



VILLA INTERNATIONAL
HIGH SCHOOL

VIHS GAMES FEST 2026

Schedules will be released on March 6th. (InshaAllah)

Activity Pricing List

Activity	Price (MVR)
FC 26	100
Carrom Duos	50
Table Tennis	20
Chess	20
Block Blast	10

PRIZES

The winners of FC26 will be getting MVR500

The winner of BlockBlast will be getting MVR100

All the other prizes are TBD

FC 26 DUOS.

1. TOURNAMENT STRUCTURE

The tournament consists of two phases: The **League Group Stage** and the **Knockout Stage**.

Phase 1: League Group Stage

- **Groups:** Teams are divided into 4 groups (A, B, C, and D).
- **Format:** Round-Robin (Every team plays everyone else in their group once).
- **Points System:**
 - **Win:** 3 Points
 - **Draw:** 1 Point
 - **Loss:** 0 Points
- **Advancement:** The **Top 2 teams** from each group proceed to the Round of 8.

Phase 2: Knockout Stage (Round of 8)

- **Format:** Single elimination.
- **Matchmaking:** Seeds are determined by group placement (1st Place vs. 2nd Place).
- **Bracket Path:**
 - **QF 1:** 1st Group A vs 2nd Group B
 - **QF 2:** 1st Group C vs 2nd Group D
 - **QF 3:** 1st Group B vs 2nd Group A
 - **QF 4:** 1st Group D vs 2nd Group C

2. TIE-BREAKER PROTOCOLS

In the League Stage:

If teams are level on points, the following order applies:

Goal Difference (GD): (Total Goals Scored) – (Total Goals Conceded).

Goals For (GF): Highest total goals scored.

Head-to-Head: The result of the match between the two tied teams.

Golden Goal: A 1-half tie-breaker match (first to score wins).

In the Knockout Stage:

Matches **cannot** end in a draw. If scores are level at 90 minutes:

1. **Extra Time:** Two 15-minute in-game halves (Classic).
2. **Penalty Shootout:** If still level after Extra Time.

3. GAME SETTINGS & SETUP

All matches must be played using these standardized settings:

- **Mode:** Kick-off (2v2)
- **Half Length:** 4 or 5 Minutes
- **Difficulty:** World Class
- **Game Speed:** Normal
- **Injuries:** Off
- **Handballs:** Off
- **Teams:** Standard Club or International teams only (No Soccer Aid/Custom XI).

4. CODE OF CONDUCT

Pausing & Technicals

- **Legal Pauses:** Only when the ball is dead (out of play) or during clear possession in your own half.
- **Penalty:** Pausing during an opponent's attack or active play may result in a 1-goal penalty or forfeit at the Referee's discretion.
- **Tactics:** Teams are allowed 1 minute of total pause time per half for substitutions/tactics.

Sportsmanship

- **Reporting:** Both team captains must report to the Score Desk immediately after the match to confirm the result.
- **Behavior:** Excessive shouting, foul language, or intentional distraction of opponents will result in one warning. A second offense results in immediate disqualification.
- **Controller Care:** Respect the equipment. Physical abuse of controllers or consoles is grounds for disqualification.

5. REGISTRATION & ELIGIBILITY

Team Requirements

- **Duo Formation:** Each team must consist of exactly two players. Roster changes are not permitted once the League Stage begins.
- **Team Names:** Teams must choose a unique name. Names must be school-appropriate; any offensive or suggestive names will be renamed by the organizers.
- **Entry Fee:** MVR 100 from per team. All fees must be paid at the time of sign-up (payment details will be in the form) to secure a slot.
- **Check-in:** Both players must be present at the venue 5 minutes before their first scheduled match. Failure to show up for a match results in a **3-0 forfeit loss**.

Equipment

- **Controllers:** The tournament will provide standard controllers. However, players are encouraged to **bring their own controllers** to ensure comfort.
- **Syncing:** If bringing a personal controller, players are responsible for syncing and desyncing their device after the match to avoid interference with other games.

6. DISPUTES & VOLUNTEERS

- **Referee Authority:** Each play areawill have a designated Student Volunteer/Referee. The Referee's decision on fouls, pauses, or conduct is **final**.
- **Glitch Policy:** In the event of a game-breaking glitch (e.g., ball disappearing, player frozen), the match will be restarted from the current score and time if possible. If not, the Referee will decide whether to replay the half.

