skirt must have no boning or frilling. No bigger underskirts.	
9	ACCESSORIES	None		None	
10	HAIR STYLE	If hair is long, collect into a ponytail.		Long hair has to be collected in a ponytail, bun, or braids. No colored hairspray.	
11	HAIR DECOR	None		None.	
12	JEWELRY	None		None	
13	MAKE UP	None		None	
14	SOCKS	Wear black socks only		White or one color short socks only. Tights only skin tone. No mesh	
15	SHOE COLOR	Black only		Tan, beige, or one color.	
16	SHOE HEELS	Block style Height maximum is 1 inch or 2.5cm		Block or pump or cuban style Maximum height is 1 ½ inches or 3.5 cm	

Dress Regulation Juvenile

General Guidelines:

1. No skin tones.
2. No shiny effects.
3. No 2 piece in costume
4. Dress age appropriately

		MALE	FEMALE
1	SHIRTS	Plain white or black long sleeved, tucked in	White leotard or one color leotard
2	SLEEVES	Long only	Short or 3/4 th or long sleeves
3	TOP & SKIRT		If the top is white, use only black skirt. If the top is colored, attach same color for skirt; same color panties. Skin color is not allowed for top or skirt.
4	PANTS	Plain black only	Underpants: Same color as skirt; covering fully the buttock. Skin color not allowed.
5	COLLAR	Simple, not oversized or pointed. Turtle neck without tie allowed.	Turtle neck, closed round, closed small square.
6	TIE	Wear Black only tie or bow tie	none
7	VEST	Black vest allowed but not a must.	none
8	MATERIAL & DRESS STYLE	Plain, no design; no materials that are shiny or catch light	Plain Colored allowed, including MIX of colors. No skin tone. No shiny or light effect. Two piece dresses not allowed. No bikini style.
9	DRESS ACCESSORIES	None	Same or mix color allowed but no light effect or no shiny materials
10	HAIR STYLE	If hair is long, collect in a ponytail.	Long hair has to be collected in a ponytail, bun, or braids. No colored hairspray.
11	HAIR DECORATION	None	Allowed only those with no light effects.
12	JEWELRY	None	Allowed only those with no light effects.
13	MAKE UP	None	None
14	SOCKS	Wear black socks only	Allowed are short socks & tights of skin tone. Not allowed: mesh stockings
15	SHOE COLOR	Black only	Tan, beige, or one color
16	SHOE HEELS		Maximum height is 2 inches or 5 cm

AEROBIC GYMNASTICS



San Jose, Antique
April 23- 29, 2017

COMPETITION INFORMATION

Date

1. DATES

The Aerobic Gymnastics will be held on April 23-29, 2017.

2. VENUE

- Competition Site will be at the San Jose, Antique.
- Training Site – the training schedule for each team will be given when the teams arrive.

3. EVENTS

The competition will be carried out in accordance with the GAP Technical Regulations and FIG Code of Points (2017-2020, Cycle XIV) and will consist:

Finals Elementary

- A. Individual Men (1 male competitor)
- B. Individual Women (1 female competitor)
- C. Trio (3 competitors of optional gender)

Finals Secondary

- A. Individual Men (1 male competitor)
- B. Individual Women (1 female competitor)
- C. Trio (3 competitors of optional gender)

4. COMPETITION SCHEDULE

DAY 1	00:00-00:00	Arrival of Delegation (Whole Day)
DAY 2	09:00-12:00	Podium Training for the Opening March and Mass Dance
	01:00-03:00	Judges' Refresher Course
	01:00-05:00	Training per schedule
	03:00-05:00	Coaches' Solidarity Meeting
DAY 3	08:00-09:00	Judges' Meeting and Briefing
	09:00-09:30	Opening Parade
	09:30-11:30	Elementary Finals for IM / IW / TR
	11:30-12:00	Awards Ceremony
	01:00-02:30	Secondary Finals for IM / IW / TR
	02:30-03:00	Awards Ceremony
DAY 4	00:00-00:00	Departure of Delegation (Whole Day)

5. PARTICIPANTS

- 5.1. The gymnast's age eligibility will be based on her age on the cut-off date which is in the year of competition. (DepEd Eligibility Requirements)

6. TRAINING AREA

A training hall is available to the competitors 2 days prior to the start of the competition. It is equipped with appropriate sound equipment and a full size competition floor. Access to the floor is given by a rotation schedule set up by the LOC and approved by the Aerobic Gymnastics Technical Committee.

7. WAITING AREA

A designated area connected to the Podium is referred to as the Waiting Area. It is only to be used by the competitors and their coaches of the next two starts. The area is not allowed to be used by any other person.

8. RESTRICTIONS

Competitors, coaches and all unauthorized persons are restricted from entering the waiting area during competition, except when called by an official of the OC or the FIG.

Coaches have to remain in the Waiting Area while their competitors are competing. Coaches, competitors and all unauthorized persons are restricted from entering the judging area. Disregard of these restrictions may lead to the disqualification of the competitor by the Superior Jury.

