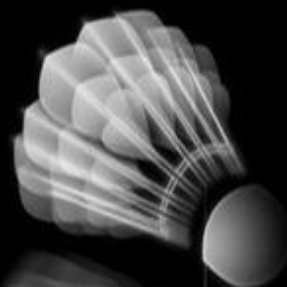




*Part 2 | Musleh*

*Mau'ud(ra) Tournament*



**BADHENTEN**

**BADHENTEN**

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## MUSLEH MAU`UD<sup>RA</sup> TOURNAMENT

The Regional Musleh Mau`ud<sup>ra</sup> Tournament is to be held at your convenience with conformation from the regional president, so that a suitable date to hold the event can be determined.

The **results** for Regional Musleh Mau`ud<sup>ra</sup> Tournament **MUST** be submitted as soon as the event takes place.

Please note that medals for the Regional event will be provided by Markaz however, all other expenses are to be shared amongst Majālis within each region.

Based on the feedback received from the members from various Majālis it has come to our attention that members would like to bring non-Ahmadi friends to the sports event as well, as it is a great source of Tablīgh. Keeping this in mind an “Event Attendance Consent Form” (Appendix C) has been prepared which **MUST** be filled out by all non-Ahmadi friends attending the sport event(s).

## RULES

### VOLLEYBALL

#### THE SERVE

- ❖ Server must serve from behind the restraining line (end line) until after contact.
- ❖ Ball may be served underhand or overhand.
- ❖ Ball must be clearly visible to opponents before serve.
- ❖ Served ball may graze the net and drop to the other side for point.
- ❖ Serve must be returned by a bump only. No setting or attacking a serve.
- ❖ A coin toss decides who is to serve first and which side of the net a player will initially defend.

#### SCORING

- ❖ Rally scoring will be used.
- ❖ There will be a point scored on every score of the ball.
- ❖ Offense will score on a defense miss or out of bounds hit.
- ❖ Defense will score on an offensive miss, out of bounds hit, or serve into the net.
- ❖ Game will be played to 25 points.
- ❖ Must win by 2 points.

## ROTATION

- ❖ Team will rotate each time they win the serve.
- ❖ Players shall rotate in a clockwise manner.
- ❖ There shall be 6 players on each side.

### *Playing the Game*

- ❖ Maximum of three hits per side.
- ❖ Player may not hit the ball twice in succession (A block is not considered a hit).
- ❖ Ball may be played off the net during a volley and on serve.
- ❖ A ball touching a boundary line is good.
- ❖ A legal hit is contact with the ball by a player body above and including the waist which does not allow the ball to visibly come to a rest.
- ❖ If two or more players contact the ball simultaneously, it is considered one play and the players involved may not participate in the next play.
- ❖ A player must not block or attack a serve.
- ❖ Switching positions will be allowed only between front line players. (After the serve only).

## BASIC VIOLATIONS

- ❖ Stepping on or over the line on a serve (the foot of the player must be behind the line at serve)
- ❖ Failure to serve the ball over the net successfully.
- ❖ Hitting the ball illegally (Carrying, Palming, Throwing, etc.).
- ❖ Touches of the net with any part of the body while the ball is in play. If the ball is driven into the net with such force that it causes the net to contact an opposing player, no foul will be called, and the ball shall continue to be in play.
- ❖ Reaching over the net, except under these conditions:
  - When executing a follow-through
  - When blocking a ball which is in the opponent's court but is being returned (the blocker must not contact the ball until after the opponent who is attempting to return the ball makes contact). Except to block the third play.
- ❖ Reaches under the net (if it interferes with the ball or opposing player).
- ❖ Failure to serve in the correct order.

- ❖ Blocks or spikes from a position which is clearly not behind the 10-foot line while in a back row position.

## BADMINTON

Badminton is a game between two players or a team of doubles hitting a light, feathered shuttlecock with a racquet over a central net. Only the serving side can score a point, while the receiving side is trying to win the right to serve the following point. A badminton match is played as the best-of-three games. In doubles and singles, the first side to score 15 points wins the game. A coin toss decides who is to serve first and which side of the net a player will initially defend.

### SERVICE

- ❖ The shuttle must be hit below the server's waist with the racquet head below the server's hand.
- ❖ The server must have part of both feet stationary in contact with the ground.
- ❖ The shuttle then must fall within the receiver's service court to be deemed legal.

### GENERAL PLAY

- ❖ Once the shuttle is in play, the point continues with players attempting to hit the shuttle back and forth across the net.
- ❖ A side wins the rally by hitting the shuttle to the floor on the opponent's side of or if the opponent fails to keep the shuttle in play.
- ❖ The shuttle is declared out of play if it fails to cross the net, lands out of the court or hits the ceiling of the venue.
- ❖ A rally is also lost if a fault is committed. A fault is called if a player touches the net during play with either body or racquet, hits the shuttle before it comes across the net or is hit by the shuttle.

### OTHER RULES

- ❖ A shuttle that lands on a line is in bounds.
- ❖ A player may let his racquet cross over the net in his follow-through on a shot.
- ❖ A shuttle may hit the net on a serve as long as it then lands within the opponent's service court, otherwise it is a fault.
- ❖ If a shuttle should get caught on top of the net or in the net, having passed over the net during play, a let is called and the rally replayed, except on service when a fault is called.
- ❖ A fault is called if a player swings and misses while serving.

- ❖ Players are guilty of a fault if they deliberately distract an opponent by shouting or making gestures.
- ❖ An interval of 90 seconds is allowed between each game.