CARROM

1. Tournament Structure

- **Format:** Play will follow a Straight Knockout (Single Elimination) structure.
- **Elimination:** If a team loses a match, they are immediately eliminated from the tournament.
- **Preliminary Rounds:** Matches will be played as a Best-of-Three Boards.
- **Semi-Finals & Finals:** Matches will be played as a Best-of-Three Boards.
- **Time Constraints:** No time limit will apply to the Semi-Finals or Finals unless deemed necessary by the tournament organizers.
- **Scoring (ICF Standard):** The winning team scores 1 point for every opponent's coin left on the board.
- **Queen Bonus:** If the winning team also covered the Queen, they receive an additional 3 points.

2. Tie-Breaking & Match Resolutions

- **Winning a Board:** A board officially ends when one team successfully pockets all of their assigned coins.
- **Time-Limit Resolutions:** If the 15-minute time limit is reached during preliminary rounds, the team with the highest point total on the board wins the match.

3. Technical Game Settings

Setting	Requirement
Assigned Coins	The team breaking aims for the White coins; the opposing team aims for the Black coins.
The Break	A coin toss determines which team breaks first. In a best-of-three match, the break alternates between teams for subsequent boards.
Turn Rotation	Play proceeds in a counter-clockwise direction (to the right).
Striking Mechanics	The striker must be flicked with the fingers (thumb, index, or middle finger); pushing or "shoving" is a foul.
Striker Placement	When placed on the baseline, the striker must touch both front and rear lines, or sit completely within the end circles without cutting the moon.
Backward Shots	The striker cannot be played backward directly; it must bounce off a frame edge first to hit a coin located strictly behind the baseline.
Turn Continuation	A turn continues as long as a player legally pockets one of their assigned coins or the Queen followed by a cover. If they fail, the turn passes to the right.
Pocketing The Queen	The Red Coin (Queen) can be pocketed at any time after a team pockets at least one assigned coin. It cannot be the last coin pocketed.
Covering The Queen	After pocketing the Queen, the player must pocket an assigned coin on the next strike to "cover" and claim it. If they fail, the Queen is returned to the exact center of the board.
General Fouls	When a foul occurs, the turn immediately ends, and a Penalty Coin (an already pocketed coin) is returned to the center circle by the opponent.
Striker Fouls	Pocketing the striker is a foul. If a player pockets their own coin and the striker on the same shot, the coin is returned to the center, a penalty coin is placed, and the player loses their turn.
Out of Bounds	If a coin or striker jumps off the board, it is returned to the center. If it was the striker, it is a foul and a penalty coin applies.
Illegal Touch	Touching any coin on the board with a hand or arm during play is a foul.

4. Player Code of Conduct

- **Behavioral Standards:** Players must demonstrate good sportsmanship at all times. Trash-talking, table-banging, or distracting opponents while they are striking is prohibited.
- **Warning System:** A first offense for poor conduct results in a single warning. A second offense results in disqualification.
- **Seating Protocol:** Players must remain seated while striking. Chairs cannot be moved during a shot.
- **Communication Protocol:** Partners may communicate and strategize. However, they cannot physically point out angles on the board or interfere while the opponent is preparing to strike.

5. Eligibility & Logistics

- **Team Formation:** Each team must consist of exactly two players.
- **Seating Arrangement:** Partners will sit directly opposite each other across the carrom board.
- **Punctuality:** Teams must report to their assigned board within 5 minutes of the match announcement.
- **Late Arrivals:** Failure to appear within the allotted time will result in an automatic forfeit (walkover) for the opposing team.
- **Entry Fee:** MVR 50 from per team. All fees must be paid at the time of sign-up (payment details will be in the form) to secure a slot.

6. Officiating & Disputes

1. **Referee Authority:** Each board will have an assigned referee or scorekeeper. The referee's decision on fouls, points, and disputes is final.
2. **Scorekeeping Tools:** Scorekeepers will use printed Individual Match Scorecards to record board progression and results.
3. **Tournament Tracking:** A Master Tournament Tracker will be kept at the main registration desk to log progression from Round 1 through the Finals.

TABLE TENNIS

1. Competitive Format

- **Registration Dependency:** The tournament format shifts based on the final number of registered players.
 - **Under 12 Players:** The tournament will immediately default to Phase 2 (Straight Knockout).
 - **12 or More Players:** The tournament will begin with Phase 1 (Group Stage) before progressing to Phase 2.
- **Phase 1: Group Stage (League)**
 - **Structure:** Players are divided into groups of 3 or 4. Round-Robin format (everyone plays everyone in their group once).
 - **Scoring:** 3 pts (Win), 0 pts (Loss).
 - **Qualification:** The Top 2 players from each group advance to the Knockout Stage.
- **Phase 2: Knockout Stage**
 - **Structure:** Single elimination bracket.

