



# PRAVEGA AAGHAAZ SPORTS FEST

19-21 MAY 2023

3 DAYS, 8 SPORTS  
₹ 2 LAKHS+ IN PRIZEMONEY

- ATHLETICS
- BADMINTON
- BASKETBALL
- HANDBALL

- KABADDI
- TABLE TENNIS
- VOLLEYBALL
- ULTIMATE FRISBEE

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# ATHLETICS

## EVENTS FOR ATHLETICS

### TRACK EVENTS

- 1) 100 M (MEN AND WOMEN)
- 2) 800 M (MEN AND WOMEN)
- 3) 1500 M (MEN AND WOMEN)
- 4) 5K (MEN AND WOMEN)

### FIELD EVENTS

- 1) LONG JUMP (MEN AND WOMEN)
- 2) SHOT PUT (MEN AND WOMEN)
- 3) DISCUS THROW (MEN AND WOMEN)

## GENERAL RULES:

1. AN ATHLETE CAN PARTICIPATE IN MAXIMUM OF THREE EVENTS (2 TRACKS, 1 FIELD) OR (1 TRACK, 2 FIELD).
2. ATHLETES SHOULD BE PRESENT 20 MINUTES BEFORE THE EVENT STARTS (FOR WARM-UP AND REGISTRATION FORMALITIES).
3. LANE NUMBER FOR TRACK EVENTS AND SEQUENCE FOR FIELD EVENTS WILL BE DECIDED RANDOMLY BY CHITS.
4. GENERAL RULES FOR RESPECTIVE EVENTS WILL BE TOLD BEFORE STARTING THE EVENT.

## BEST ATHLETE DECISION:

1. TWO BEST ATHLETES WILL BE SELECTED FROM BOYS AND GIRLS EACH: BEST ATHLETE AND BEST ATHLETE RUNNER UP.
2. ONLY SOLO EVENTS WILL BE CONSIDERED FOR BEST ATHLETE CALCULATIONS. (RELAY-RACE WON'T BE CONSIDERED).
3. SCORE FOR BEST ATHLETE WILL BE BASED ON FOLLOWING SCORING RULES:  
GOLD – 5 POINTS  
SILVER – 3 POINTS  
BRONZE – 2 POINTS

PERSON WITH MOST POINTS WILL BE SELECTED FOR BEST ATHLETE AND RUNNER UP.

4. IN CASE OF A TIE, PERSON WITH MORE NUMBER OF GOLD WILL BE PLACED ABOVE.

## EXPECTATIONS FROM PARTICIPANTS:

1. THE DECISION OF THE ORGANISERS WILL BE FINAL IN ORDER TO RESOLVE ANY CONFLICT. SO, WE HOPE EVERYONE WILL RESPECT THE DECISION OF ORGANISERS FOR SMOOTH AND GRACIOUS CONDUCT OF THE EVENTS.
2. ATHLETES ARE EXPECTED TO BE PRESENT ON THE VENUE BEFORE THE STARTING TIME OF THE EVENT. DELAYING THE EVENTS FOR SOMEONE IS AN INSULT TO THE EFFORTS OF THE ORGANISERS AND TO THOSE ATHLETES WHO ARE ON TIME.







# BADMINTON

## CATEGORY: MEN'S TEAM

REGISTRATION FEES: ₹ 1500 PER TEAM

MINIMUM TEAM SIZE: 5

MAXIMUM TEAM SIZE: 7

THE SEQUENCE OF PLAY WILL BE:

GAME 1 – 1ST SINGLES.

GAME 2 – 2ND SINGLES

GAME 3 – 1ST DOUBLES

GAME 4 – 3RD SINGLES

GAME 5 – 2ND DOUBLES.

A TEAM WINS IF IT WINS 3 OUT OF THE 5 GAMES.

## CATEGORY: WOMEN'S TEAM

REGISTRATION FEES: ₹ 1,000 PER TEAM

MINIMUM TEAM SIZE: 3

MAXIMUM TEAM SIZE: 4

THE SEQUENCE OF PLAY WILL BE:

GAME 1 – 1ST SINGLES.

GAME 2 – 1ST DOUBLES.

GAME 3 – 2ND SINGLES.

A TEAM WINS IF IT WINS 2 OUT OF THE 3 GAMES.

## RULES FOR REPETITION OF PLAYERS

- FOR WOMEN'S CATEGORY:- ONLY ONE PLAYER CAN REPEAT, I.E., ONLY SHE CAN PLAY ONE SINGLE AND ONE DOUBLE.
- FOR MEN'S CATEGORY:- A SINGLES PLAYER REPEATING HIMSELF IN DOUBLES MUST CHOOSE A PARTNER WHO HAS NOT FEATURED IN THE OTHER TWO SINGLES GAME. IT ALSO MEANS THAT THE NEW DOUBLES PLAYER CANNOT FEATURE IN ANY OF THE OTHER TWO SINGLES GAMES.

## TOURNAMENT FORMAT

- NOT YET DECIDED.
- SUBJECT TO THE NUMBER OF REGISTRATIONS.
- WILL BE COMMUNICATED 1 DAY BEFORE THE START OF THE TOURNAMENT.