9. TECHNICAL / ORIENTATION MEETING

It is mandatory for all coaches to be present in the Technical / Orientation Meeting. At this meeting, all information concerning the detailed organization of the competition will be given by the Tournament Manager.

The qualification program identifies individuals participating in the event and indicates that these individuals are permitted to pass. They will have access control at the entrance to each area. All participants are required to have their IDs with them in the competition areas.

Coaches must check the names, categories, and competitors' music CDs.

The Technical / Orientation Meeting will be held in San Jose, Antique.

10. COMPETITION RULES AND REGULATIONS

The DepEd Aerobic Gymnastics Technical Committee shall be responsible for and have full control of the technical organization of the Aerobic Gymnastics Competition under / with the guidance of the existing Department of Education Palarong Pambansa and GAP Technical Rules and Guidelines.

The Aerobics Competition will be conducted in accordance with the Aerobic Gymnastics FIG Code of Points (2017-2020, Cycle XIV) and FIG Technical Regulation 2017.

11. MUSIC

Upon arrival, the delegation must deliver two CDs to the OC as per the norms given in the FIG Code of Points. The following information must be written on the CDs:

- Region
- Name of competitor
- Category (IM / IW / TR)
- Title of the music

- The composer(s) of the music used

The Head of Delegation or the Coach must sign two forms on behalf of the competitor(s)

- The approval of the technical criteria of playing the CD's by the OC
- The confirmation that the music used does not violate any copyrights and that it can be broadcasted within sports.

For training in the training venue the competitor(s) will have to bring their personal (third) copy of the music CDs.

12. DRESS CODE

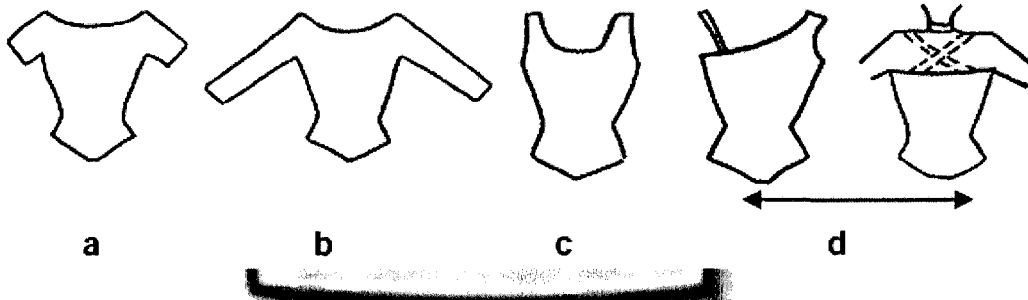
The competitors dress must demonstrate that it subscribes to the sport profile of a Gymnastics discipline. A neat and proper athletic appearance should be the overall impression.

Attire violating any description written in the Dress Code will be deducted by CJP (-0.2 point each time for different criteria).

12.1 WOMEN'S ATTIRE

Women must wear a one-piece leotard with flesh colored or transparent tights or a unitard (one-piece leotard with full length neck to ankle). Sequins are allowed. - The neckline of the front and back of the leotard/unitard must be no further than half of the sternum for the front and no further than the lower line of the shoulder blades for the back. The cut of the leotard at the top of the legs must not go higher than the waist and the cuts must pass through the crest of ilium. The leotard must cover the crotch completely. Attire for women may be with or without long sleeves (1 or 2 sleeves). Long sleeves must extend to the wrist. There are no material allowed for clothes. - Long tights / full-length unitard are allowed.

Examples for WOMEN

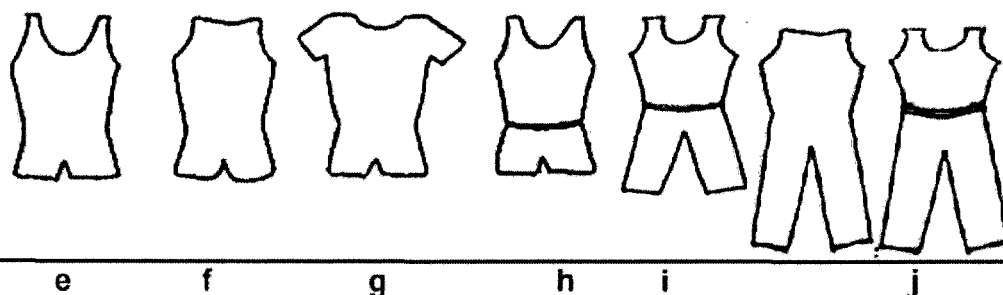


The examples shown "a to c" represent the same front and back of the leotard. The example "d" is the same leotard showing the front and the back.

12.2 MEN'S ATTIRE

Men must wear a unitard or shorts and a form fitting top or leotard with an adequate support (ie; dance belt). - The attire must not have an open cut at the front or back. - The armhole must not be cut below shoulder blades (scapular). - SEQUINS for Men's Attire are not allowed. - 3/4 leggings, long gymnastics trousers (leotard + trousers), 1 piece combi-trousers are allowed

Examples for MEN:



The examples shown "e to j" represents the same front and back of the leotard.

