



# **RULE BOOK**

**PENTAGRAM 2017**

# NATRAJ

## CLASSICAL

- Type of Event: Finals only
- Solo: Performance should not exceed 4 minutes.
- Group (5-10 Participants): Performance should not exceed 10 minutes

## WESTERN

- Type of Event: Finals only
- Solo: Performance not to exceed 4 minutes.
- Group (5-10 Participants): Performance should not exceed 10 minutes.

## DUET

- Type of Event: Finals only
- Performance should not exceed 5 minutes

## ON THE SPOT CHOREOGRAPHY

- Type of Event: Finals only
- No. of Participants: 1-4



- A track shall be played two minutes prior to the performance and the participants are to perform on the spot without any preparation.

RULES: (common to all Dance events)

- i. The decision taken by the judges shall be final and will stand undisputed.
- ii. Non-detachable props cannot be used during the performance.
- iii. All the props have to be registered on or before the day of the competition (at least 2 hours before the event).
- iv. Participant(s) shall be given 5 minutes to prepare the stage for their performance.
- v. The music piece for the performance has to be submitted to the Dance Club members 3 hours prior to the competition in either a pen drive or a DVD only.
- vi. Classical and Western are 2 different categories of group dance. If the number of participants is less in a given category, then the categories shall be merged.

- vii. Exceeding the time limit laid down in any category shall lead to negative marking.
- viii. The Dance Club is at its discretion to conduct a screening, subject to the turnout for the vent and the decision of the Dance Club in this regard shall be final and binding.
- ix. In case of any disputes, decisions taken by the Dance Club members will be final.

Club Heads:

Jaidrath Zaveri: (+91-9824098080),

Riddhi Vyas: (+91-9978602204)



# PICASSO

## FACE PAINTING

- Type of Event: Finals Only
- Number of Participants: 2

### RULES:

- i. Theme will be provided on the spot.
- ii. Materials like paints and brushes will be provided to the participants.
- iii. Any materials other than the ones provided by the organizers shall be allowed at the discretion of the organizers.
- iv. Use of unfair means shall lead to automatic disqualification.
- v. The decisions and scoring of the judges will be final.

## GRAFFITI

- Type of Event: Finals Only
- Number of Participants: Maximum 3 members

### RULES:

- i. Topic/Theme will be provided on the spot.

- ii. Use of unfair means shall lead to automatic disqualification.
- iii. The decisions and scoring of the judges will be final.

### **FANFIC**

- Type of Event: Finals Only
- Number of Participants: 2

### **RULES:**

- i. No theme. Create anything you like.
- ii. Basic material will be provided to the participants.
- iii. Any materials other than the ones provided by the organizers shall be allowed at the discretion of the organizers.
- iv. Use of unfair means shall lead to automatic disqualification.
- v. The decisions and scoring of the judges will be final.

**Club Head: Akshat Sahajpal**  
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# CINEMA PARADISO

## FILM REVIEW

- Type of Event: Finals only
- Number of Participants: Individual event

### RULES:

- i. The participants are expected to review the short film shown to them on campus.
- ii. The participants will be given 30 minutes to write the review.
- iii. Word limit: 500-1000 words

## OSCAR QUIZ

- Type of Event: Prelims and Finals.
- Number of Participants: 2 members per team.

### RULES:

- i. The prelims will be a Buzzer Round.

- ii. Participants will be given 15 seconds to press the buzzer and answer.
- iii. Number of teams qualifying to the Finals will be decided as per the number of confirmed participating teams.

### **KAUN BANEGA FILMI BHOOT**

- Type of Event: Finals only
- Number of Participants: Maximum of 5 members per team

#### **RULES:**

- i. Each team will be given a maximum of 5 minutes.
- ii. Every team is to register itself with an alias before the start of the event and sign off with the same, to prevent any biasness on the part of the judges.
- iii. The decisions and scoring of the judges will be final.



