



Republic of the Philippines
Department of Education
NATIONAL CAPITAL REGION
SCHOOLS DIVISION OFFICE OF MUNTINLUPA CITY

Office of the Schools Division
Superintendent

FEB 17 2025

MEMORANDUM
No. 078, s. 2025

MUNTILYMPHICS SPORTSFEST 2025


To: OIC-Assistant Schools Division Superintendent
Chief Education Supervisor, Curriculum Implementation Division
OIC-Chief Education Supervisor, School Governance and Operations Division
Public Elementary and Secondary School Heads/OICs
All Others Concerned

1. This is a letter from MS. CYNTHIA B. VIACRUSIS, Department Head, Youth Affairs and Sports Development Office (YASDO), dated January 31, on the above-captioned title, the contents of which are self-explanatory, for the information and guidance of all concerned.
2. Accordingly, it is hereby advised that school heads through their sports coordinators, must identify the learner participants and secure signed parental consent or waiver.
3. Please see the attachment relative to the non-traditional game guidelines and mechanics, focal person and the required number of learner participants per school.
4. Immediate and wide dissemination of this Memorandum is desired.

For:

VIOLETA M. GONZALES
Assistant Schools Division Superintendent
Officer-In-charge
Office of the Schools Division Superintendent

By:


DR. LILIA A. RICERO
OIC-Assistant Schools Division Superintendent
Officer-In-charge
Office of the Schools Division Superintendent

Enclosure: As stated

Reference:

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

TRAININGS SCHOOLS TEACHERS LEARNERS
ECE/ **MUNTILYMPHICS SPORTSFEST 2025**
078/February 13, 2025

NUM-2025-078



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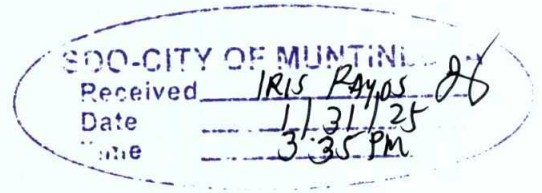
Republic of the Philippines
CITY GOVERNMENT OF MUNTINLUPA
Youth Affairs and Sports Development Office



January 31, 2025

VIOLETA M. GONZALES

Assistant School Division Superintendent Officer-In Charge
School Division Office-Muntinlupa
City of Muntinlupa



Dear Dr. Gonzales

In celebration of the 30th Cityhood Anniversary, the City Government of Muntinlupa through YASDO will conduct "**MUNTILYMPICS**" on **February 25, 2025** with the following non-traditional events; SWIMMING RELAY, ATHLETICS RELAY, DART, BASKETBALL 3X3, BADMINTON and CHESS.

Relative to this, we would like to request for Division Memorandum of Public and Private Schools Elementary, Junior and Senior High School.

Considering that this is one day event, numbers of slots per event is limited that's why first come first serve basis, will be implemented during registration.

Attached here with guideline and mechanics of each event.