## BADMINTON TOURNAMENT

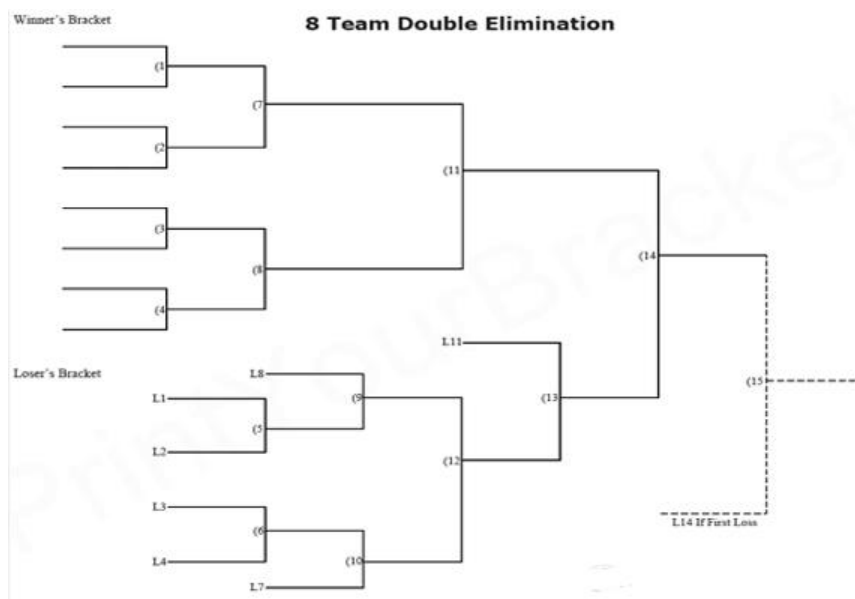
Below is a sample to hold a Badminton tournament (for 8 teams).

Step1 | The **Double Elimination tournament** is the best type of tournament to run. In a double Elimination tournament you must lose **two games** to be eliminated from the tournament.

Step2 | Option 1: The teams have already been set; everyone came to the tournament with their own partner or chose their partner once they arrived. Option 2: Place every player's name in a hat and draw two names at a time, those two players will be on a team.

Step3 | The tournament is ready to begin, the bracket is numbered in the order the matches will be played. This can be viewed in the illustration below. If they are not numbered start at the top left and work your way down to the right. Continue the tournament until a winner has been decided.

Step 4 | After each winner's brackets game the winner moves over to the next blank line and the loser goes to the corresponding letter in the loser's bracket. After each loser's bracket game the winner moves over to the next line, but if you lose while in the Loser's bracket you are out of the tournament. In game 14 of the illustration example, if the winner of that game is from the winner's bracket that team win's the tournament. If the winner's bracket team loses that game they would go to H on the dotted line and play another game against the same team, whoever wins that game would be crowned the champion.



## LUDOO

1. The games will be played with 2 players playing a double game. This means that each player will be playing 2 houses opposite of each other.
2. Each game will last a maximum of 30 minutes, if a clear winner is not declared within that period; the player that has the most gotiyan Pugi will be declared the winner.
3. Dice roll with the highest number will decide which player will go 1<sup>st</sup>.
4. Dice that is rolled off of the board does not count. In this case the player must roll the dice once again.
5. A goti can go in play if the player rolls a 6, or a 1. The player can play their goti from any house on their turn. This rule is implemented so that the game moves quickly.
6. When a 6 or 1 is rolled, the player gets another turn.
7. When a 1 is rolled a player can bring out another goti but CANNOT move their goti six spaces ahead. The goti still gets to move 1 space.
8. A player must kill at least one goti of the other player before they are able to 'Pugga' a Goti.
9. Once a player moves a Goti with the intention of making a play, they cannot change their mind, that same play will be counted.
10. The players cannot move Goti backwards on their turn.
11. Only a double goti will kill the other player's doubles.
12. Doubles can be made with the two colours the player is playing.
13. A single goti cannot jump over the doubles, unless the same number is rolled and goti sits on doubles in one turn.
14. A Bracket system will be used for the gaming schedule.

**\*\*Every region will be required to give two volunteers that will help run this tournament. The names of the volunteers MUST be submitted by the due date, with the names of the participants.**

## APPENDIX – EVENT ATTENDANCE CONSENT FORM

ONE PER ATTENDEE [NON-AHMADI PARTICIPANTS ONLY]

### Event Information:

Name of Program or event: \_\_\_\_\_

Date(s) and location of program or event: \_\_\_\_\_

Name of Event Manager(s): \_\_\_\_\_

### Participant Information:

Full Name of Participant: \_\_\_\_\_

Date of Birth of Participant: \_\_\_\_\_

Full Name of Parents/Guardians: \_\_\_\_\_

Address: \_\_\_\_\_

Telephone: \_\_\_\_\_

List of Allergies or Medical Conditions: \_\_\_\_\_

Name of Emergency Contact: \_\_\_\_\_

Emergency Contact Telephone: \_\_\_\_\_

### Participation Agreement:

**[Under 18]** I have read the above description of this program or event. I have been informed of the risks and benefits involved, and all my questions have been answered to my satisfaction. I give permission for my child to attend the program or event identified on this form and I am well aware that the organizers of the events, Ahmadiyya Muslim Women's Association \_\_\_\_\_ does not take responsibility for any injury or harm that comes to my child due to her participation in the event.

**[18+]** I have read the above description of this program or event. I have been informed of the risks and benefits involved, and all my questions have been answered to my satisfaction. I voluntarily agree to take part in this program or event. I am well aware that the organizers of the events, Ahmadiyya Muslim Women's Association \_\_\_\_\_ does not take responsibility for any injury or harm that comes to me due to my participation in the event.

Parent/Guardian Signature: \_\_\_\_\_

Date: \_\_\_\_\_

This form is valid for the day of the specified event only. Please return the form to the Event Manager(s).

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