



STUDENT'S GYMKHANA IIT JODHPUR

# **VARCHAS' 20**

**4-6<sup>th</sup> APRIL**



## **RULE-BOOK**

## General Rules

- Each participating student must carry his/her institute identity card with him/her during registration process and during all matches without which he/she will not be allowed to participate in the respective event.
- In case of any issue regarding the admission of a player in a particular college, the student will have to give any other proof of his/her admission into that particular institute (fee receipt, mark sheet etc.).
- If found that the player is not of the said college, the whole team will be disqualified and no prizes will be given to them.
- One player can participate in more than one sport but no additional effort will be made by the organizers while scheduling to avoid clashing of the events.
- In case of any discrepancy, the decision of the referee will be considered to be final and every team must abide by that decision.
- Teams/players are liable to disqualification if found violating the disciplinary code of conduct as per the institute norms.
- Participants are expected to play with sportsman spirit and within the laws of their respective games.
- Organizing committee has the power to give a walkover to a team if the opposing team does not turn up in 15 minutes after the scheduled time.
- Rules and schedule are subject to change and in any case, the final decision rests with the VARCHAS organizing team.

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# Volleyball (men and women)

1. One team can register maximum 12 players. All the players will be asked to show their ID cards before the match, failing which the defaulting individual(s) will not be allowed to play.
2. The tournament shall be played on league cum knockout basis. All the matches shall be of 3 sets with 25 points each.
3. Teams must report on the specified time to the court and no extra time will be given for warm up, if late.
4. Please take care of your kits and belongings in the court, if lost they would not be the management's responsibility.

## Game rules-

1. The rules of the International Volleyball Federation as adopted from time to time by the All India Volleyball Association shall apply, unless otherwise modified.
2. Rotation is compulsory in the game and Rotation faults will be penalized.
3. Basic fouls-
  - a. Stepping on or over the line on a serve.
  - b. Hitting the ball illegally (Carrying, Palming, Throwing, Holding)
  - c. Touching net with any part of the body while the ball is in play. If the ball is driven into the net with such force that it causes the net to contact an opposing player, no foul will be called, and the ball shall continue to be in play.
  - d. Reaching over the net, except when blocking a ball which is in the opponents' court but is being returned (the blocker must not contact the ball until after the opponent who is attempting to return the ball makes contact, except to block the third play).
4. If two or more faults are committed successively, only the first one is considered.
5. Each team can request a maximum of 2 time-outs and 4 substitutions per set.

**Tie after league stage-**

In case two teams have equal points after league stage, the following equation will determine the ranking-

$C = A/B$ , where A is the number of sets won and B is the number of sets lost. The team with higher C is placed higher.

If the tie still remains, then the following system will be applied-

$Z=A/B$ , where A is the number of points won and B is the number of points lost. The team with higher Z is placed higher.

**Note-**

- Organizing committee has the power to give a walkover to a team if the opposing team does not turn up in 15 minutes after the scheduled time.
- In case of any unavoidable situation like rainfall, the matches can be rescheduled or the number of points per sets reduced. All teams must abide by this.



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# Cricket

1. Every team can have a maximum of 16 players and 11 players will be playing in one game. All the players will be asked to show their ID cards before the match, failing which the defaulting individual(s) will not be allowed to play.
2. All the communication will be done through the team captain. The Team captain is responsible for informing all the teammates about the time and date of the matches.
3. Teams have to report at the given time, failing to which may result in walkover to the opponent team.

## Game rules-

1. The game will be played with white ball; hence each team has to wear a colored jersey.
2. No shoes with metal spikes will be allowed to wear.
3. A written list of 11 players must be presented at the time of the coin toss.
4. Matches shall be played according to the ICC rules in force, as adopted from time to time by the Board of Control for Cricket in India, unless otherwise modified.
5. Each game will be played in T20 format, with six overs of powerplay and maximum 4 overs per bowler.
6. Each side has 90 minutes to get through their 20 overs. There are run penalties for each over which hasn't been bowled in the allocated time, which would be declared later.
7. If any group stage matches are tied then equal points will be awarded to both the teams. But for knockout matches, the Super Over will be repeated until one team scores more runs than the other.
8. If two teams have same points at the end of group stage, the team having the better net run-rate shall be placed higher in the table.

