

SPRINT X OJAS

*Division Wars*

THE CLASH OF DIVS

**RULE BOOK**

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# Box Cricket

## 1. Tournament overview

- Name: Division Wars Cricket.
  - Venue: Rec Center (Terrace).
  - Ball: Tenex for boys and Boldfit for girls.
  - Boys format: 8 players on field at a time; squad size 10
  - Girls format: 6 players on field at a time; squad size 8.
  - Match type: Short-format limited overs (see section 4 for overs and bowling caps).
  - Disputes: Umpire decision is final.
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## 2. Schedule, total matches and timings

- Boys: Round-robin among five teams (10 matches) → semi final (2 v 3) → final vs top team. Total matches = 12. Total time allocated = 12 hours.
  - Girls: Round-robin among five teams (see schedule) → semi final (2 v 3) → final vs top team. Total matches = 12 (10 round robin + 2 knockouts). Total time allocated = 9 hours.
  - Match durations:
    - Boys match window: 60 minutes (1 hour) per game, inclusive of innings changeover and mandatory allowances.
    - Girls match window: 45 minutes (0.75 hours) per game, inclusive of changeover and allowances.
  - Changeover between innings: maximum 5 minutes.
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## 3. Teams and eligibility

- Squad size:
  - Boys: Max 8 players on field at a time; squads may include up to 2 substitutes (subs can rotate between matches only; a substitute may replace a player for a whole match with umpire recorded substitution).
  - Girls: Max 6 players on field at a time; squads may include up to 2 substitutes (same substitution rule as boys).
- Equipment:
  - Only wooden bats are permitted.
  - Both striker and non-striker must carry a bat while batting.
- Fielding:
  - Maximum of 2 fielders permitted behind the bowling stumps at any time.
  - One wicket-keeper is compulsory

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## 4. Match format and playing conditions

- Overs per innings:
  - Boys: 8 overs per side.
  - Girls: 6 overs per side.
- Bowling limit:
  - Boys: only 2 bowlers allowed 2 overs per match rest 1 (minimum 6 bowlers)
  - Girls: only 2 bowlers allowed 2 overs per match rest 1 (minimum 4 bowlers)
- Bouncers:
  - Maximum 1 bouncer per over (height judged by umpire; any over-height beamer deemed dangerous is called no-ball and free hit).
- LBW:
  - LBW dismissals are not permitted in this tournament.
- No-balls:
  - All no-balls (front-foot and height and Chucking) are followed by a free hit on the next delivery.
- Wide deliveries:
  - For girls' matches only: a wide is a legal delivery but awards 2 runs to the batting side (exception: final over of innings and super overs — there the wide is treated normally as per umpire call).
  - For boys' matches: wides are treated as normal wides (1 run plus extra ball) as per umpire call.
- Byes:
  - Byes and Leg byes are allowed and counted as runs to the batting team in the normal way.
  - Overthrows are allowed and the boundary will be considered in case of overthrows (front boundary only)
- Dead ball
  - For Girls, there will be 2 warnings and a dead ball would be counted, and on the 3rd instance, 2 runs and a legal delivery would be considered

## 5. Special zones, boundaries and rooftop rules

- Boundary layout:
  - Entire front is a boundary (whole front).
  - Two side poles mark side boundaries.
  - There is a 2-run zone on the on and Off side
  - There is a 8-run box straight — any ball hitting that box directly only will be awarded 8 runs.
- Roof rule:
  - Runs completed count normally.

- If the ball then reaches any boundary zone (including 4), award the boundary value (4).
  - A catch after roof contact is not a valid dismissal; catching is not considered if the ball touches the roof before being caught.
  - Out-of-play:
    - If the ball leaves the defined playing area, no further runs are scored once it has crossed the playing limit; runs already started before the ball crossed are counted.
- 

## 6. Power Boost Over / Boom Over

- Each team may nominate one Boom Over per innings.
  - Conditions:
    - Boys: Boom Over may be nominated any time before the start of the batting team's 6th over.
    - Girls: Boom Over may be nominated any time before the start of the batting team's 4th over.
  - Effects:
    - Runs scored off bat and extras in the Boom Over are doubled.
  - Any special rules (e.g., girls' wide-as-2 rule) apply to Boom Over unless explicitly stated otherwise.
- 

## 7. No-ball / free-hit specifics and throwing (chucking)

- Chucking:
    - Men: Chucking (illegal bowling action) is not allowed. Objection may be raised by either batsman or the umpires.
      - First instance = warning; ball is called a no-ball (free hit awarded).
      - Second instance = bowler removed from bowling for remainder of the match; a replacement bowler must complete remaining overs subject to bowling limits.
    - Women: Over-arm throwing (chucking) is permitted. Umpires are still empowered to act on safety or dangerous deliveries.
  - Mankading:
    - Mankading (run-out at non-striker's end before ball is delivered) is permitted and will be treated as a standard run-out. Umpires should apply this rule consistently and fairly.
  - Free-hit consequences:
    - Free hits are awarded for all no-balls (front foot and height) — batsmen may not be dismissed caught or bowled on a free hit, but run outs remain valid.
-

## 8. Dismissals and last man

- Last man batting:
  - Last man batting is not allowed. When a team has lost all but one wicket (i.e., 9 wickets), the last man is not allowed to bat.
- Wickets:
  - All standard dismissals apply except LBW and catches after roof touch (see Roof Rule).
- Super Over and tie procedures:
  - If a match ends tied, a Super Over will decide the winner.
  - Super Over rules:
    - Each team nominates a maximum of three batsmen; a maximum of two wickets will end the Super Over for that team.
    - The team that batted second in the tie will bat first in the Super Over.
    - A player who has already bowled two overs in the match is ineligible to bowl in the Super Over.
    - Women's wide-as-2 rule does not apply in the Super Over (wide is treated as a normal extra).
  - If Super Over is tied:
    - A bowl-out of five attempts per team decides the result.
    - If still tied after bowl-out, sudden-death bowl-out continues until a winner emerges.

