

SPREE '24



SHOWDOWN OF ACES

RULEBOOK

EVENTS



Football



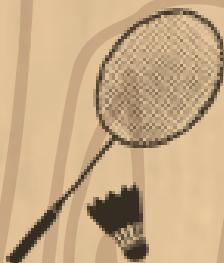
Tennis



Volley Ball



Squash



Badminton



Chess



Carrom



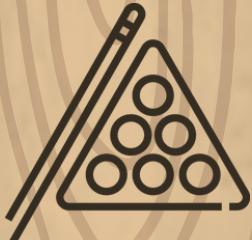
Cricket



Basketball



Power-Lifting



Snooker



Table tennis



Kabaddi



Frisbee

GENERAL RULES



- **AGE OF PLAYERS SHOULD NOT EXCEED 25 YEARS (EXCEPT BITS ALUMNI TEAMS).**
- **EXCHANGE/INTERCHANGE OF PLAYERS BETWEEN TEAMS IS STRICTLY PROHIBITED.**
- **EACH TEAM SHOULD CARRY COLLEGE PHOTO ID, A GOVERNMENT PHOTO ID (DL/VOTER ID CARD/PAN CARD/AADHAR CARD ETC) AND BONAFIDE FROM THE COLLEGE, FOR EVERY PLAYER IN THE TEAM.**
- **VIOLATION OF ABOVE RULES CAN LEAD TO SERIOUS CONSEQUENCES AND IN THAT DECISION OF ORGANISING TEAM WILL BE FINAL.**
- **In case of any dispute/ties in any of the sporting events, the decision of the referees and the organizing committee will be deemed final.**

RULES AND REGULATIONS



- **Rules for Drugs /Alcohol**

Drinking and smoking or possession of alcohol or any other substance is not permitted inside the campus.

Please refrain from bringing liquor or any other substance which is prohibited to the hostels.

If the medication has been prescribed by a doctor, then carry a copy of the prescription when taking medicines.

- **Discipline**

Severe Disciplinary action will be taken, and fines imposed against offenders and students who violate the above-mentioned rules or cause any damage to the college property.

DECISION MAKING COMMITTEE



A proper committee has been set up in order to look into any matter of malpractices on and off the field. Any team having issues regarding any malpractice(Age limit violation, un-satisfactory decision regarding any sport event or any other malpractice) must report such issues to the Decision making committee.

- A team can object before and after 30 mins of commencement of the match.**
- Only the teams' representatives are eligible for the objection.**



PROCEDURE

- **Step 1-** A deposit of Rs.800 has to be paid in order to get the form and register a complaint.
- **Step 2-** A form will be made available to the team registering a complaint/raising any concerned issue. The form should be filled by the team representative and should be submitted to the committee. Each team representative and the committee should have one copy of the form.
- **Step 3-** The committee will look into the matter and act accordingly. If the complaint raised has a valid point, the committee will take strict action against the concerned team and money will be refunded, else the deposit will be retained by the committee.



FOOTBALL

General Rules

- **The game will be played according to the usual rules laid down by FIFA.**
- **Walkovers will be given to a team if the opposing team is not able to reach the ground within 15 minutes of the scheduled time.**
- **If all of the teams in a pool have the same number of points, the teams will be ranked based on their goal differential. The number of goals scored by each tied team determines the winning team if there are still ties. In the event of a tie, the number of yellow and red cards determines which team is in first place.**
- **Play a playoff match if the penalty points from the cards are the same—one red card is worth two points, and one yellow card is worth one.**
- **In case of a drawn match in semi-finals and finals, the winner will be decided by penalty shootout (no extra time).**
- **Referees' decision is final.**
- **Every team should be present at least 15 minutes before the scheduled starting time of the match.**
- **Each team will be allowed to make a maximum of 3 substitutions per match.**
- **Rolling substitution is not allowed.**
- **A player who receives a red card or two yellow cards in a match will be suspended for the ongoing match as well as the next match.**



FOOTBALL

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- A player who picks up yellow cards in two different match will be automatically suspended for the next match.
 - No yellow cards will be carried into the next group stage, the semi-final and (or) final.
 - The distribution of points during the group stage will be following:
Win: 3 points
Draw: 1 point
Loss: 0 points

