

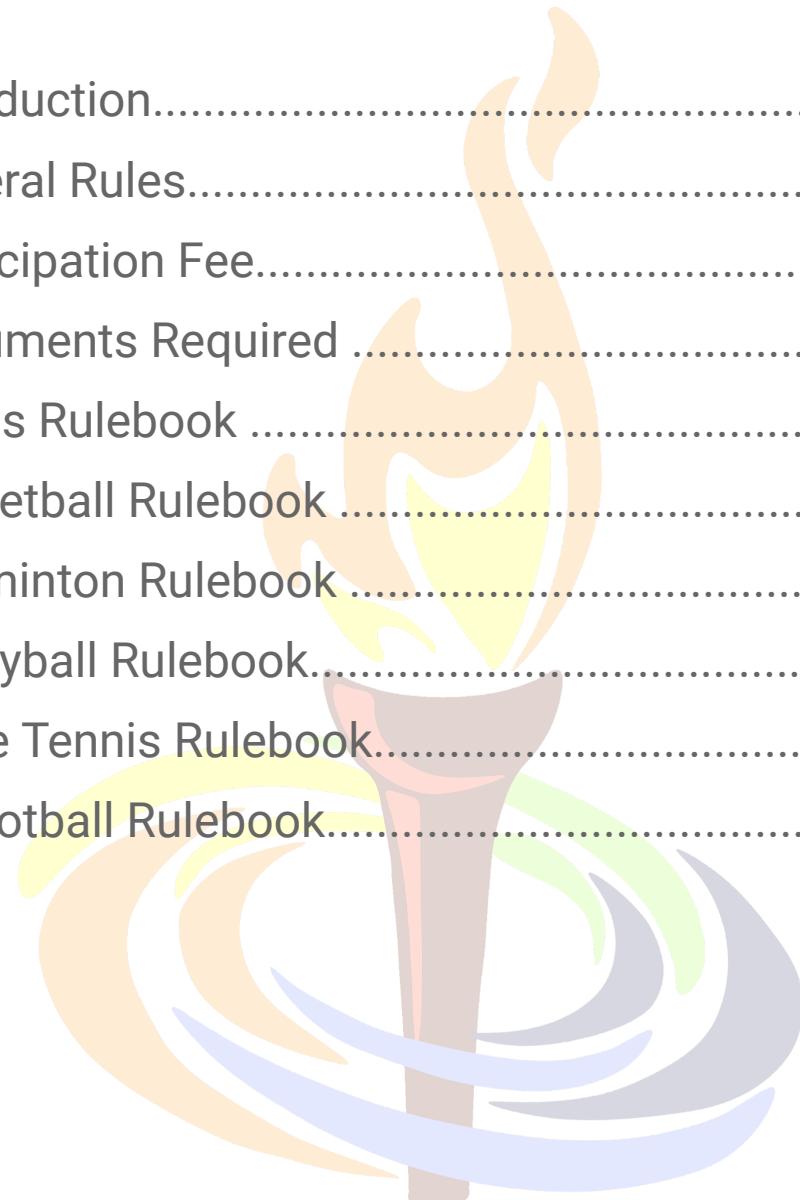
Ashvamedha

Annual sports fest of
IIT Bhubaneswar

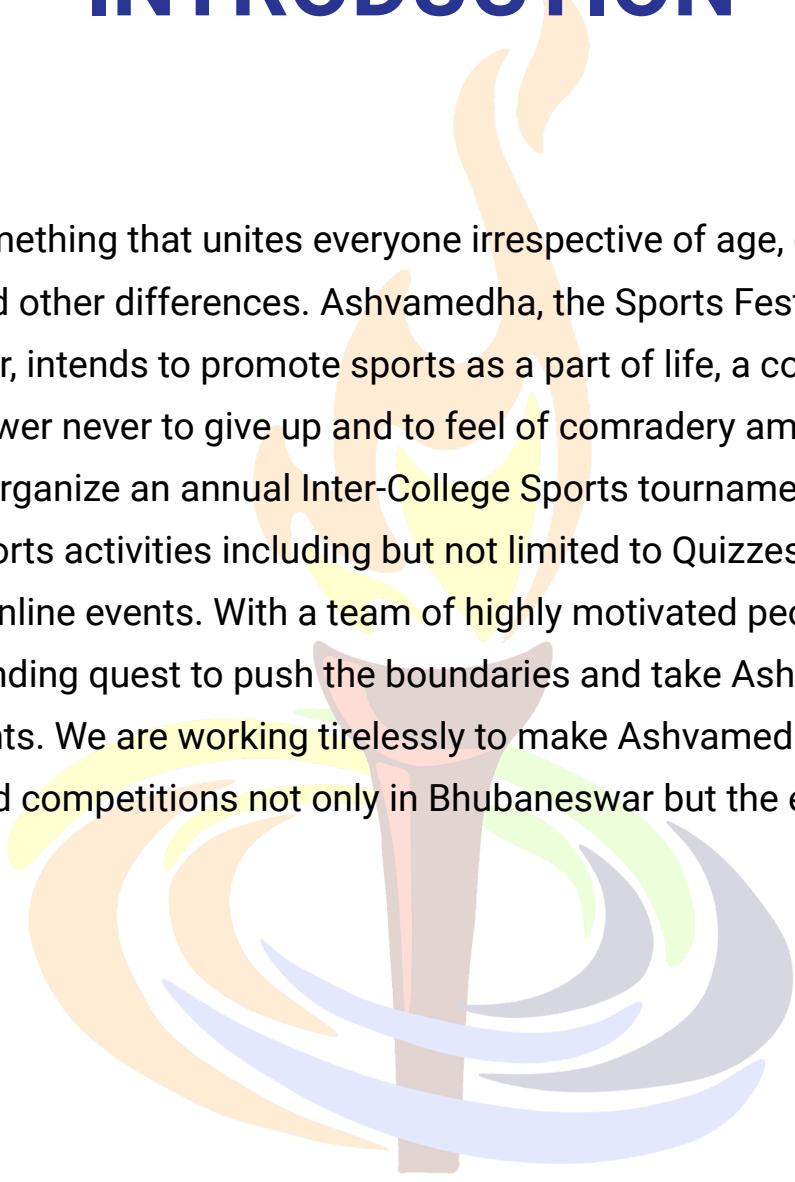