12.3 CORRECT ATTIRE:

- Hair must be secured close to the head.
- The competitors must wear white athletic shoes and white socks that must be able to be seen by all judges.
- Make-up must be only for women and used sparingly.
- Loose and additional items to the attire are not allowed.
- Jewelry must not be worn.
- Torn or ripped costume and/or undergarments must not be shown during a performance.
- Aerobics attire must be in non-transparent material, except for sleeves for women.
- Attire depicting war, violence or religious symbols is forbidden.
- Body paint is not allowed.
- Sports profile dress.

12.4 UNIFORM: (WARNING BY CJP):

All competitors must wear their official national tracksuit at the Opening and Closing Ceremony and competition attire for Medal Award ceremonies.

13. TIE BREAKING RULES

In case of a tie at any place in qualifications or finals, the tie will be broken based on the following criteria in this order: - the highest total score in Execution - the highest total score in Artistic - the highest total score in Difficulty. If there is still a tie, the tie will not be broken.

14. RANKING BY TEAMS

To participate in the Team Ranking, team must be represented with at least one participant: Individual Men and/or Individual Women, and Trio.

The team ranking list will be established adding the 3 best places (ranking): Individual Men or Individual Women, and Trio. The 3 places of each Team are converted into points as according the ranking from the competition.

e.g.: 1st place – 1 point, 2nd place – 2 points

The team with the lowest number of points is declared Team Champion. Medals will also be given to the winning teams. The delegations must announce the composition of their team (1 individual man and / or 1 individual woman, and 1 trio during Coaches' meeting and orientation.

In case of a tie in points at any place in the Team Ranking, the ranking will be determined by the best ranked Trio. If there is still a tie, the tie will not be broken.

15. WALK OVER

Should a competitor fail to appear on stage within 20 seconds after being called, a deduction of 0.5 point will be made by the Chair of the Judges Panel. Should a competitor fail to appear on stage within 60 seconds after being called, the start will be deemed as a Walk Over. Upon announcement of such a Walk Over the competitor loses his right to participate in the category in question.

In case of EXTRAORDINARY CIRCUMSTANCES, refer to chapter 8, COP 2017-2020.

16. TRAINING – WARM UP

Training sessions will begin day/date/year and the official training venue is at the _____.

The training schedule will be made according to the arrival time of each delegation and will be handed to the Heads of Delegation upon registration.

Access to the competition hall and the training area will be given only to the members of the delegation wearing their ID and only during the specified training time.

17. JUDGES' MEETING

All members of the judging panel are required to attend all briefings and debriefings as per FIG COP 1.2.b. Briefings will take place before every competition and is compulsory to all appointed judges and reserves.

Judges Briefing will take place on Day/Date/Year from Time at the _____.

18. DRAWING OF LOTS FOR JUDGES / STARTING ORDER

A draw will decide the starting order of the competition. Lots will be drawn in the presence of the Coaches and Technical officials. The drawing of lots will take place during the coaches' and technical meeting. The lots shall be drawn by a "neutral" person or by computer.

19. DISPLAY OF SCORES AND DISTRIBUTION OF RESULTS

The scores of the juries and final results will be published on a display screen.

A detailed list of results, including all judges' marks, will be distributed to the Heads of Delegation after the Finals.

20. PROTESTS

Protests regarding scores are not permitted. Extraordinary circumstances – as per the Technical Regulations and Code of Points, Chapter 1, 1.12.

21. DISCIPLINARY PENALTIES

21.1. WARNINGS

Warnings are given for the following:

- Presence in a prohibited area.
- Improper behavior on the Podium.
- Disrespectful manners to judges & officials.
- Unsportsmanlike behavior.
- Competition attire not being worn at the medal awarding ceremony. - A competitor receives one warning only and, irrespective of the category, the second warning will result in immediate disqualification.

21.2 DISQUALIFICATION

Disqualification is declared if:

- there are serious breaches of the FIG Statutes, Technical Regulations and/or Code of Points.
- there is a Walk-over

22. OPENING

The opening will take place Day/Date/Year. Competitors will hold an opening parade and will be presented in this event and must wear their competition suit.

23. MEDAL AWARDS CEREMONIES

The awarding of medals will take place after the events in all categories, at this time all competitor(s) are required to wear their competition attire.

The awards for Aerobic Gymnastics competition are awarded as follows: Individual and Trios Events for Elementary and Secondary.