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# BADMINTON

## GENERAL RULES AND ELIGIBILITY CRITERIA

- SHUTTLE TO BE USED FOR THE TOURNAMENT: YONEX MAVIS 350
- IT IS AN INVITE ONLY TOURNAMENT.
- ALL THE PLAYERS OF A TEAM MUST BE REGISTERED STUDENTS OF THE SAME EDUCATIONAL INSTITUTION.
- THEY MUST POSSESS A VALID ID CARD/BONAFIDE CERTIFICATE OF THE SAME INSTITUTION.
- ALL THE PARTICIPANTS MUST PRODUCE THEIR COLLEGE ID CARDS TO THE ORGANIZERS PRIOR TO THEIR MATCH.
- FAILING TO SATISFY ANY OF THE ABOVE CRITERIA, THE TEAM WILL BE DECLARED AS DISQUALIFIED FROM THE TOURNAMENT.
- PLAYERS MUST BE READY 15 MINUTES PRIOR TO THEIR TIME SLOT AT THE VENUE. A FINAL CALL WILL BE MADE BEYOND WHICH THE OPPOSITION WILL BE GRANTED A WALKOVER.
- ALL THE MATCHES WILL BE HOSTED IN IISC GYMKHANA BADMINTON COURT.

## SCORING SYSTEM

- A MATCH CONSISTS OF THE BEST OF 3 GAMES OF 21 POINTS.
- EVERY TIME THERE IS A SERVE – THERE IS A POINT SCORED.
- THE SIDE WINNING A RALLY ADDS A POINT TO ITS SCORE.
- AT 20 ALL, THE SIDE WHICH GAINS A 2-POINT LEAD, WINS THAT GAME. AT 29 ALL, THE SIDE SCORING THE 30TH POINT FIRST WINS THAT GAME.
- THE SIDE WINNING A GAME SERVES FIRST IN THE NEXT GAME.
- WHEN THE LEADING SCORE REACHES 11 POINTS, PLAYERS HAVE A 60-SECOND BREAK.
- A 2-MINUTE INTERVAL BETWEEN EACH GAME IS ALLOWED. IN THE THIRD GAME, PLAYERS CHANGE SIDES AFTER 11 POINTS ARE SCORED BY A SIDE.





# BADMINTON

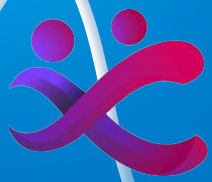
## FAULTS

- IF THE SHUTTLE LANDS OUTSIDE THE BOUNDARIES OF THE COURT, PASSES THROUGH OR UNDER THE NET FAIL TO PASS THE NET, TOUCHES THE PERSON OR DRESS OF A PLAYER OR TOUCHES ANY OTHER OBJECT OR PERSON.
- IF THE SHUTTLE TOUCHES THE CEILING OR ROOF OR ROD ATTACHED TO THE ROOF DURING PLAY.
- IF A PLAYER TOUCHES THE NET OR ITS SUPPORTS WITH A RACKET, PERSON OR DRESS, INVADERS ANOPPONENT'S COURT OVER THE NET WITH RACKET OR PERSON EXCEPT AS PERMITTED DURING THE RALLY OR UNTIL THE SHUTTLE IS DEAD.
- \*IF A PLAYER DELIBERATELY DISTRACTS AN OPPONENT BY ANY ACTION SUCH AS SHOUTING OR MAKING OFFENSIVE GESTURES.
- IF THE SHUTTLE IS CAUGHT AND HELD ON THE RACKET AND THEN SLUNG DURING THE EXECUTION OF A STROKE.
- IF THE SHUTTLE IS HIT TWICE IN SUCCESSION BY THE SAME PLAYER WITH TWO STROKES.
- IF THE SHUTTLE IS HIT BY A PLAYER AND THE PLAYER'S PARTNER SUCCESSIVELY TOUCHES A PLAYER'S RACKET AND CONTINUES TOWARDS THE BACK OF THAT PLAYER'S COURT.
- \*IF A PLAYER IS GUILTY OF FLAGRANT, REPEATED OR PERSISTENT OFFENSES UNDER THE LAW OF CONTINUOUS PLAY, MISCONDUCT.
- IF, ON SERVICE, THE SHUTTLE IS CAUGHT ON THE NET AND REMAINS SUSPENDED ON TOP, OR, ON SERVICE, AFTER PASSING OVER THE NET IS CAUGHT IN THE NET.

NOTE: FOR ALL THE FAULTS MARKED AS "\*", A WARNING WILL BE GIVEN FOR THE FIRST OFFENSE. IF THE FAULT IS REPEATED, THEN THE POINT GOES TO THE OPPONENT. THE REST OF THE FAULTS WILL HAVE NO WARNINGS AND A POINT WILL BE AWARDED TO THE OPPONENT.







# BADMINTON

## CONTINUOUS PLAY

- PLAY SHALL BE CONTINUOUS FROM THE FIRST SERVICE UNTIL THE MATCH IS CONCLUDED.
- THE UMPIRE SHALL BE THE SOLE JUDGE OF ANY DELAY IN PLAY.
- ONLY IN INTERVALS, SHALL A PLAYER BE PERMITTED TO RECEIVE ADVICE DURING A MATCH.
- NO PLAYER SHALL LEAVE THE COURT DURING A MATCH WITHOUT THE UMPIRE'S PERMISSION, EXCEPT DURING INTERVALS.

## OFFICIALS AND APPEALS

- THE UMPIRE, WHERE APPOINTED, SHALL BE IN CHARGE OF THE MATCH, THE COURT AND ITS IMMEDIATE SURROUNDINGS. THE UMPIRE'S DECISION IS FINAL. UMPIRES MAY DISQUALIFY A TEAM IF THEY ARGUE.
- A PLAYER CAN'T MODIFY OR DAMAGE THE SHUTTLE TO CHANGE ITS SPEED OR ITS FLIGHT.
- ANY OFFENSIVE BEHAVIOR WILL LEAD TO THE DISQUALIFICATION OF THE PLAYER.
- ONLY BADMINTON NON-MARKING SHOES ARE ALLOWED ON THE COURT. ALL PLAYER SHOULD PLAY IN PROPER SPORTS ATTIRE.

