



ARENA'23 Rule Book

Cricket (Boys)

1. Maximum of 15 players are allowed per team.
2. All matches will be played with the red ball
Hence , whites are compulsory
2. Tournament will be played in T-20 format and normal T-20 rules apply.
3. Tournament comprises of a Group stage,Quarter-finals, Semi-Finals and Finals.
4. Tie in the game will be resolved by a super over.
5. Tie in case of points or wins will be resolved by comparison of ' net run rates of all the matches ' played by the team.
6. Teams should report 15 minutes before the scheduled time if the team is late by more than 10 minutes, the match would be forfeited to the opposition team.
7. 1 hr 20 mins time limits – Bowling teams are forced to complete their 20 overs within 80 minutes.
8. Each innings is expected to last in the region of 80 minutes, and fielding penalties are often given against the bowling side if they have failed to complete the overs in the required time. This means they can lose one fielder from the outside of the 30-yard circle (used for powerplay) for the remainder of the innings.
9. Decision of Umpires and organizing committee shall be final and binding.
10. DL method will be applied in case of rains and the organizers will decide when to stop the match.
11. ICC rules will be applied in every situation.
12. In case of a catch out new batsmen has to face the next ball .
13. Organizers and umpires decision will be final and organizers decision will be held final in cases of clash between the two.

Contact:

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Cricket (Girls)

1. Maximum of 15 players are allowed per team.
2. Tournament will be played in T-20 format and normal T-20 rules apply.
3. Tournament comprises of a Group stage, Quarter-finals, Semi-Finals and Finals.
4. Tie in the game will be resolved by a super over.
5. Tie in case of points or wins will be resolved by comparison of ' net run rates of all the matches ' played by the team.
6. Teams should report 15 minutes before the scheduled time if the team is late by more than 10 minutes, the match would be forfeited to the opposition team.
7. Team has to complete its quota within 1 hour 25 minutes.
8. If the 1st bowling team fails to complete then they will be penalized and have to chase the score in the number of overs they have bowled in the specified time.
9. If the 2nd bowling team fails to complete then runs equal to (current run rate of the batting team * the no of overs) left will be added to the batting side total, also they will have to bowl the overs left.
10. Decision of Umpires and organizing committee shall be final and binding.
11. DL method will be applied in case of rains and the organizers will decide when to stop the match.
12. ICC rules will be applied in every situation.
13. Organizers and umpires decision will be final and organizers decision will be held final in cases of clash between the two.

Contact:

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Football (Boys)

1. Each team can register a maximum of 18 players for the entire duration of the tournament. Once registration of the players is done, no new players can be inducted into the squad during the tournament. ID cards necessary.
2. The matches will be of 11 vs. 11 format.
3. Each team has a maximum of 3 substitutions per match and once a player is brought off he cannot be substituted back into the game.
4. Each match will last for 40 minutes, played in two halves of 20 minutes each. The final match (es) will be of 60 minutes, played in two halves of 30 minutes.
5. The basic rules of the game shall remain the same and the offside rule is applicable.
6. If a player receives a red card or two yellow cards in the same match, he shall be dismissed from the game and will not be allowed to play in the subsequent match.
7. All yellow cards will be carried forward upto the semi-final round of the tournament and any player who accumulates 3 yellows shall be out of contention for the next match.
8. The match officials will be the highest authority and their decision will be undisputed and final.
9. Each team should arrive for their matches at least half an hour prior to kick-off.
10. If any team fails to show up for their match on time, the opposition will be awarded a walkover(3-0 win) and be declared the winner of the said match.
11. In the group stage of the match each team shall play against every other team in their group. The following rounds will be played in a knock-out fashion.
12. In the group stage, only the top team from each group will advance into the knockout stages, in case teams have equal points, the tiebreaker will be the goal difference and in case the tie persists, head to head score, and finally no. of goals scored.
13. In case of a draw in the knockout stages, there will be no extra time and the game will go straight to penalty shootout.

FIFA Rulebook will be followed unless mentioned otherwise in the rulebook.

In case of any discrepancy, match official's and organiser's decision will be final.

Contact :

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Football (Girls)

1. Each team can register a maximum of 12 players for the entire duration of the tournament. Once registration of the players is done, no new players can be inducted into the squad during the tournament. ID cards necessary.
2. The matches will be in a 7 vs 7 format.
3. Each team may have rolling substitutes substitutes.
4. Each match will last for 30 minutes, played in two halves of 15 minutes each.
5. The basic rules of the game shall remain the same and the offside rule is applicable.
6. If a player receives a red card or two yellow cards in the same match, she shall be dismissed from the game and will not be allowed to play in the subsequent match.
7. All yellow cards will be carried forward upto the semi-final round of the tournament and any player who accumulates 3 yellows shall be out of contention for the next match.
8. The match officials will be the highest authority and their decision will be undisputed and final.
9. Each team should arrive for their matches at least half an hour prior to kick-off.
10. If any team fails to show up for their match on time, the opposition will be awarded a walkover and be declared the winner of the said match.
11. In the group stage of the match each team shall play against every other team in their group. The following rounds will be played in a knock-out fashion.

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Badminton (Boys&Girls)

General Rules

- BWF official rules are applicable throughout.
- Yonex Aerosensa 2 Feather shuttles will be used to conduct all matches.
- Incase of any ambiguity or dispute, decisions taken by the umpires will be final and binding.
- The teams will be separated into multiple pools where round robin will be played. The top teams will then qualify for the elimination tournament.

Boys Team Event

- Each team can consist of minimum 4 and a maximum of 5 players. All colleges are limited to 1 team, except hosts who are allowed 2 teams.
- Every tie will be conducted as best 3 of 5 matches. Each match will be played as best of 3 sets. Each set will be of 21 points along with deuce.
- There will be 2 doubles and 3 singles events between opposing teams. The order of the events will be- MS1, MS2, MD1, MS3, MD2
- Any player can play at most 1 match of each format (i.e. the same player cannot play 2 doubles or 2 singles matches).

Girls Team Event

- Each team can consist of minimum 2 and a maximum of 3 players. All colleges are limited to 1 team, except hosts who are allowed 2 teams.
- Every tie will be conducted as best 2 of 3 matches. Each match will be played as best of 3 sets. Each set will be of 21 points along with deuce.
- There will be 2 singles and 1 doubles events between opposing teams. The order of the events will be- WS1, WD1, WS2
- Any player can play at most 1 match of each format (i.e. the same player cannot play 2 doubles or 2 singles matches).

Mixed Doubles Event

- All colleges are limited to 2 mixed doubles pairs, except hosts who are allowed 4 mixed doubles pairs.
- Every match will be played as best of 3 sets. Each set will be of 21 points along with deuce.

Contact:

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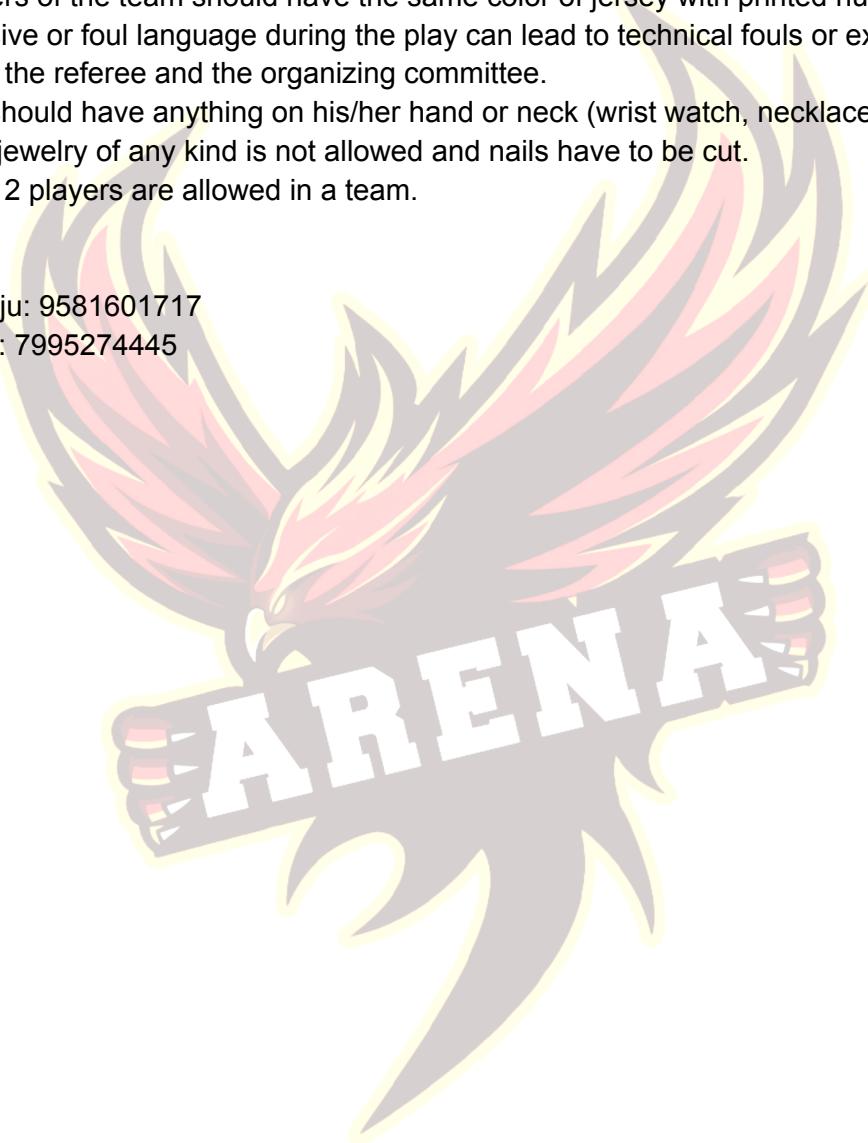
Basketball (Boys&Girls)

- FIBA rules applicable.
- 10 minutes each quarter with 2 minute break between the quarters and 5 minutes at half time (unless otherwise stated).
- Teams should report to the basketball court half an hour before their match.
- All the players of the team should have the same color of jersey with printed numbers.
- Use of abusive or foul language during the play can lead to technical fouls or expulsion depending on the referee and the organizing committee.
- No player should have anything on his/her hand or neck (wrist watch, necklace, ring, kada, bracelet etc.) jewelry of any kind is not allowed and nails have to be cut.
- Maximum 12 players are allowed in a team.

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Volleyball (Boys&Girls)

1. All standard FIVB rules applicable.
2. Maximum players allowed in a team-12.
3. "Rotation" rule will be followed during all matches, unless both the teams agree to play "fixed".
4. The format of the tournament will be decided upon the registration of the number of teams.
5. All league matches will be best out of 3 sets. Each set will be 25 points.
6. From the quarter-finals, all league matches will be best out of 5 sets. Each set will be of 25 points.
7. The schedule of the tournament will be provided to the teams upon their arrival and is subject to change at any point of time, so the teams are requested to check the notice board regularly.
8. In case of any dispute during the match, the decision of the referees will be considered final and binding.
9. Any disciplinary violation by any member of the team will lead to disqualification of that team.
10. All the players will be required to show their ID cards before the beginning of the match failing which the defaulting individual will not be allowed to play.
11. Teams should report to the court half an hour before their match.
12. If a team arrives late by more than 15 minutes, it will be awarded a 2-0(25-0, 25-0) loss.
13. Teams should bring their own balls for practice. Match balls will be provided for the matches.
14. If there are any issues with the match decision of umpires and organising team and shall be final.
15. Similar rules apply to girls' volleyball also.

Contact:

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HOCKEY

Dimensions of field (91.4*55)

1. A match is played between two teams with minimum of 11 players (including a Goalkeeper) of each team on the field at the same time with a maximum of 5 substitutes, i.e., a maximum of 16 players.
2. Game will be played in **4 quarters of 12 minutes** each with 2 minutes break in between the quarters and 5 minute break during half-time.
3. All teams have to bring their own equipment (balls, sticks, shins, goalkeeping kit etc.) and no such equipment will be provided by the host team (during the match ball will be provided by the host team).
4. The host team may have 2 participating teams; however, each participant university or club can register for only 1 team.
5. Tournament will be played in league format.

Rest rules will be applicable in accordance to the below given FIH rulebook.

<https://www.fih.ch/media/13350505/fih-rules-of-hockey-jan2022.pdf>

Contact:

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Tennis (Boys&Girls)

1. Team Event. Minimum 2 and maximum 4 players in one team.
2. Each matchup will have 3 matches, 2 singles matches and 1 decider doubles match in case of draw in singles.
3. Player match-ups – Player 1 and Player 2 of a team will play the corresponding player 1 and 2 in the singles. Teams can decide their player 1 and player 2 before every tie. Doubles players can be decided after the singles.
4. Round 1 of the competition will be a group stage and the top two teams from every group will advance to the knockout stage.
5. If two teams have the same points in a group, the number of singles won will be considered to settle the difference. In case the singles won are the same, head to head result will be considered.
6. All rounds except the finals will be a best of 13 games, 7 games to win. The finals will be a best of 3 mini-sets.

Contact:

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Table Tennis (Boys)

1. Minimum of 3 and a maximum of 5 players are allowed per team.
2. Each team match will be best of five individual matches.
3. Order of play of each of these individual matches is as follows:
 - 3Singles; 2 reverse-singles in the standard ABC vs. XYZ format i.e., A-X, B-Y, C-Z, A-Y and B-X.
4. Each individual match will be played best of 5 sets of 11 points each.
5. All matches would be played with Stag 3 star Supreme- white plastic balls.
6. For any in-game arguments, the referee's call would be final.
7. Doubles Event will also take place simultaneously. Outside teams are allowed to participate with only one pair ,i.e., one boys doubles pair from one institute.

Contact:

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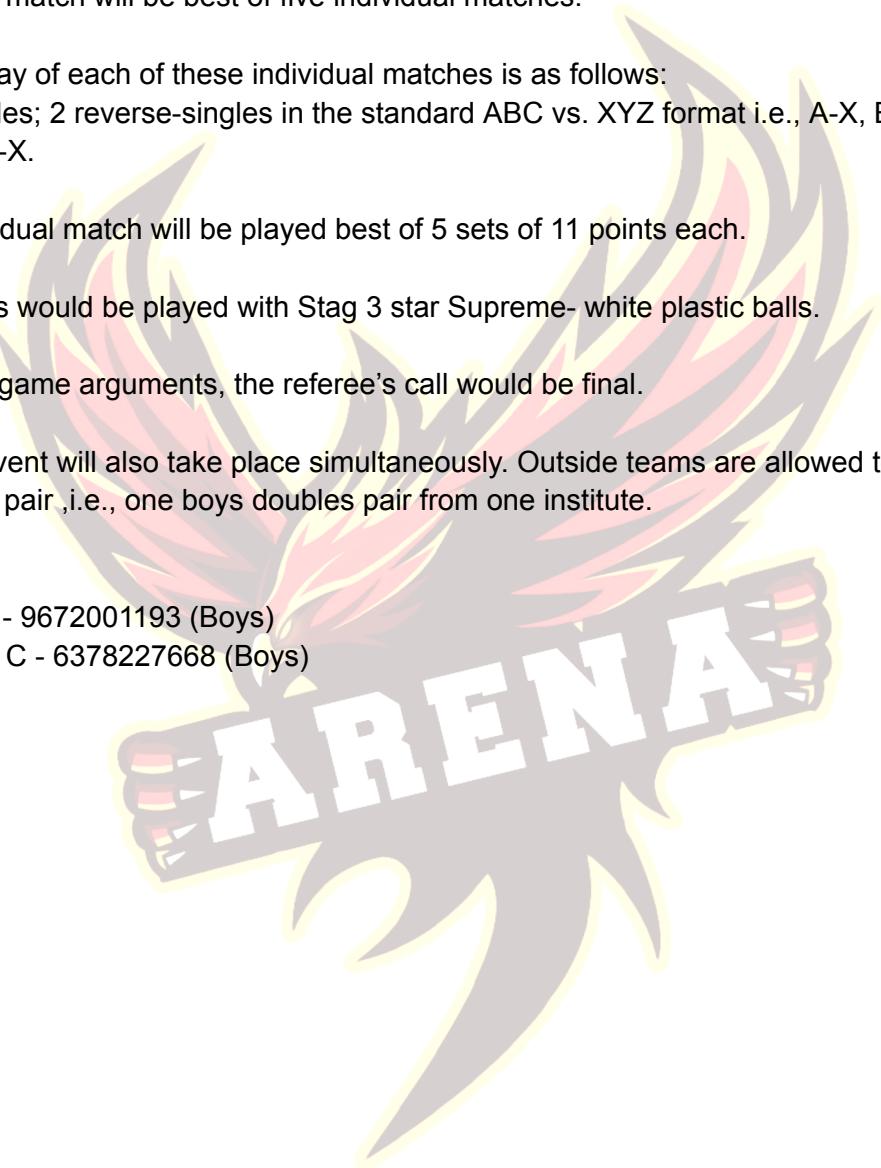