First Place	: Gold Medal and Certificate for each gymnast placed first
Second Place	: Silver Medal and Certificate for each gymnast placed second
Third Place	: Bronze Medal and Certificate for each gymnast placed third

Team Ranking

First Place	: Gold Medal and Certificate for each gymnast placed first
Second Place	: Silver Medal and Certificate for each gymnast placed second
Third Place	: Bronze Medal and Certificate for each gymnast placed third

All Participants : Certificate of Participation

COMPETITION PROGRAMME

	ELEMENTARY LEVEL	SECONDARY LEVEL
AGE	DepEd Palarong Pambansa Eligibility Guidelines	
CATEGORIES	IM, IW, TR	IM, IW, TR
EXCEPTIONS	No 1 arm push up No 1 arm support	No 1 arm push up No 1 arm support
MUSIC LENGTH	1 minute 15 seconds (+/- 5sec)	1 minute 20 sec. (+/- 5sec)
DIFFERENT ELEMENTS	6 maximum	8 maximum
ACROBATIC ELEMENTS	2 Elements from A1 to A3 (optional) Off Axis jump not allowed	2 Elements from A1 to A6 (optional) Off Axis jump not allowed
COMBINATION OF DIFFERENT ELEMENTS	No Combination	1 Combination of 2 different elements allowed
COMPETITION SPACE	INDIVIDUAL	INDIVIDUAL or TRIO
COMPULSORY ELEMENTS (must be performed without combination)	4 A) PU B) Middle Support C) Horizontal Split D) Vertical Split	4 A) Helicopter to Split or PU B) Straddle Support 1/4 turn C) Helicopter to 1/4 turn D) Helicopter to Vertical Split
ELEMENTS ALLOWED VALUE	0.1 – 0.4 (1 ELEMENT 0.5 POINT OPTIONAL)	0.1 – 0.6 (1 ELEMENT 0.7 POINT OPTIONAL)
PUSH UP SPLIT LANDING	Maximum 1 JUMP landing in SPLIT	Maximum 1 JUMP landing in SPLIT Maximum 1 JUMP landing in PUSH UP
LIFT	0	1 (optional), no value
ATTIRE	FIG Code of Points (no make-up) Optional tights are allowed Form Fitting body shorts are allowed for both boys and girls.	FIG Code of Points (light make-up)
JUDGES' PANEL	2-4 A-Jury, 2-4 E-Jury, 2-D Jury, 2-L Jury, 1- CJP According to the FIG Judges rules, the FIG Technical Regulations, the Aerobic Gymnastics code of points.	
TEAM RANKING	There will be a team ranking for both categories.	

DEDUCTIONS

	ELEMENTARY LEVEL	SECONDARY LEVEL
Difficulty Deductions (-1.0 each time)	<ul style="list-style-type: none"> • More than 6 elements • Compulsory elements: missing or in combination • More than 4 floor elements • Elements values higher than 0.5 pt • Elements in 1 arm support • Elements landing to PU / 1 arm PU • More than 1 element landing to split • Repetition of an element • Combination of elements 	<ul style="list-style-type: none"> • More than 8 elements • Compulsory elements: missing or in any combination- or not at the same time • More than 5 floor elements • More than 1 element of value 0.7 pt. • Elements in 1 arm support • Elements landing to 1 arm PU • More than 1 element landing to PU • More than 1 element landing to split • Repetition of an element • More than 1 Combination of 2/3 elements
CJP Deductions (-0.5 each time)	<ul style="list-style-type: none"> • Performing Lift(s) • Performing Acrobatic elements (A7) 	<ul style="list-style-type: none"> • More than 1 Lift • Performing Acrobatic elements (A7)

SAMPLE SCHEDULE:

DAY 1 – ARRIVAL of DELEGATIONS

DAY 2

Time	Program	Venue
09:00-12:00	Podium Training for the Opening March and Mass Dance	
01:00-03:00	Judges' Refresher Course	
03:00-05:00	Coaches' Solidarity Meeting	
01:00-05:00	Training per schedule	

DAY 3

Time	Program	Venue
08:00-09:00	Judges Meeting	
09:00-09:30	Opening Parade	
09:30-11:30	Elementary Finals for IM / IW / TR	
11:30-12:00	Awards Ceremony	
01:00-02:30	Secondary Finals for IM / IW / TR	
02:30-03:00	Awards Ceremony	

DAY 4 – DEPARTURE of DELEGATIONS

PENCAKSILAT

Palarong Pambansa 2017

I. Competition Rules

International Pencak Silat Federation or (PERSILAT) rules of competition will be adopted in the conduct of tournament.

International Pencak Silat Competitions are performed in principles of brotherhood and knightly feelings by using elements of self defense, arts and Pencak Silat sports and by honoring IKRAR PESILAT (PESILAT PLEDGE) highly.

The competitions are carried out in accordance with the category rules regulated in the competition regulations and conducted by legal technical official of competitions

Pencak Silat competition categories consist of:

- A. **TANDING** (Match) category
- B. **TUNGGAL** (Single) category
- C. **GANDA** (Double) category

In order to perform the Pencak Silat competitions as well as possible conformed to their purposes and objectives, the Regulations of the Pencak Silat Competitions are established as follows:

II. Events (Artistic 12-17 yr old)

Secondary: Competition of **TEENAGERS** groups for **Boys** and **Girls** aged over 12 until 17 years:

A. Tanding:

Boys (12-17 yr. old)

Class A 42 kg up to 45 kg

Class D over 45 kg up to 48kg

Girls (12-17 yr. old)

