

RULE BOOK FOR ELEKTRA EVENTS

(Individual event dates will be confirmed based on the registration and slots available)

Technical Events

- **CIRCUIT DEBUGGING**
- **ENTRY FEES: ₹99 per head**
- **PRICE POOL: ₹1500**

OBJECTIVE: To test participants skills in identifying and fixing issues in electronics circuits.

RULES AND REGULATION:

1. Each team will contain maximum of 3 members.
2. Total of three rounds will be conducted
3. No help or conversation with neighbouring team.
4. Always maintain caution with high voltage device.
5. Time allotted will be 20 minutes
6. Incorrect repairs lead to deduction of points as per number of errors.
7. Any damage to equipment's will lead to disqualification.
8. Participants must explain their troubleshooting and submit a sheet with the mistakes found and corresponding solution.
9. Evaluation of results will be done by judges.

ROUNDS FOR THE EVENT:

Round 1 will consist of a simple circuit.

Round 2 will consist of a tough circuit.

MCQ test

- Round 1: 10 points.
- Round 2: 20 points.

NOTE: ALL CONNECTIONS WILL BE MADE ON BREAD BOARD.

- **TECH QUIZ**
 - **ENTRY FEES: ₹99 per head**
 - **PRICE POOL: ₹1500**
-

OBJECTIVE: This quiz tests basic knowledge in electrical engineering through rounds on circuits, visuals, trivia, and rapid-fire questions.

QUIZ STRUCTURE:

Round 1: Circuit Basics

Assess basic electrical concepts and laws.

Round 2: Visual Round

Identify electrical components and symbols.

Round 3: Trivia and Fun Facts

Engage with interesting electrical engineering facts.

Round 4: Rapid Fire

Quick questions to test reflexes and basics.

SCORING AND RULES:

1. Correct answer: **10 points**.
2. No negative marking.
3. Rounds 1-3: **45 seconds/question**.
4. Rapid Fire: **30 seconds/question**.
5. Highest score wins.

- **COMPONENTS SELECTION**
- **ENTRY FEES: ₹99 per head**
- **PRICE POOL: ₹1500**

OBJECTIVE: Participants will select basic, low-cost components and use an Arduino to create a functional circuit within 1 hour. The goal is to design a working circuit using inexpensive components and write the code to make it operational.

MATERIAL WILL BE PROVIDED ON THE DAY OF THE EVENT.

SETUP:

1. Component Stations: Tables with the components listed above. Each participant/team (maximum 3 per team) selects up to 10 components.

2. Laptop Stations: Ensure each participant/team has access to a laptop/PC with the Arduino IDE installed.

3. Timer: 1-hour countdown to track the time.

4. Instructions Board: Display the task and rules clearly. The goal is to build a functional circuit that performs a simple task.

HOW TO PLAY:

1. Component Selection (10 minutes):

Participants have 10 minutes to select the components from the available pool.

2. Building the Circuit (50 minutes):

After selecting components, participants have 30 minutes to wire the circuit using the components they've chosen.

RULES:

1. Component Limit:

Only 10 components can be chosen. Exceeding this limit results in a penalty (e.g., disqualification or point deduction).

2. Time Limit:

Participants must complete the circuit and code within the 1-hour time limit.

- **REVERSE ENGINEERING**
- **ENTRY FEES: ₹99 per head**
- **PRIIZE POOL: ₹1500**

OBJECTIVE: Participants will learn hardware reverse engineering by disassembling basic electronic devices, identifying components, and understanding circuit functionality.

WORKSHOP STRUCTURE:

1. Welcome & Overview:

Introduction to reverse engineering and its applications.

Participants choose between disassembling a Computer Mouse, LED Flashlight or any electronic items.

2. Safety Briefing:

Proper tool use and safe handling of electronics.

3. Device Disassembly & Component Identification:

Disassemble the device, identify key components (resistors, capacitors, etc.), and document findings.

COMPONENT WILL BE GIVEN ON THE DAY OF THE EVENT.

RULES AND REGULATIONS FOR HANDS-ON REVERSE ENGINEERING WORKSHOP:

- Make sure the device is powered off before working on it.
- A maximum of 3 members can be in the team.
- Keep components organized to avoid losing anything.
- Don't swap devices without permission.
- If something breaks, let an instructor know.
- Take photos or notes during disassembly.
- Make sure the device is powered off before working on it.

- **EV WORKSHOP**
- **ENTRY FEES: ₹99 per head**

DESCRIPTION:

Join our EV Workshop and discover the exciting future of electric vehicles! Whether you're a tech enthusiast or simply curious, this hands-on experience will show you how EVs are transforming transportation. Learn about cutting-edge technology, sustainable practices, and how to make the switch to electric. Meet like-minded individuals, gain valuable insights, and get inspired to be part of the green revolution. Don't miss out on this electrifying opportunity to learn, connect, and drive change!

- **SMART GIRD WORKSHOP**
- **ENTRY FEES: ₹99 per head**

Description:

Unlock the power of the future at our Smart Grid Workshop! Dive into the world of advanced energy systems and discover how smart grids are revolutionizing the way we power our homes and businesses. Learn about cutting-edge technology, energy efficiency, and the role of renewable sources in shaping a sustainable future. Connect with experts and innovators, and gain hands-on experience with the tools driving the energy transition. Don't miss out on this electrifying opportunity to learn and innovate!

- **DEATH MYSTERY: A STANDARDS NON-COMPLIANCE CASE**
- **ENTRY FEES: ₹ 99 per head**
- **PRICE POOL: ₹1500**

TOPICS:

- The case studies will be strictly based on BIS standards and the consequences of non-compliance with these standards.
- For reference, participants may visit: <https://www.bis.gov.in/know-your-standard/?lang=tm> before the event.

TEAM SIZE: Team of 2 participants.