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## 9. Bowling rotation and restrictions

- Maximum overs per bowler: 2 overs (only 2 bowlers can bowl a maximum of 2 overs)
- A bowler who bowls two overs in the match cannot be selected to bowl in the Super Over.
- Overthrows:
  - Overthrow runs stand; if an overthrow reaches a boundary, it counts as 4 runs

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## 10. Pitch, equipment and physical setup

- Pitch:
  - Pitch length for women will be shorter than the men's pitch (precise mark placed by organisers; umpires will confirm prior to toss).
- Bats and gear:
  - Only wooden bats allowed.
- Boundary markers, zones and poles:
  - Organisers will mark the front boundary, two side poles, the 2-run zones, and 10-run straight zone prior to each match.
- Roof and terrace specifics:

- Organisers will indicate the playing limits beyond which runs cannot be taken once the ball crosses them.

## 11. Points, standings and tie-breakers

- Points per match:
  - Win = 2 points.
  - Loss = 0 points.
- League table ranking order:
  - Total points.
  - Net Run Rate (NRR).
  - Head-to-head result.
- Final qualification:
  - Top team after round-robin qualifies directly to final.
  - Teams finishing 2nd and 3rd play a semi-final; winner proceeds to final.

## 12. Match-day procedures

- Toss:
  - Captains toss before the match. The winner chooses to bat or bowl.
- Match start:
  - Teams must be ready 5 minutes before scheduled start. Late arrivals may forfeit overs at umpire discretion.
- Scorekeeping:
  - Official scorers/umpires will maintain the match scoreboard. Any scoring queries must be raised during the match.

## 13. Penalties and enforcement

- Common penalties:
  - Illegal action (chucking) after warning: bowler removed and over completed by replacement; no-ball and free hit applied on the instance of the illegal delivery.
  - Offensive conduct: umpire warning, then potential player ejection at umpire/organiser discretion.
  - Late start without reasonable cause: overs may be reduced at umpire discretion.
- Interpretation:
  - The umpire(s) and organisers interpret these rules to preserve fairness and safety. Their rulings are final.

## Closing note

*\* The rules for cricket are considering rec center box as the venue. In case of change in venue to Bhavan's ground, updated rules for the sport will be shared immediately.*

Play hard, play fair, and have fun. Officials will apply these rules consistently to keep games flowing and disputes minimal. If a situation is truly unforeseen, umpires and organisers will make a ruling that preserves fairness — and their call is final.

# **Badminton**

## **General Guidelines:**

- There will be a total of five formats in the tournament – Women’s singles, Men’s singles, Men’s doubles, Women’s doubles and Mixed doubles
- Any team that does not enter the playing arena within 10 minutes after the last call will be given a walk-over
- Fixtures, once decided, are final, and no changes will be entertained
- Non-marking shoes are mandatory
- There will be a toss for the selection of side or serve

## **Rules and Regulations:**

### Team Formation:

- A minimum number of total players from each division – 4 Men & Women (No subs player)
- Division member is allowed to participate in one format only. Only one person (1 male and 1 female) from the division will be allowed to participate in two formats
- Tournament format:
- League Stage
- The teams that play against each other will be decided based on the chit system
- The teams are ranked based on their total points at the end of the league stage having played all the five formats.
- In tie-in points, game differential (games won minus games lost) will be used as tiebreakers
- Each format in this round will be 15 points each
- At 14 all, the side that gains a 2-point lead first wins that game
- At 19 all, the side scoring the 20th point wins that game

### Semi- finals & Finals:

- Top team will directly qualify for finals
- The first and second runner ups from the league stage will qualify for the semi- finals
- Winner of semi-finals will qualify for finals
- Each format in this round will be 21x3 points each
- At 20, the side that gains a 2-point lead wins that game
- At 29 all, the side scoring the 30th point wins that game
- The best of 2 out of 3 matches will be considered as the winner

## **Game Rules:**

- All matches follow standard badminton rules as per [BWF (Badminton World Federation)] guidelines.

# Chess

## General structure

- Round robin tournament of 5 teams, 3 players per team = 15 players
- Each team will have 3 players + 1 substitute
- **Total no. of rounds: 5**
- Time format: **10 mins + 2 sec increment**
- Each round will take approx. 25 mins. With breaks and turnaround of 10 min after each round, **the total time for the tournament = 35 mins \* 5 rounds = 175 minutes** (approx. 3 hours)
- Scoring: 2 points for a win, 1 point for a draw and 0 for a loss
- Blind board order should be sent 10 mins before the game.
- Captains will be informed all the rules of the board order and substitution well before the tournament.
- All FIDE rules are applicable

## Tournament Format & Rules

- **Type:** Round-Robin
- **Platform:** The games will be played over the board
- **Players:** 5 teams (each plays every other once, 4 (3+1 sub) players per team)
- **Rounds:** 5 rounds
- **Round Length:** 10 minutes plus 2 seconds increment per move
- **Tie-breaks:** 1) Total number of match points, 2) Total number of game points 3) Armageddon
- Players should report 10 minutes before each round.
- **Draw Claims (Threefold Repetition / 50-Move Rule):** Players must stop the clock and call the arbiter to claim a draw. Incorrect claims may incur a time penalty.
- **End of Game Procedure:** After checkmate, resignation, or flag fall, both players must sign the result slip.
- **Late Arrival Protocol:** Players arriving after the 10-minute default time lose by forfeit.
- **Pairing Display:** Round-robin pairings are pre-published; players must check the board number before each round.
- **Touch-Move Rule:** If a player deliberately touches a piece, they must move it if legal. Touching the opponent's pieces without intent to capture is forbidden.
- **Check & Illegal Position Corrections:** If an illegal position is noticed, the arbiter will reinstate the last correct position and add time penalties where applicable.

- **Electronic devices:** Phones or smart devices must be switched off, in a separate bag or outside the playing area. It shouldn't be on the table or in the player's pockets. Any sound from the player's device will lead to loss of game.
- **Illegal Moves:** First illegal move: warning; second illegal move: loss of game.
- **Scoring:** 2 points for a win, 1 for a draw, 0 for loss.