THOROUGHLY CLEAN YOUR SHOE BEFORE ENTERING THE COURT.  
RULES AND SCHEDULES ARE SUBJECT TO CHANGE IN THE SPIRIT OF THE GAME AND THE EVENT.  
THE FINAL DECISION IN ALL MATTERS RESTS WITH THE AAGHAZ TEAM.



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# BASKETBALL

1. THE TOURNAMENT IS AT AN INTER-COLLEGIATE LEVEL AND IS INVITE-ONLY.

2. MEN'S (M) AND WOMEN'S (W) TOURNAMENTS WILL BE CONDUCTED, SUBJECT TO THE NUMBER OF REGISTRATIONS RECEIVED\*:

**REGISTRATION FEES: 1500 (M) , 1000 (F)**

3. A TEAM MUST CONSIST OF 8-12 PLAYERS, OF WHICH ONLY 5 MAY BE ACTIVE DURING GAMEPLAY.

4. ALL TEAM MEMBERS MUST CARRY A VALID STUDENT ID OR BONA-FIDE CERTIFICATE FROM THEIR INSTITUTION, FAILURE TO COMPLY WITH WHICH WILL RESULT IN BARRING THE INDIVIDUAL/S FROM PARTICIPATING.\*\*

5. ALL GROUP STAGE MATCHES WILL BE CONDUCTED ON OUTDOOR (ASPHALT) COURTS. QUALIFYING TEAMS WILL PLAY THE REMAINING MATCHES ON AN INDOOR (WOODEN) COURT, FOR WHICH NONMARKING SHOES ARE COMPULSORY.

6. ALL GAMES CONSIST OF FOUR QUARTERS. QUARTER DURATION WILL BE 10 MINUTES FOR M AND 8 MINUTES FOR W. FOR GROUP STAGE MATCHES, RUNNING TIME WILL BE APPLIED, I.E., TIME WILL ONLY BE STOPPED FOR FREE THROWS, REFEREE TIME-OUTS, AND TIME-OUTS.

7. TEAMS ARE ALLOWED ONE TIME-OUT PER QUARTER EXCEPT IN THE FINAL QUARTER, WHERE THEY ARE ALLOWED TWO TIME-OUTS.

8. SUBSTITUTIONS ARE UNLIMITED BUT MUST OCCUR DURING DEAD BALL SITUATIONS.

9. PLAYERS MAY COMMIT NO MORE THAN FOUR PERSONAL FOULS DURING A GAME, FOLLOWING WHICH THEY FOUL OUT AND MUST BE SUBSTITUTED.

10. AFTER THE FOURTH TEAM FOUL, EVERY TEAM FOUL WILL RESULT IN TWO FREE THROWS FOR THE OPPOSING TEAM.

11. IN THE EVENT OF A TIE, OVER-TIMES (OTS) OF FIVE MINUTES DURATION WILL BE USED TO BREAK THE SAME.

12. TO ADHERE TO THE TIGHT SCHEDULE, TEAMS MUST REPORT AT LEAST 10 MINUTES PRIOR TO THE START OF THEIR MATCH. UNWARRANTED DELAYS WILL RESULT IN A WALKOVER FOR THE OPPONENTS.

13. UNLESS OTHERWISE SPECIFIED, ALL OTHER RULES SHALL BE IN ACCORDANCE WITH THOSE OF THE INTERNATIONAL BASKETBALL FEDERATION {FIBA}. \*\*\*

14. THE REFEREES' DECISION IS TO BE RESPECTED AND IS BINDING.



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# BASKETBALL

**15. APPEALS OF REFEREE DECISIONS WILL BE REVIEWED AT THE DISCRETION OF THE AAGHAZ ORGANIZING COMMITTEE - WHICH RESERVES THE RIGHT OF THE FINAL DECISION IN ALL MATTERS.**

**\*FIXTURES AND TOURNAMENT TYPE WILL BE DETERMINED BASED ON THE SAME. PRIZE POOL MAY BE INCREASED LATER.**

**\*\*IF IT IS DISCOVERED THAT A PLAYER FURNISHED INVALID ID AFTER COMMENCEMENT OF THE TOURNAMENT, THE ENTIRE TEAM SHALL BE DISQUALIFIED.**

**\*\*\*RULES STATED HEREIN MAY BE SUBJECT TO MINOR MODIFICATIONS, WHICH WILL BE INTIMATED TO ALL PARTICIPATING TEAMS PRIOR TO THE START OF THE TOURNAMENT.**



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# HANDBALL

1. THE REGULATION APPLIED TO THE AAGHAZ-2023 WILL BE THE OFFICIAL REGULATION OF THE INTERNATIONAL HANDBALL FEDERATION (IHF).

2. REGISTRATION FEE: **1500 INR/-**

3. AAGHAZ CHAMPIONSHIP MATCHES WILL BE CONDUCTED ON THE OUT-DOOR FIELD.

4. TOTAL PLAYERS PER TEAM: **14 (7+7)**

5. ELIGIBILITY: ALL TECHNICAL, ENGINEERING, & MEDICAL COLLEGE ONLY/-

6. **PROOF OF IDENTITY:** ALL TEAM PLAYERS SHOULD CARRY VALID INSTITUTION ID CARDS ISSUED BY THE UNIVERSITY/BONAFIDE OF THE SAME UNIVERSITY/INSTITUTION.