RULES:

- Participants will be provided with a case study to solve using the given clues and must submit their solution within the specified time.
- The use of AI tools or electronic devices is strictly prohibited; any team found using tech or AI tools will be disqualified.
- Participants may be part of only one team; no replacements are allowed.
- All team members must be present and actively participate in the presentation.
- Teams must report at least 30 minutes before their scheduled time.
- Any form of misconduct, inappropriate content, or unprofessional behaviour will result in disqualification.

JUDGING CRITERIA:

- Participants will be evaluated based on the accuracy of their responses to the given questions.
- Additional points will be awarded based on the time taken to complete the case study.

- **PAPER PRESENTATION**
- **ENTRY FEES: ₹99 per head**
- **PRICE POOL: ₹1500**

TOPICS, but not limited to:

1. Integration of Renewable Energy Sources into the Electrical Grid
2. Energy Storage Systems for Renewable Energy Applications
3. Role of Battery Management System (BMS) in Electric Vehicles
4. AI controlled smart devices
5. Automation, IoT, and Smart Technology
6. Ocean engineering

TEAM SIZE: Individual or teams of up to 2 participants.

RULES:

- An abstract (-250 words) must be submitted before the deadline.
- Participants must bring 1 soft copy (in a USB drive) of their presentation.
- Soft copy must include the presentation file.
- **Time limit:** 8 minutes for presentation and 2 minutes for Q&A.
- Plagiarism in any form will result in immediate disqualification.
- Presentation file should be in PPT or PDF format, compatible with MS PowerPoint 2016 or later.
- Participants cannot be part of more than one team, no replacements are allowed.
- All team members must be present and participate in the presentation.
- Participants must adhere to a formal dress code.
- Teams should report at least 30 minutes before their scheduled slot.
- Misconduct, inappropriate content, or unprofessional behaviour will result in disqualification.
- Participants using non USB devices must bring their own adapters or connectors.
- Judging will be based on relevance, originality, clarity, visual appeal, presentation skills, and Q&A.

- **PROMPT ENGINEERING**
- **ENTRY FEE: ₹99 per head**
- **PRICE POOL: ₹1500**

TEAM SIZE: Individual or teams of up to 2 participants.

ROUNDS:

- **Round 1:** Basic prompt-writing tasks for AI-based systems.
- **Round 2:** Creative and problem-solving prompts tailored to specific scenarios.
- **Round 3 (Final):** Advanced prompt crafting for challenging use cases with evaluation based on creativity, clarity, and accuracy.

RESTRICTIONS:

- No external devices or pre-prepared prompts are allowed.
- Plagiarism will result in disqualification.

DISQUALIFICATION:

Any use of unfair means, violation of rules, or misbehaviour will lead to immediate disqualification.

TIME LIMIT:

Each round will have a specific time limit, announced at the beginning of the round.

CULTURAL EVENTS

- **SOLO DANCING**
- **ENTRY FEES: ₹121 per head**
- **PRICE POOL: ₹1500**

1. PARTICIPATION CRITERIA:

- Open to all individuals within specified age categories (e.g., kids, teens, adults).
- Participants must register in advance with complete details.

2. DANCE STYLE:

- Any dance style is allowed (e.g., classical, contemporary, hip-hop, Bollywood, etc.), unless otherwise specified.
- Fusion or themed performances are welcome but must be appropriate for a general audience.

3. TIME LIMIT:

- Each performance should be **2–10 minutes**.

4. MUSIC SUBMISSION:

- Participants must submit their music track in the required format (MP3 or WAV) at least **one day prior** to the event.
- The track should be labelled with the participant's name and song title.

5. JUDGING CRITERIA:

- **Choreography:** Creativity, originality, and coordination with music.
- **Expression:** Facial expressions and emotional connection to the performance.
- **Technique:** Precision, movement clarity, and use of dance elements.
- **Stage Presence:** Confidence, energy, and engagement with the audience.
- **Costume:** Appropriateness, creativity, and relevance to the theme.
- **Overall Impact:** The impression created by the performance.

6. COSTUME AND PROPS:

- o Costumes must be appropriate and relevant to the performance theme.
- o Small, hand-held props are allowed but must be pre-approved by the organizers.
- o Props that could harm the stage or audience (e.g., fire, sharp objects) are prohibited.

7. PUNCTUALITY:

- o Participants must report at least **30 minutes before their scheduled performance time**.

8. SOLO PERFORMANCE RULES:

- o Only one participant is allowed on stage at a time.
- o No external assistance is permitted during the performance.

9. TECHNICAL ISSUES:

- o In case of technical issues (e.g., music not playing), the participant may request a retry within the allocated time slot.

10. DISQUALIFICATIONS:

- o Use of inappropriate music, gestures, or costumes
- o Non-compliance with the time limit or performance rules.
- o Any act that causes damage to the stage or disrupts the event.

11. JUDGES' DECISION:

- o The decision of the judges is final and cannot be challenged.

ADDITIONAL NOTES:

- Certificates and prizes will be awarded to winners and participants.
- Participants are encouraged to rehearse with their music and props beforehand to ensure a smooth performance.

- **GROUP DANCE**

- **ENTRY FEES: ₹99 per head**

- **PRICE POOL: ₹3000**

1. TEAM COMPOSITION:

- o Each team must consist of **5–10 members** (or as specified by the organizers).
- o Teams must register in advance with complete details of all team members.

2. DANCE STYLE:

- o Any dance style is allowed (e.g., classical, folk, contemporary, hip-hop, Bollywood, etc.), unless otherwise specified.
- o Fusion or themed performances are encouraged but must be appropriate for a general audience.

3. TIME LIMIT:

- o Performances must be between **4–10 minutes**.

4. MUSIC SUBMISSION:

- o Teams must submit their music track in the required format (MP3) at least **one day prior** to the event.
- o The track should be labelled with the team name and title of the performance.