For Boys:-

- Format:**
- Group Stage - 50 minutes game (25 minutes half)
 - Quarter Finals (if required) – 60 min game(30 minutes half)
 - Semi-Finals & Finals – 80 minutes game (40 minutes half)
- Top team from each pool will qualify.
 - Maximum number of players allowed per team is 16. A minimum of 13 should register to participate.
 - There should be a minimum of 7 players to start the match, or for the match to continue. (if a team gets more than 4 red cards during a match, the opposing team will be declared as the winner)



FOOTBALL

For Girls:-

Format:

- **7 v 7 game, 3 substitutions allowed (No rolling sub)**
- **40 minutes game (20 minutes half)**
- **Top team from each pool will qualify.**
- **Maximum number of players allowed per team is 10. A minimum of 7 should register to participate.**
- **There should be a minimum of 5 players to start the match, or for the match to continue. (if a team gets more than 2 red cards during a match, the opposing team will be declared winner)**

****RULES & SCHEDULE ARE SUBJECT TO CHANGE IN THE SPIRIT OF THE GAME & FESTIVAL AND THE FINAL DECISION RESTS WITH THE SPREE ORGANIZING TEAM****



CRICKET

GENERAL RULES

- **Teams must arrive at the ground 15 minutes before the scheduled start time.**
- **Interchange of players between the two teams will lead to serious consequences and in that case the decision of the organizing team will be final.**
- **Walkovers will be given to a team if the opposing team is not able to reach the ground within 15 minutes of the scheduled time.**
- **All teams must get their own kits and shall bear the responsibility of them.**
- **Only captain (bowling team) and batsmen (batting team) can negotiate with umpires during the match in case of disputes and discrepancies.**
- **Penalties will be imposed during the game in case of slow over-rate and sledging.**
- **All game rules are pertaining to the recent ICC T20 rules.**

CRICKET



GENERAL RULES

- An over rate of 1 over per 4 mins is to be maintained during the match. Penalties shall apply for slow over rates (refer ICC Code of Conduct).
- No team shall argue with umpires in any case. It could lead to cancellation of team registration and no refunds will be given. It could also attract proper disciplinary actions against the team.
- The age limit is 25.
- Neon bibs are mandatory for bench players.

**The decision of the organizing committee
shall be final in all regards.**

CRICKET



FORMAT(Tentative)

- **The tournament will be held on group stage basis:**
Win - 2 pts Loss - 0 pts
- **Table toppers of each group will proceed to the next round.**
- **If any team has equal points in a group then the team having high NRR will proceed to next round.**
- **Group stage matches - 15 overs**
Semi-Finals - 15 overs
Finals – 20 overs
- **In case of heavy rain, decisions taken by umpires will be considered final.**
- **In case of a tie between two teams the result will be decided through a super over.**
- **White ball will be used in game.**
- **The number of overs may be changed based on number of teams participating.**

Participation

- **Maximum number of players allowed per team is 16.**
- **Minimum of 13 players are required per team.**

Note- Tournament format subject to change on the basis of number of teams registering. In case of any dispute the final decision rests with the organising committee



BASKETBALL

GENERAL RULES

- **FIBA rules are applicable.**
- **Timeout per team - 2 per quarter (no carry over)**
- **Interchange of players between the two teams will lead to serious consequences and in that case the decision of the organizing team will be final.**
- **Teams must report to the basketball court 15 minutes before the scheduled start time.**
- **Walkover will be given to a team if the opposition is not able to reach the court within 15 minutes of the scheduled time.**
- **All the players of a team should have the same coloured jersey with printed numbers. It is advisable to keep a jersey of a different colour available if the opposing team happens to have a jersey of the same colour as your team.**
- **Use of abusive language during the play can lead to technical fouls or expulsion depending on the referee and the organising team.**



BASKETBALL

- No player should wear anything on his/her hand or neck(wristwatch,necklace,ring,“Kada”,bracelets, etc.), and nails have to be trimmed, so that players are not injured during the game.
- The age limit is 25.

**The decision of the organizing committee
shall be final in all regards.**

FORMAT

- Time format will be stop and go
- Boys - Matches will have normal 4 quarters with 10 minutes for each quarter (unless otherwise stated).
- Girls - Matches will have normal 4 quarters with 7 minutes for each quarter (unless otherwise stated).

PARTICIPATION

- Maximum 12 players are allowed in a team.
- No member of the team should be aged 25 years or more as on the first day of the tournament.



