

GENERAL RULES

- **AGE OF PLAYERS SHOULD NOT EXCEED 24 YEARS.**
- **EXCHANGE/INTERCHANGE OF PLAYERS BETWEEN TEAMS IS STRICTLY NOT ALLOWED.**
- **EACH TEAM SHOULD CARRY COLLEGE PHOTO ID, A GOVT 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.**

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.

Contact:

Tanmay Govil 7697707699

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 complaint/raising any concerned issue. The form should be filled by the team representative and should be submitted to the committee. Each, the 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.
- *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.*
- In case teams in a pool end up having the same points then ranking will be done according to the goal difference of each team. If still ties exist, then the top team is decided by total goals scored between the tied teams.
- In case of a drawn match in semi – finals and finals, the winner will be decided by a penalty shootout (no extra time).
- Referees' decision is final.
- No team shall argue with Referee 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.
- Every team should be present at least 20 minutes before the scheduled starting time of the match, failing which a walkover will be given to the opposing team.
- In case a team gets a walkover, it wins the match by a default 3-0 score, but in case it affects the qualification of other team, the decision will be taken by the event manager and penalties will be played after due consultation with the referees.
- Each team will be allowed to make a maximum of 3 substitutions per match. (BOYS)
- 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.
- A player who picks up yellow cards in two different matches will be automatically suspended for the next match.
- No yellow cards will be carried into the semi-final and (or) final.
- The age limit is 24.
- **The decision of the organizing committee shall be final in all regards.**

FOR BOYS

- **Format**
 - 60 minutes game (30 minutes half)
 - 3 teams per pool and top team from each pool will qualify

- **Participation**

- Maximum number of players allowed per team is 18. 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 winner)

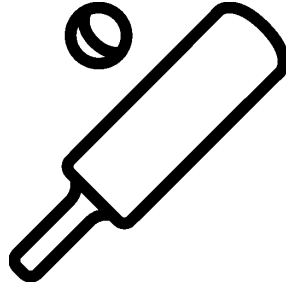
FOR GIRLS

- **Format**

- 40 minutes game (20 minutes half)
- 4 teams per pool and top team from each pool will qualify.

- **Participation**

- Maximum number of players allowed per team is 18. A minimum of 7 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 winner)
- There will be rolling substitution.



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 striker (batting team) can negotiate with umpires during the match in case of disputes and discrepancies.
- Points will be deducted for slow over-rate and sledging.
- All game rules are pertaining to the recent ICC T20 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 24.
- **The decision of the organizing committee shall be final in all regards.**
- **FORMAT**
 - 3 teams per pool and top team from each pool will qualify.
 - Group Stage, Quarters & Semi-Finals – 10 Overs
 - Finals – 20 Overs
 - Winning team and the losing team will be awarded 3 points and 0 points per match respectively.
 - In case of heavy rain, decisions taken by umpires will be considered as final.
 - One point will be added to both teams in case of a tie in group elimination.
 - Points in group matches are considered in case of a tie in semi-finals.
 - Super over decides the winning team in case of a tie in the finals.
- **Participation**
 - Maximum number of players allowed per team is 18.
 - Minimum of 13 players are required per team.



BASKETBALL

GENERAL RULES

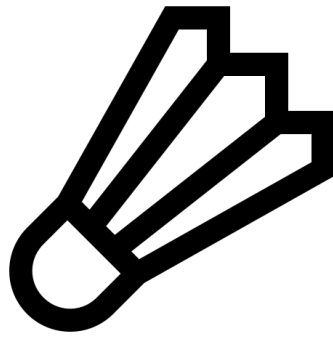
- FIBA rules are applicable.
- *Interchange of players between the two teams will lead to serious consequences and in that case the decision of the organizing team will be final.*
- Teams must report to the basketball court 15 minutes before the scheduled start time, a win to the opponent will be offered 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.
- Use of abusive language during the play can lead to technical fouls or expulsion depending on the referee and the organisation team.
- No player should wear anything on his/her hand or neck (wrist watch, necklace, ring, “kada”, bracelets, etc.) and nails have to be trimmed, so that players are not hurt during the game.
- The age limit is 24.
- The decision of the organizing committee shall be final in all regards.
- **FORMAT**
 - 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.
- Use of abusive language during the play can lead to technical fouls or expulsion depending on the referee and the organisation team.
- The age limit is 24.
- The decision of the organizing committee shall be final in all regards.
- **FORMAT**
 - Matches will have 3 sets, each set of 25 points and the final set being of 15 points (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.



