

Musical Chairs Competition

(Offline & Online Format)

1. Introduction and History

Musical Chairs is a traditional recreational game known for its fun, quick reflexes, and competitive energy. Originating in 19th-century Europe as a party game, it gradually spread across the globe, becoming a popular feature of school events, festivals, and social gatherings.

The game involves participants walking or dancing around chairs arranged in a circle. When the music stops, everyone must quickly find a chair to sit on. The player left standing is eliminated, and one chair is removed. The cycle continues until only one player remains.

Though simple in structure, Musical Chairs is played in different styles around the world under various local names.

2. Global Names of Musical Chairs

- Musical Chairs – USA, UK, Australia, India
- Trip to Jerusalem – Germany, Israel
- Kursi Musik – Indonesia
- Silla Musical – Spanish-speaking countries (Mexico, Spain, Argentina, etc.)
- Jeu des Chaises – France
- Statues Game / Musical Statues – Alternate version where participants freeze instead of sitting
- Krzesła Muzyczne – Poland
- Giochi delle Sedie – Italy
- Sandalyeyi Kap – Turkey

The game is beloved in more than 50 countries, adapted across cultural contexts.

3. Vision of the Modern Pythian Games

The Modern Pythian Games aim to uplift traditional, cultural, and recreational games into global platforms of expression, inclusion, and talent. For Musical Chairs, we envision:

- Promoting it as a recognized competitive sport
- Encouraging participation across all age groups, genders, and abilities
- Providing inclusive opportunities for para and specially-abled participants
- Standardizing rules for fair international competitions
- Offering both online and offline participation formats

4. Competition Format

Offline Format

- Played in open areas, halls, or stadiums with physical chairs and live music.
- Referees present to enforce rules and supervise safety.
- Spectators can participate in live voting for awards like “Most Sportive Player.”

Online Format

- Participants submit pre-recorded video entries or join live virtual sessions via Zoom or the Pythian App.
- Creative variations like “Virtual Musical Freeze” or “Chair Grab Challenge” are allowed.
- Must include visible timer and clear music playback.

Para-Friendly Format (Offline & Online)

- Use of wheelchair-accessible chairs
- Participants with visual impairments may be guided by bell-based cues or tactile signals.
- Seated or assisted walking variants for differently-abled players.

5. Age and Ability-Based Categories

Age Categories

- Children (6–12 years)
- Youth (13–17 years)
- Adults (18–45 years)
- Seniors (46+ years)

Special Categories

- Para/Disabled Participants (All Ages)
 - Mobility Impaired
 - Visually Impaired
 - Neurodiverse participants
- Inclusive Teams (Mixed ability, intergenerational, or mixed-gender groups)

6. Rules and Regulations

Objective

To quickly secure a chair when the music stops. One player is eliminated per round until only one remains.

Participants

- Minimum: 3
- Maximum: 30 (for efficient management)

Equipment

- Chairs: Uniform in size and height, arranged in a circle or straight line.
- Music System: Clear, audible sound system or playback device.
- Playing Area: Clean, hazard-free surface with adequate space.

Gameplay

- Players walk, jog, or dance around the chairs while the music plays.
- When the music stops, players must sit quickly on any available chair.
- The player left standing is eliminated, and a chair is removed.
- No pushing, pre-sitting, or rough contact is allowed.

7. Conduct and Fair Play

- Pushing, tripping, or blocking others leads to immediate disqualification.
- Players must keep moving during music and may not touch chairs.
- Decisions by referees are final.

8. Judging and Refereeing

- Minimum 2 referees per competition.
 - 1 Chief Referee to control music and enforce rules
 - 1 Assistant to observe for fouls and fairness
- Optional: Public Jury Member from audience or youth councils
- Online and offline voting for Public Choice Awards via:
 - Website / Mobile App
 - SMS Voting
 - Hand-raising (Offline)

9. Scoring and Winning

- Last player remaining is the declared winner.
- Rankings may be assigned for 2nd and 3rd positions.
- Tie-breaker rounds may be organized in case of disputes.
- Online entries are judged based on:
 - Creativity
 - Clarity
 - Rule adherence
 - Style of movement

10. Safety and Medical Support

- First aid kits and trained staff must be available on-site.
- Playing areas must be inspected and cleared of obstacles.
- Participants must wear suitable footwear.
- For para participants, mobility assistants may be allowed for setup, but not during play.

11. Disqualification Criteria

- Any form of physical aggression or cheating
- Sitting before the music stops
- Ignoring referee's instructions
- Use of foul language or inappropriate behavior

12. Appeals and Protests

- Written appeals must be submitted within 15 minutes of the disputed round.
- A 3-member appeals panel will review and issue a decision within 30 minutes.
- Decision of the appeals panel is final and binding.

13. Awards and Recognition

- Gold, Silver, Bronze Medals for each age and ability category
- Public Choice Award (audience voted)
- Best Performer (Online)
- Most Energetic Player Award
- Inclusive Spirit Trophy for mixed-ability teams
- Certificates for all participants
- Pythian Talent Badges via Mobile App
- Champion Shields at state, national, and international levels