## Pairings

Round	White	Black	Bye
1	Team 1	Team 2	Team 5
	Team 3	Team 4	
2	Team 2	Team 3	Team 4
	Team 5	Team 1	
3	Team 4	Team 2	Team 1
	Team 3	Team 5	
4	Team 1	Team 3	Team 2
	Team 5	Team 4	
5	Team 2	Team 5	Team 3
	Team 4	Team 1	

To assign starting seeds, the captains of the teams will be drawing lots before the rounds begin.

## Arbiter & Officials

- **Arbiter:** Hemanth Kumar
- **Appeals Committee:** Shriya Revankar, Kushagr Sharma, Siddharth Chaudhary, Harsh Tiwari, Shubham Deokar

## Code of Conduct

- Appeals must be lodged with the chief arbiter within 10 minutes of the game's finish together with a ₹500 protest fee (refundable if appeal succeeds).

## Tiebreaks

1. Total number of matchpoints
2. Total number of game points: total board points scored across all rounds

3. Armageddon: Black will start with a time disadvantage but a draw results in a win for black. Lots to decide the colour. White gets 5 mins and Black gets 4 mins.

## Board ordering

Initial Board order must be declared 5 before the start of the event. Board order refers to which player plays on which board.

### Initial board order

Board	Player
1	Player 1
2	Player 2
3	Player 3
4	Sub

Starting of the tournament the board order needs to be fixed and the only way to change that board order is to either “Push up” or “Push down”. “Push up” means player on board 1 goes out. Player 2 goes to board 1, player 3 goes to board 2, and the substitute goes to board 3.

Board	Player
1	Player 2
2	Player 3
3	Sub

Board order after push up substitution

Push down means player on board 3 goes out, player 1 goes to board 2, player 2 goes to board 3 and the substitute goes to board 1.

Board	Player
1	Substitute
2	Player 1
3	Player 2

Board order after push down substitution

Board order submission that doesn't follow these rules and/or players not sitting in their submitted board orders will result in a loss for the team. The board order has to be submitted 5 mins prior to the game.

# Basketball

## General Guidelines:

- There will be a separate tournament for Men and Women. Each team can participate independently.
- In the interest of time, each team is required to report at the venue on time, failing which appropriate action will be taken by the referee.
- Players are required to report in proper sports attire and shoes.
- The referee's decision will be deemed final in any case of controversy and that will stand above any challenge by any team. All players must ensure that their nails are neatly cut.
- No wristbands, bracelets, wristwatches, or other accessories will be allowed to be worn on wrists.
- Nivea Engraver (Size 7) for mens.
- Nivea Engraver (Size 6) womens.

## Rules and Regulations:

- Substitutes
  - Substitutions can be made during stoppages in play with the referee's permission.
  - Substituted players must leave the court before their replacements enter.
- Fouls
  - Fouls and misconduct should be governed by the rules of the game (typically FIBA rules).
- Time-Outs
  - Each team will be provided with 2 time-outs (1 minute each), one for each half.
- Fair Play and Sportsmanship
  - Encourage fair play, respect for opponents, and good sportsmanship throughout the tournament.
  - Disciplinary actions will be taken as necessary for unsportsmanlike conduct.

## Tournament format:

### League Stage

#### MEN (5 v 5 – Full Court)

- There will be one from each division comprising 8 players max (5 playing + 3 substitutes).
- Each match will consist of 2 halves (10 min each).
- Two time-outs per half will be allowed for each team.
- Timeouts will be for 1 minute. Half time will be for 5 minutes in each match.

- In case of a score tie at the end of regulation play, an additional play of 4 minutes overtime will be constituted.
- 4 Team Fouls per half after which free throws will be granted. 5 personal fouls per match per player will be allowed, after which the player gets fouled out.
- Match ball will be provided by the organizers (Size 7)
- The format will be round robin where each team (division) will play against every other participating team (division).

#### **WOMEN (3 v 3 – Half Court):**

- There will be one team from each division comprising 6 players max (3 playing + 2/3 substitutes).
- The duration of each match will be 14 minutes, with a half-time at the 7-minute mark. Half-time break will be of 3 minutes.
- One time-out per half will be allowed for each team.
- 15 seconds shot clock will be governed
- After a successful field goal, the offense switches to defense, and the defense must “clear” the ball.
- When in play the ball must be “cleared” on each change of possession. “Cleared” means both feet outside the arc. Failure to clear the ball is a violation. All other general violations apply such as travel and double dribble.
- Field goal scoring will be +1 points from inside the arc and +2 points from outside the arc.
- In case of a score tie at the end of regulation play, an overtime of 3 minutes will be provided.
- 5 personal fouls per match per player will be allowed, after which the player gets fouled out. 1 free throw will be provided for a foul inside the arc and 2 free throws for a foul outside the arc.
- A 1-minute time-out will be granted to each team. A player can call the time-out only in a dead-ball situation
- Substitutions can be done by any team when the ball becomes dead, before the check-ball
- Match ball will be provided by the organizers (Size 6)
- The format will be round robin where each team (division) will play against every other participating team (division).

#### **Semi- finals & Finals:**

- Top team will directly qualify for finals
- The first and second runner ups from the league stage will qualify for the semi- finals
- Winner of semifinals will qualify for finals

#### **MEN (5 v 5 – Full Court)**

- Each match will consist of 4 quarters (8 min each).

- One time-out per quarter will be allowed for each team.
- Timeouts will be for 1 minute each. Quarter breaks for 2 minutes and half time will be for 4 minutes in each match.
- In case of a score tie at the end of regulation play, an additional play of 4 minutes overtime will be constituted.

**WOMEN (3 v 3 – Half Court):**

- Each match will consist of 4 quarters (6 min each).
- One time-out per quarter will be allowed for each team.
- Timeouts will be for 1 minute each. Quarter breaks for 2 minutes and half time will be for 4 minutes in each match.
- In case of a score tie at the end of regulation play, an additional play of 4 minutes overtime will be constituted.

