



**TAYLOR'S
UNIVERSITY**
Wisdom • Integrity • Excellence



**UNIVERSITI
KEBANGSAAN
MALAYSIA**
*The National University
of Malaysia*



Medics Intervarsity Games 2025

REGISTRATION GUIDELINES

ELIGIBILITY

1. Only students in Malaysia who are pursuing the degree of session 2024/2025 as listed below are eligible to participate.

- Modern Medicine
- Traditional & Complementary Medicine
- Nursing
- Physiotherapy
- Biomedical Sciences
- Nutrition and Dietetics
- Occupational Therapy
- Emergency Medicine

2. The registration is open to all year 1 until 5 students of session 2024/2025 and fresh medical graduates batch 2024/2025 only (must represent their graduate university).

3. All participants **MUST** show their student ID during registration at MIVG 2025.

4. ONLY registrations by Contingent Leaders or Team Leaders recognized by the Contingent Leader will be accepted.



GAME REGISTRATION

1. The registration period (phase 1) starts on the **20th of August 2025 at 6 pm (MYT)** and closes on the **10th of September 2025 at 11:59 pm (MYT) for **Physical Sports** and 6th of September 2025 at 11:59 pm (MYT) for **E-Sports****
2. The registration Google forms will be given to Contingent Leaders on the **20th of August 2025 at 5.55 pm (MYT).**
3. List of games for MIVG 2025:

Online

- a. Mobile Legends
- b. PUBG mobile
- c. Valorant
- d. Chess

Physical

- a. Aerodance
- b. Badminton
- c. Basketball
- d. Football
- e. Frisbee
- f. Futsal
- g. Netball
- h. Swimming
- i. Table Tennis
- j. Track & Field



k. Volleyball

4. Participants are allowed to participate in as many categories/games as they want as long as the schedule doesn't clash. **Participants are required to go through the tentative schedule before registering.**

5. The registration for games is generally based on a **first come first serve basis.**

6. Please familiarise yourself with the tentative as well as the rules & regulations prior to registering

: [MIVG RRG + TENTATIVE](#)



Game Registration

ONLINE GAMES/ ESPORTS REGISTRATION

! ATTENTION, ONLY FIRST PLAYER (TEAM LEADER) CAN FILL IN AND EDIT THE GOOGLE FORM !

1. The registration fee for all E-sports is **RM10/participant if competing remotely** (non inclusive of merchandise and meals). Kindly put the name of your game, category, university, etc. on the receipt's reference. Details on what exactly to include will be available in the registration form itself.
2. Participants are allowed to participate in as many games as they want as long as the schedule does not clash. **Participants are required to go through the tentative schedule before registering.**
3. The maximum number of teams for each E-sport game is 26 teams, and only ONE team is allowed to register from each university. However, a maximum of THREE individuals is allowed to register from each university for Individual categories.
4. For E-sports, first participants (team leaders) are responsible for collecting the total amount of registration fees that are equal to at least the minimum numbers of participants of that particular game from your teammates, sum it up and upload the payment in **one receipt only** to secure your seat. Eg: You are joining PUBG, the minimum number of participants for PUBG in a team is 3, So you have to pay at least RM30 then add the participation fees of additional teammates (if any) to secure your position in the list.



5. All **participants** of the E-Sports competitions will receive e-certificates, inclusive of the RM10 registration fee. **Only winners are given medals via courier/ handed to contingency leader**

PHYSICAL GAMES REGISTRATION

! ATTENTION, ONLY FIRST PLAYER (TEAM LEADER) CAN FILL IN THE GOOGLE FORM !

Badminton, Table Tennis:

1. The registration fee for physical games is RM65/participant for the first game/category and RM20 for subsequent games/category. Kindly put the name of your game, category, university, etc. on the receipt's reference. Details on what exactly to include will be available in the registration form itself.

2. Participants are allowed to participate in as many games as they want as long as the schedule does not clash. **Participants are required to go through the tentative schedule before registering.**

3. The maximum number of participants for **Men's Singles and Women's Singles** is **32 participants**. Each of the 26 universities is welcome to send one main participant per category. The remaining 6 slots will be allocated on a first-come, first-served basis according to the timestamp on the Google Form, as reflected in the generated spreadsheet.

