



**BROCHURE**

**+ SPORTS FOR PEACE +**

**17<sup>TH</sup> NATIONAL LEVEL  
SPORTS MEET, PUNE, BHARAT**

**19<sup>th</sup> to 23<sup>rd</sup>**

**January 2024**



## FOUNDER INSPIRATION



**Revered Prof.  
Dr. Vishwanath D. Karad**

*Founder & Chief Patron, MAEER's  
MIT Group of Institutions President,  
MIT World Peace University, Pune,  
Bharat*

“

Friends,

At the outset, I would like to congratulate the organizers of 'Summit 2024' for their sustained & committed efforts in organizing this event each year for 17 long years!

My dear friends, you all are perhaps aware that the MAEER's MIT Group of Institutions, Pune was established in 1983, reposing full faith on Swami Vivekananda's prophetic words that, "Union of Science & Spirituality alone will bring Peace & Harmony to Mankind." But friends, Swamiji had also once said that, "It is better to run behind football on the ground than just sit in a temple & read Gita. It is the optimum blend of pursuing academics, sports & imbibing values that one can become "Physically Fit, Mentally Alert, Intellectually Sharp & Spiritually Elevated"

The organization of 'Summit each year is our effort towards this end. hope & feel confident that the contestants will give off their best to excel in every sport that they have participated in.

Wish you all the best!  
Thank You.

”

### Our Commitment

## “Nation Building through Sports”

MIT-WPU is always keen to follow the ideals of the great noble son of India, Shri Swami Vivekananda

“Our country need a few strong men, with muscles of iron and nerves of steel”

“It is better to run after a football than to read the Gita”

These words are a great source of inspiration to the management, faculty and students of MIT-WPU Institutions.

**Sports for Peace**

## VISIONARY LEADERSHIP



### Mr. Rahul V. Karad

Managing Trustee & Executive President,  
MAEER'S MIT Group of Institutions  
Executive President,  
MIT World Peace University, Pune, Bharat  
Chief Initiator, MIT SOG, Pune, Bharat

My Dear Friends,

As we gear up for the 17th Sports Summit scheduled for January 2024, I am delighted to share a few thoughts on the significance of sports in our lives and its profound impact on personal and collective growth. **Integral Role of Sports in Life:** For good physical fitness and strength, sport is an integral part of life. Sports make our life interesting, teaching us the values of hard work, perseverance, and pushing our limits to achieve new heights. Beyond physical health, sports instill discipline, respect, friendship, leadership, resilience, teamwork, and the ability to overcome adversity. It is a crucial element in the holistic growth and development of our students.

**Mental and Physical Strength through Sports:** Regular involvement in various games contributes to both mental and physical strength. Engaging in sports and diverse activities is a wonderful way to acquire new skills, fostering personal development and confidence. These pursuits serve as a means to enhance our personalities, promoting mental and physical equilibrium.

**Teamwork and Health Benefits:** Teamwork, a fundamental aspect of sports and games, hones collaboration and fosters positive work relationships. The advantages of sports extend to both physical and mental health, playing a pivotal role in shaping bodies, eliminating lethargy, and ensuring day-long vitality.

**Contributing to Conflict Resolution and World Peace:** It is imperative to recognize the role sports play in conflict resolution and, consequently, the pursuit of world peace. The values imbibed through sports—fair play, mutual respect, and a commitment to teamwork—transcend boundaries, fostering understanding and harmony on a global scale.

**Sports in Daily Life:** In daily life, sports engage us in common physical activities within a healthy environment. The competitive nature of sports challenges participants to focus on overcoming obstacles, contributing to their physical and mental well-being. The pursuit of physical beauty in sports reflects the inherent humanity within each individual.