Table Tennis (Girls)

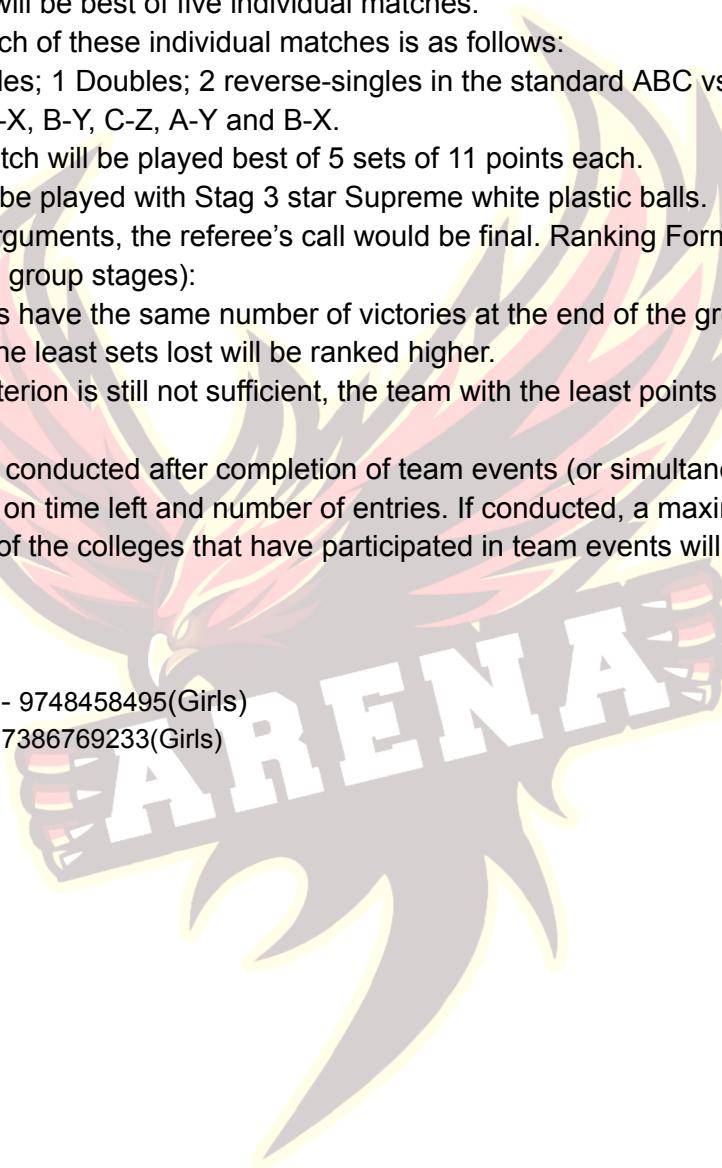
Girls

1. A maximum of 4 and a minimum of 3 players per team.
2. Each team match will be best of five individual matches.
3. Order of play of each of these individual matches is as follows:
 - 2 Singles; 1 Doubles; 2 reverse-singles in the standard ABC vs. XYZ format.
 - i.e., A-X, B-Y, C-Z, A-Y and B-X.
4. Each individual match will be played best of 5 sets of 11 points each.
5. All matches would be played with Stag 3 star Supreme white plastic balls.
6. For any in-game arguments, the referee's call would be final. Ranking Format for Both Events (in case of a tie in the group stages):
 1. In case 2 teams have the same number of victories at the end of the group stage, the team with the least sets lost will be ranked higher.
 2. If the above criterion is still not sufficient, the team with the least points lost will be ranked higher.
7. Individuals may be conducted after completion of team events (or simultaneously with team events) depending on time left and number of entries. If conducted, a maximum of two players from each of the colleges that have participated in team events will be allowed to register.

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Kabaddi (Boys)

1. Each team shall consist of no more than 12 players with only 7 taken to the field at a time.
2. The duration of the match is two halves of 15 minutes with a half time break of 2 minutes.
3. Each team will be allowed one timeout of 30 seconds each half.
4. Use of abusive or foul language during the play can lead to technical fouls or expulsion depending on the referee and the organizing committee.
5. The maximum duration of each raid is 30 seconds and during the raid, the raider has to keep chanting "Kabaddi Kabaddi", known as the Cant.

SCORING SYSTEM

Raid Point (Touch, Bonus)

When a raider enters the opposition half for a raid, he has two means to score points:

- a. Bonus Point –With six or more defenders on court, if a raider crosses the bonus line, with the trailing foot in the air, the raider gets a bonus point.
- b. Touch Point –When a raider initiates a touch on one or more defenders and returns to the mid line, he gets touch points equivalent to the number of defenders he has touched. Those defenders are forced out of play and an equivalent number of players from the raiding team who are OUT get revived.

Tackle Point

When defenders prevent the raider from returning to the mid-line within 30 seconds of the raid, a tackle point is awarded to the defending team. The raider is forced out of play and a player from the defending team who is OUT gets revived.

Do-Or-Die Raid

If a team goes on two successive empty raids(raids fetching no points for either team), then the next raid is called a Do-Or-Die Raid. The raiding team must get the point during this raid, or else the raider will be out even if he is not tackled.

Super Tackle

If the defending team has three or lesser players on the field, then with the successful tackle of a raider the team gets two points instead of one.

All Out

When all players of a team are forced out of play, an All-Out is said to be inflicted upon them, with the opposition team being awarded two additional points. The play is started by reinstating all the seven players of the team back on court.

RAID CYCLE

Raid Duration & Cant

A raid starts when a raider enters the opposition court. The maximum duration of each raid is 30 seconds and during the raid, the raider has to keep chanting the "Kabaddi Kabaddi" Cant.

Legitimate on crossing baulk line

A raider first has to cross the baulk line to make the raid legitimate.

Bonus/Touch Point

Then, the raider can claim a bonus point by crossing the bonus line if there are six or more defenders on court. However, in this process, while one foot of the raider has to be between the bonus line and end line, his trailing foot has to be in the air.

OR

The raider can initiate a touch on any of the defenders. Once a touch has been initiated, the raider has to return to the mid-line without breaking the Cant within the 30 seconds of raid duration to make the raid successful.

THE FIELD OF PLAY

1. COURT means the area on which Kabaddi matches shall be conducted measuring 13 meters x 10 meters.

2. END LINE means the four boundary lines forming the court together. If any player (raider or defender) crosses this line during a raid, then that player will be removed from the field of play by the referee and sent to the bench. A point is awarded to the opposing team for each player removed from the court.