For your information approval

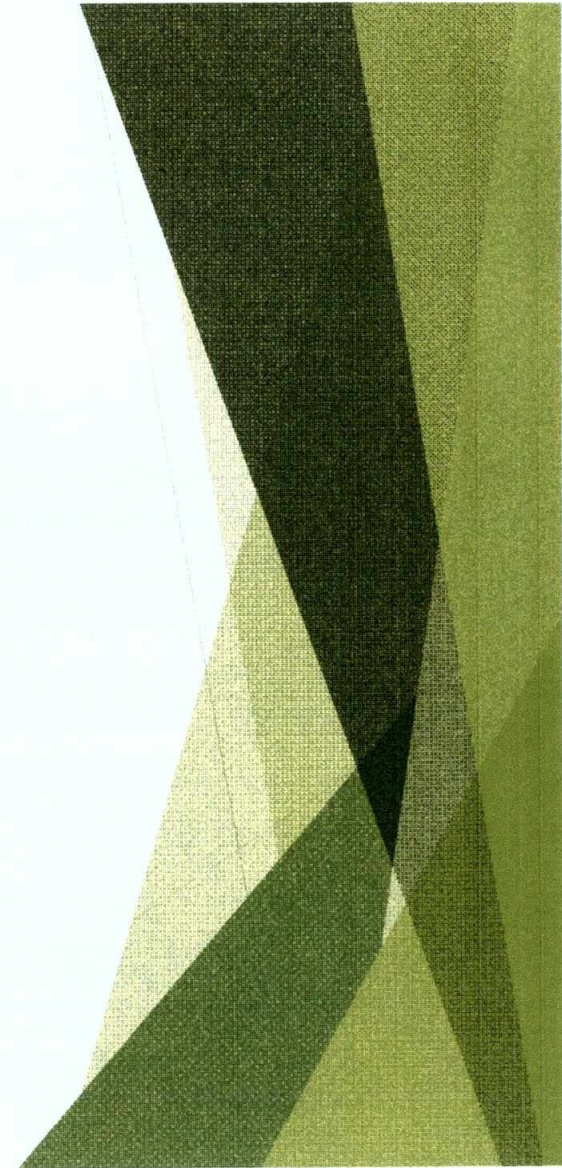
Respectfully yours,

CYNTHIA B. VIACRUSIS

Department Head II
Youth Affairs and Sports Development Offices

Non- Traditional Games

1. Swimming Relay (5 players) High School and Elementary Level
2. Dart (1 player) High School Level
3. Athletics (5 players) HS and Elem. Level
4. Badminton (Women and Men Singles) HS and Elem. Level
5. Basketball (3x3) (4 players) High School Level
6. Chess (2 players) High School Level





MUNTILYMPICS SPORTSFEST 2025

FEBRUARY 25, 2025

**MUNTINLUPA SPORTS CENTER, MUNTINLUPA AQUATIC CENTER, MUNTINLUPA TRACK
OVAL**

NON – TRADITIONAL GAMES GUIDELINES AND MECHANICS:

SWIMMING RELAY:

- **5 PLAYERS - TEAM: JHS**
- **TEAM COMPOSITION:** A FREESTYLE RELAY TEAM CONSIST OF FIVE SWIMMERS, EACH SWIMMING **50M**.
- **STROKE:** ALL SWIMMERS MUST SWIM **FREESTYLE**.
- **ORDER:** SWIMMERS MUST SWIM IN THE ORDER LISTED ON THE RELAY SLIP
- **TOUCHING THE WALL:** SWIMMERS MUST TOUCH THE WALL WITH SOME PART OF THEIR BODY AT THE END OF EACH LENGTH AND AT THE FINISH.
- **BREAKING THE SURFACE:** SWIMMERS MUST BREAK THE SURFACE OF THE WATER AT SOME POINT DURING THE RACE, EXCEPT FOR THE DISTANCE OF UP TO 15 METERS AFTER THE START AND EACH TURN.

DARTS:

- **1 PLAYER: HIGH SCHOOL**
- **Object of the Game:**
The goal of the dart game Cricket is to score points by closing out numbers 20 to 15 and the bullseye on a dartboard. The player or team with the most points at the end of the game wins.
- **Scoring:**
Singles: A single hit on a number scores one mark.
Doubles: A double hit on a number scores two marks.
Triples: A triple hit on a number scores three marks.
Outer bullseye: Worth 25 points.
Inner bullseye: Worth 50 points.
- Which player takes the first turn in a game is decided by throwing a single dart each with the nearest to the bull taking the first throw.
- A throw consists of throwing three darts unless the game is won in fewer
- Only darts in the board at the end of the throw are counted and ones that bounce or fall out cannot be thrown again.
- If a player scores more than their remaining points total their throw ends and is scored zero (for example if they have 16 remaining and accidentally hit a 20 with their first dart). The centre of the bull should be exactly 5ft 8in (1.73 metres) high.
- **Darts** are thrown from a clearly marked toe-line, often called the oche, at least 7ft 9 ¼ in from the board, measured horizontally.



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CHESS:

- **2 PLAYERS – REP: HS**

- The tournament shall be governed by the FIDE LAWS of Chess (January 1, 2023) and those stated in the following ground rules:
 - A. Team Composition
 - 1. One (1) boy and one (1) girl in High School Level.
 - 2. Each team shall be composed of two (2) players and a coach.
 - B. The **Swiss Manager Pairing Program** shall be used. Pairing according to start rank.
Protest in pairing shall not be entertained.
 - C. The initial ranking of players will be based on **draw lots**.
 - D. The use of chess clock is compulsory.
 - E. Players who have finished their games should leave the playing area immediately after submitting their scores sheets.
 - F. Players must observe proper dress code while playing. The use of slippers, short pants and sando are prohibited.