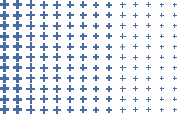
**India's Ascendancy in Sports:** It brings me great pride to observe the remarkable progress that India continues to make in the realm of sports with each passing year. Our nation's athletes have consistently demonstrated unparalleled dedication, resilience, and prowess on the global stage. The transformative journey in sports has been marked by numerous achievements, reflecting the collective spirit and determination of our sporting community. From the spirited performances in cricket, hockey, and athletics to emerging talents making their mark in diverse disciplines, India's sporting landscape is witnessing a positive evolution. This upward trajectory not only showcases our commitment to excellence but also serves as a source of inspiration for the aspiring athletes within our own university. As we celebrate the 17th Sports Summit, let us draw inspiration from India's sporting achievements, reinforcing our commitment to nurturing and honing the talents of the next generation of sports enthusiasts. Together, we contribute to the ongoing narrative of India's rising prominence in the global sporting arena.

**Acknowledgment and Encouragement:** I extend my heartfelt appreciation to all students for their vibrant presence and enthusiasm at this year's event. To those participating, I wish you the best of luck, and I encourage those who have not participated this year to consider doing so next year, leveraging your unique abilities to contribute to our vibrant sports community.

In the spirit of camaraderie and healthy competition, let us come together to celebrate the essence of sportsmanship and the invaluable life lessons it imparts.

Best regards,

**Rahul V Karad**  
Executive President  
MIT World Peace University



## MINISTERS MESSAGE



## MIT WORLD PEACE UNIVERSITY

The establishment of Dr. Vishwanath Karad MIT World Peace University, Pune, Bharat was the outcome of an enduring quest for providing quality education to aspirants of higher professional education by visionary educationist Revered Prof. Dr. Vishwanath D. Karad. Having established Maharashtra Institute of Technology (MIT) in 1983 and carving out a niche in a highly competitive field of engineering. MIT diversified in other academic disciplines over a period of time. It is a matter of great pride that the MIT group is rapidly growing into 4 universities and 72 institutions with more than 8,000 teaching and non-teaching personnel catering to the educational needs of more than 65,000 students in universities across Maharashtra.

## JOURNEY SO FAR

Diving into the immersive world of books undoubtedly enriches our knowledge, guiding us through the labyrinth of life. Yet, it is on the vibrant playing fields where the essence of enduring principles comes alive. Sports, a dynamic teacher, imparts invaluable lessons in perseverance, constancy, and commitment, echoing the refrain that we must navigate both peaks and valleys with unwavering determination. Rewind to the bygone year of 2004 when the Maharashtra Institute of Technology in Pune orchestrated the annual sports extravaganza, SUMMIT. What began as a local endeavor soon burgeoned into a colossal event, drawing participation from engineering colleges across Pune. The response was nothing short of phenomenal, with a spirited assembly of over 1700 students engaging in fifteen riveting competitions. Since that pivotal moment, the legacy of Summit has been one of evolution and prosperity, evolving into one of the premier National-Level Engineering Sports meets. The narrative of Summit mirrors the very ethos it seeks to instill—resilience, growth, and the perpetual pursuit of greatness.

## STATS

+ Players — 5000+

300+ — Colleges +

+ Sports — 11

05 — Days +

Prizes Worth

**Rs. 15 LAKHS**

# MIT-WPU SUMMIT 24 GENERAL CHAMPIONSHIP

Winners, runners-up, and semi-finalists in the MIT-WPU Summit 24 General Championship will receive points in accordance. The winning college will get a grand rolling championship trophy and prize money of Rs. 51,000 based on the highest number of points earned throughout all competitions.

Winner: 10 pts., Runner Up: 6 pts., Semi-finalist: 2 pts.

INAUGURATION CEREMONY: 10 pts.