## Scoring:

- Field Goals (2-Pointers): When a player makes a basket from inside the three-point arc, it is worth two points.
- Three-Pointers: When a player makes a basket from beyond the three-point arc, it is worth three points. The shooter's foot must be behind the three-point line for the basket to count as a three-pointer.
- Free Throws: After a player is fouled during a shooting attempt, the fouled player is awarded two free throws. Each successful free throw is worth one point.
- And-One: If a player is fouled while making a field goal and the basket still goes in, the player is awarded one additional free throw attempt. If the additional free throw is made, it counts as one point.
- Buzzer Beaters: If a shot is attempted and successfully made before the game or shot clock buzzer sounds, the points count as long as the shooter released the ball before the buzzer.
- Overtime: In the case of a tie at the end of regulation time, overtime periods are played. Overtime periods are typically four minutes long. Scoring in overtime is the same as in regular play.

# Carrom

## Overview

A structured and competitive 2v2 Carrom tournament designed to ensure maximum participation and representation from all divisions while maintaining fair play, smooth scheduling, and an enjoyable experience.

## Tournament Structure

- Team Composition & Eligibility
- Open participation teams of 2 players (Mixed, All Boys, or All Girls allowed)
- Each Division fields 2 teams
- 5 Divisions > 10 Teams Total
- Total Players Participating = 20

## Format

- 2 Groups > 5 Teams per group (Group A & Group B)
- Round Robin League Stage: Each team plays 4 matches within its group

### Knockouts:

- Top 2 teams from each group qualify for Semi-Finals
- Winners of Semi-Finals play Finals
- Losers of Semi-Finals play a 3rd place match
- Knockout Format with byes to be given randomly as per the number of teams.
- Total Matches per Qualified Team: 4 group stage + 2 knockout = 6 matches maximum
- Teams not qualifying play exactly 4 matches.
- ‘Dead rubbers’ will not be played in the interests of the paucity of time to organize remaining events in the meet.

## Match Rules & Playing Conditions

### General Play

- 2v2 format
- Teams are assigned White or Black carrom men per match.
- Stricker must be struck and not pushed or dragged.
- Elbows need to remain inside the designated area and should not cross that. In case it does, the opponent team can raise a foul.
- All fingers, including the thumb, can be used to play above the line.
- All other India Carrom Federation rules will be followed.
- Rules are subject to change in the spirit of the Game and organizing team will make the final decision.

## Scoring and Board Result

- Each pocketed carrom man = 1 point.
- Queen = 3 points but only awarded if the team wins the board.
- Cover the queen (pot the Queen, followed by carrom men).
- Pot all your carrom men with the queen covered before the last carrom men (if the enemy covers the queen, you can just put all your carrom men).
- Match ends when one team finishes its carrom men OR at time-out.
- The team that clears the board first will be declared the winner, meaning the team that pockets all of their carrom men (irrespective of whether they or their opponent has captured the queen) will be the winner for that board.
- If time expires (30 minutes), team with the higher score wins.
- Ties > each team gets 1 point.
- In case an injury or incapacity to play occurs during a game, no replacement will be allowed, and if the player refuses to play (retires hurt), the opponent will deem the game won. Also, the player will be counted as having played that game.
- Special Situation - If both teams are tied after 25 minutes, with an equal number of carrom men potted and the queen still on the board, an additional round focused on the queen will be played. The queen will be reset at the center, and the team that pots it first (no cover required) wins. A toss will determine which team gets the first turn in this tie-breaker.

### Fouls

- Striker is potted (return 1 carrom man)
- The enemy player's carrom men are potted, except when your carrom men are potted at the same time (return 1 carrom man)
- All carrom men are potted without covering the queen (return 1 carrom man)
- The striker must be placed within the two parallel baseline lines at your end of the board. It can either fully cover the end circle or not touch it at all. Also arrow and small circle at the arrow end cannot be touched. One carrom man needs to be returned if any of this is breached

## Points Table & Standings

### Points Awarded

- Win: 2 points
- Tie / No result: 1 point
- Loss: 0 points

### Tie-Breakers (in priority order)

1. Points
2. Head-to-Head Result
3. Point Difference (score difference)
4. Queen Count
5. Sudden-Death Mini Board

# Table Tennis

## Intra-Division Table Tennis Tournament Format

This document outlines the three-phase structure for the Table Tennis tournament, designed to emphasize consistent performances (two Round Robin stages) and conclude with a high-stakes Knockout Final.

### Core Rules and Match Structure

Detail	Rule
<b>Event Type</b>	Team Event (Best-of-5 Matches)
<b>Team Size</b>	Minimum 6 players required (3 Men, 3 Women). Substitutions allowed between ties.
<b>Match Types</b>	Men's Singles (MS), Women's Singles (WS), Men's Doubles (MD), Women's Doubles (WD), and Mixed Doubles (XD)
<b>Match Order (Depends on toss)</b>	The team winning the toss gets to decide type of match they want first. The other team decides the next type of match and so on.  Note: Every team must declare their players and the type of match they would be playing in before every tie. Once declared it cannot be changed for that tie.
<b>Tie Winner</b>	The first team to win 3 types of matches wins the tie.
<b>Individual Scoring</b>	All individual matches are <b>Best-of-1 game</b> in round robin matches. Best of 3 in Semis & Final
<b>Player Restriction</b>	A single player can participate in a maximum of <b>two</b> individual match types per tie (e.g., MS and MD are allowed; MS, MD, and XD are <i>not</i> allowed).

## B. Phase 1: Initial Round Robin (5 Teams)

**Goal:** Eliminate the two lowest-performing teams and determine the top three seeds.

### 1. Structure and Schedule

- **Participants:** All 5 teams.
- **Ties:** Each team plays every other team once. (Total Ties: 10)

### 2. Scoring and Ranking

- **Win/Loss:** 3 points for a tie win, 0 points for a tie loss.
- **Ranking Criteria (in order):**
  1. Total points earned.
  2. Head-to-head result between tied teams.

### 3. Advancement

- **Teams ranked #1, #2, and #3** advance to Phase 2.
- **Teams ranked #4 and #5** are eliminated.