5. JUDGING CRITERIA:

- o **Choreography:** Creativity, originality, and synchronization among team members.
- o **Expression and Energy:** Facial expressions, energy, and connection to the theme.
- o **Technique:** Precision, clarity of movements, and execution of steps.
- o **Coordination:** Synchronization among team members and group dynamics.
- o **Costume and Props:** Relevance, creativity, and appropriateness of costumes and props.
- o **Overall Impact:** The overall impression created by the performance.

6. COSTUME AND PROPS:

- o Costumes must be appropriate and relevant to the performance theme.
- o Props are allowed but must be pre-approved by the organizers.
- o Props that could harm the stage or audience (e.g., fire, sharp objects) are prohibited.

7. PUNCTUALITY:

- o Teams must report at least **30 minutes before their scheduled performance time.**

8. PERFORMANCE RULES:

- o Only registered team members are allowed on stage during the performance.
- o Teams must ensure that their performance does not harm the stage or disrupt the event.

9. TECHNICAL ISSUES:

- o In case of technical issues (e.g., music not playing), teams may request a retry within the allocated time slot.

10. DISQUALIFICATIONS:

- o Use of inappropriate music, gestures, or costumes.
- o Exceeding the time limit without prior approval.
- o Non-compliance with group size or performance rules.

11. JUDGES' DECISION:

- o The decision of the judges is final and cannot be challenged.

ADDITIONAL NOTES:

- o Certificates and prizes will be awarded to winning teams and participants.
- o Teams are encouraged to rehearse thoroughly, especially focusing on synchronization and transitions.

- **BATTLE OF BANDS**
- **ENTRY PRICE: ₹500 per team**
- **PRICE POOL: ₹3000**

1. TEAM COMPOSITION:

- o Each band must consist of **3–8 members**, including vocalists and instrumentalists.
- o All team members must be registered before the event. No substitutions are allowed after registration.

2. PERFORMANCE TIME:

- o Each band will have **15 minutes**, including setup and soundcheck (performance time: 10–12 minutes).
- o Exceeding the time limit may result in a penalty.

3. MUSIC STYLE:

- o Bands can perform any genre (e.g., rock, pop, jazz, metal, fusion). Original compositions or covers are allowed.
- o Explicit or inappropriate lyrics are strictly prohibited.

4. EQUIPMENT:

- o Basic sound equipment will be provided (e.g., microphones, speakers, amplifiers).
- o Bands must bring their own instruments (e.g., guitars, keyboards, special pedals).
- o Bands are responsible for ensuring their equipment is functional and ready to use.

5. SETUP AND SOUNDCHECK:

- o A brief soundcheck (3–5 minutes) will be allowed before the performance.
- o Bands must cooperate with the event crew to ensure smooth transitions between performances.

6. JUDGING CRITERIA:

- o **Music Quality:** Vocal and instrumental skill, arrangement, and overall sound.
- o **Originality:** Creativity and uniqueness of the performance.

o **Stage Presence:** Energy, interaction with the audience, and overall engagement.

o **Synchronization:** Coordination among band members.

o **Audience Impact:** The connection and response from the audience.

7. BEHAVIOUR:

o Bands must maintain professionalism on and off stage.

o Any inappropriate behaviour (e.g., offensive gestures or language) will result in immediate disqualification.

8. PUNCTUALITY:

o Bands must report at least **1 hour before their scheduled performance slot.**

9. TECHNICAL ISSUES:

o If technical difficulties arise during a performance, bands may be granted an opportunity to restart, at the judges' discretion.

10. DISQUALIFICATIONS:

o Use of offensive content or violating the time limit.

o Non-compliance with the competition rules or disrupting the event.

11. JUDGES' DECISION:

o The decision of the judges is final and cannot be challenged.

ADDITIONAL NOTES:

o Certificates and prizes will be awarded to the top-performing bands.

o Bands are encouraged to rehearse thoroughly to ensure a polished performance.

o Encourage audience participation as it enhances the overall impact of the performance.

o Each team must bring their own instruments, we will not be providing them.

- **SOLO SINGING COMPETITION**
- **ENTRY FEES: ₹121 per head**
- **PRICE POOL: ₹1500**

1. GENERAL RULES:

- Each participant must perform solo (no duets or group performances allowed).
- Participants must register in advance with the organizers.

2. SONG SELECTION:

- Participants can choose any genre (classical, folk, Bollywood, Western, etc.), but songs should be **appropriate and family-friendly**.
- Explicit or offensive lyrics are strictly prohibited.

3. ACCOMPANIMENT:

- Participants may sing **a cappella** or with an instrumental track (karaoke).
- If using a karaoke track, it must be submitted to the organizers in advance in the required format (e.g., MP3).
- Live musical accompaniment (if allowed) must be arranged by the participant.

4. LANGUAGE:

- Songs can be performed in any language. However, participants may be asked to explain the meaning if performing in a less common language.

5. JUDGING:

Participants will be evaluated based on the following:

- **Vocal Quality:** Clarity, pitch, and tone.
- **Expression & Emotion:** Ability to convey the mood of the song.
- **Stage Presence:** Confidence and audience engagement.
- **Overall Impact:** Creativity and uniqueness of the performance.

6. DISQUALIFICATION:

- Failing to adhere to time limits, using offensive material, or not following instructions from the organizers may lead to disqualification.

7. TECHNICAL SETUP:

- A microphone will be provided at the venue.

- Participants must inform the organizers of any additional technical requirements in advance (e.g., special equipment).

8. AUDIENCE ETIQUETTE:

- Participants are expected to maintain sportsmanship and respect for other performers.
- Disruptive behaviour during performances will not be tolerated.

9. FINAL DECISION:

- The judges' decision will be final and binding. Good luck with your competition!

- **FIRELESS COOKING**
- **ENTRY FEES: ₹99 per head**
- **PRICE POOL: ₹1000**

1. TEAM COMPOSITION:

o Participants can compete **individually** or in **teams of 2-3 members** (depending on the competition guidelines).

o Each participant/team must register prior to the event.