(Ten points will be awarded to every college present for the march past during the Inaugural Ceremony)

## PRIZES

**Worth 15 Lakhs**

Sport Name	Cash Prizes (Engineering Pool)		Cash Prizes (Non-Engineering Pool)	
	Winner	Runner - Up	Winner	Runner - Up
Cricket (M)	Rs. 30,000/-	Rs. 18,000/-	Rs. 30,000/-	Rs. 18,000/-
Football (M)	Rs. 30,000/-	Rs. 18,000/-	Rs. 30,000/-	Rs. 18,000/-
Football (W)	Rs. 18,000/-	Rs. 10,000/-	Rs. 18,000/-	Rs. 10,000/-
Basketball (M)	Rs. 20,000/-	Rs. 12,000/-	Rs. 20,000/-	Rs. 12,000/-
Basketball (W)	Rs. 18,000/-	Rs. 10,000/-	Rs. 18,000/-	Rs. 10,000/-
Volleyball (M)	Rs. 20,000/-	Rs. 12,000/-	Rs. 20,000/-	Rs. 12,000/-
Volleyball (W)	Rs. 18,000/-	Rs. 10,000/-	Rs. 18,000/-	Rs. 10,000/-
Kabaddi(M)	Rs. 20,000/-	Rs. 12,000/-	Rs. 20,000/-	Rs. 12,000/-
Badminton (M)	Rs. 10,000/-	Rs. 6,000/-	Rs. 10,000/-	Rs. 6,000/-
Badminton (W)	Rs. 8,000/-	Rs. 5,000/-	Rs. 8,000/-	Rs. 5,000/-
Table Tennis (M)	Rs. 10,000/-	Rs. 6,000/-	Rs. 10,000/-	Rs. 6,000/-
Table Tennis (W)	Rs. 8,000/-	Rs. 5,000/-	Rs. 8,000/-	Rs. 5,000/-
Lawn Tennis (M)	Rs. 8,000/-	Rs. 5,000/-	Rs. 8,000/-	Rs. 5,000/-
Lawn Tennis (W)	Rs. 8,000/-	Rs. 5,000/-	Rs. 8,000/-	Rs. 5,000/-
Chess (M)	Rs. 8,000/-	Rs. 5,000/-	Rs. 8,000/-	Rs. 5,000/-
Chess (W)	Rs. 8,000/-	Rs. 5,000/-	Rs. 8,000/-	Rs. 5,000/-
E-Sports (Per event)	Winner- Rs. 8000/- Valorant, Rs. 6000/- BGMI Runner Up- Rs. 5000/- Valorant, Rs. 4000/- BGMI			

**Cash Prizes for SWIMMING will range from Rs.500 - 2000 depending on the event and category.**

Note: ESports will not be played in different pools. All the teams from engineering and non-engineering fields will be considered in the same pool.

## MIT-WPU SUMMIT 2024 AWARDS 30 INDIVIDUAL TROPHIES

### CRICKET (M)

- MIT-WPU Summit '24 Man of the Tournament
- MIT-WPU Summit '24 Best Batsman
- MIT-WPU Summit '24 Best Bowler
- MIT-WPU Summit '24 Man of the Match (Final)

### BADMINTON

- MIT-WPU Summit '24 Best Player

### TABLE TENNIS

- MIT-WPU Summit '24 Best Player

## FOOTBALL (M/W)

- MIT-WPU Summit '24 Best Player
- MIT-WPU Summit '24 Best Goalkeeper
- MIT-WPU Summit '24 Golden Boot

## BASKETBALL (M/W)

- MIT-WPU Summit '24 Best Player
- MIT-WPU Summit '24 Highest Scorer

## VOLLEYBALL (M/W)

- MIT-WPU Summit '24 Best Player
- MIT-WPU Summit '24 Best Smasher
- MIT-WPU Summit '24 Best Setter

*\*All the prizes will be decided by a panel of judges appointed for that particular event.  
Win individually and as a team too.*