VOLLEYBALL

GENERAL RULES

- **FIVB rules 2013 applicable.**
- **Interchange of players between the two teams will lead to serious consequences and in that case the decision of the organizing team will be final.**
- **Teams must report to the volleyball court 15 minutes before the scheduled start time, a win to the opponent will be offered if they fail to do so.**
- **All the players of a team should have the same coloured jersey with printed numbers. It is advisable to keep a jersey of a different colour available if the opposing team happens to have a jersey of the same colour as your team.**
- **The libero should have a jersey of contrasting colour as compared to his/her team.**
- **Use of abusive language during the play can lead to technical fouls or expulsion depending on the referee and the organising team.**
- **The age limit is 25.**

The decision of the organizing committee shall be final in all regards.



VOLLEYBALL

FORMAT

- **Matches will have 3 sets, each set of 25 points and the final set being of 15 points (unless otherwise stated).**
- **The finals and semi-finals will be played in best of 5 sets.**

PARTICIPATION

- **Maximum 12 players and minimum 7 players are allowed in a team.**
- **No member of the team should be aged 25 years or more as on the first day of the tournament.**



TENNIS

GENERAL RULES

- **Matches will be conducted as per international rules.**
- **The Event Manager has the power to make some last-moment changes if necessary.**
- **Use of abusive language during the play can lead to technical fouls or expulsion depending on the referee and the organization team.**
- **Teams must arrive at the court 20 minutes before the scheduled start time.**
- **Walkover will be given to a team if the opposition is not able to reach the court within 15 minutes of the scheduled time.**
- **Every team is required to assign a point of contact with the organizing committee who should be reachable by the organizing committee at all times. This is to avoid ambiguity regarding match timings.**

Format

- **The Davis Cup format is followed with slight changes. (Three matches at Max)**
- **There are 2 single rubbers and 1 double rubber. The double acts as the deciding rubber.**



TENNIS

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- **The team to win first 2 matches win.**
 - **There will be a best of 15 matches until the semi-finals after which best of 3 settlers (Event Manager/referee reserves the right to change the format)**

Participation:

For boys:

- **Maximum of 1 team per college.**
- **BITS Goa can have a maximum of 2 teams, Team A & B.**
- **Each team must consist of a minimum of 2 and a maximum of 4 players.**

For girls:

- **Maximum of 1 team per college.**
- **BITS Goa can have a maximum of 2 teams, Team A & B.**
- **Each team must consist of a minimum of 2 and maximum of 4 players.**

****RULES & SCHEDULE ARE SUBJECT TO CHANGE IN THE SPIRIT OF THE GAME & FESTIVAL AND THE FINAL DECISION RESTS WITH THE SPREE ORGANIZING TEAM****



BADMINTON

GENERAL RULES

- Age limit of players is 25.
- Interchange of players between any two teams is not allowed, and will result in disqualification.
- Players are expected to arrive on the court at least 20 minutes before their scheduled match time.
- Walkover will be given to a team if the opposition is not able to reach the court within 15 minutes of the scheduled time.
- All players are expected to come in proper badminton kits (shorts and T-shirts).
- Clean Non-marking shoes are mandatory, and must only be worn upon reaching the court.
- Use of abusive language/ gestures/ violence will result in serious consequences.
- Trying to influence the referee/linesmen's decisions in any way will also result in consequences.
- All the rules apart from the ones mentioned will be according to the Badminton World Federation rules.

BADMINTON



Match rules

- **Team matches will have 3 events categories – Men, Women, and Mixed.**
- **For Team matches, not more than one team per college is permitted in one category.**
- **Each team must consist of a minimum of 4 and a maximum of 7 players in a men's team and a minimum of 2 and a maximum of 4 players in a women's team.**
- **For the Mixed event, each team must consist of a minimum of 2 men and 2 women, and a maximum of 4 men and 4 women.**
- **In any one event, a player can play a maximum of two matches, that is, 1 singles and 1 doubles.**



BADMINTON

- For team matches, each Clash (between teams) will have 5 matches for Men, 5 matches for Mixed and 3 matches for Women. The order of matches is as follows –
 - **MEN** – 1st singles, 2nd singles, 1st doubles, 3rd singles, 2nd doubles.
 - **WOMEN** – 1st singles, 1st doubles, 2nd singles.
 - **MIXED** – Men's singles, Men's doubles, Women's Singles, Men's Single and Mixed Doubles.
- For Individual matches, each match will have three games of 21 points each, with extension up to 25.
- All matches will be played with Yonex Aerosensa-2 feather shuttlecocks. Tampering with the shuttle to affect its flight or speed will result in disciplinary action.
- The mixed event will include a Trump match system.
- The decision of the organizing committee shall be final and binding in all regards.