2. TIME LIMIT:

o Participants will have **60–90 minutes** to prepare their dish.

3. COOKING RESTRICTIONS:

o Use of **fire, gas stoves, or electric cooktops** is strictly prohibited.

o Only cold preparation methods are allowed (e.g., chopping, mixing, blending).

4. ALLOWED EQUIPMENT AND INGREDIENTS:

o Participants must bring their own **utensils, cutting boards, mixing bowls, and small appliances** (e.g., blender, hand whisk).

o Organizers will provide a **workspace and power supply** for small appliances if required.

o Ingredients must be **pre-washed and pre-measured**. No pre-cooked or premade items (e.g., sauces, dressings) are allowed unless specified.

5. DISH REQUIREMENTS:

o The dish must be **healthy, creative, and aligned with the given theme** (e.g., salads, sandwiches, desserts, beverages).

o Presentation should include **garnishing** and attention to plating.

6. JUDGING CRITERIA:

o **Taste and Flavour:** Balance and harmony of Flavors.

o **Creativity and Innovation:** Use of unique ingredients and techniques.

o **Presentation:** Visual appeal and plating style.

o **Adherence to Theme:** Relevance to the competition's theme or guidelines.

o **Hygiene:** Cleanliness of the workspace and utensils during preparation.

7. HYGIENE AND SAFETY:

- o Participants must maintain **proper hygiene** during food preparation (e.g., use gloves, tie hair).
- o Use of **fresh and safe ingredients** is mandatory.

8. BEHAVIOUR:

- o Participants must remain respectful to others and avoid causing disturbances.

9. PUNCTUALITY:

- o Participants must report to the venue **30 minutes before** the competition begins for setup.

10. DISQUALIFICATIONS:

- o Use of fire, pre-cooked items (unless specified), or unapproved equipment.
- o Non-compliance with hygiene standards or inappropriate behaviour.

11. SUBMISSION:

- o Completed dishes must be presented to the judges within the given time. Late submissions will not be considered.

12. JUDGES' DECISION:

- o The judges' decision is final and cannot be challenged.

ADDITIONAL NOTES:

- o Certificates and prizes will be awarded to the top-performing participants/teams.
- o Participants are encouraged to showcase innovative and healthy recipes that are easy to replicate.

- **DRAWING**

- **ENTRY FEES: ₹99 per head**

- **PRICE POOL: ₹500**

1. THEME:

- o The theme of the competition will be announced either in advance or on the spot. Participants must adhere to the theme.

2. TIME LIMIT:

- o Participants will be given **1 hour** to complete their drawing. Exceeding the time limit is not allowed.

3. MATERIALS:

- o Participants must bring their own drawing materials (e.g., pencils, crayons, paints, erasers).

- o Participants may bring their own sheets if specified in advance.

- o Use of pre-drawn sketches or stencils is strictly prohibited.

4. SIZE OF DRAWING SHEET:

- o A standard A3 size drawing sheet, unless otherwise mentioned.

5. JUDGING CRITERIA:

- o **Relevance to Theme:** How well the artwork aligns with the given theme.

- o **Creativity and Originality:** Unique ideas and creative interpretation of the theme.

- o **Neatness and Presentation:** Clean and polished artwork.

- o **Use of Colours and Techniques:** Effective use of colours, shading, and drawing techniques.

- o **Overall Impact:** The visual appeal and impression of the drawing.

6. PARTICIPATION RULES:

- o The competition is individual (no team entries).

- o Participants must create their artwork independently without assistance.

7. DISQUALIFICATIONS:

- o Pre-made sketches, traced work, or copied designs.
- o Non-adherence to the theme or rules.

8. BEHAVIOUR:

- o Participants must maintain discipline and avoid disturbing others during the competition.

9. PUNCTUALITY:

- o Participants must report to the venue **15–30 minutes before the start of the competition.**

10. SUBMISSION:

- o All entries must be submitted within the given time frame. Late submissions will not be accepted.

11. JUDGES' DECISION:

- o The decision of the judges will be final and cannot be contested.

ADDITIONAL NOTES:

- o Certificates and prizes will be awarded to the best entries.
- o Participants are encouraged to prepare their materials in advance and practice drawing based on possible themes.
- o Innovative and personal interpretations of the theme will be valued.

- **FASHION WALK**
- **ENTRY FEES: ₹ 500 per team**
- **PRICE POOL: ₹4500**

1. THEME:

o The event has an Open Theme—participants are free to showcase any concept, style, or design.

2. DURATION:

o Each team's performance must be completed within 15–20 minutes.

3. TEAM MEMBERS:

o A maximum of 12 members per team, including models and supporting crew.

4. OUTFITS:

o Any themes or outfits promoting hate speech, obscenity, or offensive content will lead to disqualification.

5. PROPS AND ACCESSORIES:

o Participants are allowed to use props, but they must be arranged and cleared by the team.

6. MUSIC:

o Teams must bring their own background music in a USB drive (MP3 format). Ensure it's prepared and tested beforehand.

o The music file must be submitted to the coordinators at least 1 hour before the performance.

7. JUDGING CRITERIA:

- o Creativity and originality.
- o Costume design and presentation.
- o Walk, coordination, and stage presence.
- o Adherence to the time limit.
- o Overall impact and interpretation of the theme.

8. REPORTING TIME:

o Teams must report to the venue 1 hour before the scheduled performance time for lineup and final instructions.

9. DISQUALIFICATION:

o Exceeding the time limit. Misconduct or inappropriate behavior on stage or backstage.

10. TECHNICAL REQUIREMENTS:

o Inform the event coordinators about any additional technical requirements (lights, special effects, etc.) at least 2 days prior to the event.

