

THE CHINESE UNIVERSITY OF HONG KONG
Office of Student Affairs
Learning and Cultural Enhancement Section

i-Fun Day 2023

Objectives

- To strengthen the bonding between the non-local student associations and among local and non-local students
- To provide a platform for students from different cultural backgrounds to mingle
- To promote internationalization and cultural diversity on campus through sports
- To provide an event of leisure for balanced campus life

Date

25 February 2023 (Saturday)

Time

1:30pm to 4:45pm

Venue

New Asia College Gymnasium

Target no. of participants

80

Content

With the coordination from the Office of Student Affairs, a carnival like sports event – the ‘i-Fun Day’ will be held by various student groups. The events include 3 on 3 Basketball tournament and Six-legged Race (五人六足賽). What’s more, some regional sports games, such as Japanese pillow fight competition and Indonesian Benteng Bentengan will be introduced to add spice to the event. All events will be mixed matches. Score will be counted in these events for the overall championship.

Target associations and Participants:

Fourteen student associations will be invited to participate, including:

AFSA	African Student Association
AIS	Association of Indian Students
CAA	Central Asian Association
CSSA	Chinese Students and Scholars Association

CUPSA	Postgraduate Student Association, CUHK
FMSHK	The Federation of Joint Universities Macau Students in Hong Kong
ISA	International Student Association
KSA	Korean Student Association of CUHK
MSA	Malaysian Students' Association
MUA	Mainland Undergraduate Association
PEMICU	Indonesian Student Association of CUHK
SEA	Southeast Asian Association
THAI	Thai Student Association
TSA	Taiwanese Student Association

For students who are not affiliated with any of the above association, they are required to form team to enroll.

Scoring system

There will be overall team awards for the three teams with the highest total scores.

Scores awarded for each game as below:

	1st Place	2nd Place	3rd Place	Other teams
3 on 3 Basketball	30	25	20	15
Six-legged Race	20	15	10	5
Pillow fight	20	15	10	5
Benteng- bentengan	25	20	15	10

Schedule

1:30pm-1:45pm	Registration
1:45pm – 1:55pm	Opening Remarks
1:55pm – 4:25pm	Friendship competitions
4:25pm – 4:45pm	Closing & Prize Presentation

Contact person of OSA

Miss Carol Wong: 3943 5395/ carolwong@cuhk.edu.hk

Game rules (brief version) for Pillow Fight & Benteng bentengan (updated as on 16 Feb):

- Pillow fight

- Rules:

1. 7 players in each team
 - a. 1 King
 - b. Others side players
2. Time limit: 5 minutes
3. Goal of the game is to eliminate the king from the game.
4. Players throw the pillow to hit the opponents to kick them out.
5. Players can use any pillow inside the play field, but they cannot pass the midline.
6. If any body part of a player is hit by the pillow of the opponent, he/ she will be out.
7. Those who get hit by a pillow are eliminated and can only stand outside the field.
8. The game ends once either kings are eliminated.
9. After 5 minutes, if the kings of both teams are not eliminated, the team with more players win the game.
10. If the number is equal, the first team with a player got hit will lose the game.

- Benteng bentengan (Indonesian game)

- Rules:

1. Time limit: 5 minutes
2. 5 players (2 Defenders & 3 attackers each team)
3. Goal of the game is for the attackers to reach their opponents' goal by crossing the finish line.
4. The two teams are attacking & defending at the same time. All attackers will start from the starting area, which is in the middle of the play field. When the referee blows the whistle, attackers start to run past the defenders to reach the end of the opponent's half court.

5. The defenders can only move along their own “defense line”, which is between the start line and the goal to defend (avoid the attackers to reach the goal).
6. Each game lasts 5 minutes or if all attackers in the team have successfully reached the opposing team’s goal and passed all its defense, the game ends.
7. After 5 minutes, the team with the most attackers crossing the finish line wins. If the number is equal, the first team with a player crossing the finish line wins.

Reference: <https://www.youtube.com/watch?v=OIMdcPZ70Ow>