(NOTE: FAILING TO SATISFY THE ABOVE CRITERIA, THEN THE PLAYER WILL NOT BE ALLOWED TO PARTICIPATE IN THE TOURNAMENT)

7. **MATCH FORMAT:** LEAGUE OR KNOCKOUT WILL DECIDE BASED ON THE REGISTRATION NUMBERS.

8. **TEAM UNIFORM:** EACH PLAYER MUST DISPLAY A UNIQUE JERSEY NUMBER PLACED MIDDLE OF THE CHEST OR BACK

9. **MATCH DURATION:** LEAGUE: 15-5-15, FINAL 20-5-20 (NOTE: ORGANIZER CAN CHANGE MATCH DURATION IN ACCORDANCE WITH EXTERNAL CIRCUMSTANCES)

10. A TEAM SHOULD REPORT 10 MIN BEFORE THE MATCH. IF THEY FAIL TO REPORT, IT WILL BE CONSIDERED A FORFEIT OF THE GAME.

11. THE REFEREE'S DECISION IS FINAL DURING THE GAME.

12. IN CASE OF CONFLICT, THE AAGHAZ ORGANIZER'S DECISION IS FINAL.

IMPORTANT: THE REGISTRATION FEE IS NON-REFUNDABLE.



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# KABADDI

## GENERAL INSTRUCTIONS: -

- 1.ID CARDS ISSUED BY UNIVERSITY AS WELL AS BY THE COMMITTEE OF EVERY TEAM MEMBER ARE COMPULSORY IN ORDER TO PLAY/PARTICIPATE. IF ANY PLAYER DOES NOT HAVE AN ID CARD THEN THEY NEED TO CARRY HIS COLLEGE BONAFIDE OR HIS CURRENT YEAR FEES RECEIPT.
- 2.TEAM SHOULD REPORT 30 MINUTES BEFORE THE START OF THE MATCH. ANY TEAM LATER THAN 10 MINUTES OF THE SCHEDULED TIME WILL HAVE TO FORFEIT THE MATCH.
- 3.ANY TEAM FOUND MISBEHAVING WITH THE REFEREE OR THE MEMBER OF THE COMMITTEE WILL BE DISQUALIFIED.
- 4.ANY TEAM PLAYER PRIOR LATER FOUND HAVING A FAKE ID COMMITTEE'S DECISION WILL BE FINAL.
- 5.THE REFEREE'S DECISION WILL BE THE FINAL DECISION DURING THE GAME.
- 6.IN CASE OF A CONFLICT, DECISIONS OF THE SPORTS COMMITTEE WILL BE CONSIDERED AS FINAL DECISION.

## GENERAL RULES:

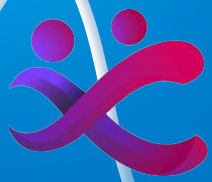
- 1.THE GAME WILL BE 7 IN PLAYERS WITH ROLLING 5 SUBSTITUTIONS TOTAL 12 PLAYERS IN A TEAM.
- 2.PLAYERS UP TO 85 KG OF WEIGHT ARE ALLOWED TO PLAY.
- 3.TIME ALLOTTED FOR THE GAME: THE GAME WILL BE OF 40 MINUTES, DIVIDED EVENLY INTO TWO 20-MINUTE HALVES WITH A 5-MINUTE BREAK IN BETWEEN. AFTER THE HALF, THE TEAMS SWITCH SIDES. EACH TEAM WILL HAVE EXACTLY THE SAME NUMBER OF PLAYERS AT THE START OF THE SECOND HALF AS THEY DID AT THE END OF THE FIRST.

## MATCH RULES:

- 1.THE TOSS-WINNING TEAM MAY CHOOSE THE COURT OR THE RAID, AND THE TOSS-LOSING TEAM MAY SELECT ONE OF THE OTHER OPTIONS. THE COURT WILL BE SWITCHED FOR THE SECOND HALF, AND THE SIDE THAT DECIDED AGAINST A RAID WILL SEND THEIR RAIDER FIRST. WITH THE SAME NUMBER OF PLAYERS AS AT THE END OF THE FIRST HALF, THE GAME WILL CONTINUE IN THE SECOND.







# KABADDI

2. IF ANY PART OF A PLAYER'S BODY REACHES THE OUTSIDE OF THE COURT, THAT PLAYER WILL BE DECLARED OUT (OUTSIDE ANY END LINE). DURING A STRUGGLE, A PLAYER IS ONLY CONSIDERED TO BE OUT IF HIS FULL BODY IS OUTSIDE THE COURT AND NONE OF HIS BODY PARTS, INCLUDING THE LOBBY, ARE IN CONTACT WITH THE COURT.

3. ANY PLAYER WHO CROSSES THE END LINE WHILE THE GAME IS STILL IN PROGRESS IS OUT. DURING THE RAID, THE UMPIRE OR REFEREE WILL MAKE SURE THE OUT PLAYER IS NO LONGER ENGAGED. SUCH PLAYERS MUST BE DECLARED OUT BY THE UMPIRE OR REFEREE SHOUTING OUT THE NUMBERS. THERE WILL BE NO WHISTLE, AND THE RAID WILL PROCEED.

