

SREEVISION 16 RULE BOOK FOR OLYMPUS (SPORTS)

RULES AND REGULATIONS FOR FOOTBALL :

1. Maximum number of players allowed per team = 16. A Minimum of 11 should register to participate.
2. All the matches must be played by the 16 registered players only. (done just before the starting of the match)
3. Each first round match will be for a total time of 15+5+15 (35) minutes.
4. Semi-final and final matches will be for a time of 25+10+25 (60) minutes.
5. The pools and the fixtures will be drawn one day before and decided by organizing committee.
6. Every team should be present at least 60 min before the scheduled starting time of the match. If the team is not ready to play at the scheduled time, a walkover will be awarded to the other team.
7. After registration is completed, receipt must be produced before the scheduled time of the match.
8. Only U.G. students(B.Tech/B.E) are allowed to participate in the tournament.
9. Team players shuffling from one team to another team under the same group of institutions is not allowed. If found guilty, the team will be disqualified and the opponent team will be declared as the winner.
10. In case the scores are level after regular time, penalty shoot-out will decide the winner. Penalty shoot-out has 5 penalties and then sudden death if required.
11. Each team will be allowed to make a maximum of three substitutions per match.
12. A player who receives a red card or two yellow cards in a match will be suspended for the ongoing match as well as next match.
13. A player who picks up yellow cards in two different matches will be automatically suspended for the next match.
14. There should be a minimum of 7 players to start the match, or for the match to continue in case of red cards awarded to players. (if there a team gets more than 4 red cards the opposing team will get a walkover)
15. The decision of the referee will be final and binding during the match.
16. Any team or player found guilty of misconduct or violating the above rules may be disqualified.
17. Regarding any off the field issues the decision of the organizing committee will be final and binding on all parties.
18. All the team members must get their college id cards while reporting.
19. The team must get the letter containing all the team members photos attested by the Principal.
20. All the players of the team should have same colour of jersey.

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RULES AND REGULATIONS FOR VOLLEYBALL :

1. Maximum number of players allowed per team = 12. A Minimum of 8 should register to participate.
2. All the matches must be played by the 12 registered players only. (done just before the starting of the match)
3. After registration is completed, receipt must be produced before the scheduled time of the match.
4. Only U.G. students(B.Tech/B.E) are allowed to participate in the tournament.
5. Team players shuffling from one team to another team under the same group of institutions is not allowed. If found guilty, the team will be disqualified and the opponent team will be declared as the winner.
6. Each match will be for 25 points and best of 3 sets.
7. The number of sets in finals will be decided later.
8. The fixtures will be decided by the organizing committee. (this will be done after all teams have registered)
9. Every team should be present at least 30 min before the scheduled starting time of the match, failing which a walkover may be given to the opposing team.
10. The decision of the referee will be final and binding during the match.
11. Regarding any off the field issues the decision of the organizing committee will be final and binding on all parties.
12. All the team members must get their college id cards while reporting duly signed by the principal.
13. The team must get the letter containing all the team member's photos attested by the Principal.
14. All players should wear jerseys of the same color.

NOTE: All the eliminations will be in knockout procedure for all the games above.

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RULES AND REGULATIONS FOR BASKETBALL :

1. FIBA rules applicable.
2. Teams should report to the basket ball court half an hour before their match.
3. All the players of the team should have same color of jersey.
4. After registration is completed, receipt must be produced before the scheduled time of the match.
5. Only U.G. students(B.Tech/B.E) are allowed to participate in the tournament.
6. Team players shuffling from one team to another team under the same group of institutions is not allowed. If found guilty, the team will be disqualified and the opponent team will be declared as the winner.
7. Use of abusive or foul language during the play can lead to technical foul or expulsion depending on the referee and the organizing committee.
8. No players should have anything on his/her hand (wrist watch, ring, kada, bracelet etc.) jewellery of any kind is not allowed and nails have to be cut. Players are not allowed to wear even a thread in their hands.
9. The notice for the next match will be given a day before. The minimum time to give a notice before the match is 1 hr.(in emergency). And if one of the teams is ready then the other team has to play the match.
10. Decision of the referee and the organizing committee is final.
11. All the team members must get their college id cards while reporting.
12. The team must get the letter containing all the team members photos attested by the Principal.

