



The Synod of the Diocese of West Malaysia (Anglican Church)

# St. James Church

243, Jalan Sultan Azlan Shah (Jalan Ipoh), Sentul, 51200, Kuala Lumpur  
HP: +6011-4154 5043 Facebook: stjameschurchsentul Email: sjc.sentul@gmail.com Website: www.sjcsentul.org

Dear Bishops/Clergy/Deaconesses/Pastors & Church Leaders,

Date: 8<sup>th</sup> May 2023 (Monday)

**RE: DIOCESAN ANGLICAN SPORTS CARNIVAL 2023**

Greetings in the name of our Lord Jesus Christ.

With the blessings and approval of our Diocesan Bishop, Rt. Rev. Dr. D. Steven Abbarow, we are pleased to inform that we will be organizing the Anglican Sports Carnival on the occasion of the 90<sup>th</sup> Anniversary of St. James Church, Sentul. The details are as stated below:

**Time: 8.00 am - 5.00 pm**

**Date: 9<sup>th</sup> September 2023 (Saturday)**

**Venue: Pusat Sukan University Malaya, Kuala Lumpur.**

The carnival will be graced by our Diocesan Bishop as the Guest of Honor. The carnival is open exclusively for members of the churches from our Diocese. The sports carnival will be a one-day event with anticipation of approximately 500 participants and guests. The objective of this event is to encourage a healthy lifestyle as well as to have a meaningful fellowship together as fellow Anglican Christians.

We have planned various indoor & outdoor activities for all age groups as follows:

✓ Football	✓ Table tennis	✓ Tug of war	✓ Netball	✓ Scrabble	✓ Tele-Match
✓ Athletics	✓ Volleyball	✓ Carom	✓ Darts	✓ Badminton	

Attached below are the details of the event and the Registration Form for your further action. To plan the event and further way forward to enable the success of this event, appreciate if you could confirm your participation latest by 14<sup>th</sup> August 2023 (Monday). Please email the registration form to us at [anglicansportscarnival@gmail.com](mailto:anglicansportscarnival@gmail.com).

Should you need further information, please contact the committee member as below:

Mr. Malvindass Periasamy: 016 2652424

Ms. Shamila Samson: 011 27750629

Ms. Rasika Samson: 010 2853136

Mr. Alvin Dass: 012 2382073

Mr. Steven Simson: 013 3950550

We invite you and your congregation to participate and be part of this sports carnival. Thank you.

Yours Sincerely,

In Christ,

Mr. Malvindass Periasamy,  
Organising Committee Chairperson,  
Diocesan Anglican Sports Carnival 2023.

Rev. Jesvinder Singh Darshan Singh  
Vicar.

cc. Diocesan Bishop – Rt. Rev. Dr. Steven Abbarow

UCA Archdeacon – Ven. Charles Fraser Devadason

**DIOCESAN BISHOP'S TROPHY – ANGLICAN SPORTS CARNIVAL 2023  
TEAMS REGISTRATION & PAYMENT FORM**

Name of Church :  
Address :  
Contact Details :  
Tel/ Mobile :  
Email :

No.	Game	No. of Players	Team Format	No. of Teams	Fee (per team)	Total
1	Futsal	5 + 3	Men		RM160	
2	Badminton	10	Men's Double - 3 Pairs Women's Double - 1 Pair Mix Double - 1 Pair		RM180	
3	Netball	7 + 3	Women		RM100	
4	Volleyball	6 + 3	Mix Minimum 2 Women Participants		RM100	
5	Table Tennis	5	Men's Single Men's Double Mix Double		RM80	
6	Carrom	3	Single Double Any Combination		RM70	
7	Darts	5	Single Double Mix Double		RM70	
8	Scrabble	2	Any combination		RM50	
9	Tug of War	10	Mix Minimum 2 Women participants		RM120	
10	Tele-Match	10	MIX (Men/Women/Kids)		RM100	
11	Athletics (Individual) 100m 400m 800m	Unlimited	Individual Men Individual Women		RM10 / Person / Event	
12	Athletics (Team) 4x100m	4	Men's Team Women's Team		RM50 / Person / Event	
13	Athletics (Individual) Fun Run	Unlimited	Individual Boys & Girls Ages 4 -5 Ages 6 – 8 Ages 9 – 12		No Charges	

**Disclaimer:** Kindly note that the number of players for each game is fixed and should not exceed or fall below the set number as per the table above. The total fees per team is according to the table above.