## BEGINNING OF THE NEW END

- Type of Event: Finals only
- Number of Participants: Maximum of 2 members per team.

### RULES:

- i. Participants will be given 25 minutes after the screening to pen down the alternative ending.
- ii. Every team is to register itself with an alias before the start of the event and sign off with the same, to prevent any bias on the part of the judges.
- iii. The decisions and scoring of the judges will be final.

Club Head: Nisshant Laroia

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# ARIA

## BATTLE OF BANDS

### RULES:

- i. Two entries allowed per college/University.
- ii. Each group shall consist of a minimum of three members and a maximum of eight members, all members being from the same college.
- iii. Each band shall get a total of 15 minutes to perform, including sound check and setup, the violation of which shall result in penalties.
- iv. Pentagonam shall provide a Standard Drum Kit and a good sound system with sufficient mics. Any other instruments shall have to be brought by the participants.
- v. Songs of any genre and language are permitted. In case the songs are of a different language other than English/Hindi, two copies of the lyric sheet along with the translation will have to be provided at the registration desk before the event.



- vi. Obscenity of any kind is not permitted and will lead to immediate disqualification.
- vii. Decision of the judges shall be final and binding.

### **JUDGING CRITERIA**

- Rhythm and Pitch
- Consistency
- Choice of Song
- Originality
- Stage Presence
- Crowd Interaction
- Adherence to time limit

### **REGISTRATION**

- The bands are required to send their Band Profile along with a 1 minute (minimum) video of their performance to [pentagram2017@yahoo.com](mailto:pentagram2017@yahoo.com).

Subject of the mail should be “Aria Battle of Bands”. If there is a video of the Band on YouTube, the link if the video may be sent in the mail. The shortlisted Bands will be informed through mail.

- Subject to the number of entries, there may be a preliminary round and a final round, the rules for which shall remain the same as stated above.

## **SOLO**

### **RULES:**

- i. Three entries allowed per college/University.
- ii. Participants may have a maximum of one instrumentalist accompanying them, the instruments for which shall have to be brought by the accompanist himself/herself.
- iii. Time Limit: 7 minutes (inclusive of sound check).
- iv. Alternatively, participants may choose to perform with a karaoke (instrumental only), which has to be provided to the organizers before the start of the event.



- v. Any sort of Vocal Processing Unit is not permitted.
- vi. There is no bar on the language or genre of the song.
- vii. Obscenity of any kind is not permitted and will lead to immediate disqualification.
- viii. Decision of the judges shall be final and binding.

#### **JUDGING CRITERIA**

- Rhythm and Pitch
- Consistency
- Choice of Song
- Stage Presence
- Adherence to time limit

#### **REGISTRATION**

- Registration shall be **on-spot**.
- Subject to the number of entries, there may be a **preliminary** round and a final round, the rules for which shall remain the same as stated above.

**Club Head: Akhil Ramesh(+91 9962121501)**

# PARVAAZ

## DIALOGUE DELIVERY (Both Hindi and English)

- Type of Event: Finals Only
- Number of Participants: Individual Event
- Preparation Time: 15 minutes
- Performance Time: Minimum – 60 seconds, Maximum – 4 Minutes

### RULES:

- i. Multiple entries from the same institution can be submitted, but with separate entry forms.
- ii. The participant will have to choose one of the three (3) passages provided by the organizers, which would range across renowned Hindi/English literary, theatrical and cinematic works.
- iii. The participants will be judged on the basis of presentation, voice modulation, expressions etc.
- iv. The decisions and scoring of the judges will be final.
- v. The organizing committee, at its discretion, may change the rules mentioned above.