## LAWN TENNIS

- MIT-WPU Summit '24 Best Player

## CHESS

- MIT-WPU Summit '24 Best Player

## KABADDI (M)

- MIT-WPU Summit '24 Best Raider
- MIT-WPU Summit '24 Best Defender

## E-SPORTS

- MIT-WPU Summit '24 Valorant Best Player
- MIT-WPU Summit '24 BGMI Best Player

## IMPORTANT RULES

- All teams should report 30 minutes before the scheduled time at the respective venues for the fixtures. The team will be forced to forfeit their matches if they reach the respective venue 15 minutes after their scheduled match.
- Misconduct on and off the field at any point during the event will result in disqualification from the tournament.
- Matches will be delayed if necessary due to unforeseen circumstances.
- For the Inauguration Ceremony, sports uniform & Flags of respective colleges are necessary and it is compulsory for all the participants to participate in the March Past.
- Every participant must present the previous year's mark sheet when demanded by the respective event head and on the registration desk.
- The teams will be required to submit a Unique ID (ERP) of their respective college for each player in print or digital format prior to the onset of the event.
- Any participant with the backlog in any final year paper will not be allowed to participate.
- Minimum Four teams from Four different colleges are required for the conduction of an event.
- All matches will be played according to the Federation rules of respected games.
- In case of a protest, submit Rs. 5000/- as a protest fee and a protest application before or within one hour after the match
- Entries from any post-graduate study/degree will not be accepted.
- Age limit 25
- Registration for an event from your college must be done at one time. For an event, only one team from each college can register. Multiple entries from one college will not be accepted.
- Once the team list is submitted at the time of registration, no changes will be allowed.
- The decision of the referees/umpires will be final and in any case of dispute, the captain should contact the event in charge of the organizers.
- Any changes in the schedule or timing of the match will be at the discretion of the organizers.
- We will provide First Aid Kits and Ambulance. Our university and event will not be responsible for any injuries or mishaps during the event.
- The organizing committee reserves the right to make any changes.



# RULES & REGULATIONS


## COMMON RULES

- There are no gender restrictions for the team.
- All participants must have Discord installed on their devices and ensure that the camera and microphone are working.
- Rulebooks with detailed guidelines will be provided to participating teams.
- The E-Sports committee bears all the rights and can take necessary steps for investigation if required. Non-compliance may result in disqualification of the team.
- Format and dates of the events are subject to number of participants and will be conveyed prior to the event.
- All other MIT-WPU SUMMIT general rules are applicable.

## VALORANT:

- All players are allowed to have only one (1) account per person. All information registered on your account needs to be up-to-date and to have the correct information.
- Each team's roster must consist of at least 5 players.
- All players must be in the lobby before the time limit goes down (10 minutes). If players are missing after this time limit the team will be given extra 2 mins to call a substitute player.
- The team which has fewer than 5 players after the time limit will be disqualified from the tournament. If both teams are missing players, then both are disqualified.
- After map selection, team captains have to write that their team is ready in the lobby chat. The game should not start before that.
- If a player disconnects during the game, the game has to continue and will not be remade.
- Each team has the right to pause a game once during a match for no longer than 2 minutes during the preparation phase of any round. If you pause a game, inform the opposite team about your pause and why it should be given to the respective committee members.
- All the players should join this discord team channel 10 minutes before the game.
- Discord link – <https://discord.gg/9HwAjYMecC>
- Every player should join the in-game custom room 10 minutes before the game.
- Show respect to everyone involved in the tournament. This includes, but is not limited to, all players and the staff.
- Always show integrity while playing in the tournament, be honest, and play fair.
- Do not spam, be it in text or VoIP.
- All communication with the players and teams is handled on discord (you can talk in-game or else tell the organizer to create a new VC for the team).
- All matches will be played on official game servers.
- All official Valorant rules are applicable.
- If a player receives a game ban from Riot Games during the tournament, the entire team will be disqualified.
- Every player should have access to the camera. If called, the player must switch on the camera within 15 seconds.
- If you have any questions or need assistance, contact our support.