BADMINTON

GENERAL RULES

- All players should come in proper kits (Shorts, T-Shirts).
 - *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.*
 - Players should have clean shoes (Non-Marking) and should be used only on the court. (Shoes should be changed only on arriving at the court).
 - All the rules apart from mentioned are according to the World Badminton Federation's rule book.
 - 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.
 - 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 24.
 - **The decision of the organizing committee shall be final in all regards.**
 - **FORMAT (Team Event)**
 - Each Clash (between teams) will have 5 matches for MEN and 3 matches for WOMEN
 - ORDER:
 - MEN – 1st singles, 2nd singles, 1st doubles, 3rd singles, 2nd doubles
 - WOMEN – 1st singles, 1st doubles, 2nd singles
 - **FORMAT (Individuals Event)**
 - Each match (Till semi finals) will be a single set of 21 points.
 - Semi finals & Finals will be best of 3 sets of 21 points each.
-
- Participation **(Team event)**
 - Maximum of 1 team per college

- Each team must consist of a minimum of 4 and a maximum of 5 players in a men's team and a minimum of 2 and a maximum of 4 players in a women's team.
 - A player can play a maximum of two matches that is 1 singles and 1 doubles.
- Participation ([Individuals event](#))
 - Maximum 3 players from each college participate in the event. (only 1 can Repeat)
 - Players participating in team events will be given preference for participation in individual events over the players participating in just individuals participating event.



TENNIS

GENERAL RULES

- Matches will be conducted as per international 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.
- 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 organisation team.
- 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 ground within 15 minutes of the scheduled time.
- The age limit is 24.
- **The decision of the organizing committee shall be final in all regards.**
- **FORMAT**
 - The Davis Cup format is followed with slight changes. (Three matches at Max).
 - There are 2 single rubbers and 1 double rubber.
 - The team to win the first 2 matches wins.(singles, doubles, singles)
 - There will be single set matches until the semi-finals after which best of 3 settlers (Event Manager reserves the right to change the format).
- **Participation([Team Event](#))**
 - 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.

[Participation \(Individuals Event\)](#)

- [Maximum of 2 players can participate from one college.](#)



TABLE TENNIS

GENERAL RULES

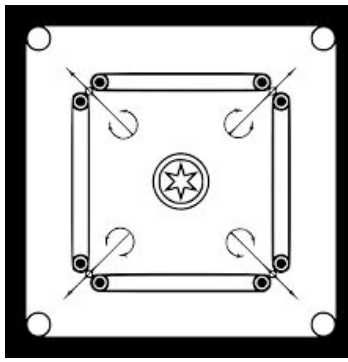
- Matches will be conducted as per standard ITTF rules and regulations.
- *Interchange of players between the two teams will lead to disqualification and the decision of the organizing team will be final.*
- Use of abusive language during the play can lead to technical fouls or expulsion depending on the referee and the organisation 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 24.
- **The decision of the organizing committee shall be final in all regards.**
- **FORMAT**
 - **Team Matches** will be held in ABC – XYZ format. There won't be any doubles matches in the team's event. The order in which the matches will be held is as follows:
 - Boys & Girls: Every individual match in the team league stage will be best of 5 games with 11 points in every game.
 - **Singles Matches** will be on best of 3 basis upto Quarter finals. Quarter final and all the following rounds will be best of 5 matches of 11 points.
 - The Single's Tournament will be purely based on knockout format.
 - Maximum of 3 players from a team are allowed to participate in Single's event.
- **Participation**
 - Each team must consist of a minimum of 3 and a maximum of 5 players



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 unlop 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 ground within 15 minutes of the scheduled time.
- Players must wear shoes with non-marking soles and the use of approved eye protection is mandatory.
- In the event of disputes, the decision of the referee is final and binding.
- The age limit is 24.
- **The decision of the organizing committee shall be final in all regards.**
- **FORMAT**
 - WSF rules will be followed.
 - A match between the 2 teams is decided by best of 3 single matches.
 - Each match shall be best of 5 games with Point a Rally 11 points per game scoring system. If the score in a game is tied at 10-10, a player must win by 2 clear points.
- **Participation**
 - Each team must consist of Minimum of 3 players & Maximum 5 players.



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 hand during the game.
- Use of Thumb/Back-Shot is allowed.
- The striker shall be brought by the player and certified by the Chief Referee before play.
- Standard Carrom rules will be followed.
- The age limit is 24.
- **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.
- 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.
- **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 eighth board shall be the winner of the game.
 - Best of five will be considered out of 3 singles 2 doubles, 3 players play singles and doubles both and one player plays only doubles
 - **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.