- **Seeding (if following Phase 1):** Group winners play runners-up from other groups (e.g., Group A 1st vs Group B 2nd).
- **Bracket Path:** Round of 16 → Quarter-Finals → Semi-Finals → Final.

2. Tie-Breaking & Match Resolutions

Crucial for settling disputes without organizer bias.

Group Stage Tie-Breakers (In order):

- **Set Difference:** (Total Sets Won) – (Total Sets Lost).
- **Point Difference:** (Total Points Won across all matches) – (Total Points Lost).
- **Head-to-Head:** The match result between the tied players.
- **Sudden Death:** A single set played to 5 points.

Knockout Resolutions:

- Matches cannot end in a draw.
- Procedure: Play continues until a player wins the required number of sets (Best-of-3 or Best-of-5).

3. Technical Game Settings

The "Engine Room" of the rules. These govern the mechanics of play.

Setting	Requirement
Game Mode	Singles (1v1)
Set Length	First strictly to 11 points . <i>(Note: No 2-point lead is required. A score of 11-10 wins the set).</i>
Match Length	Best-of-3 Sets
Serving Rules	Each player serves 2 consecutive points, then the serve switches. At a 10-10 tie, the next serve decides the set.
Let Serves	If a serve hits the net but still bounces on the opponent's side, it is a "Let" and the serve is replayed. No point is awarded.
Switching Sides	Players switch sides of the table after every set. In a deciding final set, players switch sides once someone reaches 5 points.

4. Player Code of Conduct.

- **Timeouts / Pausing:** Players are allowed one 1-minute timeout per match, to be taken only between sets.
- **Time Management:** Delays between serves must be kept to a minimum. Continuous play is expected.
- **Behavioral Standards:** * Zero tolerance for "Toxic" behavior (foul language, shouting, distracting the opponent during a serve, or throwing paddles).
 - Warning System: 1st Offense = Official Warning; 2nd Offense = Match Disqualification.
- **Equipment Care:** Intentional damage to school tables, nets, or provided paddles results in immediate expulsion from the fest and potential liability for replacement costs. Leaning heavily on or sitting on the table is strictly prohibited.

5. Eligibility & Logistics

- **Format:** Individual (1v1).
- **Registration:** * Check-in: Players must be present at their assigned table 5 minutes before their scheduled match. Late arrival results in an automatic 3-0 set Forfeit.
- **Peripherals:** Players may bring their own personal paddles, but they must be standard (no bare wood hitting surfaces). The school will provide standard paddles for those who need them.
- **Entry Fee:** MVR 50 from per team. All fees must be paid at the time of sign-up (payment details will be in the form) to secure a slot.

6. Officiating & Disputes

- **Referee Authority:** Each table will have a designated scorekeeper. Decisions made by the umpire regarding edge balls (ball hitting the edge of the table vs. the side), let serves, or conduct are final.
- **Disputed Points:** If both players and the umpire are completely unsure if a ball hit the edge or missed, the point should be replayed as a gesture of fair play.
- **Reporting:** Both players must verbally confirm the final score with the scorekeeper before leaving the table area. The scorekeeper will deliver the scorecard to the Score Desk.

BLITZ CHESS

1. Tournament Format

This section defines how the winner is determined.

- **Format Overview:** The tournament will operate strictly as a Knockout (Single Elimination) event.
- **Knockout Stage Structure:** * **Structure:** Single elimination bracket.
 - **Seeding:** Players will be seeded via a random draw before the tournament begins.
 - **Bracket Path:** Round of 32 → Round of 16 → Quarter-Finals → Semi-Finals → Final.
 - **Color Allocation:** Colors (White/Black) for the first game of any matchup will be decided by a blind pawn draw or coin toss.

2. Tie-Breaking & Match Resolutions

- **Knockout Resolutions:**
 - **Draws:** In chess, a match can end in a draw (via stalemate, 3-fold repetition, 50-move rule, insufficient material, or mutual agreement).
 - **Procedure for a Draw:** If a standard 5-minute game ends in a draw, players will immediately play a tie-breaker game.
 - **Tie-Breaker (Armageddon):** Colors are re-drawn. White receives **5 minutes** on the clock, and Black receives **4 minutes**. However, if this game ends in a draw, **Black is declared the winner** and advances.