| 2022

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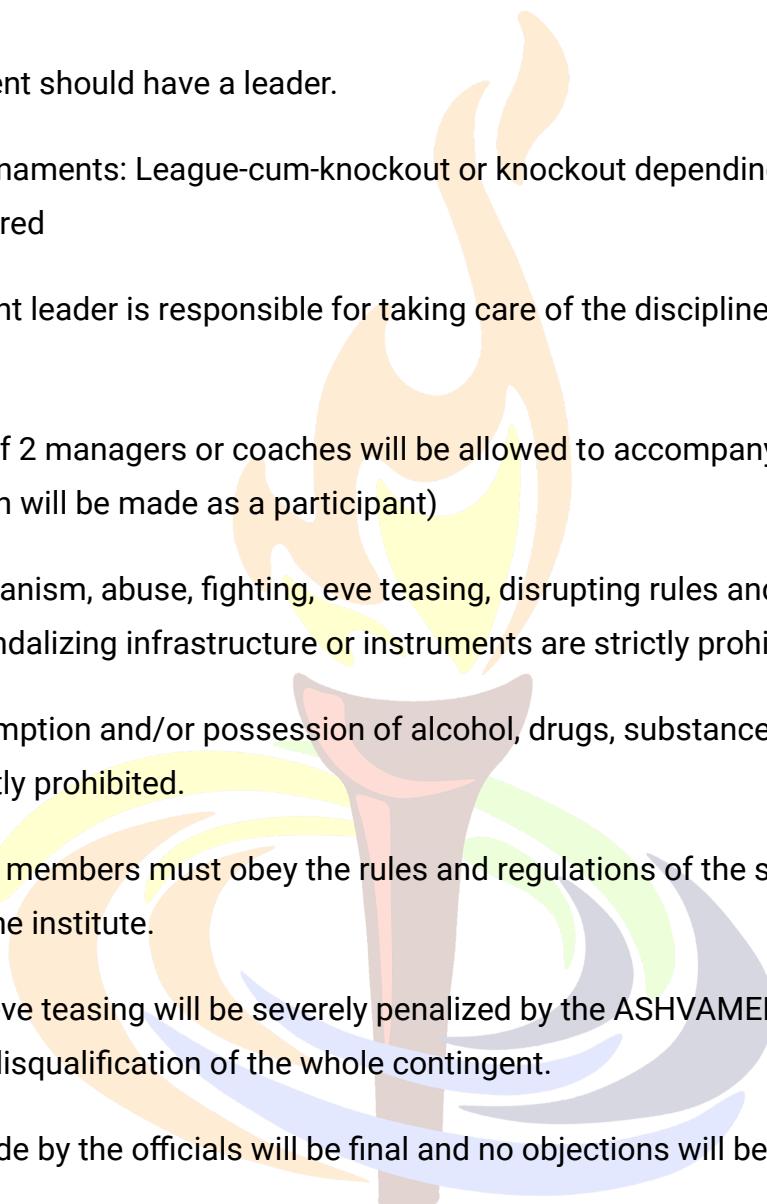