## MAD ADS

- Type of Event: Finals Only
- Number of Participants per Teams: 3-5
- Preparation Time: 15 minutes
- Performance Time: 2-5 minutes

### RULES:

- i. Multiple entries from same institution can be submitted, but with separate entry forms.
- ii. Topic once given will not be subject to any change.
- iii. Teams are required to carry the material/props they might need for the advertisement.
- iv. The participants would be judged on the basis of content, presentation, voice modulation, expressions etc.
- v. Non adherence to stipulated time shall lead to negative marking.
- vi. Any form of slanderous, defamatory and/or obscene remarks shall lead to disqualification of the team.
- vii. The decision of the judges shall be final and binding.

- viii. The organizing committee, at its discretion, may change the rules mentioned above.

### **STREET PLAY**

- Type of Event: Finals Only
- Number of Participants: Maximum of 10 members per team (including musicians/ back stage artists, if any)
- Performance Time: 20-25 minutes (maximum)

### **RULES:**

- i. Multiple entries from same institution can be submitted, but with separate entry forms.
- ii. No mikes or lights are allowed for the street play.
- iii. The performance can be in Hindi, English or both.
- iv. All entries shall be evaluated on use of space, choice and execution of script, acting, and overall performance.



- v. Any form of slanderous, defamatory and/or obscene remarks shall lead to disqualification of the team.
- vi. No props (other than plastic chairs) will be provided by the organizing committee. The participants shall bring their own props.
- vii. The decisions and scoring of the judges will be final.
- viii. The organizing committee, at its discretion, may change the rules mentioned above if required.

Club Head: Pundrikaksh Mitruka  
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# APERTURE

RULES: (common to all Photography events)

- Type of Event: Finals only
- No. of Participants: Only one entry per category

RULES:

- i. Editing is not allowed and shall entail disqualification.
- ii. Watermarks are not allowed.
- iii. The minimum size of the image shall be 5 MB and the same should be in JPEG format.
- iv. Send your name, university and contact details with the photograph at [gnluphotography@gmail.com](mailto:gnluphotography@gmail.com)
- v. Misrepresenting someone's image as yours will entitle you to disqualification.
- vi. There is no registration fee.
- vii. Send in the entries, with the subject: "Pentagram Photography - India/Product/Expression".



- viii. Last day for submission for Inter College Categories, is 19th February 2016 midnight. No entries will be entertained after the deadline.
- ix. The Photography Club of Gujarat National Law University reserves all rights to use the content.
- x. In case of any issue, the decision taken by the organizers, will be final.

Club Head: Ashutosh Gondli  
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# MATTER OF FACT

## GENERAL QUIZ

- Type of Event: Prelims & Finals
- No. of Participants: 2 in a team (Lone Wolves are also allowed)

## RULES:

- i. The Quiz Masters Decision shall be final in any dispute.
- ii. The Prelims will be written in format.
- iii. Cross-Institution teams are allowed
- iv. Any team found using any unfair means to gain an advantage like the use of electronic devices (phones, tabs, etc.) shall be disqualified immediately.

## BUSINESS QUIZ

- Type of Event: Prelims & Finals
- No. of Participants: 2 in a team (Lone Wolves are also allowed)



#### **RULES:**

- i. The Quiz Masters Decision shall be final in any dispute.
- ii. The Prelims will be written in format.
- iii. Cross-Institution teams are allowed.
- iv. Any team found using any unfair means to gain an advantage like the use of electronic devices (phones, tabs, etc...) shall be disqualified immediately.

#### **SPORTS & REVIEW QUIZ**

- Type of Event: Prelims & Finals
- No. of Participants: 2 in a team (Lone Wolves are also allowed)

#### **RULES:**

- i. The Quiz Masters Decision shall be final in any dispute.
- ii. The Prelims will be written in format.
- iii. Cross-Institution teams are allowed

- iv. Any team found using any unfair means to gain an advantage like the use of electronic devices (phones, tabs, etc.) shall be disqualified immediately.