3. Technical Game Settings

The "Engine Room" of the rules.

Setting	Requirement
Game Mode	1v1 Blitz Chess
Time Control	5 Minutes per player (0-second increment/delay)
Touch-Move Rule	Active. If a player touches their piece, they must move it if a legal move exists. If they touch an opponent's piece, they must capture it if legal.
Clock Handling	Players must hit the chess clock with the same hand they used to move their piece.
Illegal Moves	If a player makes an illegal move and hits the clock, the opponent must pause the clock and claim it. First offense: Opponent is awarded 1 extra minute. Second offense: Immediate forfeit of the game.
Pawn Promotion	You must pause the clock if you need to fetch a Queen (or other piece) for promotion.

4. Player Code of Conduct

- **Clock Etiquette:** Slamming or picking up the chess clock is strictly prohibited. Unauthorized rough handling results in a time penalty.
- **Behavioral Standards:** * Complete silence is required in the playing area.
 - Zero tolerance for "Toxic" behavior (trash talk, distracting the opponent, or arguing).
 - Warning System: 1st Offense = Official Warning / 1-minute time deduction; 2nd Offense = Match Disqualification.
- **Equipment Care:** Intentional damage to the boards, pieces, or clocks results in immediate expulsion from the fest and potential liability for replacement costs.

5. Eligibility & Logistics.

- **Team Formation:** 1v1 (Individual format). No substitutions are allowed.
- **Registration:**
 - Check-in: Must be present at the assigned board 5 minutes before the round begins. Late arrival (5+ mins) results in an automatic forfeit. If a player is late but under 5 minutes, their clock will be started by the arbiter.
- **Entry Fee:** MVR 20 per player.. All fees must be paid at the time of sign-up (payment details will be in the form) to secure a slot.
- **Peripherals:** The school will provide boards, pieces, and digital chess clocks. Players may not use phone apps as replacements for official chess clocks unless explicitly approved by the chief arbiter.

6. Officiating & Disputes

- **Arbiter Authority:** Decisions made by designated arbiters regarding illegal moves, clock malfunctions, or conduct are final.
- **Summoning the Arbiter:** If a dispute occurs (e.g., claiming a 3-fold repetition draw or reporting an illegal move), a player must **pause the clock** and raise their hand to summon an arbiter. Arguing without the arbiter present is prohibited.
- **Reporting:** Both players must verify the final result (1-0, 0-1, or 0.5-0.5) and report it to the Score Desk immediately post-match.

BLOCK BLAST

1. Competitive Format

This section defines how the winner is determined.

- **Format:** High-Score Leaderboard.
- **Structure:** Open-play session. Players use **official tournament devices** to set their scores during event hours.
- **Goal:** Have the single highest score recorded on the official devices by the end of the day.
- **Winner:** The player at the #1 spot when the event closes wins the trophy.

2. Tie-Breaking & Match Resolutions

Crucial for settling disputes fairly.

- **High-Score Tie:** If two players have the exact same top score, they must both do a timed round of block blast for 5 mins as a tie breaker. The player with the highest score at the end of 5 minutes wins.
- **Resolution:** All scores must be achieved on provided devices and witnessed by a staff member to be "Official."

3. Player Code of Conduct

Standards for sportsmanship and etiquette.

- **Integrity:** No cheats or external move-suggestion apps.
- **Fair Access:** Players must step down from the provided device after their run ends to allow the next person in line to play.
- **Behavior:** No distracting others while they are mid-run.
- **Warning System:** 1st Offense = Score wiped; 2nd Offense = Disqualified.

4. Eligibility & Logistics

The "Business" side of the tournament.

1. **Queue System:** Players join a "Queue" at the gaming station to use the provided devices.
2. **Registration: * Fee:** MVR 20 per try.
 - **Check-in:** Register at the Score Desk to get your name on the attempt list.
3. **Device Care:** Any intentional damage (banging, throwing) to the provided tablets/phones results in immediate expulsion and liability for repair costs.

5. Officiating & Disputes

Defines who has the final say.

- **Referee Authority:** Referees manage the device queue and must witness the "Game Over" screen to log the score.
- **Technical Issues:** If a provided device crashes or lags, the Referee decides if a "Re-run" is granted.
- **Reporting:** The Referee logs the score immediately on the Master Leaderboard after the run ends.