4. The maximum number of teams for **BADMINTON Men Doubles, Women Doubles & Mixed Doubles** is **20 teams**, whilst **TABLE TENNIS Men Doubles, Women Doubles &**



Mixed Doubles is 16 teams hence we prioritize one participation from each university before we accept the second participation from the university to register the competition which is the earliest to fill in the Google Form according to the Spreadsheet generated.

5. Each participant will receive according to the registration package including a canvas tote bag, MIVG shirt, lanyard, enamel pin, button badges, cap and face towel, E-certificates and light refreshments. Only winners are given medal

Track & Field and Swimming:

1. The registration fee for physical games is RM65/participant for the first game/category and RM20 for subsequent games/category. Please kindly put the name of your game & category, university, etc. on the receipt's reference. Details on what exactly to include will be available in the registration form itself.

- a. Track & Field and Swimming follow a different payment scheme for each subsequent event/category joined. The initial fee is RM65 (if considered first game/sport) or >RM20 (if considered additional game/sport) and the subsequent event fees within each sport start at RM20 and decrease with the addition of more events.

Registration Fee Structure (Track & Field + Swimming)		
	Cost (RM)	Running Total (RM)
Event 1	65	65
Events 2 and 3	20	85-105
Events 4 and 5	18	123-141
Events 6 and 7	16	157-173
Events 8 and 9	14	187-201



Events 10 and 11	12	213-225
Events 12 and 13	10	235-245

2. Participants are allowed to participate in as many games as they want as long as the schedule does not clash. **Participants are required to go through the tentative schedule before registering.**

Track & Field

1. The maximum number of participants in **INDIVIDUAL EVENTS** is **26 participants**. Once all universities have registered, the remaining slots will be allocated on a first-come, first-served basis according to the Google Form submission timestamp (as reflected in the official registration spreadsheet)

2. The maximum number of teams for **RELAY** is **26 teams**, hence we prioritise ONE participation from each university before we accept the second participation from the university to register the competition which is the earliest to fill in the Google Form.

- a. If you are participating in a **relay** event, **it must be listed as your first event** in the forms to ensure all relay competitors pay the same amount (and not a decreased subsequent fee)

3. Registration Rule

- a. **Registration Period: 7:00 AM – 7:45 AM.**
- b. All participants must register within this time frame at the designated registration counter.
- c. Any participant who **fails to register by 7:45 AM sharp will be disqualified** from the event and will not be allowed to compete.
- d. No late registrations will be accepted under any circumstances.



Swimming

1. Each university may send a maximum of **THREE (3) participants** for each **individual** event and **ONLY ONE (1) team** for each **relay** event.
2. The maximum number of participants in **INDIVIDUAL EVENTS** is **20 participants**
3. The maximum number of teams for **RELAY** is **16 teams**, hence we prioritise ONE participation from each university before we accept the second participation from the university to register the competition which is the earliest to fill in the Google Form.
 - b. If you are participating in a **relay** event, **it must be listed as your first event** in the forms to ensure all relay competitors pay the same amount (and not a decreased subsequent fee)
- a) Each participant will receive according to the registration package including a canvas tote bag, MIVG shirt, lanyard, enamel pin, button badges, cap and face towel, E-certificates and light refreshments. Only winners are given medals.

Basketball, Football, Netball, Volleyball, Frisbee, Futsal, Aerodance:

1. The registration fee for physical games is RM65/participant for the first game and RM20 for subsequent games. Please kindly put the name of your game & category, university, etc. on the receipt's reference. Details on what exactly to include will be available in the registration form itself.
2. Participants are allowed to participate in as many games as they want as long as the schedule does not clash. **Participants are required to go through the tentative schedule before registering.**
3. **For each team sport, the maximum number of teams is 26 (unless stated otherwise)**, hence we prioritise the ONE participation from each university before we accept the second



participation from the university to register for the competition which is the earliest to fill in the Google Form.

- a. Basketball, Volleyball: **Maximum 24 teams (12 female, 12 male)**
- b. Football: **Maximum 8 teams**
- c. Futsal, Frisbee, Netball: **Maximum 20 teams**
- d. Aerodance: **Maximum 12 teams**

4. For team games: The first participant (team leader) is responsible for collecting the registration fees from at least the minimum number of participants required for that sport. Each player's fee depends on whether the sport is their main sport (RM65) or a subsequent sport (RM20). Please calculate based on each player's situation, combine into one payment, and upload as a single receipt.