.....  
**Team Manager**  
Name:

.....  
**Vicar / Priest**  
Name:

**DIOCESAN BISHOP'S TROPHY – ANGLICAN SPORTS CARNIVAL 2023  
PARTICIPATION'S REGISTRATION FORM**

<b>FUTSAL</b>			
<b>Team Manager:</b>			
<b>No.</b>	<b>Full Name (as per IC)</b>	<b>Age</b>	<b>M/F</b>
1			
2			
3			
4			
5			
6			
7			
8			

<b>BADMINTON</b>				
<b>Team Manager:</b>				
<b>No.</b>	<b>Category</b>	<b>Full Name (as per IC)</b>	<b>Age</b>	<b>M/F</b>
1	1st Men's Double			
2				
3	Women's Double			
4				
5	2nd Men's Double			
6				
7	Mix Double			
8				
9	3rd Men's Double			
10				

<b>NETBALL</b>			
<b>Team Manager:</b>			
<b>No.</b>	<b>Full Name (as per IC)</b>	<b>Age</b>	<b>M/F</b>
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			

**VOLLEYBALL****Team Manager:**

No.	Full Name (as per IC)	Age	M/F
1			
2			
3			
4			
5			
6			
7			
8			
9			

**TABLE TENNIS****Team Manager:**

No.	Category	Full Name (as per IC)	Age	M/F
1	Men Singles			
2	Men Doubles			
3				
4	Mix doubles			
5				

**CAROM****Team Manager:**

No.	Category	Full Name (as per IC)	Age	M/F
1	Open Single			
2	Open Double			
3				
4	Mix Double			
5				

**DARTS****Team Manager:**

No.	Category	Full Name (as per IC)	Age	M/F
1	Open Single			
2	Open Double			
3				

**SCRABBLE****Team Manager:**

No.	Full Name (as per IC)	Age	M/F
1			
2			

**TUG OF WAR****Team Manager:**

No.	Full Name (as per IC)	Age	M/F
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			

**TELEMATCH****Team Manager:**

No.	Full Name (as per IC)	Age	M/F
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			

**ATHLETICS****Team Manager:**

No.	Category Choice: 100m / 400m / 800m /4x100m / Age 4-5 / Age 6-8 / Age 7-9	Full Name (as per IC)	Age	M/F
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				

**ATHLETICS**

**Team Manager:**

No.	Category Choice: 100m / 400m / 800m / 4x100m / Age 4-5 / Age 6-8 / Age 7-9	Full Name (as per IC)	Age	M/F
11				
12				
13				
14				
15				
16				
17				
18				
19				
20				
21				
22				
23				
24				
25				
26				
27				
28				
29				
30				

**Note:** If you would like to register for more than 1 Team for 1 game per church, please duplicate the selected game table (e.g. Futsal) and fill in other team's details in the duplicate table(s).

.....

**Team Manager**

Name:

.....