INTRODUCTION



Sports is something that unites everyone irrespective of age, culture, language and other differences. Ashvamedha, the Sports Fest of IIT Bhubaneswar, intends to promote sports as a part of life, a competitive spirit, will power never to give up and to feel of comradeship among the people. We organize an annual Inter-College Sports tournament along with engaging sports activities including but not limited to Quizzes, Inter-branch events and online events. With a team of highly motivated people, we are on a never-ending quest to push the boundaries and take Ashvamedha to greater heights. We are working tirelessly to make Ashvamedha one of the most coveted competitions not only in Bhubaneswar but the entire state of Odisha.

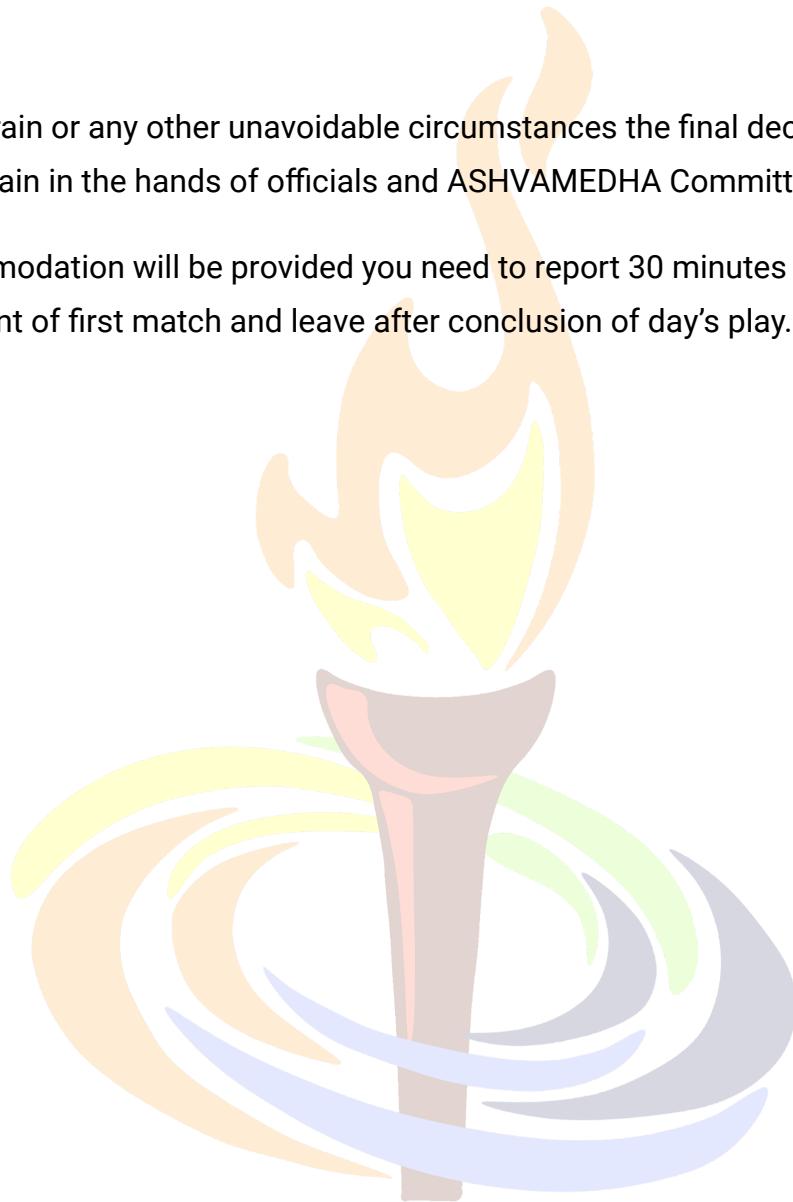
GENERAL RULES

- 
1. Each contingent should have a leader.
 2. Types of Tournaments: League-cum-knockout or knockout depending on the number of teams registered
 3. The contingent leader is responsible for taking care of the discipline and decorum of his/her team.
 4. A maximum of 2 managers or coaches will be allowed to accompany their contingent (their registration will be made as a participant)