Class A 42 kg up to 45 kg

Class D over 45 kg up to 48 kg

B. **Tunggal**- Individual with weapon

Tunggal- Individual with weapon

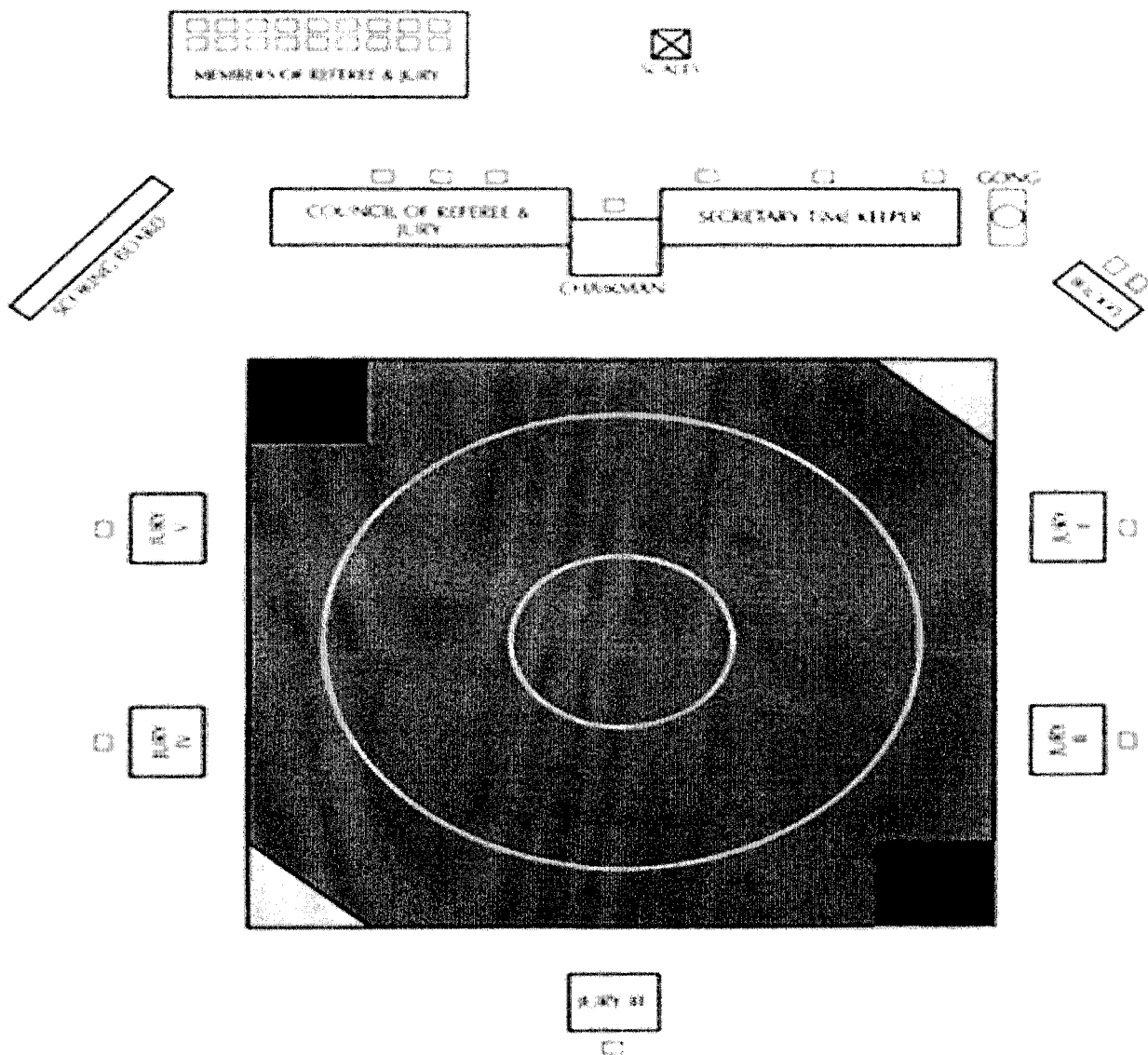
C. **Ganda**-Double Cinematic Performance Ganda-Double Cinematic Performance

I. Guidelines

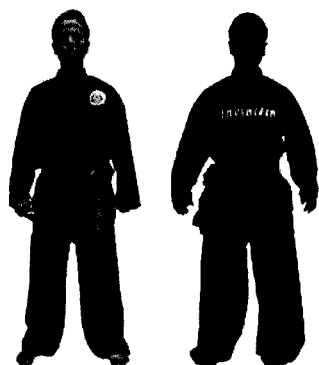
- Participants/ Delegates must pass all the requirements of the eligibility committee created by DepEd. executive committee.
- Each team must have at least 1 representative who passes the DepEd technical officials training accreditation. He/she will serve as technical official. In the absence of team representative or undermanned of the technical officials, the committee will hire the services of NSA accredited officials.
- Each team must have at least 1 coach and chaperon who pass the DepEd. coaching accreditation for PencakSilat.
- The composition of players for artistic events must be taken from *Tanding* players.
- Artistic performance must be accompanied with Asian origin ethnic music.