- **STANDARD CHESS**

1. Time control shall be **fifteen minutes (15) 10 seconds increment** for each player to finish the game using the digital clock.
2. Illegal moves
 - 3.1 Wrong movement of pawn/piece
 - 3.2 Exposing the king to an attack
 - 3.3 Capturing the opponent's king
 - 3.4 Non-replacement of piece after pawn promotion
 - 3.5 Using two hands in making a move
 - 3.6 Displacement of piece/s on the chess board
 - 3.7 Use of force in pressing the chess clock, hover it and pick it up, and
 - 3.8 Infringement: non-recording of moves and advance notation.
4. Penalties
 - 1st offense - addition of two minutes to the opponent's time
 - 2nd offense - loss of the game

- **B. SCORING SYSTEM**

- A. player is credited **1** point for a win, **.5** for a draw and **0** for a loss.

- **TIE BREAKS**

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

1. **INDIVIDUAL RESULTS**

- 1.1 Direct Encounter
- 1.2 Greater number of victories
- 1.3 Sonnen Berger(SB) System (52)
- 1.4 Koya (points against player with $\geq 50\%$ of the points)

2. A **Sudden Death Match (Armageddon)** shall be played to resolve the tie after applying all the tie-break systems.

- **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 game is in progress shall lose their match.

- **COLLATILLA**

- A. All other matters not covered in these rules shall be decided by the Chess Technical Officials.

- B. The Organizer (Chess Tournament Committee) reserves the right to amend or alter any provision of the above-mentioned rules and regulations for the success and interest of the tournament.



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- **PLAYING FORMAT:**

Single round elimination format: 8:4

Winners on final 4 will advance to play for 1st and 2nd place, the other 2 will play for 3rd place, BEST OF 3 FOR 1ST AND 2ND PLACE MATCH.

ATHLETICS:

- **5 PLAYERS - TEAM: ELEM ; (3MALE - 2FEMALE)**
- **BATON EXCHANGE: THE BATON MUST BE EXCHANGED WITHIN A 20M PASSING ZONE/CHANGE OVER ZONES.**
THE BATON IS CONSIDERED EXCHANGED WHEN ITS IN THE RECEIVING RUNNERS HAND
- **BATON HANDLING: THE BATON MUST BE CARRIED BY THE HAND THROUGHOUT THE RACE. IF DROPPED, THE RUNNER WHO DROPPED IT MUST RECOVER IT.**
- **LANE MARKINGS: LINES MARK THE CHANGE OVER ZONES AND THE DISTANCES OF EACH LEG**
- **CHECK MARKS: IN RACES RUN IN LANES, RUNNERS CAN PLACE A CHECK MARK IN THEIR LANE USING ADHESIVE TAPE.**
- **DISTANCES: STANDARD RELAY DISTANCES: 5X200M**
- **BATON SPECIFICATIONS: THE BATON SHOULD BE A SMOOTH, HOLLOW TUBE MADE OF RIGID MATERIAL LIKE WOOD OR METAL. IT SHOULD BE 280-300 MM LONG, WITH AN OUTSIDE DIAMETER OF 40MM, AND WEIGH AT LEAST 50G. IT SHOULD ALSO BE A COLOR THAT'S EASY TO SEE DURING THE RACE.**
- **DISQUALIFICATION: A TEAM CAN BE DISQUALIFIED IF A RUNNER DROPS THE BATON DURING THE EXCHANGE OR IF THE EXCHANGE HAPPENS OUTSIDE THE DESIGNATED AREA.**
- **NOTES: ORDER OF RUNNERS: 1ST 2ND 3RD 4TH 5TH: M F M F M**

BADMINTON:

- **2 PLAYERS: MALE AND FEMALE: SINGLES EVENT: ELEMENTARY**
- **SCORING: A BADMINTON SINGLES MATCH IS BEST OF THREE GAMES, EACH WON BY THE FIRST PLAYER TO REACH 21 POINTS WITH A TWO-POINT LEAD. A POINT IS SCORED FOR EACH RALLY WON, AND THE WINNER OF A RALLY SERVES NEXT.**
- **SERVING: THE SERVER STARTS FROM THE RIGHT SERVICE COURT WHEN THE SCORE IS EVEN OR AT THE BEGINNING OF THE GAME. WHEN THE SERVERS SCORE IS ODD, THEY START FROM THE LEFT SERVICE COURT. THE SIDE THAT WINS A GAME SERVES FIRST IN THE NEXT GAME.**
- **SERVICE COURT ERRORS: A SERVICE COURT ERROR OCCURS WHEN A PLAYER SERVES OUT OF TURN, FROM THE WRONG SERVICE COURT, OR STANDS ON THE WRONG SERVICE COURT. IF THE ERROR IS DISCOVERED BEFORE THE NEXT SERVICE, ITS CORRECTED IF BOTH SIDES MADE AN ERROR AND LOST THE RALLY, THE ERROR ISNT CORRECTED.**