 5. Acts of hooliganism, abuse, fighting, eve teasing, disrupting rules and harmony of the campus, and vandalizing infrastructure or instruments are strictly prohibited
 6. Usage/consumption and/or possession of alcohol, drugs, substances, and devices of smoking is strictly prohibited.
 7. All contingent members must obey the rules and regulations of the security department of the institute.
 8. Any issue of eve teasing will be severely penalized by the ASHVAMEDHA Committee resulting in the disqualification of the whole contingent.
 9. Decisions made by the officials will be final and no objections will be entertained.

10. Minimum of 4 teams are required for an event to be hosted. If participation in a certain event is less, then the ASHVAMEDHA team has the right to scrap the event. In this case, the money will be refunded completely.

11. In case of rain or any other unavoidable circumstances the final decision-making power will remain in the hands of officials and ASHVAMEDHA Committee.

12. No accommodation will be provided you need to report 30 minutes prior to commencement of first match and leave after conclusion of day's play.



PARTICIPATION FEE

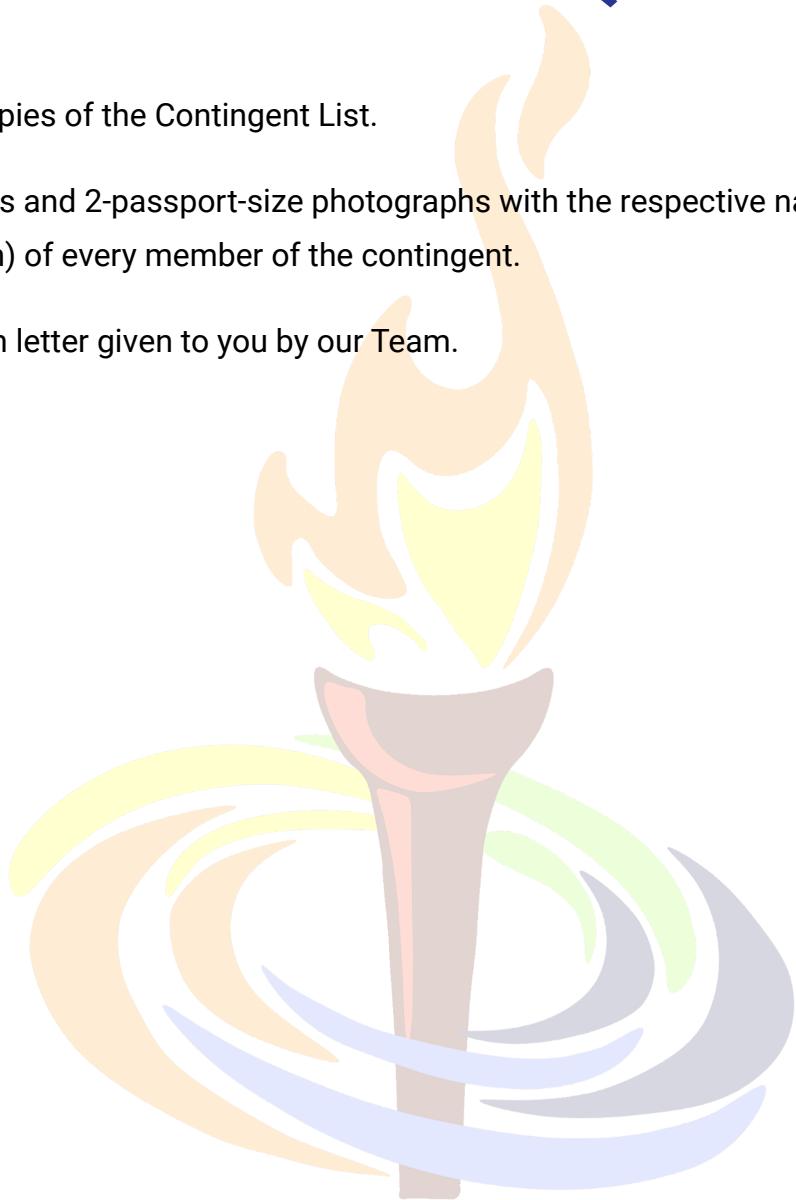
The participation fee for various events is as mentioned below:

1. Badminton- Rs.2000+2000/- (M+W)
2. Basketball- Rs.2000+2000/- (M+W)
3. Table Tennis- Rs.1000+1000/- (M+W)
4. Volleyball- Rs.2000+2000/- (M+W)
5. Football- Rs.3000/- (M)
6. Chess-Rs.1000/-



DOCUMENTS REQUIRED

1. Two hard copies of the Contingent List.
2. Identity cards and 2-passport-size photographs with the respective names (behind the photograph) of every member of the contingent.
3. Confirmation letter given to you by our Team.



CHESS RULEBOOK

Point of Contact - Devesh Patodkar

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1. This is a team event with each team consisting of minimum 4 players and a maximum of 6 players.
2. The format of the tournament is round robin, i.e., each team will play with every other team.
3. Any 4 players can play in each round for a team, however a fixed order of the players must be submitted and followed throughout the tournament.
4. The time control is 30+0.
5. All the standard FIDE laws shall be followed.
6. In case of any dispute, arbiter's decision will be final.

BASKETBALL RULEBOOK

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- All teams participating, both men and women, must consist a minimum of 7 players and a maximum of 12 players.
- The number of groups or pools in the competition will be decided on the basis of number of teams registered. If we have more than 8 Pool stage matches will be followed by the quarter-finals, semi-finals, 3rd place match, and finals.
- During matches if the score is the same after the end of the scheduled time, Basketball Federation Rules will be applied, i.e., the game shall continue with as many extra periods of 5 minutes as necessary to break the tie.
- On completion of the league matches, if two or more teams are on the same points, then the tie shall be resolved by considering the result of the match played between the two said teams. If more than two teams are tied then the net points difference of all the matches played by the teams will be considered to decide the standings.