**Vicar / Priest**

Name:

**DIOCESAN BISHOP'S TROPHY – ANGLICAN SPORTS CARNIVAL 2023**  
**GENERAL RULES**

1. Please keep in mind that this is an Anglican Diocesan church event.
2. Churches may register as many teams as they wish for each game.
3. The Team Leaders from each church must register their teams at the registration counter by 8.00 a.m.
4. All registered participants are to be verified and confirmed by your respective church Vicar or Priest in Charge or Deaconess-in-charge as a member of the registering church.
5. As the games will be carried out simultaneously, please note that the organizer is not obliged to delay any game while waiting for participants to complete another game. It is the participants' responsibility to ensure the sufficient number of participants is present at the required time.
6. In the event of any protest, appeal, interpretation of rules, cancellation, changes, postponement or any accidental circumstances, the organizing committee shall have the rights to consider, deliberate and/or make any decisions or ruling which shall be final.
7. Registration forms with payment slips should be sent before 28th August 2023 via email to [anglicansportscarnival@gmail.com](mailto:anglicansportscarnival@gmail.com). Payments by cheque or online transfer is payable to details as follows:
  - i. Account Name: St. James Church
  - ii. CIMB Account No: 8000 183 706
  - iii. Reference as: Anglican Sports Carnival + [Church Name]
8. The system for the games (knockout / league) will be decided by the organizing committee based on the number of churches participating.

**DIOCESAN BISHOP'S TROPHY – ANGLICAN SPORTS CARNIVAL 2023**  
**GAMES' RULES**

**FUTSAL RULES**

**These are only basic rules for the competition, detailed rules will be given once register the team.**

**1. Number of Players**

- 1.1. Each team must have five players in the court including a goalkeeper.
- 1.2. Each team will have three substitutes. Each team will have eight players in total.

**2. Players' Apparel & Sport Equipment**

- 2.1. Suitable shoes to be worn.
- 2.2. If opposing team is wearing the same colour jersey, then either team must wear the west provided by the organizer. This will be decided using coin toss.
- 2.3. No bare foot allowed.

**3. Duration of the Game**

- 3.1. Two equal periods of 7 minutes per half.
- 3.2. Half-time: 1 minute to exchange side. Each game 15 minutes only.

**4. Game format**

- 4.1. League or knock out stage will be decided by the organizing committee.
- 4.2. If its group format, Win will get 3 points and draw 1 point.
- 4.3. If have teams that finishes with same points at the end, then GD (goal difference = goal scored (GS) – goal allowed (GA)) will be counted. If GD is still the same, then penalty shootout will decide (3 shoots)
- 4.4. Only the team that finishes first in each group with the highest points will go to the semifinals.

**5. Penalty shootout**

- 5.1. Only in third/fourth placing, semifinals and finals if the team draws after 15 minutes over.
- 5.2. Each team will take three shootouts.

**6. Results and decision making**

- 6.1. Referee's and organizer's decision is FINAL and NOT disputable.

**BADMINTON RULES**

**These are only basic rules for the competition, detailed rules will be given once register the team.**

**1. Number of Players**

- 1.1. Each team must consist of 10 players which will include Men's double (3 Pair), Women's double (1 Pair) and Mixed double (1 Pair).

**2. Players' Apparel & Sport Equipment**

- 2.1. Racquet is to be brought by the participant because none will be provided by the organizer.
- 2.1 Only 2 shuttlecocks will be provided for each game. If the shuttlecock has broken, then an additional shuttlecock will be given. Suitable shoes to be worn and no bare foot allowed

**3. Game format**

- 3.1. League or knock out stage will be decided by the organizing committee.



- 3.2. Total of 2 sets with 21 points scoring system. If deuce then will play another set which is the rubber set.
- 3.3. If the player fail to come into the court within 5min, walkover will be given out.
- 3.4. Before start of each game, name list of players must be given according to the format. A player only can play once in each match. But you may change the player rotation according to the format for the next match.
- 3.5. Match Format:
  - 1st Men's Double
  - Women's Double
  - 2nd Men's Double
  - Mix Double
  - 3rd Men's Double

#### **4. Results and decision making**

- 4.1. Referee's and organizer's decision is FINAL and NOT disputable.

### **VOLLEYBALL RULES**

**These are only basic rules for the competition, detailed rules will be given once register the team.**

#### **1. Number of Players**

- 1.1. Each team must have six (6) players in the court (5 male & 1 Female) and three (3) with minimum one (1) female substitutes. Each team will have nine (9) players in total.