3. LOBBY means the strips on both sides of the court. During a raid, if the raider or defender enters the lobby without any contact between the raider and the defenders, then those players will be removed from the field of play by the referee and sent to the bench. A point is awarded to the opposing team for each player removed from the court for entering the lobby illegally.

4. MID LINE means the line that divides the court into two equal halves. It is the line a raider crosses to begin a raid by entering the opposing team's half of the court. Within 30 seconds, the raider must come back and cross the mid line having either scored a point, or returning empty handed. If the raider doesn't cross the mid line within 30 seconds, he is called 'Out' and is sent to the bench. A point is also awarded to opposing team.

5. BAULK LINE means each of the lines in court parallel to the mid line. The distance of the baulk line from the mid line is 3.75 meters.

This is an important line. When the raider begins a raid by crossing the mid line, he must first and foremost cross the baulk Line. The baulk Line legitimizes a raid and, hence if the raider fails to cross the baulk Line during a raid and crosses the mid line to return back into his team's half, then the raider will be called 'Out'. A point is awarded to the opposing team.

6. BONUS LINE means the line between the baulk line and end line.

The bonus line gives the raider an opportunity to score a point in his raid without the need to touch a defender through a Bonus point.

The raider can claim a bonus point by crossing the bonus line if there are six or more defenders on court. However, in this process, while one foot of the raider has to be between the bonus line and end line, his trailing foot has to be in the air.

TOURNAMENT POINTS SYSTEM

1. In the group stages, the winning team will score 5 league points; and the losing team will score zero point, if the margin of victory is more than 7 points.
2. In the group stages, the winning team will score 5 league points; and the losing team will score 1 point, if the margin of victory is 7 or less than 7 points.
3. In case of a tie, both teams will score 3 league points each.
4. In case of a tie, during the group stages, the team to qualify for the semi-final will be decided by the differential score calculated as the difference between total points won and total points conceded. The team with a higher differential score will qualify for the semi-final.
5. In case of a tie even after differential score has been considered, only total points scored will be considered and the team that has scored more points will qualify for the semi-finals.

EXTRA TIME (SEMI-FINALS & FINALS)

During the semi-finals and the finals, at the end of play if the scores are tied, Extra Time is announced.

1. Extra Time of 5 minutes shall be awarded to decide the result of the match.
2. Extra Time of 5 minutes will be divided in 2 halves of 2 minutes each with a break of 1 minute in between the two halves.
3. The teams will have a fresh start with seven players of their choice (from out of the playing 12) on each side.
4. Only one substitution will be allowed to each team during the extra time. Teams may substitute players during the break time of 1 minute which will not be counted as part of the 1 substitution permitted during game time of 4 minutes.
5. If at the end of extra 5 minutes, the game is still tied, Golden Raid rule will apply as follows.

GOLDEN RAID

In the event of a tie at end of Extra Time, the Golden Raid comes into play-

The referee will conduct a fresh toss. The team that wins the toss will have the chance to perform a GOLDEN RAID: A winner takes all raid, where the team that scores more points than the other, in that single raid, will be declared the winner.

1. Both the teams will field 7 Players in the Half.
2. The baulk line shall be treated as Bonus Line and all the Bonus point rules shall be followed.
3. If there is a tie after the first Golden Raid, then the opponent team will get a chance for the Golden Raid.
4. If the game is still tied after both teams have been given a chance for Golden Raid, the winner will then be decided by a toss.
5. The out or revival rule will not be applicable, only points scored will be counted.

Precautions:

~ All players playing shall ensure that they are not wearing any ornament or any item on their body which can lead to a potential injury to themselves or any of the opponents. This includes nails of which shall be closely clipped.

~ Any unforeseen situation, dispute or any new situation not covered in the rules will be referred to the technical committee whose decision will be final and binding.

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Kabaddi (Girls)

GIRLS

1. Each team shall consist of no more than 12 players with only 7 taken to the field at a time.
2. The duration of the match is two halves of 10 minutes with a half time break of 2 minutes.
3. Each team will be allowed one timeout of 30 seconds each half.
4. Use of abusive or foul language during the play can lead to technical fouls or expulsion depending on the referee and the organizing committee.
5. The maximum duration of each raid is 30 seconds.

SCORING SYSTEM**Raid Point (Touch, Bonus)**

When a raider enters the opposition half for a raid, he has two means to score points:

- a. Bonus Point –With six or more defenders on court, if a raider crosses the bonus line, with the trailing foot in the air, the raider gets a bonus point.
- b. Touch Point –When a raider initiates a touch on one or more defenders and returns to the mid line, he gets touch points equivalent to the number of defenders he has touched. Those defenders are forced out of play and an equivalent number of players from the raiding team who are OUT get revived.

Tackle Point

When defenders prevent the raider from returning to the mid-line within 30 seconds of the raid, a tackle point is awarded to the defending team. The raider is forced out of play and a player from the defending team who is OUT gets revived.

Do-Or-Die Raid

If a team goes on two successive empty raids(raids fetching no points for either team), then the next raid is called a Do-Or-Die Raid. The raiding team must get the point during this raid, or else the raider will be out even if he is not tackled.

Super Tackle

If the defending team has three or lesser players on the field, then with the successful tackle of a raider the team gets two points instead of one.

All Out

When all players of a team are forced out of play, an All-Out is said to be inflicted upon them, with the opposition team being awarded two additional points. The play is started by reinstating all the seven players of the team back on court.

RAID CYCLE

Raid Duration & Cant

A raid starts when a raider enters the opposition court. The maximum duration of each raid is 30 seconds and during the raid, the raider has to keep chanting the "Kabaddi Kabaddi" Cant.

Legitimate on crossing baulk line

A raider first has to cross the baulk line to make the raid legitimate.

Bonus/Touch Point

Then, the raider can claim a bonus point by crossing the bonus line if there are six or more defenders on court. However, in this process, while one foot of the raider has to be between the bonus line and end line, his trailing foot has to be in the air.

OR

The raider can initiate a touch on any of the defenders. Once a touch has been initiated, the raider has to return to the mid-line without breaking the Cant within the 30 seconds of raid duration to make the raid successful.

THE FIELD OF PLAY

1. COURT means the area on which Kabaddi matches shall be conducted measuring 13 meters x 10 meters.

2. END LINE means the four boundary lines forming the court together. If any player (raider or defender) crosses this line during a raid, then that player will be removed from the field of play by the referee and sent to the bench. A point is awarded to the opposing team for each player removed from the court.

3. LOBBY means the strips on both sides of the court. During a raid, if the raider or defender enters the lobby without any contact between the raider and the defenders, then those players will be removed from the field of play by the referee and sent to the bench. A point is awarded to the opposing team for each player removed from the court for entering the lobby illegally.

4. MID LINE means the line that divides the court into two equal halves. It is the line a raider crosses to begin a raid by entering the opposing team's half of the court. Within 30 seconds, the raider must come back and cross the mid line having either scored a point, or returning empty handed. If the raider doesn't cross the mid line within 30 seconds, he is called 'Out' and is sent to the bench. A point is also awarded to opposing team.

5. BAULK LINE means each of the lines in court parallel to the mid line. The distance of the baulk line from the mid line is 3.75 meters.

This is an important line. When the raider begins a raid by crossing the mid line, he must first and foremost cross the baulk Line. The baulk Line legitimizes a raid and, hence if the raider fails to cross the baulk Line during a raid and crosses the mid line to return back into his team's half, then the raider will be called 'Out'. A point is awarded to the opposing team.

6. BONUS LINE means the line between the baulk line and end line.

The bonus line gives the raider an opportunity to score a point in his raid without the need to touch a defender through a Bonus point.

The raider can claim a bonus point by crossing the bonus line if there are six or more defenders on court. However, in this process, while one foot of the raider has to be between the bonus line and end line, his trailing foot has to be in the air.