SPORTS

- **FOOTBALL (5 a side)**
- **ENTRY FEES: ₹500 per team**
- **PRICE POOL: ₹ 9000**

EVENT DETAILS:

1. Event Name: 5-a-side Football Tournament
2. Number of Teams: Minimum 32
3. Match Duration: 15 minutes (7 minutes per half with a 1-minute break)
4. Tournament Duration: 2 days (8:00 AM to 5:00 PM daily)
5. Prizes:
 - First Prize: ₹5,500
 - Second Prize: ₹3,000
6. Entry Fee: ₹500 per team

TOURNAMENT STRUCTURE:

- Match Format: Each team has 5 players on the field + up to 3 substitutes (maximum 8 players per team). Rolling substitutions are allowed.
- Knockout Format: Straight elimination—losing teams are eliminated after one match.
 - Schedule Breakdown:
 - Round of 32: 16 matches
 - Round of 16: 8 matches
 - Quarter-finals: 4 matches
 - Semi-finals: 2 matches
 - Final match

TIME ALLOCATION:

- Match Duration: Each match will last 15 minutes (7 minutes per half with a 1-minute break).
- Breaks Between Matches: Allocate 5 minutes between matches for switching teams.
- Total Time Required: $32 \text{ matches} \times 20 \text{ minutes} = 640 \text{ minutes}$ (10 hours, 40 minutes).
- Daily Match Schedule:
 - Day 1: Round of 32 + half of Round of 16 (20 matches).
 - Day 2: Remaining matches (12 matches, including Quarter-finals, Semi-finals, and Finals)

SAMPLE MATCH SCHEDULE:

Day 1:

- 9:00 AM – 11:20 AM: Round of 32 (8 matches, 160 minutes)
- 11:20 AM – 1:40 PM: Round of 32 (8 matches, 160 minutes)
- Lunch Break (1:40 PM – 2:00 PM)
- 2:00 PM – 3:20 PM: Round of 16 (4 matches, 80 minutes)

Day 2:

- 9:00 AM – 10:20 AM: Round of 16 (4 matches, 80 minutes)
- 10:20 AM – 12:40 PM: Quarter-finals (4 matches, 160 minutes)
- Lunch Break (12:40 PM – 1:00 PM)
- 1:00 PM – 2:20 PM: Semi-finals (2 matches, 80 minutes)
- 3:00 PM – 3:40 PM: Finals (1 match, 40 minutes)

NOTE: Participants must use decent and respectful language at all times. Use of abusive, offensive, or inappropriate language will result in immediate disqualification.

- **CRICKET**

- **ENTRY FEES: ₹1000 per team**

- **PRICE POOL: ₹ 12000**

RULEBOOK FOR CRICKET MATCHES AT ELEKTRA (6-OVER MATCHES):

GENERAL RULES:

1. Eligibility:

- o Only college students are allowed to participate. Teams can include players from different colleges. All players must carry their college ID cards for verification.

2. Team Composition:

- o Each team must have 11 players with 3-4 additional substitutes.

3. Match Format:

- o Each match will be 6 overs per side. Matches will follow the Knockout Format.

4. Match Timings:

- o Matches will be played between 8:00 AM and 5:00 PM.

- o Each game must conclude within 50 minutes (25 minutes per innings and a 5-minute break). Teams must report 30 minutes before their scheduled match time.

- o Failure to do so may result in disqualification.

5. Ball Type:

- o The official ball for the tournament is HOT TENNIS/RED VICKY.

GAME RULES:

1. Toss:

- o The toss will be conducted 5 minutes before the scheduled match time.

- o The winning team will choose to bat or bowl first.

2. Bowling Restrictions:

- o Only one bowler from each team can bowl a maximum of 2 overs.

- o All other bowlers can bowl a maximum of 1 over.

- o In the event of a no-ball or wide, 1 penalty run will be awarded, and the delivery will be re-bowled.

3. Batting Rules:

- o Batsmen must adhere to the umpire's call for wides, no-balls, and LBWs.
- o Free Hit: A free hit will be awarded for every no-ball.
- o Retired hurt or injured players may return to bat later in the innings, provided all other players have batted.

4. Fielding Restrictions:

- o During the 6-ball powerplay, a maximum of 2 fielders are allowed outside the 30-yard circle.
- o After the powerplay, up to 4 fielders are allowed outside the circle.

5. Dismissals:

- o Standard cricket rules for dismissals(bowled, caught, run-out, stumped, LBW) will apply.
- o A mankad dismissal (running out the non-striker) is allowed, provided the bowler warns the batsman once.

6. Tied Matches:

- o In case of a tie, the result will be decided via a Super Over.

CODE OF CONDUCT:

1. Players must respect the decisions of the umpires. Arguing with the umpire may result in disqualification.
2. Unsporting behaviour, including sledging and intentional delays, will not be tolerated.
3. Teams must report 30 minutes before their scheduled match time. A delay of more than 5 minutes may result in disqualification.
4. College ID cards must be shown for player verification before the match.
5. Our organization reserves the right to dismiss any player or team from the game for violating the rules mentioned here.

NOTE: Participants must use decent and respectful language at all times. Use of abusive, offensive, or inappropriate language will result in immediate disqualification.

- **VOLLEYBALL**
- **ENTRY FEES: ₹300 per team**
- **PRICE POOL: ₹ 3000**

GENERAL RULES:

1. Team Composition:

- o Each team must consist of 6 players on the court, with a maximum of 4 substitutes. A minimum of 6 players is required to start the match.

2. Eligibility:

- o Only college students are allowed to participate.
- o Players must carry their college ID cards for verification.

3. Match Format:

- o Matches will be played in a Knockout Format.
- o Each match consists of single set (25 points).
- o Only semis and Final match will consist of best-of-3 sets:
- o A set is won by the first team to reach 25 points with a minimum 2-point lead.
- o If the match reaches the third set (tiebreaker), it will be played up to 15 points with a minimum 2-point lead.

4. Match Timings:

- o Matches will be played between 8:00 AM and 5:00 PM.
- o Teams must report 30 minutes before their scheduled match time.
- o Failure to report on time will result in disqualification.