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RULES AND REGULATIONS FOR THROWBALL :

1. Each team will consist of 6 active players and 3 substitutes.
2. A match shall consist of 1 set for 15 points. If a team wins the first 1 set wins the game.
3. The right to choose the initial order of serving, receiving and ends shall be decided by lot and the winner may choose to serve or to receive first or to start at a particular end.
4. Players are expected to be at the court at least 15 minutes prior to the game. If the players fail to show up the match will be cancelled and the opponent will be declared a winner.
5. Teams will be divided into groups. Knock out round starts after each team has played the teams in their group.
6. Double touch (juggling the ball in both hands) is not allowed while receiving the service ball.
7. Players cannot catch the ball with the assistance of body or legs.
8. The ball should be served after the whistle and within 5 sec.
8. The ball should be served without crossing the service line with single hand.
9. Any ball after catching should be released within 3 seconds.
10. During the service, the ball cannot touch the net.
11. A player can jump when throwing the ball or while serving.
12. Players cannot touch the net during the play but the ball can touch the net.
13. A player while releasing the ball cannot rotate (360 degrees) or turn around to throw the ball.
14. During catching or releasing, the ball should not touch any part of the body except the palm.
15. 2 players cannot catch the ball simultaneously.
16. Any ball falling on the side-line or end-line is a good ball.
17. Shifting the ball from right to left or left to right or deliberately pushing is not permitted.
18. The service ball or the rally ball should not touch the poles. If it touches, then it is considered a foul.
19. During the play or rally, players cannot cross the net or obstruct the opponent team.
20. 1 timeouts (1 min) is permitted for each set.
21. Teams can substitute only when it is their turn to serve; only exception is if a

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player gets injured. Only 1 person can be substituted at a time up to a maximum of 3 substitutes per set.

22. Umpire decision is final (no exceptions). Even if it was wrong call from the Umpire, the decision stays.

23. Only the Coach or the captain can talk to the Umpire before or after the server (not during the play).

RULES AND REGULATIONS FOR TABLE TENNIS :

1. Participants can play as a team (two) or single.
2. All the participants must carry their original College ID card.
3. Players should bring their own rackets (rackets can be asked for checking anytime).
4. Balls (3-star rated) would be provided at the venue.
5. In case of any discrepancy the decision of the organizing committee will be final and binding.
6. New rules (released by ITTF) will be followed during the conduction of games.
7. Participants need to get the no-objection certificate from The Physical Director/ Principal, while coming to the college for match.

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RULES AND REGULATIONS FOR CHESS :

1. All players will play all rounds (a Swiss league event).
2. A college team should consist of maximum 5 players.
3. two teams per college is allowed
4. Tie Break: In case of Tie the latest FIDE rules shall come into force
5. Winning team will be decided on the basis of highest team scorer.if two or more teams have the same points then addition of scores of its four best players at the end of the tournament is made.

RULES AND REGULATIONS FOR CARROMS :

1. Each match will be for 3 boards.
2. Only U.G. students(B.Tech/B.E) are allowed to participate in the tournament.
3. Strikers and powder will be provided by the organizers, but the players can bring their own strikers also.
4. The rules are the standard rules prescribed by the Caroms Association of India. To have an idea on the fouls please refer to www.carrom.com.
5. Rules are subject to change by the organizers and the organizers' decision will be final.
6. All the rules regarding game, points etc. will be explained on the match day.
7. After registration is completed, receipt must be produced before the scheduled time of the match.

Format: - Boys: - A team consists of a maximum of 4 players; there will be 3 singles and 1 doubles matches.