## C. Phase 2: Second Round Robin (The Top 3)

**Goal:** Secure a spot in the Grand Final and determine the two teams that will play the SFs.

### **1. Structure and Schedule**

- **Participants:** Teams ranked #1, #2, and #3 from Phase 1.
- **Ties:** Each of the 3 remaining teams plays every other team once again. (Total Ties: 3)

### **2. Scoring and Ranking**

- **NEW Ranking:** New rankings (S1, S2, S3) are determined **solely** by performance in these 3 Phase 2 ties.
- **Ranking Criteria:** Same as Phase 1 (Team Points, then Head-to-Head).

### **3. Advancement**

- **Team Ranked S1** (Winner of the Second Round Robin) advances **directly to the Grand Final.**
- **Teams Ranked S2 and S3** advance to the **Semi-Final.**

## D. Phase 3: Knockout Stage (Semi-Final & Final)

**Goal:** Determine the 2nd Finalist and the Overall Champion.

### 1. Semi-Final (Knockout Tie)

Tie	Participants	Result
<b>Semi-Final</b>	Team Ranked S2 vs. Team Ranked S3	The winner advances to the Grand Final. The loser takes 3rd place overall.

### 2. Grand Final (Championship Tie)

Tie	Participants	Result
<b>Grand Final</b>	Team Ranked S1 (Round Robin Winner) vs. <b>Semi-Final Winner</b>	Determines the 1st and 2nd place champions.

### Tournament Summary

Phase	Structure	Total Ties	Total Matches (Max)	Total Matches (Min)
<b>Phase 1</b>	5-Team Round Robin (Elimination)	10	50	30
<b>Phase 2</b>	3-Team Round Robin (Final Seeding)	3	15	9
<b>Phase 3</b>	Knockout (SF + Final)	2	10	6
<b>TOTAL</b>		<b>15</b>	<b>75</b>	<b>45</b>

### Rules of Table Tennis:

Please refer to sections 2.1 through 2.14 (both inclusive) of the ITTF rulebook attached [here](#). These are the basic rules of the game of Table Tennis. The final decision regarding any point/match shall rest with the match referee and the chief referee.



# Pool

## Match Format:

1. Men Single
2. Women Single
3. Women Double
4. Mens Doubles
5. Mixed Doubles

**1 division: Number of participating individuals (min. 3M + 2F).**

## Game Rules:

- The tournament will be an 8-ball pool tournament
- Each fixture will be in a best-of-3 format, 2/3 moves up.
- For Finals, the format will change to best-of-5 format, 3/5 moves up.
- Only one male from a team can play 2 games in a fixture (1 single and 1doubles). No cap on female participation.
- Draws will be drawn by chit system. Top team will reach finals while 2<sup>nd</sup> and 3<sup>rd</sup> place teams will play a qualifier for a spot in the final.
- The decision of the referee will be final
- All standard rules of the 8-ball pool will apply
- Equipment will be provided.
- Scratching the Cue Ball: Pocketing the white cue ball or knocking it off the table is a foul.
- Hitting the Wrong Ball First:  
Before groups are set (open table): It is a foul to hit the 8-ball first.  
After groups are set (solids or stripes): You must hit one of your own group's balls first. Hitting an opponent's ball or the 8-ball first is a foul.
- No Rail Contact: On any shot (unless a ball is pocketed), after the cue ball hits the correct object ball, at least one ball (the cue ball or an object ball) must hit a cushion (rail).
- Touching a Ball Illegally: Touching any ball (cue ball or object ball) with your hand, clothing, or any part of the cue other than the tip during a shot is a foul.
- "Push Shot" or Double Hit: Hitting the cue ball more than once in a single shot, or pushing it with the cue tip for too long (a "push shot"), is a foul.
- Shooting While Balls are Moving: You must wait for all balls on the table to come to a complete stop before taking your shot.
- No Foot on the Floor: At least one foot must be touching the floor when you make a shot.
- Pocketing the 8-Ball Incorrectly: Pocketing the 8-ball at the wrong time (before all your other balls are gone) or in the wrong pocket (if calling shots) results in an immediate loss of game.
- Umpire- PGP2

# Throwball

## General Guidelines:

- This is a women-only event.
- All Matches: Best of 3 sets of 11 points each
- Teams must report 10 minutes before the match.
- Format - TBD by event heads - Round Robin/Knockouts Rules and Regulations:  
Service Rules:
  - The ball must be thrown, not hit or smashed.
  - Service must be executed above the shoulder/shoulder line using only one hand.
  - Two-handed services are not allowed and will be considered a foul.

### The service ball:

- Must not touch the net
- Must be served from the service zone without crossing the end line within 5 seconds after the whistle.
- It will be considered a foul if the ball falls on the box line or in the dead zone. • Normal Z rotation rules are not applicable:
- Each team must decide on at least 3 players who will serve.
- These players must serve in the same order, and the referee must be informed of this order before the game starts.

### Gameplay Rules:

- Coin toss decides to serve OR court side.
- Each team must consist of 5 active players on the court. (+2 substitutes)
- Teams will switch court sides after each set.

### Players must:

- Catch the ball with both hands and return it using one hand only.
- Once players catch the ball, they must throw it from the same position without moving.
- Release the ball within 3 seconds during rallies.
- Throw the ball from the side it was caught. Switching hands or improper throws will result in a foul.
- Underarm catches or catches below the waist will be considered a foul.
- Double catches will result in a foul, including when:
  - Two players catch the ball simultaneously.
  - A player catches, drops, and recatches the ball before it hits the ground (fumble).
- If the ball touches the ground, the opposing team gains a point and the serve
- Any foul committed will result in the opposing team gaining a point and the serve
- If the ball slightly touches the net during a rally and lands in the opponent's court, it is not a foul, and the game will continue.