GAME RULES:

1. Serve:

- o The serve must be done behind the baseline and can be underhand or overhand.
- o The ball must not touch the net during the serve (let serves are not allowed).

2. Scoring:

- o The tournament will use the Rally Scoring System (a point is awarded on every rally, regardless of which team served).

- o A team wins a set by scoring 25 points (15 points in the tiebreaker set) with at least a 2-point lead.

3. Rotations:

- o It is optional for rotations. It will not be considered as any default

4. Hits Per Side:

- o Each team is allowed a maximum of 3 touches per side before the ball must cross the net.

- o A single player cannot hit the ball consecutively (unless it's a block followed by a hit).

5. Net Contact:

- o Players are not allowed to touch the net during play.

- o Accidental net contact will result in a point for the opposing team.

6. Boundaries:

- o A ball is considered in if it lands on the boundary lines or within the court.

- o A ball landing outside the boundary lines is considered out

7. Substitutions:

- o Substitutions can only be made during a dead ball (before the serve).

- o Each team is allowed unlimited substitutions per set.

8. Time-outs:

- o Each team is allowed 2 time-outs per set, lasting 30 seconds each

9. Tiebreaker Rules:

- o If a set score reaches 24-24 (or 14-14 in the tiebreaker), play will continue until one team leads by 2 points.

CODE OF CONDUCT:**1. Respect for Umpires:**

- o Players must respect the referee's decisions.

- o Arguing with the umpire may result in penalties, including disqualification.

2. Unsporting Behaviour:

o Unsporting conduct (e.g., intentional delays, aggressive behaviour, or improper language) will not be tolerated.

3. Reporting Time:

o Teams must **report 30 minutes before their scheduled match time**. A delay of more than 5 minutes may result in disqualification.

4. Organization Rights:

o The organizing committee reserves the right to dismiss any player or team from the game for violating the rules.

NOTE: Participants must use decent and respectful language at all times. Use of abusive, offensive, or inappropriate language will result in immediate disqualification.

- **SPRINTING 100 METERS**
- **ENTRY PRICE: ₹ 121 per head**
- **PRICE POOL: ₹ 2500**

STARTING BLOCKS AND POSITION:

1.Sprinters must use starting blocks:

- o They must stay behind the starting line until the race begins. False starts, where a runner moves before the starting gun, can lead to disqualification after one warning.

2.Lane Discipline:

- o Each sprinter is assigned a specific lane.
- o Runners must stay within their designated lane throughout the race. Leaving the lane or obstructing another runner may result in disqualification.

3.Starting Procedure:

- o The race begins with the commands "On your marks," "Set," and the sound of the starting gun.
- o Runners must remain stationary in the "Set" position until the gun is fired.

4.No Assistance:

- o Runners are not allowed any external assistance, such as being paced or aided by technology.
- o Use of prohibited performance-enhancing substances is strictly forbidden.

5.Finish Line:

- o The winner is determined by the first part of the torso (excluding arms, legs, or head) crossing the finish line.
- o Leaning forward to cross the line is common but must be done without disrupting other runners.
- o These rules align with guidelines set by international governing bodies like World Athletics.

NOTE: Participants must use decent and respectful language at all times. Use of abusive, offensive, or inappropriate language will result in immediate disqualification.

- **BASKETBALL**

- **ENTRY PRICE: ₹300 per team**

- **PRICE POOL: ₹3000**

BASKETBALL COMPETITION RULE BOOK:

1. General Rules:

- The competition will follow the official rules set by FIBA (International Basketball Federation) unless otherwise specified.
- All players must be registered with the event organizers before participating.
- Teams should consist of a maximum of **12 players** (5 on-court players and 7 substitutes).
- Players are required to wear proper sports attire, including jerseys with visible numbers.

2. Game Format:

- Each game will consist of **4 quarters**, each lasting **10 minutes**.
- There will be a **2-minute break** between the first and second quarters, and the third and fourth quarters. A **5-minute halftime break** will be observed.
- In case of a tie, an **overtime period of 5 minutes** will be played.
- The game clock will stop during fouls, timeouts, and when the ball is out of play.

3. Team Requirements:

- Each team must have a designated captain.
- Teams should report **30 minutes before their scheduled match**.
- A minimum of **3 players** must be present on the court for a team to start or continue the game.
- Substitutions can only be made during stoppages in play and must be approved by the referee.

4. Scoring System:

- A field goal scores **2 points** unless attempted from beyond the three-point arc, which scores **3 points**.

- Free throws score **1 point** each.
- The team with the highest score at the end of the game will be declared the winner.

5. Timeouts:

- Each team is allowed **2 timeouts per half and 1 timeout during overtime**.
- Each timeout lasts **60 seconds**.
- Unused timeouts cannot be carried over to the next half or overtime.

6. Fouls and Violations:

- Each player is allowed a maximum of **5 personal fouls**. Upon committing the 5th foul, the player will be disqualified.
- Team fouls: After a team accumulates **4 fouls in a quarter**, the opposing team will be awarded free throws for subsequent fouls.
 - Common violations include traveling, double dribbling, shot clock violations, and goal-tending.

7. Conduct and Sportsmanship:

- Unsportsmanlike conduct, including arguing with officials or other players, will result in a warning or disqualification.
- Players and team staff must adhere to the instructions of referees and event officials.
- Any act of violence or misconduct will lead to immediate disqualification of the player or team.

8. Referees and Decisions:

- The game will be officiated by **two referees**, whose decisions are final.
- Teams may request a review of a decision, but the referees' ruling after the review will be binding.

9. Equipment and Court:

- The basketball used must meet official size and weight standards.
- The court dimensions and markings will comply with standard regulations.
- The organizers will provide all necessary equipment, including the game ball and scorekeeping systems.