## **LEGAL QUIZ**

- Type of Event: Prelims & Finals
- No. of Participants: 2 in a team (Lone Wolves are also allowed)

### **RULES:**

- i. The Quiz Masters Decision shall be final in any dispute.
- ii. The Prelims will be written in format.
- iii. Cross-Institution teams are allowed
- iv. Any team found using any unfair means to gain an advantage like the use of electronic devices (phones, tabs, etc...) shall be disqualified immediately.

**Club head : Nirmal Mathew**

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# PREDOMINATOR

## LANTHRAX (COUNTERSTRIKE)

### General Regulations:

- i. A team may consist of 5 persons plus two optional reserves who are not playing nor have played in any other team.
- ii. Each team will field 5 persons per match.

### Tournament Format:

- i. Team Tournament – (5 players vs 5 players)
- ii. The match will only commence, once both teams are ready.
- iii. Each match will consist of a maximum of 30 rounds.
- iv. A team will win the match under the following conditions:
  - The team wins a minimum of 16 rounds
  - The opposing team surrenders
  - Each team will play a maximum of 15 rounds as Terrorists and a maximum of 15 rounds as Counter-Terrorists

- v. A team will win a round under the following conditions:
- If the team is playing as Terrorists:
  - The team kills all opposing team players.
  - The team plants the bomb and it explodes.
  - If the team is playing as Counter-Terrorists
  - The team kills all opposing team players
  - If the bomb is planted, they successfully defuse it.
  - If terrorists fail to plant the bomb, within the prescribed time.
- vi. In the event of a tie (each team has won 15 rounds each) the following shall occur:
- A tie-breaker set of 6 rounds shall be played where each team will play a maximum of 3 rounds as Terrorists and a maximum of 3 rounds as Counter-Terrorists
  - A team shall win the tie-breaker, and hence the match, if they win a minimum of 4 rounds
  - In tie-breaker rounds, team shall be given \$10,000 start money
  - In the event that the teams are still tied after a tie-breaker (i.e. each team has won 3 rounds), a subsequent tie-breaker set of 6



rounds shall be played under the conditions listed above

- In the event that teams are still tied, tie-breaker sets of 6 rounds shall be played until one team is determined to be the match winner
- vii. The following in-game settings shall be used for the duration of a match

#### General Settings:

- Round Time: 3 minutes
- The following maps may be used for a match (the specific map for a match will be selected by a league umpire before the match):
  - ... De\_Dust2
  - ... De\_Inferno
  - ... De\_Train
- Winner of knife round will decide which team shall start the first round of a match as Terrorists and which team shall start as Counter-Terrorists before the match.

- Weapon Restrictions - Each player may make use of no more than the following number of weapons per round:
  - ... 2 Flashbangs
  - ... 1 Grenade
  - ... 1 Smoke Grenade
- In-game Communication Restrictions
  - Only Team captains are allowed to use public in-game messages (messagemode1) within a match. The rule also applies when dead. Use of messagemode1 by any team player other than the Team captain shall result in a warning. Other team players must only use team message (messagemode2), while in a match.
  - Team players may communicate verbally only if they are alive in the match or when all team members are dead.
  - Any player who has died cannot communicate by any means with any other team member until the beginning of the next round.



- A player is deemed dead when the screen is completely faded to black. If a bug occurs and the screen doesn't fade to black, the player is deemed dead three seconds after he/she has fallen.
- If a player continues to communicate after he/she is killed, the team may be given a warning or lose by default at the league umpire's sole discretion.

- Approved In-game Commands - The following in-game commands may be used by players:

- ... Adjust\_crosshair
- ... Left Hand

- General Game Restrictions:

- Default model and weapon skins must be used
- Players must not make use of personal map textures
- Boosting (stepping on top of own team player) is allowed in play
- Players must not Bunny Hop using any kind of script.