TOURNAMENT POINTS SYSTEM

1. In the group stages, the winning team will score 5 league points; and the losing team will score zero point, if the margin of victory is more than 7 points.
2. In the group stages, the winning team will score 5 league points; and the losing team will score 1 point, if the margin of victory is 7 or less than 7 points.
3. In case of a tie, both teams will score 3 league points each.
4. In case of a tie, during the group stages, the team to qualify for the semi-final will be decided by the differential score calculated as the difference between total points won and total points conceded. The team with a higher differential score will qualify for the semi-final.
5. In case of a tie even after differential score has been considered, only total points scored will be considered and the team that has scored more points will qualify for the semi-finals.

EXTRA TIME (SEMI-FINALS & FINALS)

During the semi-finals and the finals, at the end of play if the scores are tied, Extra Time is announced.

1. Extra Time of 5 minutes shall be awarded to decide the result of the match.
2. Extra Time of 5 minutes will be divided in 2 halves of 2 minutes each with a break of 1 minute in between the two halves.
3. The teams will have a fresh start with seven players of their choice (from out of the playing 12) on each side.
4. Only one substitution will be allowed to each team during the extra time. Teams may substitute players during the break time of 1 minute which will not be counted as part of the 1 substitution permitted during game time of 4 minutes.
5. If at the end of extra 5 minutes, the game is still tied, Golden Raid rule will apply as follows.

GOLDEN RAID

In the event of a tie at end of Extra Time, the Golden Raid comes into play-

The referee will conduct a fresh toss. The team that wins the toss will have the chance to perform a GOLDEN RAID: A winner takes all raid, where the team that scores more points than the other, in that single raid, will be declared the winner.

1. Both the teams will field 7 Players in the Half.
2. The baulk line shall be treated as Bonus Line and all the Bonus point rules shall be followed.
3. If there is a tie after the first Golden Raid, then the opponent team will get a chance for the Golden Raid.
4. If the game is still tied after both teams have been given a chance for Golden Raid, the winner will then be decided by a toss.
5. The out or revival rule will not be applicable, only points scored will be counted.

Precautions:

- ~ All players playing shall ensure that they are not wearing any ornament or any item on their body which can lead to a potential injury to themselves or any of the opponents. This includes nails of which shall be closely clipped.
- ~ Any unforeseen situation, dispute or any new situation not covered in the rules will be referred to the technical committee whose decision will be final and binding.



Snooker

Snooker is a cue sport that is played on a baize-covered table with pockets in each of the four corners and in the middle of each of the long side cushions. It is played using a cue and snooker balls: one white cue ball, 15 red balls worth one point each (can also be played with fewer red balls, often 10), and six balls of different colours: yellow (2 points), green (3), brown (4), blue (5), pink (6), black (7). A player (or team) wins a frame (individual game) of snooker by scoring more points than the opponent(s), using the cue ball to pot the red and coloured balls. A player (or team) wins a match when they have achieved the best-of score from a pre-determined number of frames. The number of frames is always odd so as to prevent a tie.

Common fouls:

- potting the white (in-off)
- hitting a ball other than the white with the cue
- making a ball land off the table
- touching the cue ball with anything other than the tip of the cue (except while positioning the cue ball "in-hand"; while "in-hand" the cue ball may be touched by anything except the tip of the cue)
- Playing a "push shot" - a shot where the cue ball is in simultaneous contact with the cue tip and another ball (except when playing the cue ball away from a "touching ball"; for this purpose a "touching ball" may refer to any ball, "on" or not.). You can just release the cue ball away from the ball, it doesn't matter if the cue ball doesn't touch any other ball.
- playing a "jump shot" - a shot where the cue ball leaves the bed of the table and jumps over a ball before first hitting another ball
- Playing a shot with both feet off the ground.

There are three less common ways to end a frame:

- A foul on the black when the black is the only ball left. It is sometimes wrongly assumed that play continues after a foul on the black if fewer than seven points are between the scores. This is not the case: the player who is in the lead following the assessment of a penalty after a foul when only the black remains is the winner.
- Failure to hit a ball "on" three times in a row if the player has clear sight of the ball. The referee will warn a player after a second such miss that a third miss will mean that the opponent will be awarded the frame. This rule does not apply if the player is snookered. As missing due to avoiding a direct shot on a ball is usually a tactical, rather than skill-related, outcome, this rule is rarely invoked, as a player will simply hit the ball directly on the third shot.
- If the score is tied after the final black is potted, the black is "respotted", and the cue ball is put "in hand." The referee will then toss a coin, with the player winning the toss choosing who will take first strike at the black. Play then continues normally until the black is potted or another frame-ending situation occurs.

The format for Snooker will be knockout type with 6-ball frame. All the matches will be BO3 but the semifinals and finals will be BO5 and BO7 respectively.

Contact

Sourabh Dilraj- 7891943802
Suyash Singh - 6394969164

8- BALL POOL

Any of the following results in a game win:

1. A player legally pockets the 8 ball into a designated pocket after all of that player's object balls have been pocketed
2. The opposing player illegally pockets the 8 ball (e.g. before clearing all of that player's object balls, does so on the same shot as the last such object ball, or the 8 falls into a pocket other than the one that was designated)
3. The opposing player knocks the 8 ball off the table.
4. The opposing player commits any foul, including scratching the cue ball into a pocket, or knocking it off the table, in the course of a shot that pockets the 8 ball.

FOULS:

The shooter fails to strike one of their own object balls (or the 8 ball, if all of said object balls are already pocketed) with the cue ball, before other balls (if any) are contacted by the cue ball. This excludes "split" shots, where the cue ball strikes one of the shooter's and one of the opponent's object balls simultaneously.

- No ball comes into contact with a cushion or is pocketed, after legal cue ball contact with the (first) object ball (or 8 ball, if shooting for the 8).

The shooter does not have at least one foot on the floor (this requirement may be waived if the shooter is disabled in a relevant way, or the venue has not provided a mechanical bridge).

1. The cue ball is shot before all balls have come to a complete stop from the previous shot
2. The cue ball is struck more than once during a shot
3. The cue ball is jumped entirely or partially over an obstructing ball with an illegal jump shot that scoops under the cue ball
4. The cue ball is clearly pushed (shoved slowly, rather than struck), with the cue tip remaining in contact with it more than momentarily
5. The shooter touches the cue ball with something other than the tip of the cue
6. The shooter touches any ball (with body, clothing or equipment), other than as necessary to move the cue ball when the player has ball-in-hand
7. The shooter knocks a ball off the table
8. The shooter has shot out-of-turn
9. On the break shot, no balls are pocketed and fewer than four balls reach the cushions (in which case the incoming player can demand a re-rack and take the break or force the original breaker to re-break, or may take ball-in-hand behind the head string and shoot the balls as they lie)

If an attempt is made to pocket a ball, and the ball hits the pocket, bounces out and lands on the ground, the ball will go into the pocket, the striker will lose his chance and the opponent will get ball in hand.

If the 8-ball is pocketed on the break, the breaker may ask for a re-rack or have the 8-ball spotted and continue

shooting. If the breaker scratches while pocketing the 8-ball on the break, the incoming player can have a re-rack or have the 8-ball spotted and begin shooting with the ball in hand behind the headstring.

If the striker is only left with the 8 ball, he/she cannot take a foul if the opponent commits an illegal move provided the opponent is left with the designated set of ball, solids/stripes.

The format for pool is the same as that of snooker. The tournament will be knockout type. All the matches will be BO3, but the semifinals and finals will be BO5 and BO7 respectively.