10. Protest and Appeals:

- Any protest must be submitted in writing to the event organizers within 15 minutes after the game.
- A protest fee of INR 500 must accompany the submission.
- The decision of the organizing committee will be final and binding.

11. Safety and Medical Assistance:

- A first-aid kit and medical team will be available on-site during all matches.
- Players are advised to disclose any pre-existing medical conditions to the organizers.

12. Prizes and Awards:

- Trophies and certificates will be awarded to the winning team and runners-up.
- Special awards may be given for Best Player, Highest Scorer, and Best Defensive Player.

13. Important Notes:

- The schedule of matches will be announced 2 days prior to the competition.
- Teams failing to report on time will forfeit the match.
- The organizing committee reserves the right to amend rules if necessary. Any changes will be communicated to the teams in advance.

NOTE: Participants must use decent and respectful language at all times. Use of abusive, offensive, or inappropriate language will result in immediate disqualification.

- **CARROM**

- **ENTRY PRICE: ₹99 per head**

- **PRICE POOL: ₹ 500**

CARROM COMPETITION:**RULES:****1. Tournament Format:**

- o Matches can be single or doubles.
- o Decide on knockout or league format.

2. Eligibility:

- o Specify categories (age, gender, etc.).
- o Participants must register in advance.

3. Game Rules:

- o Follow official carrom rules as per the International Carrom Federation.
- o Each player/team gets a maximum of 30 seconds per turn.
- o A foul results in losing a turn and a penalty coin.

4. Scoring:

- o Black coin: 10 points, white coin: 5 points.
- o Queen: 25 points, but it must be covered (pocketed along with another coin).

5. Match Duration:

- o Each game consists of a fixed number of boards (e.g., 8 boards) or time (e.g., 30 minutes).
- o The player/team with the highest score at the end wins.

6. Tie-Breakers:

- o Play an additional board or sudden death if scores are tied.

7. Equipment:

- o Use standard carrom boards, strikers, and coins.
- o Ensure the board is properly powdered for smooth play.

8. Code of Conduct:

- o Maintain silence and respect opponents.
- o Avoid undue delays or distractions during the game.

9. Arbitration:

- o Appoint a referee to monitor games and resolve disputes.

10. Prizes:

- o Announce trophies, medals, or other prizes for winners and runners-up.

NOTE: Participants must use decent and respectful language at all times. Use of abusive, offensive, or inappropriate language will result in immediate disqualification.

- **CHESS**

- **ENTRY PRICE: ₹ 99 per head**

- **PRICE POOL: ₹ 1500**

CHESS COMPETITION RULES:

1. Tournament Format:

- o Decide the format: Knockout, Round-robin, or Swiss-system.
- o Specify the time control: Classical, Rapid, Blitz, or Bullet (e.g., 10+5, 15+0).

2. Eligibility:

- o Specify age categories or open participation.
- o Players must register before a specified deadline.

3. Game Rules:

- o Follow FIDE rules for chess.
- o Touch-Move Rule: If a piece is touched, it must be moved unless it's illegal to do so.
- o Players must record moves (if classical or rapid).

4. Time Management:

- o Use chess clocks for all games.
- o If a player runs out of time, they lose unless their opponent has insufficient material to checkmate.

5. Arbitration:

- o Appoint a chief arbiter to handle disputes.
- o The arbiter's decision is final.

6. Tie-Breakers:

- o Use tie-break rules like Buchholz, Sonneborn-Berger, or head-to-head performance.

7. Code of Conduct:

- o Players must maintain silence and sportsmanship.
- o Phones or external devices are not allowed.

MEN	WOMEN
• BADMINTON(SINGLES)	• BADMINTON(SINGLES)
• ENTRY PRICE: ₹ 99	• ENTRY PRICE: ₹ 99
• PRICE POOL: ₹ 1000	• PRICE POOL: ₹ 1000
• BADMINTON(DOUBLES)	• BADMINTON(DOUBLES)
• ENTRY PRICE: ₹ 178	• ENTRY PRICE: ₹ 178
• PRICE POOL: ₹ 1500	• PRICE POOL: ₹ 1500
<hr/>	
1. Match Format:	
o Singles: Best of 3 games to 21 points.	
o Doubles: Best of 3 games to 21 points.	
2. Scoring:	
o Rally scoring: Every rally counts as a point, regardless of who serves.	
o Players must win by 2 points, with a maximum of 30 points per game.	
3. Service Rules:	
o Serve must be underhand and below the waist.	
o Server must serve from the correct side of the court.	
o If the score is even, serve from the right; if odd, serve from the left.	
4. Court Boundaries:	
o Singles: Use the inner boundaries.	
o Doubles: Use the outer boundaries.	
o The shuttlecock must land inside the designated area to be considered in.	
5. Faults:	
o Hitting the shuttlecock outside the boundaries.	
o Hitting the shuttlecock into the net or not clearing the net.	
o Serving above the waist or with an incorrect stance.	

- o Failing to return the shuttlecock before it touches the ground.

6. Rotation:

- o In doubles, partners alternate serving and receive serves in a set order.
- o Players switch sides of the court after each game and at 11 points in the third game.

7. Fair Play:

- o Respect opponents and referees.
- o Play in the spirit of good sportsmanship, having fun!

ADDITIONAL NOTES:

1.For both men and women games will be conducted separately and same rules are applicable.

2.Prize pool is only for winners.

NOTE: Participants must use decent and respectful language at all times. Use of abusive, offensive, or inappropriate language will result in immediate disqualification.