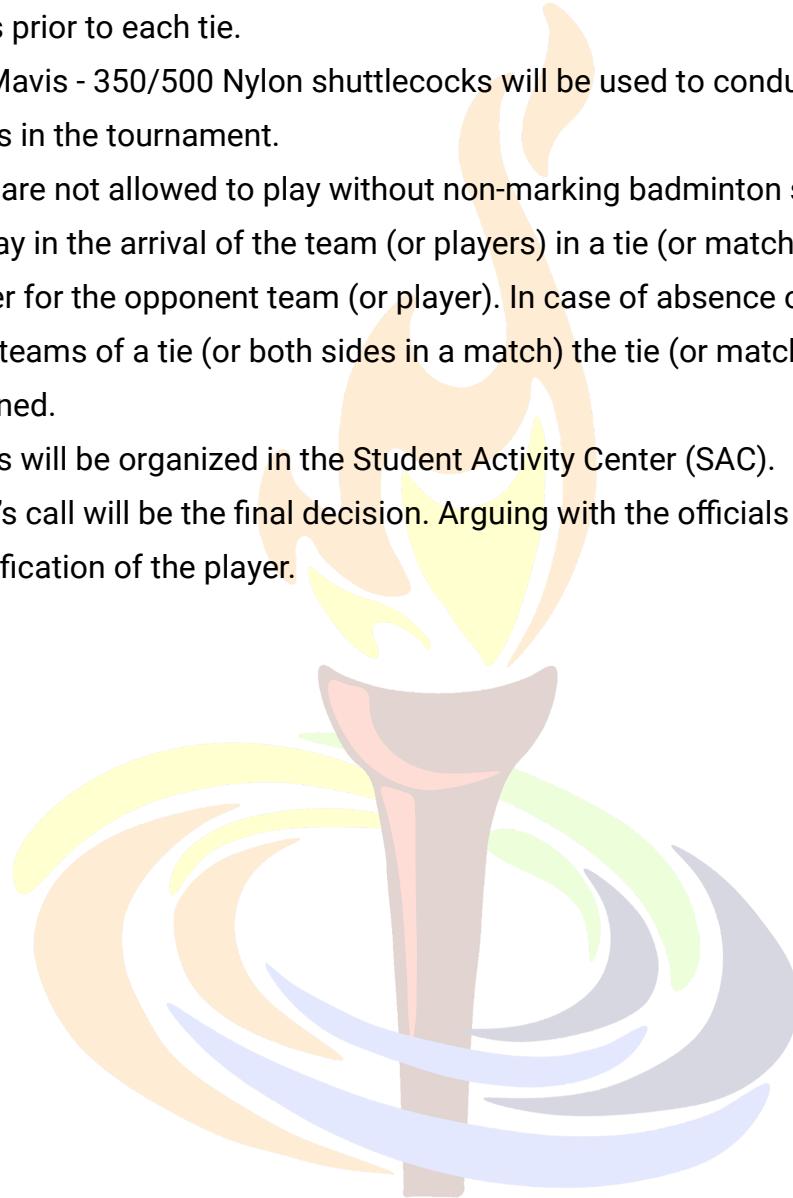
BADMINTON RULEBOOK

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- Each team comprises a minimum 3 boys, 3 girl and a maximum of 4 boys, 4 girls.
- Result of each tie shall be decided by the combined result of 2 singles and 3 doubles. Result of a tie, however, can be declared when either of the competing teams wins 3 matches.
- Each match in a tie would consist of 3 sets of 21 points (along with deuce if any).
- Players will get 2 minutes break when the leading team/player reaches 11 points and 5 minutes break after every game.
- In the third game players will change sides when the leading team reaches 11 points.
- The order of matches in a tie shall be as follows:
 - Men's singles
 - Women's singles
 - Men's Doubles
 - Women's Doubles
 - Mixed Doubles
- Any player cannot play more than 1 singles and 1 doubles.
- The format of the game will depend on the number of registrations. It is on the committee's decision to keep it in knockout/league format.
- In case of league match:
- A two-way tie, the winner of the individual teams will be declared the winner

- A three-way tie shall be resolved by comparing difference between total matches won by a team and total matches lost by the team. In case tie still persists, difference between total sets won by a team and total sets lost by the team will be taken into account.
- The final list of names of players in playing order has to be given to the referee 15 minutes prior to each tie.
- Yonex Mavis - 350/500 Nylon shuttlecocks will be used to conduct badminton matches in the tournament.
- Players are not allowed to play without non-marking badminton shoes.
- Any delay in the arrival of the team (or players) in a tie (or match) would lead to walkover for the opponent team (or player). In case of absence of both the playing teams of a tie (or both sides in a match) the tie (or match) would be abandoned.
- Matches will be organized in the Student Activity Center (SAC).
- Referee's call will be the final decision. Arguing with the officials will lead to disqualification of the player.



VOLLEYBALL RULEBOOK

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- A team must consist of a minimum of 6 members and a maximum of 12 members.
- No player is allowed to represent multiple teams. If found, he, along with the teams he represented, will be disqualified from the tournament.
- There will be 2 pools of 4 teams each. After the round robin, the top 2 teams will qualify for semi-finals. Semi-final will be played between the 1st team of the pool with the 2nd team of the other pool.
- Pool matches will consist of 3 sets. First 2 sets will be completed for 25 points and the final set is for 15 points.
- Semi-final and finals are off 5 sets. First four are for 25 points and the fifth will be completed for 15 points.
- Winning team will get 2 points and the losing team will get 0 points.
- In case of equal points, the team which lost the least number of sets will be given priority over the other team. If the number of sets lost is the same, then the team which has more points difference will be given priority over the other team. If 2 teams have equal points difference, then there will be a match of 1 set of 15 points to decide the qualifier for semis.
- Rotation is not allowed.
- No limit in number of substitutions.
- 1 timeout of 90secs per set available for each team.
- Referee's decision stands. Unnecessarily arguing against the referee may result in disqualification from the tournament.

- All standard rules of FIVB will be followed.
- This format will be knockout/league depending upon the Number of registrations.