- Players who could not appear in the inspection area after the third and final calls will be automatically declared as walk over.
- The official tournament equipment provided by the technical committee must be used in all matches.
- Mouth guard, groin guard, shin guard, arm guard, head gear and weapons must be personalized by the player or provided by their team.
- Misbehavior of coaches, players and delegation members, (friends and relatives shall be treated as severe violation of the players representing their party/team), hence it is a ground to qualify him/her to disqualification after warning 2.
- Smoking in any form is not allowed in the tournament premises. The tournament manager has the power to give orders the peace and order committee to send the subject outside the tournament premises.
- Protest shall be made in writing and shall be submitted immediately after the match in question. If the competition has progressed to the next level or if the contestant subject to protest has already fought the next match, then the protest shall not be entertained.
- The protest shall be submitted together with the protest fee of Php. 5,000.00. If the decision is made in favor of the protesting party, then the protest fee shall be returned in half of the amount paid. Upon receiving the written protest, the tournament manager shall immediately convene the Arbitration committee to decide on the matter.
- The decision of referee is final.
- The team with highest points/medals shall be declared as the winning team.
- The winning team with their coach shall represent in the higher meet. The coach of winning team shall have the prerogative to get players from other team to be included in his team for the purpose of higher competition
- The cutoff date of birth by the player for elementary is January 2004 and secondary is January 1999.

II. Competition Arena for Artistic and Tanding/Sparring



III. The Coach, Players and Referee-Judge.



COACH

1. STANDARD MODEL, BLACK COLOUR
2. ORANGE BELT / 18CM WIDE - NO ACCESSORIES
3. ORGANIZATION BADGE ON THE LEFT CHEST
4. NAME OF THE COUNTRY ON THE BACK



CHAIRMAN & VICE CHAIRMAN OF COMPETITION

1. STANDARD MODEL, BLACK COLOR
2. YELLOW BELT, 10CM WIDE
3. KATA, SAMPING AND SONGKOK / JAKAT KEPALA
4. BADGE OF INTERNATIONAL REFEREE - JURY ON THE LEFT CHEST

MEMBERS OF JURY

1. STANDARD MODEL, WHITE COLOUR
2. YELLOW BELT - 10CM WIDE
3. BADGE OF INTERNATIONAL REFEREE - JURY ON LEFT CHEST

Artistic Athlete's Uniform

Tunggal and Ganda



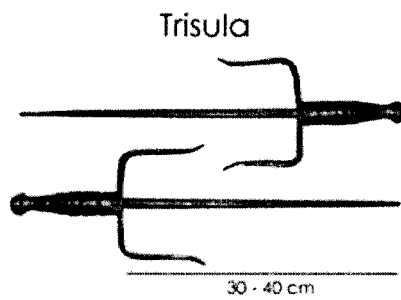
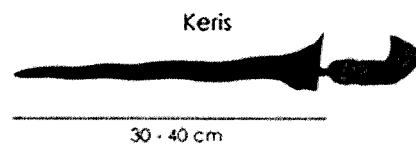
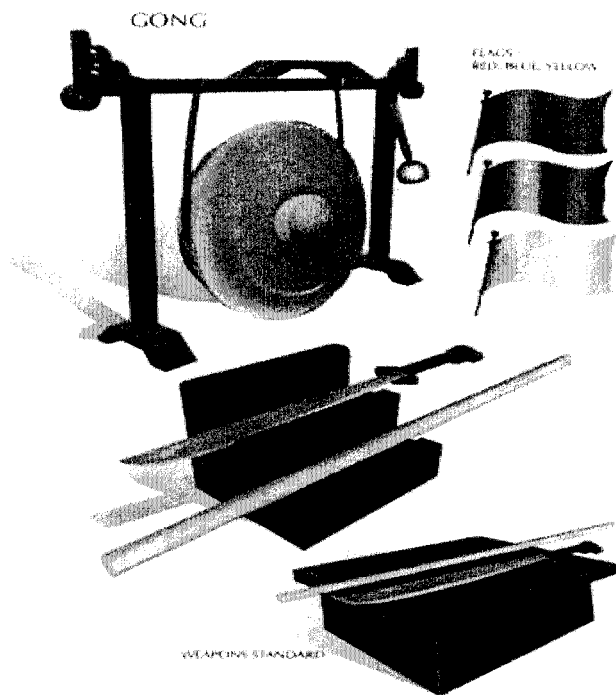
PESILAT TUNGGAL - GANDA CATEGORY

1. STANDARD MODEL PLAIN AND FREE CHOICE OF COLOUR
2. KAIN SAMPING AND BUKAT KEPALA - FREE COMBINATION OF COLOUR, PLAIN OR PATTERN AND FREE STYLE OF BUKAT KEPALA
3. OPTIONAL - ORGANIZATION BADGE ON THE LEFT CHEST OR NAME OF THE COUNTRY ON THE BACK