KABADDI

GENERAL RULES

All the rules will be followed according to the International Kabaddi Federation.

- Interchange of players between the two teams will lead to serious consequences and in that case, the decision of the organizing team will be final.
- All teams must have a proper kit for playing on the court.
- The game will be played on the mud court of the usual senior men's size.
- Some rules of pro kabaddi can also be incorporated.
- Bonus points, super raid, super defend, and Iona(all-out) points are also applicable.
- Teams must arrive at the court 20 minutes before the game.
- Walkovers will be given to the team if the opponent does not arrive on the court within 15 minutes.
- The age limit is 25.

The decision of the organizing committee shall be final in all regards.



KABADDI

FORMAT

- The game will be played in sets of two of 20 minutes each incorporating a minimum of 40 raids with a 5-minute break in between.
- Teams will be divided into pools of 4 each, and the team at the top of groups will be competing consecutively.

PARTICIPATION

- Maximum 2 teams per college.
- Each team should have a minimum of seven players.

TABLE TENNIS



GENERAL RULES

- Matches will be conducted as per standard ITTF rules and regulations.
- Interchange of players between the two teams will lead to disqualification and the decision of the organizing team will be final.
- Use of abusive language during the play can lead to technical fouls or expulsion depending on the referee and the organising team.
- Teams must arrive in the TT room 20 minutes before the scheduled start time.
- Walkovers will be given to a team if the opposing team is not able to reach the venue within 15 minutes of the scheduled time.
- The age limit is 25.

TABLE TENNIS



FORMAT

- **The order in which the matches will be held is as follows:**
- **Boys & Girls: Every match in the team event stage will be best of 5 games with 11 points in every game. The team that wins 3 out of 5 matches will be declared the winner. Every match in the finals of the team event will be best of 7 with 11 points In each game.**
- **Singles Matches of the individual event will be on best of 5 until the finals. The finals will be a best of 7 match with 11 points In each game**
- **The Single's Tournament will be purely based on knockout format.**
- **Maximum of 2 players from a team are allowed to participate in Single's event. For BITS campuses 4 players from a team are allowed to participate in Single's event.**

TABLE TENNIS



- Team Matches (boys and girls) will be held in order mentioned below

A vs X

B vs Y

CD vs WZ

A vs Y

B vs X

PARTICIPATION

- Each team must consist of a minimum of 4 and a maximum of 5 players

The decision of the organizing committee shall be final in all regards.



CARROM

GENERAL RULES

- **The participants will be made familiar with the rules before the start of the tournament by the referee.**
- **Interchange of players between the two teams will lead to serious consequences and in that case the decision of the organizing team will be final.**
- **Any hand may be used in play. Participants can change hands during the game.**
- **No discussion is allowed between participants in a doubles game.**
- **Use of Thumb/Back-Shot is allowed.**
- **The striker shall be brought by the player and certified by the Chief Referee before play.**
- **Teams must arrive in the carrom room 15 minutes before the scheduled start time a win to the opponent will be offered if failed to do so.**



CARROM

GENERAL RULES

- **Standard Carrom rules will be followed.**
- **The age limit is 25.**
- **First all 3 singles will be played and then 2 double matches to follow.**
- **The decision of the organizing committee shall be final in all regards**

Rules with regard to equipment to be used:

- **Standard carrom board with stand, chair and light will be provided**
- **Standard carrom men and powder will be provided**
- **Although participants should bring his/her own striker.**



CARROM

FORMAT

- A game shall be of 25 points or eight boards. The player/team that reaches 25 points first or leads at the conclusion of the eighth board shall be the winner of the game.
- Best of three will be considered out of five with two singles and one doubles match played between any two teams.

PARTICIPATION

- Maximum of 2 teams per college.
- Each team must consist of a minimum of 4 and a maximum of 5 players.
- An individual can participate in not more than one singles and one doubles match.