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- **AREA OF PLAY:** THE SIDE LINES ARE OUT AT ALL TIMES, INCLUDING DURING SERVICE. THE BACK BOX IS CONSIDERED IN DURING SERVICE.
- **OTHER RULES:** PLAYERS CAN'T TOUCH THE NET WITH THEIR BODY OR RACQUET, CARRY THE SHUTTLECOCK ON THEIR RACQUET, OR REACH OVER THE NET TO HIT THE SHUTTLECOCK. PLAYERS CAN MOVE TO ANY OTHER POSITION ON THEIR SIDE OF THE COURT, AS LONG AS THEY DON'T BLOCK THE SERVER OR RECEIVER'S VIEW.

BASKETBALL:

- **3X3: 4 PLAYERS - TEAM: HS**
- **FIBA 3X3 RULES**

The regular playing time shall be 1 period of 10 minutes. The game clock shall be stopped during dead ball situations and free throws. The game clock shall be restarted when:

- During a check-ball, the ball is at the disposal of the offensive player after the check-ball has been completed.
- After a successful last free throw, the next offensive team is in possession of the ball.
- After an unsuccessful last free throw and the ball continues to be live, the ball touches or is touched by any player on the playing court.

The first team to score 21 points or more wins the game if it happens before the end of regular playing time. This "sudden death" rule applies to the regular playing time only (not to a potential overtime).

If the score is tied at the end of regular playing time, an overtime shall 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.

A team shall lose the game by forfeit if at the scheduled starting time of the game 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). For the winning team this game result shall not be considered when calculating the team's average score while for the losing team this game result shall be considered with 0 points when calculating the team's average score. A team shall be disqualified from the competition after its second forfeit or in case of no-show.

A team shall lose the game 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 may choose to keep its score as it stands or to have the game forfeited, whilst the defaulting team's score is set to 0 in any case. In case of a default where the winning team chooses to have the game forfeited, the game result shall not be considered when calculating the team's average score.

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



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NUMBER OF PARTICIPANTS PER SCHOOL

NO.	SCHOOL	ATHLETICS Elementary		BADMINTON Elementary		BASKET BALL 3X3 JHS/SHS	CHESS JHS/SHS		DART JHS/SHS	SWIMMING JHS	
		MALE	FEMALE	MALE	FEMALE	MALE	MALE	FEMALE	MALE	MALE	FEMALE
1	MES	3	2	1	1						
2	TES	3	2								
3	POBES	3	2								
4	IES	3	2	1	1						
5	PES	3	2	1	1						
6	LIS	3	2	1	1						
7	SHES	3	2								
8	BESM	3	2	1	1						
9	FDMES	3	2	1	1						
10	VHES			1	1						
11	AES	3	2	1	1						
12	BES I	3	2	1	1						
13	FAES			1	1						
14	CESA	3	2								
15	CESM	3	2	1	1						
16	BES	3	2								
17	BSES			1	1						
18	SESM	3	2								
19	SESSPA Z-3			1	1						
20	SESSPA Z-4			1	1						
21	MNHS					4	1	1	1	3	2
22	PNHS					4	1	1	1	3	2
23	TNHS					4	1	1	1	3	2
24	LIS					4	1	1	1	3	2
25	MSHS					4	1	1	1	3	2
26	PEDHS					4	1	1	1	3	2
27	MBHSM					4	1	1	1	3	2
28	MBHSSA					4	1	1	1	3	2
29	CSHS					4	1	1	1	3	2
30	SSHS					4	1	1	1	3	2



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MUNTILYMPICS SPORTSFEST 2025 FOCAL PERSON

NO.	NAME	EVENT	SCHOOL/OFFICE
1	WARREN MACATUBAL	ATHLETICS	TES
2	ELMIER SANTUYO	BADMINTON	BESM
3	ROLDAN PARSON BASTAOANG	BASKETBALL	MNHS
4	CESAR GRATIL JR.	CHESS	MES
5	YASDO PERSONNEL	DART	YASDO
6	YASDO PERSONNEL	SWIMMING	YASDO