#### **2. Players' Apparel & Sport Equipment**

- 2.1. Suitable shoes to be worn. No bare foot.

#### **3. Game format**

- 3.1. League or knock out stage will be decided by the organizing committee.

#### **4. Results and decision making**

- 4.1. Referee's and organizer's decision is FINAL and NOT disputable.

### **TABLE TENNIS RULES**

**These are only basic rules for the competition, detailed rules will be given once register the team.**

#### **1. Number of Players**

- 1.1. Each TEAM consists of 5 players
  - Men Singles
  - Men Doubles
  - Mix doubles

#### **2. Players' Apparel & Sport Equipment**

- 2.1. Players are recommended to bring their own set of racket.

### **3. Game format**

- 3.1. League or knock out stage will be decided by the organizing committee.
- 3.2. A game is played to 11 points, and the player must win by two points, the game continues until one player leads by two points.
- 3.3. A match typically played as a best of five games.

### **4. Results and decision making**

- 4.1. Referee's and organizer's decision is FINAL and NOT disputable.

## **DARTS RULES**

**These are only basic rules for the competition, detailed rules will be given once register the team.**

### **1. Number of Players**

- 1.1. Each TEAM consists of 5 players in any combination. (Must have at least 1 female player in each team)
  - Men Singles or Women Singles (Open Category)
  - Men Doubles or Women Doubles (Open Category)
  - Mix doubles

### **2. Players' Apparel & Sport Equipment**

- 2.1. Players are encouraged to bring their own set of darts and suitable shoes (no slippers)

### **3. Game format**

- 3.1. Each player starts with the same score (301) and the first to reduce his score to zero wins.
- 3.2. The game must start with a double. That is, each player must hit a double (any double) to start scoring. Each player's scoring begins with the score of the first dart that hits a double.
- 3.3. Players take turns throwing three darts each and subtract all points scored from their own beginning score (301).
- 3.4. Each player removes his own darts before the opponent throws. Darts that bounce off or miss the board do not score and cannot be rethrown that turn.
- 3.5. To win, you must reach zero before your opponent, but you must also reach exactly zero, and the dart that brings the score down to zero must be a double. Doubles consist of the numbers in the outside narrow scoring band and the center (small) bullseye which counts as 50 points and is an actual double of the outer 25-point bull.
- 3.6. Game example:
  - For instance, if you have 2 points left, you must hit a double-1 to bring the score down to zero. From 18 points, a double-9 would work. If you have an odd number left (a number that cannot be divided by 2), then darts must be thrown to reduce the score to an even number, before throwing at a double.
  - For instance, there is no possible double out from 19, so a way to finish would be to throw a single-3 first, reducing the score to 16. The 16 can then be "taken-out" by throwing a double-8.
- 3.7. Each game is only 15 minutes. If the game exceeds the time limit, best out of 3 throws will be the winner for that round.

### **4. Results and decision making**

- 4.1. Referee's and organizer's decision is FINAL and NOT disputable.

## **CARROM RULES**

**These are only basic rules for the competition, detailed rules will be given once register the team.**

### **1. Number of Players**

- 1.1 Each TEAM consists of 3 players in any combination.
  - Singles (Men or Women)
  - Doubles (Any combination)

### **2. Results and decision making**

- 2.1 Referee's and organizer's decision is FINAL and NOT disputable.

## **SCRABBLE RULES**

**These are only basic rules for the competition, detailed rules will be given once register the team.**

### **1. Number of Players**

- 1.2 Each TEAM consists of 2 players in any combination.
  - i. Doubles (Any combination)

### **2. Results and decision making**

- 2.1 Referee's and organizer's decision is FINAL and NOT disputable.