The decision of the organizing committee shall be final in all regards.



CHESS

GENERAL RULES

- Standard FIDE Touch and Move rules are applicable.
- Interchange of players between the two teams will lead to serious consequences; in that case, the decision of the organizing team will be final.
- For a complete set of rules, please read the FIDE International Rulebook.
- The boards and clocks will be provided at the tournament hall for the event.
- Teams must arrive at the venue within 15 minutes of the scheduled start time, a win to the opponent will be offered if failed to do so.
- The age limit is 25.
- The general board order should not be violated. The player will be awarded a loss if the board order is violated.
- The decision of the organizing committee shall be final in all regards.
- In the case of a substitution of a player, a substitute player may be substituted to play only on the last board, with the other players moving up one board as applicable according to the fixed order of alignment for the team as given by the captain before the start of the tournament.



CHESS

FORMAT

- **The tournament will be played in the Swiss League Format.**
- **It is a Team Vs. Team event, with each round consisting of matches between the two teams.**
- **Each match will be a best of 4 between two teams, with four players of one team playing against four players of the other.**
- **Each player gets 1 point for a win, ½ point for a draw, and 0 points for a loss.**
- **The total points of all the players will be added after the round to get the team's total points.**
- **The team with the greater number of total points will be declared the winner in that round and be given 2 points; the losing team will get 0 points. In case of a tie, 1 point each will be given to both teams.**
- **In case of a tie between the final standings of the two teams, an Armageddon match will be played between the top players from each team to decide the winner.**
- **Arbiter will decide time control for the Armageddon match**
- **Time Control: 60 minutes + 30 seconds Increment (Maybe changed by the arbiter before the event starts).**



CHESS

PARTICIPATION

- Maximum of 2 teams per college. (Team A and Team B).
- Each team must consist of a minimum of 4 and a maximum of 5 players

**The decision of the organizing committee
shall be final in all regards.**



SNOOKER

General Rules

- **Interchange of players between the two teams will lead to serious consequences and in that case the decision of the organizing team will be final.**
- **Use of abusive foul language during the play can lead to technical fouls or expulsion depending on the organization team.**
- **Teams must arrive 20 minutes before the scheduled start time.**
- **Walkovers will be given to a team if the opposing team is not able to reach the ground within 15 minutes of the scheduled time.**
- **The age limit is 25.**
- **The decision of the organizing committee shall be final in all regards.**
- **WPBSA rules will be followed for all the matches. Any discrepancies observed in the game play will be penalized according to the rules.**



SNOOKER

Format

- The tournament will be a team event.
- The pattern of the tournament(knockouts/group stages) will be decided based on the number of entries. This is entirely due to time constraints.
- The format of the matches will be best of 5 (10 ball) frames till the semi final round/ group stages. The semis and finals will be best of 5 (15 ball) frames.

Participation

- Maximum 2 teams per college are allowed.
- Each team must have a minimum of 3 players and cannot have more than 5 players.
- A player cannot play 2 consecutive frames in a match.
- A player can play at most 2 frames in a single match.
- Every team captain will have to submit a tie sheet before the match which will specify the team's order of play.
- The decision of the organizing committee shall be final in all regards.



SQUASH

General Rules

- **Team and Individual Event.**
- **Interchange of players between the two teams will lead to serious consequences and in that case the decision of the organizing team will be final.**
- **All games will be played by Dunlop Pro Double Dot Ball, the official ball for PSA.**
- **Immediately preceding the start of play, a period not exceeding five minutes shall be allowed on court for the purpose of warming-up.**
- **Teams must arrive at the court 20 minutes before the scheduled start time.**
- **Walkovers will be given to a team if the opposing team is not able to reach the court within 15 minutes of the scheduled time.**
- **Players must wear shoes with non-marking soles and the use of approved eye protection is mandatory.**
- **Breaks in between games will be 1 min for the group stage and 2 min for the knockout stages in the Team Event, 1 min for all matches up to and including pre-quarterfinals and 2 mins for all matches quarterfinals onwards in the Individual Event.**



SQUASH

- If the score in a game is tied at 10-10, a player must win by two clear points.
- In the event of disputes, the decision of the referee is final and binding.
- The age limit is 25.
- All the calls and decisions made by the referee on the court will be final and binding.
- The organizers will have the power to change the format in case of any unforeseen scenarios.