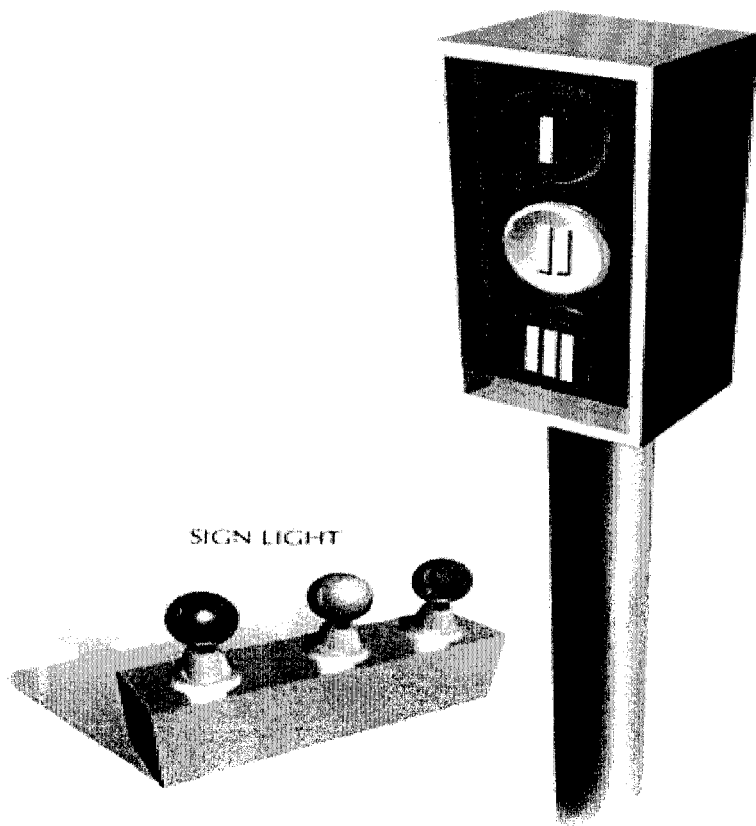


PESILAT REGU CATEGORY

1. STANDARD MODEL BLACK COLOUR
2. WHITE BELT / 10CM WIDE
3. BADGE OF ORGANIZATION ON THE LEFT CHEST AND NAME OF THE COUNTRY ON THE BACK



ROUND LIGHTS



IV. Scoring Area/Target

A. A validating and scoring area is 'Togok' which covers the trunk area excluding the neck upwards and area from the navel downwards to the groin:

- a. Chest
- b. Abdomen (navel upwards)
- c. Left and right ribs
- d. Back part of the trunk

Limbs can be targeted for an intercepting attack while aiming to strike down the opponent but are non-scoring area.

IV.a. Prohibitions

Prohibitions which are declared as violations:

IV.a.1. Serious violations

- a. Attack illegal parts of body ie. neck, head and navel downwards to groin.
- b. Direct attempts to break the joints.
- c. Deliberately throw the opponent out of the arena.
- d. . Hit the head or attack with head.
- e. Attack the opponent before the 'MULAI' command or after the 'BERHENTI' command is given by the Referee, causing injury to the opponent. (perlu penjelasan peraturan pertandingan)
- f. Wrestle, bite, scratch, grip, and pull the opponent's hair/jibe. (perlu penjelasan peraturan pertandingan mengenai penggunaan jilbab)
- g. A Pesilat challenges, humiliates, embraces, hits, uses impolite words, spits, over-voices to provoke opponent or Competition Officials (Technical Delegate, Competition Chairman, Council of Referee-Jury, and Referee-Jury).
- h. Break the competition rules.
- i. Hold, keep or embrace while attacking.

IV.a.2. Light violations:

- a. Does not use a 'kaidah' (principle).
- b. Walk out of the arena whether intentionally or unintentionally.
- c. Embrace the opponent in process of defending.
- d. Attack with front/back sweeping technique, scissoring while in lying position more than once in one round to waste time.
- e. Communicate with outsider either by certain gesture/signals or by spoken words.
- f. Both Pesilats are passive or when one of Pesilat is passive more than 5 seconds.
- g. Over-yelling during competing.
- h. Wrong direction of attack.
- i. Intentionally push the opponent out from the arena.

IV.a.3. Faulty Defensive Technique:

- a. A valid attack with accurate direction but may cause injury due to the opponent's faulty defensive technique (i.e. dodging towards the incoming attack direction) is not declared as a violation.

- b. If the above attacked opponent is injured but remains conscious, the Referee will call for a doctor at once. If the doctor decides that the injured Pesilat is no longer fit, the Pesilat will be declared 'defeated by technical knock-out'.
- c. If according to doctor the knock-downed Pesilat is fit and cannot stand up at once, the Referee will immediately start the technical counting..

V. Scoring

a. Scoring Rules:

Technical Performance Score:

- Score 1** An attack by hands successfully hitting the target without being blocked by repulse/parry, dodged or evaded by the opponent.
- Score 1+1** Successful parrying, dodging or evading against the opponent's attack, and immediately followed by a successful hand attack.
- Score 2** An attack by foot successfully hitting the target without being blocked by repulse, dodged or evaded by the opponent.
- Score 1+2** Successful parrying, dodging or evading against the opponent's attack, and immediately followed by a successful attack by foot.
- Score 3** Dropping technique which succeeds in flooring the opponent.
- Score 1+3** Successful parrying, dodging, evading or catching against the opponent's attack, and immediately followed by a successful dropping technique.