1. There will be only **DOUBLES** category in this scrabble tournament whereby each participating church must send at least two players to form a team. The formation of a team can be mixed doubles, men doubles or women doubles.
2. The reference dictionary that will be used during this tournament will be the Oxford English Dictionary. However, the reference dictionary may be changed without prior notice by the organizers.
3. Only participants are allowed to be in the tournament hall and supporters are strictly prohibited.
4. If participants are not present during the game or when called by the organizers, the organizers have the rights to disqualify their participation.
5. Below are the guidelines and rules & regulations that will be applied and observed during the scrabble tournament. Every participant is advised to go through the guidelines to ensure a smooth flow of tournament.

- 5.1. **Time allotted:** Each player is permitted maximum of 1 minute to complete his turn. Failing to complete his turn within the time allotted, he will lose his turn.
- 5.2. **Equipment:** Players are not allowed to bring any writing materials and papers. The organizers will provide the writing materials and score sheet. The 2 Letter Word reference paper will be provided.
- 5.3. **End of turn:** A player must not remove any tile or shift the tiles on the board once he has removed his finger from the last tile. A player's turn is deemed to have ended when he has removed his finger from the last tile. However, if he has utilized his allotted time frame of 1 minute and he has not completed his turn, he will have to withdraw his tiles and lose that particular turn.
- 5.4. **Blank tiles:** Blank tiles may be nominated as any letter. The player must state what letter each blank represents after which that blank will represent the specified letter for the duration of the game. Both players must note on their score sheets the letter the blanks represent and ensure that these records are in agreement before play proceeds further.
- 5.5. **Tile exchange:** Instead of playing words on the board, a player may choose to use his turn to exchange one or more tiles provided there are at least 7 tiles in the bag. The player will score zero for that turn.
- 5.6. **Procedure for exchange:** On deciding to exchange tiles, place face down on the table as many tiles from your rack as you wish to exchange. State the number of tiles you wish to exchange. Draw a like number of tiles from the bag and place them face down on the table. Place the discarded tiles in the bag and shuffle the bag.
- 5.7. **Passing:** A player may opt to pass his turn and score zero for that turn. In this case the player should state "PASS" without playing any tiles onto the board.
- 5.8. **Challenges:** A player may challenge any word(s) played by his opponent in the previous turn.
  - **Hold procedure:** A player considering a challenge should call "HOLD" within 15 seconds after the completion of the opponent's turn. If HOLD is called before the held player's rack is fully replenished, that player may continue to replenish his rack after the play is accepted or in any case one minute (or as nearly as can be determined from the clock) from the end of his turn. A player replenishing his rack while a hold is still in effect should keep fresh tiles separate from leftover tiles so that they may be returned to the bag in the event of a successful challenge. Acceptance of a play after a hold is called should be signified clearly by announcing "ACCEPTED" and is irrevocable. There is no limit to the length of time for HOLD.
  - **Challenge procedure:** On taking the decision to challenge, the challenger should call "CHALLENGE" and neutralize the clock at which point the challenge becomes irrevocable. The challenger must write clearly on a Challenge Slip one or several or all of the words formed by the challenged player during the turn just concluded. The challenged player may verify the accuracy of the completed Challenge Slip. The Challenge Slip should then be handed to tournament word judges for a ruling. The challenger may continue to shuffle his tiles.