CHESS

GENERAL RULES

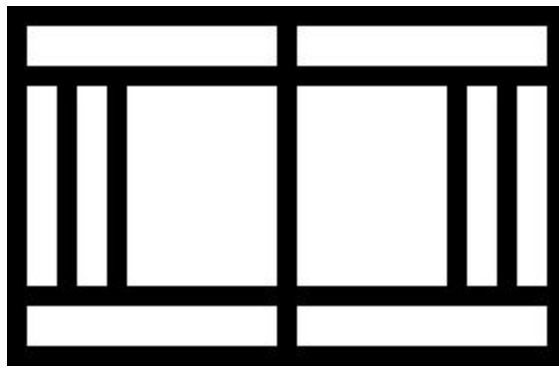
- Standard FIDE Touch and Move rules are applicable.
- *Interchange of players between the two teams will lead to serious consequences and in that case the decision of the organizing team will be final.*
- For a complete set of rules, please read the FIDE International Rulebook.
- The boards and clocks will be provided at the tournament hall for the event.
- Teams must arrive at the venue 15 minutes before the scheduled start time, a win to the opponent will be offered if failed to do so.
- The age limit is 24.
- **The decision of the organizing committee shall be final in all regards.**
- **FORMAT**
 - The tournament will be played in 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 4 players of one team playing against 4 players of the other team.
 - Each player gets 1 point for a win, ½ point for a draw and 0 points for loss.
 - The total points of all the players will be added after the round to get the total points of the team.
 - 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 the teams.
 - Time Control: 90 minutes + Increment (Maybe changed by the arbiter before the event starts).
- **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.



POWER-LIFTING

GENERAL RULES

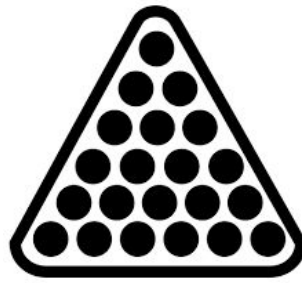
- Athletes in the sport are divided in three weight classes and placing is based on the total weight lifted on the three main lifts:
 - Squat
 - Bench Press
 - Deadlift
- *Interchange of players between the two teams will lead to serious consequences and in that case the decision of the organizing team will be final.*
- 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.
- Once the highest value has been collected for each lift, the total weight lifted in squat bench press and deadlift added up. The lifter with the highest combined weight lifter becomes the champion.
- In the case of a tie, then the lifter whose body weight is less becomes the champion.
- 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 referee.
- Players must come with a proper kit during competition.
- Equipment allowed: Belt, knee wraps, wrist support singlet are advised.
- In case of any controversy during competition and weighing, the judge's decision will be considered as the final decision.
- The age limit is 24.
- **The decision of the organizing committee shall be final in all regards.**
- **FORMAT**
 - Three body weight categories: up to 68kg, 68-75kg, 75kg-85kg and 85kg above.
 - Each competitor is allowed three attempts on each lift. The lifter's best valid attempt on each lift counts toward his competition total.
- **Participation**
 - No player should be aged 25 years or more as on the first day of the tournament.



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 proper kit for playing on the court.
- The game will be played on the mud court of the usual senior men size.
- Some rules of pro kabaddi can also be incorporated.
- Bonus points, super raid, super defend, lona 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 the court within 15 minutes.
- The age limit is 24.
- **The decision of the organizing committee shall be final in all regards.**
- **FORMAT**
 - The game will be played in sets of two of 20 minutes each incorporating 40 raids with 5 minutes break in between.
 - Teams will be divided into pools of 4 each, the team at top of groups will be competing consecutively.
- **Participation**
 - Maximum 2 teams per college.
 - Each team should have a minimum seven playing persons.



Snooker

General Rules

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, 10 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, 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 predetermined 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 there are fewer than seven points 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 a 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 put "in hand". The referee will then toss a coin, with the player winning the toss choosing who will take the first strike at the black. Play then continues normally until the black is potted or another frame-ending situation occurs.

- *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 24.

- **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. (Event Manager reserves the right to change the format).

- **FORMAT**

- The tournament will follow a knock out pattern.

- The format of matches will be best of 11 frames till the semi final round. Semi finals & Finals will have best of 15 frames.

- **Participation**

- Maximum 2 players from a college are allowed to participate.