- Jumping while catching or throwing the ball is not allowed.
- Stepping on the dead box line while catching/throwing the ball will result in a foul.
- Substitutions are allowed anytime during a service break. Fouls: • Touching or crossing the net and deadbox line
- Improper throws include holding the ball for too long, switching hands, or improper hand movements.
- Serving violations, such as crossing the end line while serving
- Underarm catches or catches below the waist
- The ball fell in the dead zone.
- The ball must be caught and thrown; pushing will result in a foul
- Jumping while catching or throwing the ball
- Each team is allowed one time-out of 30 seconds per set
- All players must wear proper sports attire, including shoes and jerseys. The referees' decisions will be final during matches.

# Foosball

## General Structure

- **Categories:** Men's Doubles, Women's Doubles, Mixed Doubles.
- **Participation:** 5 Divisions (Teams).
- **Format:** Round Robin League followed by Finals (top two teams making it to the finals, and the next two will play for a third place finish).
- **Goal Difference:** (Total Goals Scored) – (Total Goals Conceded) to be considered in case of a tie.
- **Total Matches:** Each team plays every other team once in the league stage (4 matches per team per category).

## Team Composition

- **Men's Doubles:** 2 Male players (+ 1 substitute allowed).
- **Women's Doubles:** 2 Female players (+ 1 substitute allowed).
- **Mixed Doubles:** 2 players (+ 1 substitute allowed).
- **Substitutions:** Allowed only between sets or during a timeout, not during active play.
- **Player Cap:** One male and one female can participate in max two events.

## Point System

- **Win:** 2 Points.
- **Loss:** 0 Points.
- **Late arrival (more than 5 minutes):** 2 Points (Recorded as a max-score win).

## Format Overview

### Option 1: The "Race to 10" (Single Game Format)

- **Match Structure:** Consists of one single game.
- **Winning Condition:** The first team to score **10 goals** wins the match.
- **Time Limit:** 20 minutes per match.
  - If the time expires before a team reaches 10 goals, the team leading at the whistle wins.
  - If scores are tied, a "Golden Goal" rule applies (next goal wins).

- **Side Selection:** A coin toss determines the starting side/possession. No side switching during a set.

### **Option 2: The "Best of 3" (Race to 5)**

- **Match Structure:** Consists of up to **three short sets**
- **Winning Condition:**
  - **To win a Set:** The first team to score **5 goals**.
  - **To win the Match:** The first team to win **2 Sets** (2-0 / 2-1).
- **Side Switching:** Teams switch sides of the table after the completion of every set.
- **Time Limit:** 20 minutes per match.

## **Rules**

1. **Scoring:** A goal counts anytime the ball enters the net, including own goals and deflections off any player.
2. **No Spinning:** Rotating the rod more than  $360^{\circ}$  is not allowed and results in immediate loss of possession.
3. **No Spinning (Ball delivery):** The ball should not be spun while putting it in after a goal or after a break.
4. **Dead Ball:** If the ball stops out of reach in a corner, re-serve.
5. **Jarring:** Banging, lifting, or sliding the table to affect the ball is not allowed.
6. **Time Limit:** You cannot hold the ball on a single rod for more than 15 seconds.
7. **Ball Off Table:** If the ball leaves the table, play restarts with a serve by the team that did not shoot it out.
8. **Reset:** Teams switch sides after every set; the loser of the previous game gets the first serve of the next game.
9. **Invalid Goal:** If one shoots and it goes in without touching any of the opponent's defenders, then it would not be considered as a goal.

# Volleyball:

## Format:

1. A round-robin league will be played, with each team playing 4 league games, with every opponent among all the Divs
2. For every win, a team will be awarded 2 points.
3. The first team will make it to the finals, and the next two will play eliminator, winner qualifies for the final, losing team will be awarded 3<sup>rd</sup> place.
4. In case of an equal number of points, the positions will be decided based on:
  - a. Least number of sets lost
  - b. Least number of points lost

## Rules (Male):

1. Team size: There will be 1 team per division, comprising **of 8 minimum – 10 maximum number of individuals**
2. Substitution of players is allowed in between the matches after every point. Infinite substitution is allowed.
3. Each match consists of 3 sets of 15 points each.
5. **All 6 players are supposed to serve.**
6. Back-row attacks from beyond the front line are allowed.
7. Any net touch is a foul.
8. A toss will be conducted to decide who serves first.
9. In the case of delays caused because of players not arriving on time the opposing team will **gain 1 point per minute of delay** in the game
10. All other standard rules will apply.
11. **The referees' decision will be deemed final in case of any discrepancy, and that will stand above the challenge of any team.**
12. **2 time outs allowed per set, each time out is for 60 seconds only.**

## Rules (Female):

1. Team size: There will be 1 team per division, comprising **of 8 minimum – 10 maximum number of individuals**
  2. Substitution of players is allowed in between the matches after every point. Infinite substitution  
is allowed.
  3. Each match consists of 3 sets— of 11 points each.
  - 5. At least 3 players are supposed to serve.**
  6. Back-row attacks from beyond the front line are allowed.
  7. Any net touch is a foul.
  8. A toss will be conducted to decide who serves first.
  9. In the case of delays caused because of players not arriving on time the opposing team will **gain 1 point per minute of delay** in the game
  10. All other standard rules will apply.
- 11. The referees' decision will be deemed final in case of any discrepancy, and that will stand**  
**above the challenge of any team.**
- 12. 2 time outs allowed per set, each time out is for 60 seconds only.**

# E-Sports (FIFA):

## Team Limit and Draws

### Team Limits

- Division-wise Cap: Each division is allowed to register a **maximum of 2 teams**, and each team must have 2 members.
- There are no gender-based restrictions - teams may be mixed or same gender.

### General Rules

- Matches will be played in knockout format depending on the number of registrations
- Group stage matches will be of 4/5 minutes per half
- The duration of Quarters, Semis, and Final will be set to 6 minutes per half
- Matches will be played in a 2V2 format
- A Toss will be conducted to decide who gets to pick team first, both players cannot pick same team

### Rules and Regulations

- Difficulty Level: World Class
- Competitive Mode: On
- Injuries: On
- Offside: On
- Time/Score Display: On
- Trainer: Off
- Camera: Tele Broadcast
- Radar: 2D or 3D
- 5 at the back formations not allowed in-game.
- All-Star/Legacy/International/Women's Teams not allowed
- Number of Pauses:
- During Regular Play: Each player is allowed two pauses during the first 90 minutes, including injury time. Pauses can only be taken during set pieces, goal kicks, and throw-ins. Any pause taken at other times is prohibited and will result in immediate disqualification, with no further discussion.
- During Extra Time: One additional pause is allowed, following the same rules.