- Players are not allowed to move silently by pressing the Duck key repeatedly. A player found using this method may be given a warning or lose by default at the umpire's sole discretion. (Please Note: This is different from moving while the Duck key is pressed down.)
- Teams playing Terrorists may plant the bomb in a viewable location. Placing the bomb at a location where a boost is required is allowed.
- Silent placing of a bomb is considered unfair and is not allowed. Such an offence may result in a warning or loss of all remaining TR rounds at the sole discretion of the referees.
- Players may throw grenades over buildings in all maps
- Any use of the flash bang bug will result in a warning at the minimum or loss by default for the offending team.



- Any other use of map or program bugs can result in a warning at the minimum or loss by default for the offending team after deliberation and decision by the league umpire's

- Disconnects and Resumes:

The disconnection of a player will have the following effect during a game:

- If the disconnect occurs before the 3rd round starts, the match must be restarted
- If the disconnect occurs after the 3rd round starts, then the disconnected player must re-connect to the server. The round is paused, and if the disconnected player cannot connect to the server, all players must wait during the freeze time after the round until the disconnected player connects to the server.

- If up to 3 of all players are unintentionally disconnected:

The score for that round is discarded. The game is paused after the round during the freeze time, and all players wait until the disconnected players are connected to the server. When all players are connected, the match may continue by un-pausing the game.

- In the case of intentional disconnection, the umpire may decide to end the match with the offending team losing by forfeit.

- Forfeits:

- A team shall forfeit the match under one of the following conditions:
- The team surrenders during the match.
- A team does not arrive within 30 minutes of the agreed match time
- Any other situation deemed "forfeitable" by a league umpire.



- Third Party Programs

- Third Party Programs and Devices that allow players to execute multiple instructions with one action are not allowed. Devices with these features may be used without making use of these features, e.g. G15 keyboards. These features provide players with an unfair advantage since they bypass the effects of Online gaming, such as latency, and human reaction time.
- No Third Party Programs may be used to modify the Game in any way. Keys may be remapped using a Third Party Program. Any other Third Party Programs are illegal.

- Results Submission Rules:

- All results must be recorded by a screenshot (The results screenshot at the end of each round is sufficient)
- Both sides are required to submit results.
- Results are submitted by team captains.

## KICKING AND SCREAMING (FIFA)

### General Regulations:

- i. The tournament will be in the form of Knock-outs.
- ii. The tournament would be played on FIFA 2014, with latest transfers.
- iii. Each Participant will have to give their team preferences in the Google Doc form. They are only allowed to play with those teams in the tournament.
- iv. Each Participant will have to give their Controller Preferences in the Google Doc form. In case, of a scenario where both the participants have chosen keyboards as their preferences, the participants will play with keyboard for one half each. Both participants will go for a toss and the winner of the toss will get to decide the half in which they want to play with the keyboard.
- v. Participants will be required to bring their own controllers to the Computer lab. The gaming club will not be responsible for any non-compatible device.



## Game Settings:

- Difficulty Level: Professional
- Season: Fall
- Time of Day: Night
- Weather: Clear
- Game Speed: Fast
- Radar: On
- Offsides : on
- Bookings: On
- Handball: On
- The camera that gets the highest number of preferences will be default camera for all the matches.
- A participant is only allowed to pause the game when the ball is in their own possession, if done during the opponent's possession, it shall be only permitted once, upon the second time the opponent would be awarded a goal for the same.
- In the case of a draw, the match would be played in extra time, if there is still no result, the penalties would be mandatorily played with a controller.

## **MINI MILITIA RULES:**

- A team may consist of 4 persons plus 1 optional reserve who is not playing nor has played in any other team.
- Each team will field 4 persons per match.

### **Tournament Format:**

- i. Team Tournament – (4 players vs 4 players)
- ii. The match will only commence, once both teams are ready.

### **Game Rules:**

- i. Game mode: Team death format. 3 rounds in a match. A team that wins 2 rounds, wins the match.
- ii. Time: 5 mins per round.
- iii. Players: 4 per team (+1 substitute optional)
- iv. Coin Toss is used to decide which side decides map for the first round. is to be selected every time.
- v. Each team can choose a variety of weapons depending upon the map. However, use of SHIELD is specifically prohibited.