4. A RAIDER MUST KEEP REPEATING THE AUTHORIZED CANT, "KABADDI." HE SHALL BE DECLARED OUT AND THE OPPONENT SHALL BE GIVEN ONE POINT AND THE OPPORTUNITY TO RAID IF HE IS NOT MAINTAINING THE PROPER APPROVED CANT IN THE OPPONENT'S COURT. IN THIS SITUATION, HE SHALL NOT BE PURSUED.

5. ONE RAIDER AT A TIME IS PERMITTED IN THE OPPONENT'S COURT; IF MORE THAN ONE RAIDER ENTERS THE OPPONENT'S COURT AT ONCE, THE UMPIRE OR REFEREE WILL ORDER EVERYONE TO RETURN TO THEIR COURT, AWARD THE OPPONENT A TECHNICAL POINT, AND REMOVE THE OPPORTUNITY TO RAID.

6. ONCE A RAIDER HAS ARRIVED AT HIS OR HER TARGET, THE ADVERSARIES HAVE FIVE SECONDS TO SEND THEIR OWN RAIDER. THIS IS HOW EACH SIDE WILL SEND ITS RAIDER UNTIL THE FINISH OF THE GAME. IF THE RAIDER DOES NOT BEGIN HIS RAID WITHIN 5 SECONDS, THE TEAM FORFEITS ITS OPPORTUNITY TO RAID, AND THE OTHER TEAM RECEIVES A TECHNICAL POINT.

7. NEITHER A DEFENDER NOR A RAIDER MAY PURPOSEFULLY PUSH OR PULL ANOTHER PLAYER OUT OF THE BORDER USING ANY PART OF THEIR BODY. THE DEFENDER OR RAIDER WHO PUSHES OR PULLS THE OPPONENTS OUTSIDE THE BOUNDARY WILL BE RULED OUT, AND IF THE RAIDER IS PUSHED OUTSIDE THE BOUNDARY OR THE DEFENDER IS PUSHED OR PULLED OUTSIDE THE BOUNDARY, THE UMPIRE OR REFEREE WILL DECLARE THE RAIDER OR DEFENDER, AS APPLICABLE, NOT OUT.

8. NOTE: PUSHING A RAIDER OUT IS ALLOWED IN THE GAME WITH A FEW INSTRUCTIONS. THE DASH REFERRED TO HERE IS A LEGAL MOVE BY DEFENDERS TO GET RID OF ATTACKING RAIDERS.

9. THE UMPIRE OR REFEREE MUST AWARD THE OPPOSING TEAM ONE TECHNICAL POINT IF A RAIDER RECEIVES A WARNING OR OTHER INSTRUCTION FROM A MEMBER OF THEIR OWN TEAM DURING A RAID.







# KABADDI

**10. SUPER TACKLE** - SUPER TACKLE IS THE ACTION OF TACKLING A RAIDER AND STOPPING HIM FROM ESCAPING THE MIDLINE TO ONE POINT IN KABADDI. HOWEVER, IF THE TEAM HAS EVEN REDUCED TO THREE OR FEWER PLAYERS THEN EXECUTING THE SAME WILL EARN THEM AN EXTRA POINT WHICH WILL THEN RESULT IN TWO POINTS FOR A SINGLE TACKLE.

## SCORING SYSTEM:

1. EACH TEAM SHALL SCORE ONE POINT FOR EVERY OPPONENT OUT OR PUT OUT. THE SIDE, WHICH SCORES AN ALL-OUT, SHALL SCORE TWO EXTRA POINTS. THE OUT AND REVIVAL RULE WILL BE APPLICABLE.

2. EACH TEAM SHALL SCORE ONE POINT FOR EVERY BONUS POINT AWARDED.

## TIME OUT:

1. EACH TEAM SHALL BE ALLOWED TO TAKE ONE "TIME OUT" OF 90 SECONDS EACH PER HALF. SUCH TIME OUT SHALL BE CALLED FOR BY THE CAPTAIN, COACH OR ANY PLAYING MEMBER OF THE TEAM WITH THE PERMISSION OF REFEREE

2. DURING TIME OUT THE TEAMS SHALL NOT LEAVE THE GROUND. IN CASE OF ANY VIOLATION A TECHNICAL POINT SHALL BE AWARDED TO THE OPPONENT TEAM.

3. OFFICIAL TIME OUT CAN BE CALLED FOR BY THE REFEREE / UMPIRE IN THE EVENT OF ANY INJURY TO A PLAYER, INTERRUPTION BY OUTSIDERS, RE-LINING OF THE GROUND, OR ANY SUCH UNFORESEEN CIRCUMSTANCES. MATCH CLOCK WILL BE PAUSED AND WILL RESTART ON THE COMMENCEMENT OF THE NEXT RAID WHICH HAS TO START ON THE BLOW OF THE WHISTLE BY THE REFEREE / UMPIRE.

## SUBSTITUTION:

1. EACH TEAM IS ALLOWED A MAXIMUM NUMBER OF 5 SUBSTITUTIONS PER MATCH WITH THE PERMISSION OF THE REFEREE.

2. SUBSTITUTED PLAYERS CAN BE RE-SUBSTITUTED BY UTILIZING ONE OF THE REMAINING SUBSTITUTE CHANCES OUT OF THE TOTAL 5 NUMBER OF SUBSTITUTIONS ALLOWED IN A MATCH.

3. IF ANY PLAYER IS SUSPENDED OR DISQUALIFIED FROM THE MATCH, NO SUBSTITUTION IS ALLOWED FOR THAT PARTICULAR PLAYER. THE TEAM WILL PLAY WITH A SMALLER NUMBER OF PLAYERS.