## BGMI:

- Each team's roster must consist of atleast 4 players.
  - ID LVL 25+
  - Ringing is strictly prohibited. Direct Disqualification.
  - Every team should be in their own provided slots 10 mins prior to the game. You will be kicked out if found in the wrong slot.
  - At least 3 players are required to play the particular match.
  - Every player has to record their POV and instantly send it to admins whenever asked to do so; failure in providing POV will lead to disqualification.
  - Any type of illegal activity or hacking by any player will lead to disqualification.
  - Only registered players can play from their particular team, and each player will play only from their own registered account.
- 



- Every player should have downloaded all the given maps.
- Any type of absurd behaviour with admins will lead to disqualification.
- Every IGL should upload the screenshot of the results page on discord showing position and number of kills with team name and match number after the elimination of their team. If failed then points of that match will not be recorded.
- Always show integrity while playing in the tournament any kind of appropriate behaviour will lead to disqualification.
- Teaming up is prohibited and will also lead to strict action.
- Only mobile phone players are allowed. No emulator or iPad.
- No Change in IGN throughout the tournament.
- If you have any questions or require assistance, contact our support.
- Join Discord for further updates regarding bgmi Discord link – <https://discord.gg/9HwAjYMecC>

## CRICKET:

- The maximum number of players will be 16.
- Each team will have to pay for balls, which will be provided by MIT-WPU.
- Innings will be 20 overs.
- Whites are compulsory.
- If it rains then the decision will be taken on 'bowl out'.

## VOLLEYBALL:

- Maximum 12 players are allowed to participate.
- In the case of three sets, the third set will be of 15 points.

## TABLE TENNIS:

- Min. players for men: 3, max: 5.
- Min. players for women: 3, max: 4.
- There will be 3 singles in both categories, which will be followed by 2 reverse singles if required.

## LAWN TENNIS:

- Min. players for men: 2, max: 4.
- Min. players for women: 2, max: 4.
- Two singles and one double match will be played

## KABADDI:

- Min. players: 10, max: 12.
- Teams should ensure a uniform jersey for all players.
- Matches will be played according to Kabaddi Federation of India rules and regulations.
- Players, up to 85 kg weight are allowed to participated

## BASKETBALL:

- Maximum 12 players are allowed to participate.
- In case of a tie, 5 minutes of extra time will be allotted.

## BADMINTON:

- Min. players for men: 4, max: 6.
- Min. players for women: 2, max: 4.
- There will be three singles and two doubles in the men's category.
- There will be two singles and one double in the women's category.
- There can be a maximum of 3 common players in the men's category where 1 player can play only 1 double and one single.

## CHESS:

- The Tournament will be conducted as per the Rules of the All India Chess Association as Adopted by AIU
- Min. Players 4 Max players 6 i.e. 4 Playing and 2 Substitute
- Chess board and Clock will be provided by Event Management
- Time Format for the Event will be 25 min + 10 sec Increment.
- Girls and Boys event will be conducted Separately

## FOOTBALL:

- Maximum 18 players
- In case of a draw, a penalty shootout will decide the winner.

## SWIMMING:

- Maximum 2 players are allowed for each category from each college.
- The event will be conducted only if the number of participants is at least 4 from 3 different colleges.
- One player can participate in any three individual events.

50/100m	Freestyle	M/W
50/100m	Backstroke	M/W
50/100m	Breaststroke	M/W
50/100m	Butterfly	M/W
4/50m	Freestyle Relay	M/W
4/50m	Medley Relay	M/W

## REGISTRATION

The following documents must be submitted during Online Registration:

- The registration fee has to be paid on the website
- Original Team List, downloaded from the website during Registration, with College/University Stamp and Signature of Director/ Sports staff in-charge/Principal.
- (In case of non- engineering pool entries, the signature and stamp should be of the respective school from which the students are in).

The following documents must be submitted during on ground verification-

- The teams will be required to submit a Unique ID (ERP) of their respective college for each player in digital format prior to the onset of the event.
- Original Undertaking, signed by your Sports In-charge / Principal.
- Original govt. issued Photo ID for verification. (Digital/Xerox not allowed)
- The registration fee has to be paid on the website [summit.mitwpu.edu.in](http://summit.mitwpu.edu.in)

QR CODE

Registration In-charge: \_\_\_\_\_, Contact: \_\_\_\_\_

Last date of entry for Cricket: \_\_\_\_\_

Last date of entry For the remaining events: \_\_\_\_\_

Note: Entries will be restricted to the first 40 teams only, per event, so please send your entries as soon as possible.