## Cheating and Rule Violation:

- i. Any competitor or team attempting to use a MODIFIED (MOD) version of the game shall be immediately disqualified and may be removed from the event.
- ii. The Organizer has the right to disqualify and dismiss any registered player from the tournament, at their discretion, at any stage of the tournament, for any reason, with no prior warning to the player.
- iii. Any protests or disagreements with tournament rulings must be made directly to the Organizer in a reasonable manner at the time of the incident, at which time a prompt decision will be made. The Organizer's decisions are final.
- iv. Any competitor or team attempting to use any exploit in a map shall be immediately disqualified and may be removed from the event.
- v. Important: The tournament organizers reserve the right to cancel or modify the tournament rules if technical failures or any other factor beyond reasonable control, impairs the integrity of the tournament.

Club Head: Gagan Narang (+91-8153843923)

# CONFETTI

## JUST-A-MINUTE

- Type of Event: Finals only (Short selection rounds depending on turnout)
- No. of Participants: Single

## RULES:

- i. Participants will be split into two teams during the rounds but this will not be of much consequence to the event.
- ii. Points are gained for time spent speaking and for successful objections.
- iii. The Judge is the final arbiter regarding allotment of topics, point systems, challenges and conditions for rounds. Every Judge can bring his or her own variations to the game and can do what is needed to ensure that the JAM remains entertaining, competitive and fair.



## **MIX-IT-UP WRITING**

- Type of Event: Finals only
- No. of Participants: Single

### **RULES:**

- i. This is an event testing skills in creative writing in the English language.
- ii. Participants will be given particular genres in which they would have to start writing, which will be changed throughout the event. It would be the participant's task to make the story as coherent and continuous as possible.
- iii. The decisions and scoring of the judges will be final.

### **JUDGING CRITERIA**

- Coherency
- Continuity
- Writing style

## **SHIP WRECK**

- Type of Event: Selections involving multiple panels followed by Finals
- No. of Participants: Single

### **RULES:**

- i. Only one participant will be selected from each selection round panel for later rounds.
- ii. The judges are the final arbiters as to who is to be selected.

## **PICTIONARY**

- Type of Event: Qualification rounds followed by Finals
- No. of Participants: Teams of three

### **RULES:**

- i. Selection of words to be guessed by a team is done by picking of chits. There may be some variation in difficulty despite our efforts.



- ii. Certain forms of drawings will be prohibited. While participants will be informed of general prohibitions at the beginning, any further prohibitions may be imposed by the organisers depending on the situation.

### **DUMBCHARADES**

- Type of Event: Qualification rounds followed by Finals
- No. of Participants: Teams of three

### **RULES:**

- i. Selection of movies to be guessed by a team is done by picking of chits. There may be some variation in difficulty despite our efforts.
- ii. Organisers have the final say in determining whether any unfair means have been employed by a team.

## **BLOCK AND TACKLE**

- Type of Event: Finals Only
- No. of Participants: Single

### **RULES:**

- i. The topic will be given on the spot.
- ii. The participants would be told to speak for or against the topic in the beginning.
- iii. The judges can call for blocking or tackling the topic.
- iv. Points are scored for creativity, language, logic and persuasiveness.
- v. The decisions and scoring of the judges will be final.



## WHOSE LINE IS IT ANYWAY

- Type of event: Finals only
- No. Of participants: Group of 2

### RULES:

- i. Participants would be given an entertaining situation immediately prior to their performance.
- ii. Participants are to be improvise and make the situation as humorous as possible
- iii. The decision of the judges will be final.
- iv. The points are scored depending on the quick-wit and ability to react to the situation.

Club Head: Sherin Priyan  
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## For Any Queries Contact

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