VI. Victory Decision

- a. Win by Score
- b. Win by Technical Superiority
- c. Win by Absolute Victory
- d. Win by RSC (Referee Stop Contest)
- e. Win by WO (Walk Out)
- f. Win by Disqualification

VII. Equipment

- Gong (c/o DepEd)
- Body protector (c/o delegation)
- Groin protector- (c/o delegation)
- Shin guard (c/o delegation)
- Arm guard (c/o delegation)
- Head gear (c/o delegation)
- Gum shield (c/o delegation)
- Hand glove (c/o delegation)
- Tournament Lamp (DepEd)
- Flag: 8"x 12"--2 yellow, 6 blue, and 6 red (c/o DepEd)
- Stopwatch 2pcs (c/o DepEd)
- Olympic Size tournament arena (121pcs 1X1m rubber mat X5cm thickness (c/o DepEd)

- Round Lamp (c/o DepEd)
- Weighing Scale (c/o DepEd)
- 1Mx1M 8 plastic table-3 c/o DepEd)
- Long Table-2 skirted with cloth (c/o DepEd)
- Chairs-30 pieces (c/o DepEd)
- Bucket 2 pieces
- Forms and score sheets (c/o DepEd)

2017 PALARONG PAMBANSA PLAYING VENUES

EVENT	VENUE
Athletics	Binirayan Sports Complex
Archery	Pis-anan NHS
Arnis	Patnongon Covered Gym
Badminton	SAC De WittHall
Baseball	Camp Fullon, San Jose
Basketball	Binirayan Sports Complex San Pedro Gym San Remegio Municipal Gym St. Vincent School (San Remegio)
Billiards	ANTECO
Boxing	EBJ Freedom Park
Chess	UA Sibalom Library
Football	Binirayan Sports Complex SAC Grounds, Belison Central School Ground UA Ground Oval
Futsal	Hamtic Covered Gym
Gymnastics	Binirayan Sports Gym (Indoor)
Sepak Takraw	Diosdado Macapagal Center Maladog ES Gym San Fernando ES Gym San Fernando Barangay Gym
Special Events	Binirayan Sports Complex/ Antique SPED Center
Softball	Camp Fullon, San Jose
Swimming	Binirayan Swimming Pool (In front of DepEd)
Table Tennis	ANTECO Covered Gym
Taekwondo	Belison Municipal Gym
Tennis	Binirayan Sports Complex San Pedro Plaza
Volleyball	Sibalom Municipal Gym Sta. Rita Covered Gym Brgy. Egaña Covered Gym SAC Covered Gym
Wrestling	Hamtic Central School Gym / Robinsons Event Center
Wushu	Robinsons Activity Center
Pencak Silat	Binirayan Sports Complex
Dance Sports	EBJ Gym
Aero Gymnastics	EBJ Gym

BILLETING QUARTER for PALARONG PAMBANSA 2017

REGION	BILLETING QUARTER	DISTANCE FROM SPORTS COMPLEX
I	SIBALOM NHS	10kms
	SIBALOM CENTRAL SCHOOL	10 kms
II	BUGASONG CENTRAL SCHOOL	42kms
	PANGPANG NATIONAL HS	11 kms
III	MOSCOSO RIOS NHS	14kms
	MOSCOSO RIOS CS	
IV – A CALABARZON	PIS-ANAN NHS	16kms
	PIS-ANAN CS	16 kms
IV – B MIMAROPA	BELISON CS	16kms
	BELISON NHS	16kms
V	ASSEMBLYMAN SEGUNDO MOSCOSO MS	4kms
	SAN PEDRO NS	4 kms
VI	ANTIQUE NATIONAL SCHOOL	1km
VII	UA SIBALOM	10kms
VIII	AURELIANA NHS/ ES	28kms
	AURELIANA ES	28 kms
IX	UA SIBALOM	10kms
X	CRAMS	30kms
	SAINT AUGUSTINE'S ACADEMY OF PATNONGON INC. (SAA)	30 kms
XI	GOV. JULIAN PACIFICADOR NHS	13kms
	M. BUYCO ES	13 kms
XII	EGAÑA NHS	9 kms
	EGAÑA ES	9 kms
	BUHANG NHS	8 kms
	BUHANG ES	8 kms
NCR	ANTIQUE VOCATIONAL SCHOOL	42kms
CAR	ANTIQUE NATIONAL SCHOOL	1km
ARMM	DASJMS	1km
CARAGA	CARIT-AN CENTRAL SCHOOL	24kms
	LIRIO M. ESCAÑO NATIONAL HIGH SCHOOL	24 kms
NIR	TOBIAS FORNIER CS	28kms
	DAO CATHOLIC HS	28kms
TOs	SAINT ANTHONY'S COLLEGE (HS & GS DEPARTMENTS) MAYBATO ELEMENTARY SCHOOL MALANDOG ELEMENTARY SCHOOL HAMTIC CENTRAL SCHOOL NAGDAYAO ELEMENTARY SCHOOL	