4. SUBSTITUTION IS NOT ALLOWED FOR PLAYERS WHO ARE OUT.





# KABADDI

5. MATCH CLOCK WILL BE OFFICIALLY STOPPED FOR THIS DURATION, WHICH SHOULD NOT EXCEED 10 SECONDS. THE EXCHANGE MUST TAKE PLACE JUST AFTER A RAIDER RETURNS TO HIS COURT, OR DURING ANY OTHER STOPPAGE IN PLAY. ALL SUBSTITUTIONS TO BE RECORDED BY THE OFFICIAL SCORERS AND INFORMED TO THE COMMENTATORS.

6. IN CASE A TEAM HAS UTILIZED ALL ITS 5 SUBSTITUTES, AND IN THE IMMEDIATE RAID AFTER THE FINAL SUBSTITUTION, ONE OF ITS PLAYERS SUFFERS AN INJURY, IN SUCH AN INSTANCE THE REFEREE MAY CHOOSE TO ALLOW A SUBSTITUTE. HOWEVER, THE INJURED PLAYER WILL NOT BE ALLOWED TO RETURN AND PLAY IN THE REMAINDER OF THE MATCH.

## **TIE IN KNOCKOUT/PLAYOFF MATCHES:**

1. EXTRA TIME OF 7 MINUTES WILL BE AWARDED TO DECIDE THE RESULT OF THE MATCH

2. THE EXTRA TIME OF 7 MINUTES WILL BE DIVIDED INTO 2 HALVES OF 3 MINUTES EACH AND A BREAK OF 1 MINUTE IN BETWEEN THE HALVES

3. THE COURT AND RAID POSITIONS SHALL BE THE SAME AS THEY WERE AT THE BEGINNING OF THE MATCH

4. REGULAR RULES OF PLAY SHALL BE FOLLOWED

5. IF AT THE END OF EXTRA 7 MINUTES, THE GAME IS STILL TIED, THE GOLDEN RAID RULE WILL APPLY.





# TABLE TENNIS

## CATEGORY: MEN'S TEAM

REGISTRATION FEES: ₹ 1000 / TEAM  
MINIMUM TEAM SIZE: 3  
MAXIMUM TEAM SIZE: 5

### TEAM EVENT:

1. A TEAM CAN CONSIST OF 5 PLAYERS AT THE MOST, OF WHICH ANY 3 OF THE 5 PLAYERS CAN PLAY IN A PARTICULAR ROUND.
2. ALL TEAM MATCHES SHALL BE PLAYED ON THE ITTF RULES WITH A MAXIMUM OF 5 SINGLES MATCHES. THE FIRST TEAM TO WIN 3 OUT OF THE 5 WILL BE CONSIDERED THE WINNER.

## CATEGORY: WOMEN'S TEAM

REGISTRATION FEES: ₹ 1000 / TEAM  
MINIMUM TEAM SIZE: 3  
MAXIMUM TEAM SIZE: 5

### TEAM EVENT:

1. A TEAM CAN CONSIST OF 5 PLAYERS AT THE MOST, OF WHICH ANY 3 OF THE 5 PLAYERS CAN PLAY IN A PARTICULAR ROUND.
2. ALL TEAM MATCHES SHALL BE PLAYED ON THE ITTF RULE WITH A MAXIMUM OF 5 SINGLES MATCHES. THE FIRST TEAM TO WIN 3 OUT OF THE 5 WILL BE CONSIDERED THE WINNER.

## TOURNAMENT FORMAT

1. AN INSTITUTE CAN REGISTER WITH A MAXIMUM OF 3 TEAMS.
2. ALL EVENTS WILL BE KNOCKOUT.
3. EACH OF THESE MATCHES WILL BE PLAYED AS A BEST OF 3 GAMES (UNTIL QUARTER-FINALS), EACH GAME WON BY THE FIRST PLAYER TO ELEVEN POINTS (THE 10-10 CASE WILL BE DECIDED BY THE FIRST PLAYER TO WIN TWO POINT LEAD AFTER 10-10).
4. SEMI-FINALS AND FINALS WILL BE PLAYED AS BEST OF 5 GAMES. THERE MIGHT BE SLIGHT CHANGES IN THE FORMAT SUBJECT TO THE NUMBER OF REGISTRATIONS.
5. ANY CHANGE WILL BE COMMUNICATED AT LEAST A FEW DAYS BEFORE THE START OF THE TOURNAMENT.



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# TABLE TENNIS

## GENERAL RULES AND ELIGIBILITY CRITERIA

1. IT IS AN INVITE ONLY TOURNAMENT.

2. ALL THE PLAYERS OF A TEAM MUST BE REGISTERED STUDENTS OF THE SAME EDUCATIONAL INSTITUTION.

3. THEY MUST POSSESS A VALID ID CARD/BONAFIDE CERTIFICATE OF THE SAME INSTITUTION.

4. ALL THE PARTICIPANTS MUST PRODUCE THEIR COLLEGE ID CARDS TO THE ORGANIZERS PRIOR TO THEIR MATCH.

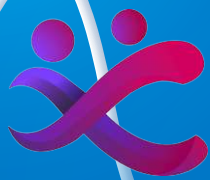
5. FAILING TO SATISFY ANY OF THE ABOVE CRITERIA, THE TEAM WILL BE DECLARED AS DISQUALIFIED FROM THE TOURNAMENT.

6. PLAYERS MUST BE READY 15 MINUTES PRIOR TO THEIR TIME SLOT AT THE VENUE. A FINAL CALL WILL BE MADE BEYOND WHICH THE OPPOSITION WILL BE GRANTED A WALKOVER.