Sport Name	Registration Fees	
	Men	Women
Cricket	Rs. 8,000/-	-
Football	Rs. 4,500/-	Rs. 4,500/-
Basketball	Rs. 3,000/-	Rs. 1,800/-
Volleyball	Rs. 2,200/-	Rs. 2,000/-
Kabaddi	Rs. 1,200/-	-
Badminton	Rs. 2,000/-	Rs. 1,500/-
Table Tennis	Rs. 2,000/-	Rs. 1,000/-
Lawn Tennis	Rs. 2,000/-	Rs. 1,200/-
Chess	Rs. 1,200/-	Rs. 1,200/-
Swimming	Rs. 300/- Per head, per event	Rs. 300/- Per head, per event
	Rs. 500/- Per Relay	
E-Sports	Rs. 300/- Per team, Valorant Rs. 200/- Per team, BGMI	

Note: E-Sports will not be played in different pools. All the teams from engineering and non-engineering fields will be considered in the same pool.

## INDIVIDUAL CONTACTS

Sport Name	Event Head	Contact
Cricket (M)	Kanhaiya Laddha	9405450846
Football (M)	Sameer Hasani	9314023344
Football (W)	Anushka C	9623208367
Basketball (M)	Aaryan Mahakalkar	9096595319
Basketball (W)	Mehak Shah	9145594776
Volleyball (M)	Aditya Bhilare	8380005849
Volleyball (W)	Sanaah Joshi	9049388645
Kabaddi(M)	Aditya Bhandare	9860642703
Badminton (M)	Sasmit Patil	7057642607
Badminton (W)	Aarya Deshpande	7738256956
Table Tennis (M)	Kaushal Kulkarni	8767491540
Table Tennis (W)	Aditi Sinha	7710871790
Lawn Tennis (M)	Krishna Joshi	9975976391
Lawn Tennis (W)	Diksha Punshi	9922992155
Chess (M)	Vaishnav Paunekar	7620981670
Chess (W)	Saniya Sapale	8805006200
Swimming	Sakshi Shirode	7588230096
E-Sports (Per event)	Ishaan Saxena	8237061090

## ACCOMMODATION

### At the time of registration:

- Accommodation charges are to be paid on your arrival at MIT-WPU Campus.
- Also, you need to pay a fee of Rs. 5,000/- in cash as a deposit, which will be returned after the event. This deposit has to be paid at the time of . Accommodation will not be entertained later on.
- Extra accommodation and boarding facilities will be charged as applicable.

### On your arrival in pune:

- Report to the MIT-WPU, Kothrud Campus help desk where you will be informed about your accommodation details.
- MIT-WPU will provide you with mattresses and quilts.
- If you have not registered beforehand then MIT-WPU will not be responsible for your accommodation.
- Registration for accommodation on the website only shows your interest and does not confirm your accommodation from our side.
- Per head expenditure for Accommodation, Food (breakfast, lunch, and dinner) & Transport will be Rs. 1,200/- per day.
- Apart from this, you can make arrangements of your own at your convenience.
- The college will not be responsible for any loss

Note: - Accommodation is limited and subject to availability only.

In case of misbehavior of any kind, MIT-WPU reserves rights to take any punitive action, even to the extent of confiscating the security deposit and registration fee, canceling the participation of the concerned college, escorting them off the campus, and sending a report of the misconduct to the head of the concerned institution.

Accommodation In-charge: \_\_\_\_\_(name and contact)

Transport In-charge: \_\_\_\_\_(name and contact)

## OUR ESTEEMED GUESTS



## OUR PREVIOUS VENUES



DESIRE SPORTS CORPORATION



DECCAN GYMKNHANA



MIT-ADT



WARJE SPORTS COMPLEX



MIT-WPU



SHREE SHIV CHATRAPATI SPORTS COMPLEX



Dr. Vishwanath Karad  
**MIT WORLD PEACE UNIVERSITY | PUNE**  
TECHNOLOGY, RESEARCH, SOCIAL INNOVATION & PARTNERSHIPS



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**#howfarcanyougo**