- Scenario in case of a draw at full time – Direct Penalties; Extra Time + Penalties in semifinals & finals.

## **Group Stage & Knockout Format**

### Group Stage Format

- Once all divisions submit their teams, the 10 teams (2 per division) will be divided into two groups of 5 teams each.
- Each group will contain exactly one team from every division to ensure fair distribution. Example: Group 1 will have T1 from each division; Group 2 will have T2 from each division.
- Each team will play 2 matches in the group stage, scheduled so that no team faces another team from the same division.
- Points System:  
Win = 3 points  
Draw = Decided by Direct Penalties (Winner gets 3 points)  
Loss = 0 points
- Ranking Criteria:
  1. Total Points
  2. Goal Difference
  3. Goals Scored
  4. Head-to-Head
  5. Coin Toss (if needed)
- The Top 2 teams from each group qualify for the Semifinals.

## **Knockout Rules (Semifinals & Final)**

### Semifinal Matchups

- If teams from the same division qualify for the semifinals, they will automatically face each other in the semifinal to ensure that at most one team per division reaches the final.
- If semifinalists are from different divisions, then the standard knockout seeding applies:  
Semifinal 1: 1st place of Group 1 vs 2nd place of Group 2  
Semifinal 2: 1st place of Group 2 vs 2nd place of Group 1

### Semifinal Match Format

- In case of a draw after full time → Extra Time
- Still level → Penalties

### Final

- Winners of Semifinal 1 and Semifinal 2 advance to the Final.
- Final match follows the same draw rules: Extra Time → Penalties if tied.



# E-Sports (Valorant):

## About

Welcome to Div Wars – eSports: Valorant, the premier FPS event of SPJIMR’s Div Wars.

Five divisions. Five teams. One champion.

All matches will take place on location at Next Level – Juhu Gaming Parlour.

Timeline will be communicated by the events team.

## General Rules and Regulations

- Tournament Format
- Total Teams: 5, one representing each division.
- Format: Limited Round Robin – each team plays 2 matches.
- Top 2 teams qualify for the Grand Finale (Best-of-3).
- Match Style: Competitive Mode, Overtime allowed till 16–16. Draw gets 1 point.
- No overtime in the group stage (matches end in win/loss).
- Match Duration: Approximately 30–40 minutes.

## Match Rules

- Standard Valorant 5v5 Competitive Rules apply.
- Maps will be decided by veto system from map pool.
- Technical pauses only with admin approval.
- All players must report 10 minutes before match time.
- Player handles must be respectful, Inappropriate usernames may require immediate change as per organizer discretion.

## Scoring System

### 1. Match Result Points

Result Points

Win        3

Loss        0

Draw        1

- If teams finish on equal point: Round difference is the tiebreaker.

### 2. KDA-Based Tiebreak System

- In case of same round difference;
- KDA Difference = (Team Kills + Team Assists) – Team Deaths Higher KDA Difference ranks higher.
- If still tied → organizers may host a BO1 tiebreaker.

## **Grand Finale**

- Top 2 teams from the round-robin stage qualify.
- Finale Format: Best-of-1, Overtime enabled.
- Winner is crowned the Div Wars – Valorant Champion.
- Participation Rules
- Each division may field 5 players + 1 optional substitute (maximum 6).
- Substitutes may be used only between matches.
- Participants may represent only one team.
- All players must share their Riot ID (username + tag) ahead of the event.
- Players should have their Riot ID password ready.
  - Google login is discouraged due to privacy concerns on venue systems.

## **Venue**

Next Level – Juhu Gaming Parlour

Google Maps Location:

[https://maps.app.goo.gl/qwZEryuy85vsVv7SA?g\\_st=ipc](https://maps.app.goo.gl/qwZEryuy85vsVv7SA?g_st=ipc)

Participants must follow venue and staff instructions at all times.

## **Terms & Conditions**

Decisions made by the Events Team are final and binding.

Any violation of rules, inappropriate behaviour, or refusal to follow guidelines may result in disqualification.

Rules or schedules may be adjusted based on operational or technical requirements.

# **Football:**

## **FORMAT FOR MEN:**

- Duration - Each match in this format will be of 45 minutes (20-5-20 minutes). **Subject to changes as per organizing team and logistical considerations**
- 7 a side tournament
- Team size **maximum** 10 players (7+3 players) and substitution will be on a rolling basis.
- A minimum of 7 players are required for the game to go ahead.

## **FORMAT FOR WOMEN:**

- Duration - Each match in this format will be of 25 minutes (10-5-10 minutes). **Subject to changes as per organizing team and logistical considerations**
- 5 a side tournament
- Team size maximum 8 players (5+3 players) and substitution will be on a rolling basis.
- A minimum of 5 players are required for the game to go ahead.

## **RULES AND REGULATIONS:**

- No offside rules apply
- No throw-ins from the side-line. Instead, grounded kick-ins will be used
- Rolling substitution applicable at referees' discretion
- The back pass rule applies
- The game will be played as per the Laws of Football laid down by the International Football Association.
- Red card / 2 yellow cards in a single game will lead to immediate expulsion from the game followed by the next immediate match suspension
- Accumulation of 2 yellow cards leads to the next immediate match suspension
- In case of a draw at the end of stoppage time. A 3 penalty shootout will be conducted, followed by sudden-death penalties if needed (in case of knockout games).
- The referee's decision will be deemed final in any case of controversy and that will stand above any challenge by any team

### **Scoring point system (in tournament)**

- 3 for win, 1 for draw

### **Scoring point overall**

- 5 pts for winner, 3 for second place, 1 for third place.