Contact:

Sourabh Dilraj- 7891943802
Suyash Singh - 6394969164



THROWBALL(Boys&Girls)

1. Court dimensions: standard throwball 12.2m x 18.3m with a neutral box at either side of the centre measuring 1m. A net is placed across the centre of the court at a height of 2.2m.
2. Each consisting of twelve players, seven of whom can be active on the pitch at any one time. The remaining five players are substitutes.
3. A match shall consist of 3 sets for 21, 21 and 15 points respectively. Team that first wins 2 out of 3 sets wins the game.
4. The right to choose the initial order of serving, receiving and ends shall be decided by toss and the winner may choose to serve or to receive first or to start at a particular end.
5. Double touch (juggling the ball in both hands) is not allowed while receiving the service ball.
6. Players cannot catch the ball with the assistance of body or legs.
7. The ball should be served after the whistle and within 5 sec.
8. The ball should be served without crossing the service line with single hand.
9. Any ball after catching should be released within 3 seconds.
10. During the service, the ball cannot touch the net.
11. A player can jump when throwing the ball or while serving but cannot jump and catch the ball.
12. Players cannot touch the net during the play but the ball can touch the net.
13. A player while releasing the ball cannot rotate (360 degrees) or turn around to throw the ball.
14. During catching or releasing, the ball should not touch any part of the body except the palm.
15. Two players cannot catch the ball simultaneously.
16. Switching hands after catching the ball isn't allowed i.e, if the ball is caught using left hand it must be thrown using only the left hand.
17. The ball should be thrown from the same position as it is caught.

Contact:

Captain- K. Sreya :9849090142

Vice Captain - M. Kruthika Reddy : 6305786878

Carrom

1. Position adopted for sitting by a player before taking his turn to strike may be changed at any time provided the chair or stool on which he is sitting is not lifted, moved and/or disturbed during his turn of play.
2. During the 'board' no part of the body of a player, except the playing arm shall touch the carrom board, stand or table on which the C/B is placed.
3. No part of the body, except the 'hand' of the player shall go beyond the imaginary lines of the arrows. 'Hand' shall mean the portion of the playing hand from the fingers up to the wrist.
4. Any hand may be used in play.
5. a) While making a stroke, the elbow of the playing 'hand' shall not come within the playing surface nor shall extend beyond the imaginary lines of the arrow'
b) The 'hand' may, however, cross the arrow.
6. a) While making a stroke, taking support of the Stand or Table of the C/B and/or keeping the legs on the rim of the stand/table, by the player, is not permissible.
b) However, hands may rest on his body and legs may rest on the rim of the stool or chair, on which he sits.
7. a) Break is not considered to have been made if no C/m is touched by the Striker in its usual run or jumping out. In that case, a maximum of two more chances shall be allowed.
b) If after permissible number of chances, no C/m is touched, the right to Break shall be lost and the turn to play shall pass on to the opponent who shall have black C/m for play but no re-arrangement of C/m already arranged, shall be permitted. The above condition will prevail till the break is affected.
c) If a player in his attempt to break plays an improper stroke or pockets his striker without touching any of the C/m, he shall lose his turn. However, due/penalty shall not be applicable.
8. The value/points are as follows:
 - i) Queen: 3 points up to and including 21 points.
 - ii) C/m : 1 point each.
9. A game shall be of 25 points or eight boards. The player who reaches 25 points first or leads at the conclusion of the eighth board shall be the winner of the game.
10. In case the score is equal at the end of the eighth board (tie), an extra board shall be played to decide the winner. Before the extra board, there shall be a toss to choose break only.
11. a) A Foul shall entail one C/m of the offending player being brought out for placing by the opponent and the turn to play shall be lost.
b) While pocketing the C/m and/or Queen, if a Foul is committed, the number of C/m and/or Queen so pocketed with an additional C/m shall be brought out for placing and the turn of the player shall be lost.
12. a) If a C/m and/or Queen jump out of the playing surface, the jumped C/m and/or the Queen shall be placed by the Umpire in the Centre Circle, if space permits, covering it fully or the maximum portion of it that is available.
b) If both the Queen and a C/m jump in the same stroke preference shall be given to place the Queen first and then jumped c/m shall be placed, touching the Queen, in the opposite direction of the player presently having his turn.

c) If both White and Black C/m jump in the same stroke, preference shall be given to place the C/m of the player who made that stroke first and the other C/m shall be placed, touching the first C/m in the manner described in Rule 12(b).

d) If more than 2 C/m jump in the same stroke, the placing of the first 2 C/m shall be in accordance with Rule 12(b) and Rule 12(c). The rest of the C/m shall be placed, touching the first 2 C/m, as far as possible.

13. a) If in a proper stroke a player pockets his Striker alone, his turn shall be lost and one of his C/m will be taken out as penalty by his opponent for placing. Such penalty C/m shall be called 'Due'.

b) If in an improper stroke a player pockets his Striker alone, his turn shall be lost and two of his C/m will be taken out by his opponent for placing. Such penalty C/m shall be called 'Due and foul'.

c) If this happens before any of his C/m is pocketed the penalty and due shall remain outstanding and shall be taken out as soon as they are available.

14. If a player pockets the Striker with his own C/m by a proper stroke, the number of C/m so pocketed, with a due C/m, shall be taken out for placing and the player shall continue his turn.

15. a) If a player pockets his own C/m by an improper stroke, the C/m so pocketed with a Penalty C/m shall be taken out for placing by the opponent and the player shall lose his turn.

b) If a player pockets his own C/m with the striker by an improper stroke, the C/m so pocketed with two C/m, one as Due and the other for Penalty shall be taken out for placing by the opponent and the player shall lose his turn.

16. a) In Doubles the due and/or penalty C/m shall always be taken out for placing by the player who is sitting on the right hand side of the player having his turn at the time of availability of C/m.

b) If, however, during the turn of a player, he pockets the C/m of the opponent with or without his C/m and the Due and/or penalty C/m becomes available, the player himself shall take out the C/m for placing.

17. a) If Due and/or penalty C/m is available for placing but sufficient space is not available, the player who has to place the C/m shall be permitted to do so immediately after space becomes available.

b) In Doubles, however, if the eligibility to place the Due and/or penalty C/m, has passed on to the partner, the partner alone shall have the right to take out and place the C/m.

18. If space is available for placing the Due and/or penalty C/m, but the player who has to place the C/m does not desire to risk a Foul, he shall lose his chance to place and his claim for placing shall stand forfeited.

19. a) While placing the Due and/or penalty C/m, if a player places his own C/m by mistake, it has to be rectified if pointed out by the umpire or the opponent. A Foul shall be declared as per the Laws.

b) If not noticed either by the Umpire or the opponent before the next stroke is made, the C/m so placed shall be regarded as valid.

20. a) Placing shall be considered as complete once the finger is removed from the C/m provided the C/m placed is inside the Outer Circle.

b) However, while placing Due and/or penalty C/m holding of any other C/m and/or striker is not permitted.