TABLE TENNIS RULEBOOK

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General rules:

- Each team should contain 5 players with 2 girls and 3 boys.
- A single player cannot play 2 singles but can play 2 doubles.
- In the absence of a team, a walkover will be given to the opponent team.
- Priority will be given to the team who has more set match points if two teams have the same table points in the pool
- Each match consists of 5 games: Men's Singles Women's Singles Mens' Doubles Mixed Doubles Men's Singles

On field rules:

- An individual match of pool matches will be of best of three and knockouts will be best of five.
- Only one timeout(1 minute) will be allowed per match by each team.
- Referee decision stands final.
- All other standard table tennis rules will apply

Standard Table Tennis rules:

- Games are played to 11 points.

- Players serve two serves each, alternating. A player does not have to win specifically off their own serve in order to win a point.
- If a game ties at 10-10, a player must win by 2 points. In this situation, players serve one serve each, alternating.
- In this tournament, games are played best of 3 in league matches and 5 in knockouts. First to win 2 games wins for league matches and 3 for knockouts.
- Serving rules: You must throw the ball up straight, from a flat palm, at least 6 inches (16cm), toss and service contact must be behind the table surface (not over). You cannot hide the ball from the ball toss to contact, with any part of your body.
- Serving rules: For doubles, the server should cross serve across the table. And the players will swap their sides after their serve is over.
- The player serving first in a game receives first in the next game of the match.
- After each game, players switch sides of the table. In the last possible game of a match, for example here the third game in a best of three match, players change ends when the first player scores five points, regardless of whose turn it is to serve.
- If the ball hits the net during service, but still bounces on the opponent's side of the table, it is a let, the point is replayed. There is no limit or point deductions for let serves.
- The match official's decision is final. Any concerns on the same can be reported to the secretary or coordinator during the match.
- The opponent can also be awarded a point if the ball comes in contact with any part of your body while attempting a shot .
- The ball hitting the white line along the edge is a fair shot while the ball hitting the black part of the edge is not.
- All other standard ITTF rules are applied as and when required.

FOOTBALL RULEBOOK

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General Instructions

- A team must consist of a minimum of 7 players and a maximum of 16 players.
- Any player is allowed to represent their respective division only.
- Teams are composed of ten outfield players and one goalkeeper. • There are offsides.
- Decision of the match official is final.
- All players are advised to wear proper kit (shin guard, stockings, studs).

Match Details

- Nivia Shining Star - Size 5 balls will be used and be properly inflated.
- Team Strength: Team has maximum of 16 players and minimum of 7 players. Matches will be 11 a side with 1 goalkeeper and 10 outfield players. Maximum of 5 players will be on the substitution bench.
- Matchday Timings: Matches will start on mentioned timings on decided matchdays. (** Teams must be present at least 15 minutes prior to their match timings given in the fixture. If a team is found absent from the venue even 15 minutes after the scheduled time, the match will render a win to the opposite

team with a 3-0 margin. If both teams are absent, then this fixture will be cancelled and no points will be awarded to either teams.)

- Match Duration: 50 minutes (2 halves of 25 min each) .
- Extra time duration: 16 minutes (2 halves each of 8 minutes).
- Half time break will be of 5 minutes in both regular time and extra time.

Substitution

- 3 substitutions are allowed per team during the entire match
- Any substitutions made must be reported to and approved match official.

Fouls, Freekicks & Penalties

- Fouls will be decided by the match referee.
- Cardable Offence: will be as decided by the referee. If a player gets 2 yellow cards, he is shown a red card.
- Red card: If a player is shown a red card, he will miss the current and next match.
 - Freekick: Awarded for fouls outside penalty area.
- Penalty Kicks: are taken from the penalty spot mentioned and must be taken by a clearly identified kicker and no other player should encroach into the penalty area before penalty kick is taken. Rebound from penalty kick can be attempted by any player appropriately.
- Corner Kicks: are direct. The ball must be placed directly on the corner arc and the kick must be taken.
- Throw Ins: Throw-ins should be taken using hands from the throw line.
- Kick Off: Starting of the games at each half and after each goal scored, from the centre of the pitch are the kick offs.

Rules For Penalty Shoot-out:

- Penalty shootout decides the winner in knockout matches if scores are level at the end of extra time.

- A team will be awarded 5 penalty kicks each before going to sudden death.
- If the scores are level at the end of regular penalty kicks, sudden deaths are carried on till the match gets a result.
- Kick must be taken only once by each player till every player kicks at least once. •



Team
Asvamedha

Thanks

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