- In case of same scores, GD will be considered, if that is same, then Goals scored more.

### **Game Formats: (Subject to Venue availability)**

#### **MEN (5 TEAMS)**

ROUND ROBIN	DRAW SYSTEM
Fixture Flow (A B C D E)	Fixture Flow (A B C D E)
A — B	A — BC
A — C	B — AD
A — D	C — AE
A — E	D — BE
B — C	E — CD
B — D	
B — E	
C — D	
C — E	
D — E	
Round Robin: 5 teams → 10 matches Match for third place: 1 match Final: 1 match <b>Total matches = 12</b> Total time = $12 \times 45 = 540$ minutes = <b>9 hours</b>	Given format: 5 fixtures Match for third place: 1 match Final: 1 match <b>Total matches = 7</b> Total time = $7 \times 45 = 315$ minutes = <b>5 hours 15 mins</b>

#### **WOMEN (5 TEAMS)**

DRAW SYSTEM
Fixture Flow
A — BC B — AD C — AE D — BE E — CD
Given format: 5 fixtures Match for third place: 1 match Final: 1 match <b>Total matches = 7</b> Total time = $8 \times 25 = 175$ minutes = <b>2 hours 55 mins</b>

# Pickleball

## Sport Overview

Div Wars Pickleball is a doubles tournament across Men's, Women's, and Mixed categories, played under standard pickleball rules at the Rec Centre.

- Categories: Men's Doubles, Women's Doubles, Mixed Doubles.

## Team Structure

- Each division: Min(2M, 2 W) and Max (3M, 3W) from each division
- Doubles format for all categories: Men's Doubles, Women's Doubles, Mixed Doubles.
- Repetition of players from Men Doubles and Women Doubles in Mixed Doubles is allowed
- No in-game substitutions.

## Match Format

- League and 3rd place matches: single game to 11 points (win by 2).
- Finals: Best-of-3 games to 11 points (win by 2).

## Tournament / Event Format

Round Robin by chit system (5 teams → 5 ties):

- Each team plays any 2 other teams once.
- In a tie between Team A and Team B, three events are played: Men's Doubles, Women's Doubles, and Mixed Doubles.
- To win the tie, a team must win at least 2 out of 3 events.

Post Round Robin:

- Top 3 teams advance.
- Rank 1 goes directly to the final.
- Rank 2 vs Rank 3 play for qualification to the final; loser takes 3rd place.

## Points System & Ranking

Implicitly based on tie wins (no explicit numerical points system specified).

Ranking / Tie-break Criteria:

- Rankings determined by performance in round-robin ties (number of ties won).

## Gameplay Rules

- Standard pickleball rules apply.

- All matches played as doubles.
- Win by 2 rule applies in all games.

### **Substitutions**

Reserves allowed at squad level; no in-game substitutions during a match.

### **Tie-breakers & Deciders**

Tie-level: best of 3 events (MD, WD, XD) – first to 2 event wins.

Standings-level: based on number of ties won; further criteria may be set by organisers if needed.

### **Penalties & Discipline**

- Referee's decision is final.
- Any disputes resolved by external referee/organisers.

# Squash

## Boys Tournament:

Number of individuals per division: 2

Total individuals: 10

## Girls tournament:

Number of individuals per division: 1

Total individuals: 5

**1 division: 3 individuals (2M + 1F) – Act as one team event.**

## Group stage:

- Each division plays 2 divisions
- A chit system will be used to pick the opponent division
- 3 matches between the divisions (if first 2 matches are won by one division, third match is cancelled)
- 3 sets per match (in case the first 2 sets are won by one division, third set is cancelled)
- In case, a player does not play a match with the first division, he/she will play the first game with the second division
- The top division qualifies for the finals, a semi final match between the 2<sup>nd</sup> and the 3<sup>rd</sup> division.
- Winner of 1 match will get 2 points, loser get 0 points.
- In case of tie breaker, we will look at the scoreline.

## Game Rules:

- Ball used: Double dot
- Non-marking shoes are compulsory
- Umpire- PGP2
- Average set time = 10-12 minutes, average match time = 30-35 minutes
- Total matches: 15 (Group)  
Semi final: 1  
Final: 1  
Total matches overall: 17
- **The top division qualifies for the finals, a semi final match between the 2<sup>nd</sup> and the 3<sup>rd</sup> division.**

# Lawn Tennis

## Men's Singles

- Total players- 5
- Total matches- 12

## Format- Round Robin

- 1 group of 5 players
- 1 set of 4 games, with deuce. 7-point tiebreak at 4-4
- Top player from group advance to finals
- 2<sup>nd</sup> and 3<sup>rd</sup> ranked player advance to semis
- Semis - Normal set of 6 games
- Finals – Extended set of 8 games

Min matches for a player- 4

Max matches for a player- 6

Assuming 25 mins per game ~ 6 hours

## Men's Doubles

- Total players- 10 (One team from each division, with one reserve player)
- Total matches- 12

## Format- Round Robin

- 1 group of 5 teams
- 1 set of 4 games, with deuce. 7-point tiebreak at 4-4
- Top team from group advance to finals
- 2<sup>nd</sup> and 3<sup>rd</sup> ranked teams advance to semis
- Semis - Normal set of 6 games
- Finals – Extended set of 8 games

Min matches for a team- 4

Max matches for a team- 6

Assuming 25 mins per game ~ 6 hours

## Rules And Regulations:

	A	B	C	D	E
A	x				
B		x			
C			x		
D				x	
E					x

	Points Distribution	
	Singles	Doubles
1st	2.5	2.5
2nd	1.5	1.5
3rd	0.5	0.5
Total	4.5	4.5

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- Players to call their side of court, with the call of umpire being final and binding.
- Standard ITF rules apply.
- One same player can play in singles and doubles
- One reserve player allowed for each doubles team.
- Scheduling and draw decisions will be under the purview of the tournament SPOCs.
- If players have equal number of wins in RR, ranking es will be broken by number of games won, then number of games lost, and then a 7-point tiebreak.
- Rackets to be brought by the players
- Venue- To be decided