GENERAL RULES & REGULATIONS – SPORTS EVENT:

1. All participants must carry a valid ID card and complete registration before the event.
2. Participants must report to the venue at least 30 minutes early.
3. Participants must follow the rules of the respective game.
4. Referee's/Judge's decision will be final and binding.
5. Use of abusive, offensive, or inappropriate language is strictly prohibited and will result in immediate disqualification.
6. Any form of misconduct, aggression, or unsportsmanlike behaviour will lead to disqualification.
7. Use of alcohol, tobacco, or banned substances is strictly prohibited.
8. Participants are responsible for their personal belongings.
9. Damage to sports equipment or venue property may lead to penalties or disqualification.
10. In case of a tie, the organizing committee's decision will be final.
11. The organizing committee reserves the right to modify rules or schedules if necessary.
12. Participants must maintain discipline and sportsmanship throughout the event.
13. Any violation of the rules may result in disqualification without prior notice.

ONLINE GAME

(Individual event dates will be confirmed based on the registration and slots available)

- **BGMI**
- **ENTRY FEES: ₹ 150**
- **PRICE POOL: ₹ 4000**

BGMI ENTRY FEE = 150

TIMING = 6PM-9PM

MODE = ONLINE

. Ranking Requirement. All players on a Team's roster must have held a ranking for BGMI of "GOLD" or above, in TPP and Account level must be 20+, at the time of registration for the Competition.

Software Exploitation: Any intentional use of any bugs or exploits in the game may result in a forfeit of the Match and disqualification from the tournament. Bugs and exploits will be determined at the discretion of EEE ASSOCIATION.

Collusion and Match Fixing: Players are not allowed to intentionally alter the results of any Match. If the organizer determines that a Player or team is colluding or Match fixing, the Player or team will be immediately disqualified and removed from the tournament and may be restricted from participating in future events. Players must compete to the best of their ability at all times.

Participation. Slots will be available on a first-come, first-served basis from the date of registration starts. The total number of slots will be announced before the start of the tournament. Lobby teams count will be announced before the start of the match or a day prior. So all the team manager or captain keep active in discord or Whatsapp. For Registration and Queries: Discord

5. Point System and Tie Breaker

POSITION	POINTS
1	10
2	6
3	5
4	4
5	3
6	2
7	1
8	1
9-20	0
Each Finish	1

- Match Ranking system. followed by same match Total points (Finish point + Position Point)
- Overall Ranking system. followed by Total Points (Sum of Finish point + Sum of Position Points)
- In case of tie breaker. ranking will be decided in order of total points accumulated, no. of wins, total position points, total kills, last match position.

Common Match Information Server Region : INDIA Game: Battle Ground Mobile India Map :Erangel Mode : Squad Type : Tpp Player : 4

- **FREEFIRE**
- **ENTRY FEES: ₹ 150**
- **PRICE POOL: ₹ 4000**

1. The default coins will be set at 9950 throughout the tournament.
2. Weapons will be created in advanced mode (Desert eagle, Ump, M1887, Woodpecker, AWM)
3. Only waggor and falco pet skills are allowed.
4. Character skills, Gun attributes, loadouts are disabled .
5. Teams have 5 mins to enter the custom room once the ID/pass is issued in the groups.
6. Players should not play in more than 1 team.
7. Only 2 PC players are allowed per team ,3 or more players will lead to disqualification.
8. Only 2 players are allowed to take snipers.
9. Players must have their game records of the matches.
10. Players should come for checking their PCs if their opponents made a claim on him/her.
11. Teams found using panels, hacks, config files will be disqualified from the tournament.
12. The organisers will follow all the morals throughout the tournament.
13. Admin's decision is final. Contact admins regarding the queries related to the tournament.

- **E FOOTBALL**
- **ENTRY FEES: ₹ 150**
- **PRICE POOL: ₹ 3000**

Match Duration: Each match will consist of two halves, each lasting 6 minutes, for a total game time of 12 minutes

Game Settings: All matches must be played under the specified tournament settings, including game mode and team selection, as provided by the tournament organizers.

Admin Decisions: The tournament administrators have the final say on all disputes and decisions. Any decisions made by the admin, including in-game issues, player conduct, and rule violations, are final and binding.

Disqualification and Penalties: Players who fail to follow tournament rules or engage in unfair conduct may face disqualification or penalties as determined by the tournament organizers.

Fair Play: All participants are expected to maintain fair play throughout the tournament. Any form of cheating, exploitation of bugs, or unsportsmanlike behaviour will not be tolerated and may lead to disqualification.

Connectivity Issues: In the event of a connection issue or lag, the admin will decide whether to restart the match or apply other corrective measures. Players are advised to ensure stable internet connections to avoid disruptions.

Player Conduct: Respectful behaviour towards other participants, tournament officials, and the community is required at all times. Harassment or inappropriate behaviour will result in immediate penalties or disqualification.

Tie-breakers: In the event of a draw, specific tie-breaker rules will apply as defined by the tournament organizers, including extra time or penalty shootouts, if necessary.

Changes to Rules: The organizers reserve the right to modify or update these rules at any time. Participants will be informed of any changes before they take effect

Everyone will have separate schedule for each match, schedule will be given 2 to 3 hours before the match, if you can't come to the match you should inform before 2 hours of match, or else you will be eliminated .

Organiser have every rights to eliminate if you break the rules that have mentioned in the rule book.

- **VALORANT**
- **ENTRY FEES: ₹ 200**
- **PRICE POOL: ₹ 2000**

GENERAL RULES:

1. All players must have a valid Riot ID and be registered under their team.
2. Matches will be played on the latest live patch.
3. Teams must consist of 5 players (1 substitute allowed).
4. Substitutes can only be used between maps, not during a match.

MAP SELECTION:

1. Ban-Pick-Ban system for maps.
2. Team A bans one map, Team B bans another. (Which team goes first depends on the toss)

MATCH RULES:

1. Rounds: Best of 13 rounds.
2. Group Stage: Best of 1 (Bo1).
3. Semi-Finals and Finals: Best of 3 (Bo3).
4. Re-hosting will only be allowed in case of server crashes.

DISQUALIFICATION RULES:

1. Teams failing to show up within 15 minutes of the scheduled time will forfeit the match.
2. Usage of unregistered players or Smurfs will result in immediate disqualification.