### **Rules regarding the postponement of cricket match due to rain**

- When rain affects play during the innings of the first team itself, the match will be continued, from where it has been discontinued. The umpires shall decide whether the ground is fit for play.
- When rain affects the play during the innings of the Second Team batting and if the team batting second has not yet batted for half the number of overs, the match will be manned as in “i”.
- If the team batting second has batted for more than half the overs and if further play is not possible on the same day, the winner is decided to be the team with better scoring rate based on DLS method.
- Minimum 5 over per inning is required to declare the result of the match.
- In case no play is possible, equal points will be awarded to both teams in group stages. In knockout stages, the team with better position in group stage (more points or better run rate in case of same points).

### **Note-**

- Organizing committee has the power to give a walkover to a team if the opposing team does not turn up in 15 minutes after the scheduled time.

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# Badminton (Men and Women)

## Game rules:

1. The competition shall be conducted under the International Badminton Federation rules as adopted from time to time by the Badminton Association of India unless otherwise modified
2. Draws will be made based on the number of entries
3. The number of players representing any team shall be either three or four in case of both men and women
4. A player can play 1 singles and 1 doubles at most for his/her team
5. The result will be the best of three sets (21 points each) for both men and women category for semi-finals and finals, all the remaining matches will be best of three sets(15 points each) for both men and women category
6. Format of the match is-
  - a. MEN: 1st singles 1st doubles 2nd singles
  - b. WOMEN: 1st singles 1st doubles 2nd singles
7. In case of a tie during league stage-
  - a. In case of a tie (in number of matches won) between two teams, the winner of their match will proceed to the next round.
  - b. In case of a tie between more than two teams, the difference of team score between each team will be considered (team with bigger margin would proceed to the next round). If the tie continues the difference in the score line of each match would be considered for the decision

## Service rules:

- On completion of the backward movement of the server's racket head, any delay in the start of the service shall be considered to be an undue delay
- Boundary lines of service courts should not be touched
- Some parts of both feet of the server and the receiver shall remain in contact with the surface of the court in a stationary position from the start of the service until the service is delivered
- The whole shuttle shall be below the server's waist at the instant of being hit by the server's racket

- The shaft of the server's racket at the instant of hitting the shuttle should be pointing in a downward direction
- The movement of the server's racket should continue forwards from the start of the service until the service is delivered

**Code of conduct:**

- All players should come in proper kits (shorts, t-shirts)
- Players should have clean Non-marking shoes and should be used only on the court (shoes should be changed only on arriving at the court)
- Teams should report 15 minutes before their scheduled matches else the opposite team will be declared the winner
- During the match, only two people, including the coach, can sit near the court. Others will have to sit in the stands
- Any kind of interference/misconduct during the conduction of the game will lead to the disqualification of the team

**Note:**

- Any change in rules will be informed by the event coordinators before the beginning of the match. In any case, the decision of the referee and the officials will be considered final.
- Organizing committee has the power to give a walkover to a team if the opposing team does not turn up in 15 minutes after the scheduled time.

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# Chess

## Game rules-

1. It is an individual event.
2. Matches shall be played according to the rules specified by the FIDE handbook.
3. The pairing of the players for a particular round will be done by Swiss System of Pairing.
4. Total number of rounds will be decided according to number of participants.
5. The Arbiter's decision shall be final in case of any discrepancies.
6. **Time Control**: 30min + 5sec increment.
7. At the end of each round, the winner of each match will be given 1 point while the other will be awarded a zero. In case of draw both the players will be awarded 0.5 points.

## Disciplinary rules-

- Unruly behavior of any player shall be generally dealt with suitable punishment
- All participants are not supposed to use any kind of electronic gadgets during the Match
- If any participant is found to violate any of the above rules, the participant will be forced to forfeit his/her game for that round
- All spectators are requested to keep their mobile phones on silent mode and not to disturb the silence of the playing hall in any way
- Any point not directly covered by these rules, shall be decided in the light of the rules most nearly applicable and in accordance with the general tenor and the spirit of the said rules.

## General Guidelines for FIDE rules:

### Act of Moving the Pieces:

The movement of pieces is to be done with one hand. Once the hand is taken off a piece after moving it, the move cannot be retraced unless the move is illegal. When castling, the player should first move the king with one hand and then move the rook with same hand.

**Touch and Move Rule:**

If a player having the move, touches one of their pieces as if having the intention of moving it, then the player must move it if it can be legally moved. So long as the hand has not left the piece on a new square, the piece can be placed on any accessible square. If a player touches one of the opponent's piece, then that piece must be captured in that move. If none of the touched pieces can be moved or captured there is no penalty. However, A player, by first declaring that he is going to adjust the pieces, may do so without the necessity to move that piece.