The decision of the organizing committee shall be final in all regards.

TEAM EVENT RULES

- WSF rules will be followed.
- Each team must consist of a Minimum of 3 players & Maximum of 5 players.
- Each team will play a match with the teams of their respective groups (league format).
- The captain must submit the seeding before the tournament, which will be followed throughout the tournament.



SQUASH

- **Each team member will play a best of three (3) match with the corresponding opponent from the other team in the league stages and a best of five (5) games in the knockout (semi-final and final) stages.**
- **Each game will be of 11 points.**
- **Even if the first two matches are won by one team, the third match will still be conducted (only in the group stage).**

INDIVIDUAL EVENT RULES

- **Every game will be a knockout game.**
- **The draw of matches will be released based on the number of participants.**
- **All matches, including the pre-quarterfinals, will be the best of three games.**
- **All matches from the quarterfinal onwards will be the best of five games.**
- **Each game will be of 11 points.**

**The decision of the organizing committee
shall be final in all regards.**

POWER LIFTING



General Rules

- Athletes in the sport are divided in three weight classes and placing is based on the total weight lifted on the three main lifts:
 - 1)Bench Press
 - 2)Squat
 - 3)Deadlift
- Interchange of players between the two teams is not allowed.
- If two or more lifters achieve the same total, the lighter lifter ranks above the heavier lifter.
- A good lift is signaled by indicating a white flag, and an illegal one by a red flag.
- The lifter with the highest combined weight lifter becomes the winner.
- The weight of an athlete's first lift determines their place in the starting order. If they choose to go for a lightweight, they will go earlier in the order.
- Referee's decision will be the final decision.
- Weighing of players will start 2 hours from competition.
- During the weighing, the player must mention his first lift for squat, bench press and deadlift to the referee.
- Players must come with proper kit during competition.

POWER LIFTING



- In case of any controversy during competition and weighing, the judge's decision will be considered as the final decision.
- The age limit is 25.

The decision of the organizing committee shall be final in all regards.

Weight Categories:

Boys:

- <63kg
- 63-68 kg
- 68-74 kg
- 74-83 kg
- 83-93 kg
- 93+kg

Girls:

- <46 Kg
- 46-56 Kg
- 56-66 Kg
- 66-76 Kg
- 76+ Kg

- **Each competitor is allowed three attempts on each lift. The lifter's best valid attempt on each lift counts toward his competition total.**



FRISBEE

The rules for the Ultimate Frisbee tournament at SPREE '24 would majorly adhere to the rules given by WFDF. Link: <https://rules.wfdf.org/>

Some of the more important rules are as follows:

- 1. 65 minutes game, game to 13 points. 5 min half at 7 points or 30 minutes whichever comes first. Point is continued till score if it's going on at the 30 min mark, after which half time is taken. When 65 mins is up, the ongoing point is completed and the game ends. 70 minutes is hard stop and the game immediately stops. Teams have 1 time out of 60 sec, per half. The game clock only stops if there are injury stoppages, half time and timeouts.**
- 2. The Pull has to be taken within 90 seconds of scoring a point. If the defense causes a delay, the offense can start from the brick mark. If a further 30s are taken the offense can start from half-line. Another 30 seconds delay means they can start from the brick mark on the defensive side. If offense causes the delay, they start at the back line of their endzone.**



FRISBEE

3. The game format would begin with league matches where teams would be divided into two groups. Top two teams from each group would qualify for knockouts. This is subject to change depending on how many teams register. Point distribution would follow the format- Win: 2pts Draw: 1pt Loss: 0

4. Upper age limit for team players is 26.

5. This is a mixed gender event. Each team must have a minimum of 12 players and a maximum of 18 players with 7 playing on field. No restriction on roster ratio. There must be at least a ratio of 2:5 on the field, with a better ratio played if the playing captains agree. Playing 4:3 ratio alternating between 4 men and 4 women is encouraged.

6. The stall count for the marker who is marking the thrower will be 10 seconds.

7. The teams should adhere to the spirit of the game and avoid any intentional contact on the field. All foul calls should be resolved within 30 seconds on field.

FRISBEE



8. There will be a spirit circle after every match. A spirit score will also be kept which has to be given by the opponent team, which will be used to determine the most spirited team.

The decision of the organizing committee shall be final in all regards.