21. If a player places or moves the Due and/or penalty C/m away from the Outer Circle, he shall be asked to place the C/m inside the Outer Circle. A Foul shall be declared as per Laws.
22. Due and/or penalty C/m shall not be placed covering the Centre Circle wholly or partially. If placed, the player shall be asked to rectify. A Foul shall be declared against the offending player as per the Laws.
23. A player has the right to pocket the Queen and to cover it provided a c/m of his own has already been pocketed.
24. If the Centre Circle is partially or completely covered by other C/m, the Queen shall be placed so as to occupy most of the uncovered portion or in any position adjacent to the Centre Circle in such a way so that it is not easy to pocket for the player having his turn. The placing of the Queen by the Umpire, in such a situation, shall be final.
25. a) If the Queen is pocketed before any C/m of the player is pocketed, the Queen shall be taken out for placing and the player shall lose his turn.
b) If a player pockets the Queen, while there is a Due against him, the Queen shall be taken out for placing and the player shall lose his turn.
c) However, if after recovery of Due and/or penalty, all the nine C/m are on the C/B, a player shall have the right to pocket the Queen and to cover it.
d) If, at the break or in a subsequent stroke when all his nine C/m are on the C/B, the Queen is pocketed along with the Striker, the Queen shall be taken out for placing and a Due shall be declared. The player shall lose his turn.
26. a) If the Queen and the C/m of a player are pocketed together in one stroke, the Queen shall be considered covered.
b) However, at the Break and/or in any subsequent stroke, when all nine C/m of the player are on the C/B, if the Queen and one of the C/m are pocketed together, the Queen has to be covered. If more than one C/m and the Queen are pocketed together, the Queen shall be considered covered.
27. a) While covering the Queen by a proper stroke, if a player pockets the striker along with his C/m, the C/m so pocketed plus one C/m as Due shall be taken out for placing by the opponent. The player shall however, continue his turn. If in that subsequent stroke no C/m of the player is pocketed, the Queen shall not be considered to have been covered and it shall be taken out for placing.
b) While covering the Queen, if a player pockets his Striker along with his C/m by an improper stroke, the C/m so pocketed plus two C/m as due and penalty shall be taken out for placing by the opponent and the player shall lose his turn. The Queen shall be taken out for placing by the Umpire.
28. a) While covering the Queen a player pockets the last C/m of his own together with the last C/m of his opponent by a proper stroke, he shall be awarded 3 points. If the score is 22 or more he shall win by 1 point.
b) While covering the Queen, if a player pockets the last C/m of his own together with the last C/m of his opponent by an improper stroke the opponent shall win by three points. If the score is 22 or more he shall win by one point. if demanded, an additional point for the improper stroke shall be awarded to the opponent.
29. a) While covering the Queen, if a player pockets the last C/m of his opponent by a proper stroke, he shall lose the Board by the number of his C/m lying on the C/B together with the

points for the Queen. If the score of the opponent is 22 or more, he shall lose by the number of C/m only.

b) While covering the Queen, if a player pockets the last C/m of his opponent by an improper stroke, he shall lose the Board by the number of his C/m lying on the C/B together with the points for the Queen. If the score of the opponent is 22 or more, he shall lose by the number of C/m only. If demanded, an additional point shall be awarded to the opponent.

30. If a player pockets the last C/m of his own and of his opponent by a proper stroke while the Queen is on the C/B, the opponent shall be awarded 3 points. If the score is 22 or more he shall be awarded only 1 point.

31. If a player pockets the last C/m of his opponent by a proper stroke, when the Queen is on the C/B, he shall lose the Board by the number of his own C/m lying on the C/B together with the points for the Queen. If the opponent's score is 22 or more he shall lose by the number of C/m only.

32. If a player pockets his last C/m by a proper stroke leaving the Queen on the C/B, he shall lose the Board by 3 points. If the opponent's score is 22 or more he shall lose by one point.

33. If a player pockets his last C/m along with the Striker leaving the Queen on the C/B by a proper stroke, he shall lose the Board by 3 points. If the score of the opponent is 22 or more, he shall lose by one point. One additional point for the pocketed striker shall be awarded, if demanded by the opponent.

34. If a player pockets the Queen, his last C/m, the last C/m of his opponent by a proper stroke together with the Striker, the player shall lose the Board by 3 points. If the score of the opponent is 22 or more, he shall lose by one point. One additional point for the pocketed striker shall be awarded, if demanded by the opponent.

35. If a player pockets the last C/m of his own and of his opponent together with the Striker by a proper stroke he shall lose the Board by one point, if the Queen has been covered by him. One additional point for the pocketed Striker shall be awarded if demanded by the opponent.

36. If a player pockets the last C/m of his opponent along with the Striker leaving the Queen on the C/B by a proper stroke, he shall lose the Board by the number of his C/m lying on the C/B plus the value of the Queen. If the score is 22 or more, he shall lose by the number of C/m only. One additional point for the pocketed Striker shall be awarded, if demanded by the opponent.

37. If a player pockets the last C/m of his own and of his opponent together with the Striker by a proper stroke, he shall lose the Board by 3 points, if the Queen has been covered by the opponent. If the score of the opponent is 22 or more, he shall get one point. One additional point shall be awarded, if demanded by the opponent.

38. If the Stroke is made from the Base Circle, the Striker must cover the Base Circle fully but shall not touch the arrow.

39. In doubles, during the course of a Board, the partners are not allowed to talk or communicate with each other by gestures. Any violation in this regard shall be penalised with a Foul as per Laws.

40. Players shall not talk to the spectators during the course of a game without the permission of the Umpire.

41. If the players pass over their turn consecutively for 3 times each, that particular Board shall be cancelled and be replayed..

42. In the event of the C/m lying on the Base lines/Base Circles, preventing the player from taking a stroke for want of space for placement of his Striker, that Board shall be replayed.

43. In case of a foul,it's the opponent who has to claim.Only then will the referee take his decision.

* In case of any further discrepancies captain's decision stands final.

Contact:

V Bhanu Sai Praneeth - 6304219249

M Kruthika - 6305786878



Chess

Boys and Girls (Open Team)

1. Each team will consist of four players and one reserve.
2. The average FIDE rating of the team should not exceed 1500.
3. The Rounds will be held in the Swiss System.
4. All FIDE basic gameplay rules are applied, i.e. Touch to Move, Castling etc.
5. Every match in the tournament will be played over four boards.
6. The time control will be 60+30.
7. If a team arrives late by more than 15 minutes, the opposing team will get a walkover.
8. Every Team Captain should provide a list of the players in the team with their respective board numbers and FIDE IDs to the arbiter before the commencement of the first round.
9. The Role of the Team Captain is as mentioned in FIDE Competition Rules.
10. In-Case of Ties, FIDE Tie-Break Rules will be applied.

Blitz (individual/open)

1. FIDE Blitz rules are applied .
2. Tournament is scheduled to be held on the final day of the fest.
3. The time control will be 3+2.
4. Swiss System/Pool System will be followed.
5. Tie-Break rules as per FIDE Rule Book.

Contact:

Arkodipto Dutta: 9875705267

Shashank Gautam: 9680285920

Aman Dokania: 7428075085

SQUASH(Boys&Girls)

- PSA rules applicable

TEAM:

- Each team comprises of 3 players
- An additional 4th player (Substitute) is optional
- Each match consists of 3 games, a team must win at least two games to win the match
- Each game consists of 5 sets, a player must win at least 3 sets to win the game
- Each set will be of 11 points, along with deuce (if any)

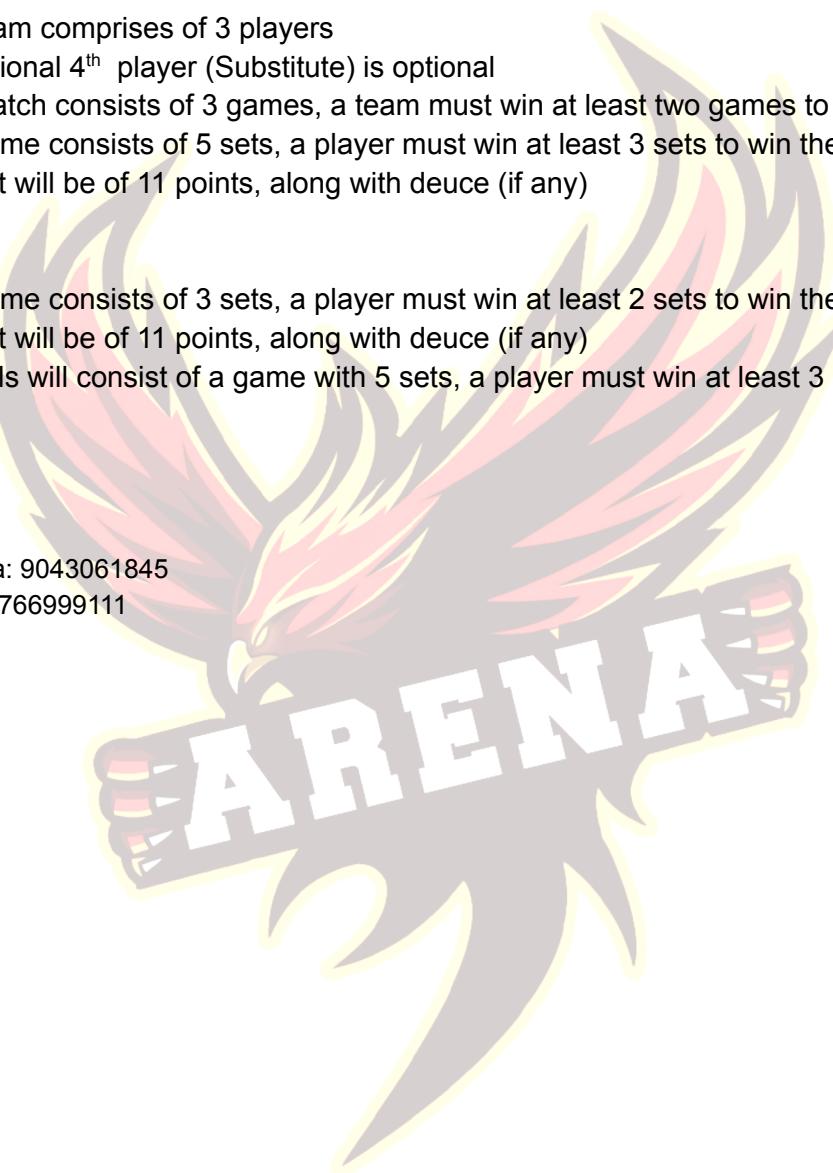
INDIVIDUAL:

- Each game consists of 3 sets, a player must win at least 2 sets to win the game
- Each set will be of 11 points, along with deuce (if any)
- The finals will consist of a game with 5 sets, a player must win at least 3 sets to win the game

Contact:

V Sanjith Krishna: 9043061845

Reet Agarwal : 9766999111



Powerlifting (Boys)

Weight categories (revised) :

1. Below 60
2. 60 kgs to 69 kgs
3. 69 kgs to 74 kgs
4. 74 kgs to 80kgs
5. Above 80 - Open Category.

1) Allowed equipment: Bands, Belts, Wraps(Knee and Wrist only), Chalk, Squat shoes.

2) Any piece of equipment can be declared not allowed at the discretion of the captain and the referee.(Prior permission is advised if it is not mentioned in the above list.)

3)Squat suits, Deadlift suits, and Bench shirts are NOT allowed.

Contact:

Chirayu Bhardwaj - 7427895935

Sanidhya Vijayvargiya - 8433986606

Powerlifting (Girls)

Weight categories (revised) :

None

Ranking will be awarded based on the following ratio : Total Weight Lifted/ Body Weight

(In a scenario where the weight range between registered contestants is too far apart, we may consider the following weight categories:

1. Below 46 kgs
2. 46 kgs to 56 kgs
3. 56 kgs to 66 kgs
4. 66 kgs to 76 kgs
5. Above 76 kgs - Open Category)

1) Allowed equipment: Bands, Belts, Wraps(Knee and Wrist only), Chalk, Squat shoes.

2) Any piece of equipment can be declared not allowed at the discretion of the captain and the referee.(Prior permission is advised if it is not mentioned in the above list.)

3)Squat suits, Deadlift suits, and Bench shirts are NOT allowed.

Contact:

Shreya Senapaty: 7675057722

Athletics(Mixed)

Men

Track Events: 100m, 200m, 400m, 800m, 1500m , 5k , 4*100m Relay, 4*400m relay

Woman

Track Events: 100m, 200m, 400m, 1500m, 4*100m Relay

Mixed

4*100m Relay(consists of two men and two women)

Rules:

- Heats will be conducted for 100m, 200m and 400m(depending on participation), based on which there will be further heats before the finals.
- The other races won't have any heats unless in extreme circumstances. Participants will be timed and results will be decided accordingly
- Maximum 3 participants from each college in any particular event(excluding relays which require 4)
- Each individual can participate in a maximum of 3 events.
- An event may stand canceled in case of insufficient participation and is in the discretion of the referee/captain
- Decision of the referee is final in any case of discrepancy.

Contact:

Kaushik Chetluri-9949804068

Sriya Cheruvu-9000617538

Frisbee(Mixed)

1. Tournament Location

- Ground 1 - ⚗ Football grounds
- Ground 2 - ⚗ New Football ground, BPHC

2. Ground Type

- Semi Grass (Cleats are preferred)

3. Prerequisites

- Should be currently affiliated with a college/university (have ID proof).
- Should have a strong understanding of ultimate frisbee rules.
- Should have cleared WFDF Accreditation Standard; please refer to <https://rules.wfdf.org/accreditation>

4. Game time

- 60 minutes or game to 15, 2 minutes half at 8 goals.
- One timeout per team per half; timeouts will be 2 minutes each.

5. Game Rules

- Standard WFDF rules will be followed; please refer to <https://rules.wfdf.org/documents/wfdf-rules-of-ultimate-2021-2024/download>

6. Squad Size and Game Ratio

- Squad size for each team should be 12 - 18 players with a minimum of 3 girls.
- The squad must have 1 team captain and 1 spirit captain.
- Games will be played with a constant 5 boys : 2 girls ratio.
- Both teams will play with the same ratio on a given line.
- In extraordinary circumstances, the ratio can be changed.

7. Spirit and Match Awards

- Each team will fill out the spirit score form after every match.
- 1 MVP and 1 MSP awards per team (no separate male and female awards)
- Games should be enjoyed and followed by a healthy discussion.

8. Contact Information

- Ramkumar Venkat (Boys Captain) - 8374117510
- Hemangi Bohra (Girls Captain) - 8867704294
- Siddanth Gupta (Spirit Captain) - 8861437363



Skating (Boys&Girls)

Events:

- Sprints (quad and inline combined)
- Long race (quad and inline combined)

Event Details:

- Length of the short races (sprints) about 100-150 meters for both boys and girls.
- Race track will be one long stretch of the road. No turnings will be there.
- There will be 3 stages in sprints i.e., heats, semis and finals.
- Heats (if participants of respective category > 8): Three people will participate per race and the timings will be recorded. The top 8 timings will advance to the next stage(semis).
- Semis: Similar to heats 3-2 people will participate per race and timings will be recorded. Top 4 timings will advance to next stage(finals).
- Finals: Two people per race timings will be recorded and top three timings will be the winners.
- Length of the long race would be about 3kms for boys and 1.5 kms for girls.
- Race track will be one whole lap. Turnings will be there.
- All participants of similar categories will start at once and the top 3 fastest finishes will win respective places.

Rules and Regulations:

- No pushing or pulling.
- Any other form of dangerous actions and unfair means, if noticed by race referees will result in direct disqualification.
- Guards and helmets are a must for both events.

Swimming (Boys&Girls)

Events:

1. 50m Butterfly
2. 100m Butterfly

3. 50m Backstroke
4. 100m Backstroke

5. 50m Breaststroke
6. 100m Breaststroke

7. 50m Freestyle
8. 100m Freestyle
9. 200m Freestyle

10. 100m Individual Medley

11. 200m Medley Relay (Mixed)
12. 400m Freestyle Relay

13. Sprint Aquathlon

Rules:

- Swimming competition shall be conducted under FINA rules adopted time to time by the Swimming Federation of India unless otherwise modified in these rules.
- Heats will be conducted only for 50m, 100m and 200m Freestyle, (depending on number of participants) based on which participants will be selected to compete in the final race.
- All other races will have no heats. The participants will be timed and the results will be decided accordingly.
- An individual can participate in a maximum of 3 individual events (excluding Relays).
- Mixed Relays must contain 2 Boys and 2 Girls.
- An event may stand canceled or may be modified in case of insufficient participation.
- Decision of the Referee/Event Manager is final in case of any discrepancy.

CONTACT:

1. Amaan Khan: 6290878944
2. Ritu Malani: 7769984040
3. Kashyap: 9606795037