**Illegal Moves:**

If a player plays a move which, under the circumstances is not valid or legal, he will be given a warning by the Arbiter. On playing another illegal move in the same game, the player may be declared lost by the Arbiter.



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## Lawn tennis (men and women)

- The team strength should be minimum -3, maximum – 4.
- All participants need to come in proper kit (denim shorts, tracks, etc. are allowed) and non-marking shoes. If any player does not come in proper kit or shoes, the player won't be allowed to play the match.
- During the match, only two people, including the coach, can sit near the court. Others will have to sit in the stands.

### Game rules-

- Each match would be a best of three MINI-SETS tiebreak match (first to win 4 games with a difference of at least two or a tie break in case of 3-3) in the league stage. The semi-finals and finals would be played in FULL SETS (6 games).
- Each match shall be played following the best of three sets format. The match will be played on the following sequence- first singles, doubles and second singles.
- Let the two singles players on one side are named A & B and two singles players on the other side are named X & Y. The order of play shall be-
  - a. 1<sup>st</sup> Match: A vs X
  - b. 2<sup>nd</sup> Match: Doubles Match
  - c. 3<sup>rd</sup> Match : B vs Y
- Players playing at A, B, X and Y will be submitted by the captain before the start of the match.
- To win a team has to win 2 out of three matches, if a team wins the first 2 matches then the third match won't be played and the result will be declared.
- Tie break is first to win 7 points with a difference of at least two. (point 5. Is valid only to those points over here where "tie break" term is used)
- In case of a deuce-
  - a. Men's and Women's Singles- a normal difference of 2 points will be followed at deuce.
  - b. Men's and Women's Doubles- the player who wins the next point wins the game.
- In case, 2 or more teams have the same no. of points at the end of the league stage, the team that has conceded lesser no. of sets overall would move ahead. In case of a tie there, the number of games

conceded overall would be considered. If the tie still persists, the number of points conceded would be considered. In case of a tie there, if there are 2 remaining teams, the winner of the match between the two in the league stage would move ahead.

**Note-**

- If a particular team fails to turn up on time (not more than 15 minutes of delay will be entertained), a walkover would be given to the opponent.
- Due to inclement weather or other such contingencies, the organizers reserve the right to change the above rules without prior notice. For example, the matches can be decided in a single set instead of the best of 3 sets, to accommodate a tighter schedule.



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# Basketball (men and women)

1. The number of players representing any college will not be more than 12 in case of both men and women.
2. All participants need to come in proper kit -shorts (no three-fourths, denim short, tracks etc. are allowed). If any player does not come in proper kit and shoes, the player won't be allowed to play the match.

## Game rules-

1. The tournament will be conducted according to the International Basketball Federation Rules as adopted from time to time by the Indian Basketball Federation unless otherwise modified.
2. One quarter will be 10 minutes long.
3. During matches if the score is same after the end of the scheduled time, Basketball Federation Rules will be applied, i.e. the game shall continue with as many extra periods of 5 minutes as is necessary to break the tie.
4. On completion of the league matches, if two or more teams are on same points, then the tie shall be resolved as follows:
  - a. If two teams have same points in first round then the head to head winner of the two teams will be considered eligible for the next round.
  - b. If all the three teams in the group have the same points then score difference of group matches will be calculated. If a team wins one match by 50-30 and losses other by 18-40 then its score difference will be  $(50+18)-(30+40) = -2$ . The team with highest positive score difference will qualify for the next round.
  - c. If the two teams have the same score difference and greater than the third one then head to head winner of the two teams will be considered eligible for the next round.
  - d. If there are still teams tied, the placing will be determined using the goal average from the results of all their games played in the group.



**Note-**

- Teams are allowed to cheer their player but there should not be any hooting and jeering against other teams' players.
- Any kind of interference/misconduct during the conduction of the game will lead to disqualification of the team.
- Organizing committee has the power to give a walkover to a team if the opposing team does not turn up in 15 minutes after the scheduled time.



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## Table Tennis (men and women)

1. The number of players (in case of women) representing any college shall not be less than 2 and more than 3.
2. The number of players representing any college shall not be less than 3 or more than four.
3. The match will be played with the new STAG 3-star PLASTIC BALLS as recommended under ITTF rules and regulations.
4. The main colour of the dress code i.e. shirt, skirt or shorts, other than sleeves and collar of a shirt shall be clearly different from that of the ball in use (i.e. white).