Example: If basketball requires a minimum of 5 players, the team leader must collect the correct fees from at least 5 players and submit the total amount in one receipt to secure the team's position.

Example: Basketball (minimum 5 players)

- Player A → Main sport = Basketball → RM65
- Player B → Main sport = Basketball → RM65
- Player C → Subsequent sport = RM20
- Player D → Main sport = Basketball → RM65
- Player E → Subsequent sport = RM20

Calculation: $(3 \times \text{RM65}) + (2 \times \text{RM20}) = \text{RM195} + \text{RM40} = \text{RM235}$



5. Team leaders are not allowed to edit this Google Form after submission.
 6. Each participant will receive according to the registration package including a canvas tote bag, MIVG shirt, lanyard, enamel pin, button badges, cap and face towel, E-certificates and light refreshments. Only winners are given medals.
 7. After the registration is confirmed for each participant, no refund will be given
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UNIVERSITY RANKING SYSTEM

1. The ranking system is based on points accumulated by each university.
2. For **Badminton, Track & Field, Table Tennis and Swimming** the points are given as below:
 - a. Gold medal contributes 6 points;
 - b. Silver medal contributes 4 points;
 - c. Bronze medal contributes 2 points;
3. For **E-sports, Basketball, Volleyball, Frisbee, Futsal, Football, Netball, Aerodance** the points are given as below:
 - a. Gold medal contributes 15 points;
 - b. Silver medal contributes 10 points;



- c. Bronze medal contributes 5 points;
- 4. The university that accumulates the highest number of points wins.

PAYMENT

PHYSICAL GAMES

The registration fee for physical games is RM65 per participant for the first game and RM20 per participant for each additional game. Please ensure the receipt's reference includes your game name, category, university, and other required details. Details on what exactly to include will be available in the registration form itself.

E-SPORTS

The registration fee for all remote E-sports is RM10 per participant for each game. For example, the registration fee for E-sports is RM10/participant for the first game and RM10 for subsequent games. Kindly put the name of your game, category, university, etc. on the receipt's reference. Details on what exactly to include will be available in the registration form itself.



SPECIAL CASE

a. If you are planning to play an **E-sport** AND a **physical sport**, you may choose the physical sport as your primary sport (RM65). Then, you may add the E-sport as an additional sport (RM10).

A. Physical sport ONLY: RM65

B. E-sport **ONLY**: RM10 (first E-sport) + RM10 for each subsequent E-sport category

C. E-sport + Physical sport: RM65 (physical as primary) + RM10 (E-sport) + RM20 for each additional physical sport (if applicable)

b. Participants who pay for subsequent games/categories **will not receive extra food and registration packages**.

1. Payments can be made to the following bank account:

Physical Sports:

NG CHU YI

16211100107430

RHB BANK

E-Sports

Name: LOW YI QI

100865908215

Touch n Go eWallet

2. Before making the payments, participants are required to **check the Google spreadsheet to check whether the game/category has reached its limit**.



3. Participants/ team leaders are required to **upload a receipt as proof of payment via Google form (Registration Form).**

4. For team games, first participants (team leaders) are responsible for collecting the total amount of registration fees that are equal to at least the minimum numbers of participants of that particular game from your teammates, sum it up and **upload the payment in one receipt only**. E.g If basketball requires a minimum of 5 players, the team leader must collect the correct fees from at least 5 players and submit the total amount in one receipt to secure the team's position.

5. Participants/Team leaders are required to put the name of their game, category, university, etc. on the receipt's reference. Details on what exactly to include will be available in the registration form itself.

6. **MIVG 2025 will not entertain any requests for a refund** after the registration is confirmed for each participant

a. Special Cases*

- i. If you sustain an injury before **15th September**, then you are eligible for a full refund. However, **swapping** with another person is **not allowed**. NOT APPLICABLE TO TEAM SPORTS.
- ii. In the case that a university sends in two teams but a sport/game has reached its quota, the second team that applied will be offered a full refund.

**subject to changes upon the discretion of the organizing committee.*