7. ALL THE MATCHES WILL BE HOSTED IN IISC GYMKHANA TABLE TENNIS COURT.



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# ULTIMATE FRISBEE

## GENERAL RULES

- ALL GAMES WILL BE PLAYED ON A REGULATION SIZE FIELD WITH STANDARD WFDF ULTIMATE FRISBEE RULES.
- THE SPIRIT OF THE GAME MUST BE UPHELD AT ALL TIMES. PLAYERS ARE RESPONSIBLE FOR EXHIBITING SPORTSMANSHIP AND FAIR PLAY, AS WELL AS FOLLOWING THE RULES. IN THAT REGARD, CAPTAINS AND SPIRIT CAPTAINS WILL NEED ADVANCED WFDF ACCREDITATION AND EVERY PLAYER IN THE TEAM SHOULD ATLEAST HAVE A STANDARD WFDF ACCREDITATION.
- THE TOURNAMENT ORGANIZERS RESERVE THE RIGHT TO MAKE CHANGES TO THE SCHEDULE, RULES, OR OTHER ASPECTS OF THE TOURNAMENT AS NECESSARY.

## TOURNAMENT RULES:

- POINTS CAP: 15
- TIME CAP: 75 MINUTES. (90-MINUTE TIME SLOTS)
- HALF TIME: 5 MINUTES BREAK AFTER ONE TEAM HAS SCORED 8 POINTS. MIRROR START FOR THE SECONDHAF.
- AT TIME CAP: FINISH CURRENT POINT. ADD 1 TO THE HIGHEST SCORE TO ESTABLISH A WIN-BY-1 TARGET
- TIME-OUTS: 1 PER HALF PER TEAM. 75 SECONDS EACH.
- THE TIME BETWEEN THE START OF A POINT AND THE SUBSEQUENT PULL SHOULD BE A MAXIMUM OF 75 SECONDS, HOWEVER, THERE ARE NO PENALTIES FOR FAILING TO COMPLY WITH THIS TIME LIMIT.

## ELIGIBILITY:

- MAXIMUM OF 3 STAFF MEMEBERS CAN PLAY FOR THE TEAM



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# ULTIMATE FRISBEE

## SPIRIT OF THE GAME

THE SPIRIT OF THE GAME IS THE FOUNDATION UPON WHICH ULTIMATE FRISBEE IS BUILT. IN THIS SPORT, PLAYERS ARE NOT ONLY RESPONSIBLE FOR FOLLOWING THE RULES, BUT ALSO FOR EXHIBITING SPORTSMANSHIP AND FAIR PLAY AT ALL TIMES. THIS MEANS THAT PLAYERS MUST TAKE RESPONSIBILITY FOR THEIR ACTIONS AND SHOW RESPECT TOWARDS THEIR OPPONENTS, THEIR TEAMMATES, AND THE GAME ITSELF.

AT OUR TOURNAMENT, WE WILL HOLD THE SPIRIT OF THE GAME IN THE HIGHEST STANDARD. WE EXPECT ALL PLAYERS TO PLAY WITH INTEGRITY, HONESTY, AND RESPECT FOR EACH OTHER, THE RULES, AND THE SPORT. THIS MEANS THAT ALL PLAYERS MUST COMMUNICATE CLEARLY, BE FAIR AND OBJECTIVE, AND SHOW RESPECT FOR THE OPPOSING TEAM, EVEN IN THE HEAT OF COMPETITION.

IN ADDITION TO ENSURING THAT THE SPIRIT OF THE GAME IS UPHELD, WE ENCOURAGE YOU TO COME UP WITH **FUN GAMES AND ACTIVITIES** AND HAVE SPIRIT GIFTS AFTER EACH MATCH.

WE BELIEVE THAT HAVING FUN AND ENJOYING THE EXPERIENCE IS JUST AS IMPORTANT AS WINNING. OUR GOAL IS TO CREATE A POSITIVE AND INCLUSIVE ENVIRONMENT WHERE PLAYERS CAN COME TOGETHER TO CELEBRATE THE SPORT AND THEIR LOVE FOR THE GAME.

WE HOPE THAT ALL PARTICIPANTS WILL EMBRACE THE SPIRIT OF THE GAME AND HELP US CREATE AN UNFORGETTABLE TOURNAMENT THAT CELEBRATES THE BEST OF ULTIMATE FRISBEE.

## SQUAD SIZE

EACH TEAM MUST HAVE A MINIMUM OF 10 PLAYERS, INCLUDING 5 BOYS AND 5 GIRLS. THE MAXIMUM SQUAD SIZE IS 16, WITH A MAXIMUM OF 8 BOYS AND 8 GIRLS. THIS IS TO ENSURE THAT TEAMS HAVE A BALANCED MIX OF GENDERS AND ENOUGH PLAYERS TO ROTATE IN AND OUT DURING GAMES.

## RATIO

THE RATIO WILL BE **MAXIMUM 4 BOYS AND MINIMUM 3 GIRLS** THROUGHOUT THE MATCH.



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# ULTIMATE FRISBEE

## ACCOMMODATION

WE WILL BE PROVIDING ALL TEAMS WITH ACCOMMODATION IN OR AROUND THE IISC CAMPUS.

KINDLY NOTE THAT DUE TO LIMITED AVAILABILITY, IT IS POSSIBLE THAT TEAMS MAY HAVE TO ACCOMMODATE MORE PEOPLE IN ONE ROOM THAN THEY MAY BE USED TO.