### Game rules (men)-

1. Matches will be held on the basis of one doubles and four singles.
2. Three players on one side are numbered A, B and C (in order, i.e. A is the first player) and the three players on the other side are numbered X, Y and Z. (in order, i.e. X is the first player).
3. After choosing ABC or XYZ team, the captain shall nominate players in position A, B, C or X, Y, Z.
4. The playing order will be as follows:
  - BC vs. YZ (Doubles)
  - A vs. X
  - C vs. Z
  - A vs. Y
  - B vs. X
5. There will be no break during the team match because all 5 matches will be fixed after the toss procedure. The team match consists of maximum 1 double and 4 single matches.
6. Each single shall be played on best of five games basis with each game of 11 points.
7. The result of the tie shall be declared when either of the team wins three matches.

### **Game rules (Women)-**

1. Matches will be held on the basis of two singles and one doubles.
2. Two players on one side are numbered A and B (in order, i.e. A is the first player) and the two players on the other side are numbered X and Y (in order, i.e. X is the first player).
3. The order of play shall be as follows-
  - a. First Match : A vs. X
  - b. Second Match : Doubles match
  - c. Third Match : B vs. Y
4. Each match will be played following a best of five games format, based with each game of 11 points.
5. The result of the match shall be declared when either of the team wins 2 matches.

### **Tie during league stage:**

In case of a tie (in number of matches won) between two teams, the winner of their match will proceed to the next round. In case of a tie between more than two teams, the difference of team score between each team will be considered (team with bigger margin would proceed to the next round). If tie still continues the difference in score line of each match would be considered for the decision.

### **Note-**

- It is the responsibility of each player to ensure that racket coverings are attached to their racket blade with adhesives that do not contain harmful volatile solvents.
- If a player is late by over 15 mins. for his stipulated match time, then a walkover will be given to the opponent.
- The decision of the referees and umpires will be final and binding.

# Football

1. Team will consist of maximum 16 players. 11 players on field with 5 substitute players.
2. Each team has to get their personal kits; Proper kit is compulsory that is a jersey, shorts, stockings(socks), shin guards, and football boots (studs).
3. Goalkeepers from both sides should wear a kit that will distinguish them from the outfield players and the referees.

## Game rules-

1. Matches shall be played according to the rules of FIFA as adopted from time to time by the All India Football Federation unless otherwise modified.
2. The duration of each match shall be 60 minutes (30-5-30). During the league stage/after the full time, if the tie still persists equal points will be shared.
3. No extra time will be given. In case of a tie during knockouts, we will have penalty shootouts.
4. The maximum number of substitutions is 3 with no rolling substitutions.
5. The yellow cards given during the league stages won't be counted further in knockout stages.
6. In case of tie, goal differences (i.e. Goals FOR minus Goals AGAINST) of all the matches played by the team shall be considered. If the tie still persists, the number of goals 'FOR' throughout the tournament shall be considered: If tie still persists, number of goals 'AGAINST' throughout the tournament shall be considered. If the tie still persists then head on result of the two teams will be considered (winning team will advance). If this does not resolve the tie, then there will be a coin toss.

## Note-

- Please take care of your belongings, if lost it would not be the management's responsibility.
- In all cases, the referee's decision would be final.
- If a player is late by over 15 mins. for his stipulated match time, then a walkover will be given to the opponent.

# Athletics (men and women)

1. All athletes should be in proper kits (shorts, t-shirts).
2. Athletes will not be allowed to leave the ground after attendance for every event.
3. Manager and coaches are not allowed to enter the ground during conduction of events.

## General rules-

1. The competition shall be conducted under the International Athletic Federation Rules as adopted from time to time by the AFFI unless otherwise modified in these rules.
2. An athlete can participate in a maximum of three events, excluding relays.
3. In a standard track of eight lanes, the distribution of lanes and qualifying to the subsequent round will be done as per standard rules for 100m, 200, and 400m runs.
4. Lots for lanes will be drawn as soon as the first call is given.
5. Two participants plus one reserve is allowed for every individual event.
6. Single team from one college can take part in relay. Two reserve members are allowed for relay.
7. If an athlete, after qualifying in heats, does not participate in the finals without giving a valid reason, he/she may be debarred from the competition and will not be considered for the best athlete title.
8. In case of a tie for Best athlete, an athlete who has broken the greatest number of meet records would be recognized winner. If the tie is still not broken, the award will be shared.

## Events for women

1. 100m
2. 200m
3. 400m
4. 800m
5. 4x100m
6. 4x400m
7. Long jump
8. Shot put
9. Discuss throw



### Events for men

1. 100m
2. 200m
3. 400m
4. 800m
5. 1500m
6. 5000m
7. 4x100m
8. 4x400m
9. Long jump
10. Shot put
11. Discus throw



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