- The word judges will return a ruling as to whether the words challenged are ACCEPTABLE or NOT ACCEPTABLE. If all the words challenged are deemed acceptable (i.e., included in the specified word authorities) the challenge is unsuccessful. Otherwise, the challenge is successful, and the challenged player must withdraw his play from the board and return any replenishment tiles to the bag. If any of the replenishment tiles have been mixed with leftover tiles, the successful challenger may draw at random the required number of tiles from the challenged player's entire rack and return them to the bag before his opponent withdraws his play from the board. Both players may view the returned tiles before they are replaced in the bag. Where all words challenged are ACCEPTABLE 5 points for every word challenged are added to the turn score of the challenged player.
  - The word judges must rule only as to whether the challenge as a whole is successful or unsuccessful, and in cases where more than one word is challenged must not indicate whether any particular word is acceptable.
  - The decision of the judges on the success of challenges is final. Players who doubt the accuracy of the judgment may request a recheck, which will be granted at the discretion of the judges.
  - After the challenge is concluded and scores have been recorded, the challenger's clock is started.
- 5.9. Players must not consult any word list, dictionary or any other forms of reference during the game except where specifically permitted by the rules of the tournament; which is the provided 2 Letter Word List.
- 5.10. A game ends and the clocks should be neutralized when
- One of the players has played all his tiles AND the bag is empty, OR
  - There have been 6 successive turns of zero scores, i.e., 3 moves from each player which are either challenged off, a tile change, or a pass; OR
  - The tournament director has declared an end to the round.
- 5.11. Tile penalty: After the game has ended, players who have tiles left on their racks, each player should deduct from his score the total tile value of his residual tiles.
- 5.12. Checking scores and recounts: During the game and immediately after the game has ended, if the players find that their records of scores do not match, they may resolve the discrepancy with the organizers. If both players' records match, a recount may be allowed only at the discretion of the organizers.
- 5.13. Complete set of tiles: A game result will still be valid even if it is discovered after commencement that the number and distribution of tiles was incorrect. It is the responsibility of the players to ensure that they are playing with a complete set before commencement.
- 5.14. Emergency Breaks: A player may leave and later return to a game in progress if emergency circumstances warrant and under the supervision of the Tournament Director. The player may leave only after he has ended his turn and activated his opponent's clock without replenishing his rack. He may replenish his rack upon returning.

6. Besides these rules, every player is expected to exercise common sense and courtesy in observance of these rules. All matters in doubt or dispute shall be referred to the organizers whose decision is FINAL.

### **TUG OF WAR RULES**

**These are only basic rules for the competition, detailed rules will be given once register the team.**

- 1. Number of Players**
  - 1.1 Each TEAM consists of 10 players with minimum 2 female players.
2.
  - 2. Results and decision making**
    - 2.1 Referee's and organizer's decision is FINAL and NOT disputable.

### **NETBALL RULES**

**These are only basic rules for the competition, detailed rules will be given once register the team.**

- 1. Number of Players**
  - 1.1 Each team must have seven (7) players in the court.
  - 1.2 Each team will have three (3) substitutes. Each team will have ten (10) players in total.
- 2. Players' Apparel & Sport Equipment**
  - 2.1 Suitable shoes to be worn.
  - 2.2 Netball vest will be provided by the organizer.
  - 2.3 No bare foot allowed.
- 3. Game format**
  - 3.1 League or knock out stage will be decided by the organizing committee.
  - 3.2 If its group format, Win will get 3 points and draw 1 point.
  - 3.3 If knock out format, will have 1<sup>st</sup> round, 2<sup>nd</sup> round, Quarterfinal, Semifinal and final.
- 4. Results and decision making**
  - 2.1 Referee's and organizer's decision is FINAL and NOT disputable.

### **ATHLECTICS RULES**

**These are only basic rules for the competition, detailed rules will be given once register the team.**

- 1. Number of Players**
  - 1.1 Unlimited, according to the event participate.
- 2. Game Format**
  - 2.1 100M (Open Individual Men's & Women's)
  - 2.2 400M (Individual Men's & Women's)
  - 2.3 800M (Individual Men's & Women's)
  - 2.4 4\*100M (Team Men's & Women's)
  - 2.5 100M (Individual Boys and girls aged 4 to 12)

### **3. Results and decision making**

3.1 Referee's and organizer's decision is FINAL and NOT disputable.

### **TELEMATCH RULES**

**These are only basic rules for the competition, detailed rules will be given once register the team.**

#### **1. Number of Players**

1.1 Each team must have 10 players (Mix Team – Men, Women & kids).

#### **2. Results and decision making**

2.1 Referee's and organizer's decision is FINAL and NOT disputable

**EVERY PLAYERS ARE EXPECTED TO BE FRIENDLY AND POLITE DURING THE GAMES.**