OUR GOAL IS TO ENSURE THAT ALL PARTICIPANTS HAVE A COMFORTABLE AND CONVENIENT PLACE TO STAY DURING THE TOURNAMENT. WE WILL DO OUR BEST TO ALLOCATE ROOMS IN A FAIR AND EFFICIENT MANNER, AND WE APPRECIATE YOUR UNDERSTANDING IN THIS MATTER. WE HOPE THAT BY PROVIDING ACCOMMODATION, WE CAN MAKE THE TOURNAMENT EXPERIENCE AS SMOOTH AND ENJOYABLE AS POSSIBLE FOR ALL PARTICIPANTS. WE LOOK FORWARD TO HOSTING YOU AND YOUR TEAM AND WISH YOU THE BEST OF LUCK IN YOUR GAMES!

## BANANA

TO KEEP PLAYERS HYDRATED AND ENERGIZED, WE WILL BE PROVIDING **SNACKS, BANANAS, WATER, HYDRATION SALTS** FOR ALL TEAMS DURING THE TOURNAMENT. THIS IS TO ENSURE THAT ALL PLAYERS ARE ABLE TO PERFORM AT THEIR BEST AND ENJOY THE TOURNAMENT TO THE FULLEST.

WE KINDLY REQUEST THAT ALL PARTICIPANTS HELP US KEEP THE TOURNAMENT PREMISES CLEAN BY USING THE DUSTBINS PROVIDED FOR ANY BANANA PEELS OR OTHER TRASH. LET'S ALL DO OUR PART TO MAINTAIN A CLEAN AND HEALTHY ENVIRONMENT FOR EVERYONE TO ENJOY!

WE HOPE THAT BY PROVIDING THESE AMENITIES, WE CAN CREATE A COMFORTABLE AND ENJOYABLE ENVIRONMENT FOR ALL PARTICIPANTS.

WE LOOK FORWARD TO HOSTING YOU AND YOUR TEAM AT THE TOURNAMENT AND WISH YOU THE BEST OF LUCK IN YOUR GAMES



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# VOLLEYBALL

**REGISTRATION FEE : 2000 PER TEAM**

**MATCH FORMAT:**

THE LEAGUE STAGE MATCHES WILL BE 3 SETS (25,25,15) AND THE FINAL MATCH WILL BE OF 5 SETS (25, 25, 25, 25, 15)

ALL THE MATCHES WILL FOLLOW RALLY POINT SYSTEM & ROTATION GAMES

**ELIGIBILITY CRITERIA:-**

1.IT IS AN INVITE ONLY TOURNAMENT.

2.ALL THE PLAYERS OF A TEAM MUST BE REGISTERED STUDENTS OF THE SAME EDUCATIONAL INSTITUTION.THEY MUST POSSESS A VALID ID CARD/BONA-FIDE OF THE SAME INSTITUTION.

3.ALL PARTICIPANTS MUST PRODUCE THEIR COLLEGE ID/BONAFIDE TO THE ORGANIZERS PRIOR TO THEIR MATCH.

4.FAILING TO SATISFY ANY OF THE ABOVE CRITERIA, THE TEAM WILL BE DECLARED AS DISQUALIFIED FROM THE TOURNAMENT.

**RULES :**

1.THE GENERAL RULES ARE BASED ON THE FIVB RULEBOOK

2.THE REFEREE'S DECISION WILL BE FINAL

3.THE ORGANIZERS WILL HAVE THE FINAL SAY IN ALL THE MATTERS RELATED TO THE TOURNAMENT ORGANIZATION

4.EACH PLAYER'S JERSEY MUST DISPLAY A UNIQUE JERSEY NUMBER PLACED ON THE MIDDLE OF THE CHEST OR BACK. THE LIBERO'S JERSEY MUST HAVE A DIFFERENT COLOUR FROM OTHER TEAMMATES.

5.ALL THE MATCHES WILL BE HOSTED IN THE IISC GYMKHANA VOLLEYBALL GROUND

6.THE SCHEDULE WILL BE SENT PRIOR. IT IS THE RESPONSIBILITY OF THE PARTICIPANTS TO BE AT THE GROUND AT LEAST 30 MINUTES BEFORE THEIR MATCH

7.ALL COMPETITORS ARE REQUIRED TO BE RESPECTFUL AND SHOW EXCELLENT SPORTSMANSHIP. ANY ACTS OF MISBEHAVIOR WILL NOT BE TOLERATED. DURING A MATCH, VIOLATIONS BY ANY PARTICIPANT (PLAYING OR BENCH) WILL BE PENALISED BY REFEREE



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# OUR TEAM

## AAGHAZ COORDINATOR:

NAGA NARSIMHARAO	9542981232
SRINIVAS BODA	9515908965

## SPORTS COORDINATOR:

### ULTIMATE FRISBEE:

TIRTHA	7005265716
SUSHMITA J	9003298752

### VOLLEYBALL:

ARMAAN RAIS	8395851695
AMRITHA RAJ A	7012266011

### BADMINTON:

ABHISHEK RANJAN	7087133352
PRIYANSHU	9599769021

### BASKETBALL:

SVEEKRUTH PAI	9915594627
PRAKASH JOSHI	8810549729

### KABADDI:

AGAM GHOTIYA	8094284964
ABHISHEK RANA	9897729731

### HANDBALL:

BHARATH SANKAR S	8675567998
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### TABLE TENNIS:

VIJEYAN C	9095821445
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### ATHLETICS:

SOURABH	9999644927
KAMLESH	8619564804



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