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GLA UNIVERSITY, MATHURA



PRESENTS



MAITREE '20
28TH February - 1ST March



MAITREE-2k19

Maitree as its name symbolizes represents the environment of friendship combined with competition, sports, stamina, endurance and energized to be a winner. We aim at inculcating the spirit of sportsmanship and propagating the spirit of team work, harmony and peace.

Maitree has been acclaimed for providing a podium for each person to show off his or her talents and attain the eternal heights of glory while infusing the thrill of a cut-throat competition and extending the colors of friendship among the participating teams. Over a span of 3 high-intensity days, the festival will hold a large number of game events like Cricket, Football, Volleyball, Table Tennis, Athletics, Basketball, Handball, Badminton, Chess and Kabaddi.

SCOPE OF EVENT

MAITREE is a national event i.e open to students from across the nation. With the sportsmanship being the heart of MAITREE, our aim is to encourage maximum participation from our region.. The footfall of the event would easily be over 1200 and combined with the residing population of GLA University itself, the outreach of the event would be over 15,000 people. This would allow us to successfully preach talent and sportsmanship, as an institution and concept.

Note:

- The umpire decision will be considered as final and binding to all players and the team.
- No protests will be entertained against the umpire at all. If it happens, the team would be disqualified from the tournament.
- Tournament type i.e. knock-out/pool will be based on the no. of teams registered.
- A participant can represent his/her institute in maximum of two sport.
- For any protest against any player/team you have to submit the filled protest form at registration desk within two hours after the match. Protest form will be available at registration desk. (Protest charges will be Rs. 2500)

Events:

● Athletics

- 100 m
- 200 m
- 400 m
- 800 m
- 1500 m
- 5000 m (only Boys)
- 4*100 m Relay
- 4*400 m Relay
- 4*100 m Nitro
- Long Jump
- Shot Put
- Javelin Throw
- Discuss Throw
- Triple Jump (only Boys)
- High Jump (only Boys)

- Badminton (Boys & Girls)
- Basketball (Boys & Girls)
- Chess (Boys & Girls)
- Cricket (Boys)
- Football (Boys)
- Handball (Boys & Girls)
- Kabaddi (Boys)
- Table Tennis (Boys)
- Volleyball (Boys & Girls)

Recreational Events:

1. Futsal (Boys)
2. Power Lifting
3. Tug Of War

Rules:

- Maximum 2 competitors are allowed in an event from a college.
- An Athlete can participate in 4 events (2 individual and 2 relays).
- For Relay, an athlete can participate either in 4x100m relay or 4x400m relay and 4x100m Nitro relay (Boys and Girls mixed relay).
- All events will be conducted according to AFI rules.
- In situation of any foul in running events, only the athlete will be disqualified (in the first foul itself) not the whole event.
- If an athlete will not report on track, after a final call, he/she will be disqualified from that event.
- Any kind of interference/misconduct during the match will lead to disqualification of the team.
- No outside video, photo or any kind of media footage will be accepted for the change in the result of the events. Officials decision will be final.





Rules:

- The game will be played on the team basis.
 - Number of Players in a team:
 - Boys: 5 Players
 - Girls: 4 Players
 - Boys Matches will be played in the following manner:
 1. Singles
 2. Singles
 3. Doubles
 4. Reverse Single
 5. Reverse Doubles
 - Girls Matches will be played in the following manner:
 1. Singles
 2. Doubles
 3. Reverse Singles
 - Matches will be played according to BAI rules.
 - Teams should report 15 minutes before their schedule matches else that team opposition will be declared winner by walkover.
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B A S K E T B A L E



Rules:

- All matches will be played according to FIBA rules.
- The maximum team limit is 12 players.
- The teams should report at the venue 15 minutes before the game is scheduled to start, failing which a walkover will be given to the opposing team.
- Each team member should wear a proper kit with number printed on the front as well as on the back.
- Any kind of interference/misconduct during the match will lead to disqualification of the team.

Rules:

- Matches will be played according to the FIDE standard rules.
- Matches will be played single player only.
- The team must report at the venue 15 minutes before the game is scheduled to start, failing which a walkover will be given to the opposing player.
- It is a team event and team needs to comprise of 4 players.
- The pairing system will be of FIDE Swiss System.
- Arbiter's judgment will be considered as the final decision.
- Number of matches for each team is 6 which is subject to modification as decided by referee according to the available time.
- Depending upon number of entries, the event might be done on individual basis too.
- The points of the team as a whole will be considered for
- Players are required to bring clock for their practice. No clock will be provided for practice.
- It is compulsory to write your moves in the score sheet till first 30 moves.



C R I C K E T

Rules:

- A minimum of 11 members and maximum of 15 members are allowed in a team.
- Every player has to come in proper kit (Colored dress) otherwise the team will be disqualified.
- All the matches will be played by white leather ball.
- All International rules will be followed.
- All the matches will be played on pre-scheduled time.
- Teams are requested to report 15 minutes before commencing of the match.
- There will be no change in team in any circumstances after registering the team.
- In case of tie, there will be a super-over. If super-over is also tied then there will be a ball out deciding winner.
- Umpire decision will be final and bound to every player.



Rules:

- Games will be played according to the usual rules laid down by FIFA.
- Maximum number of players allowed per team=16 (11 playing+5 extras).
- Every team should be present at least 30 minutes before the scheduled starting time of the match, failing which a walkover will be given to the opposing team.
- All players should come in proper kit.
- The decision of referee will be final.
- The duration for the match is 40-5-40.



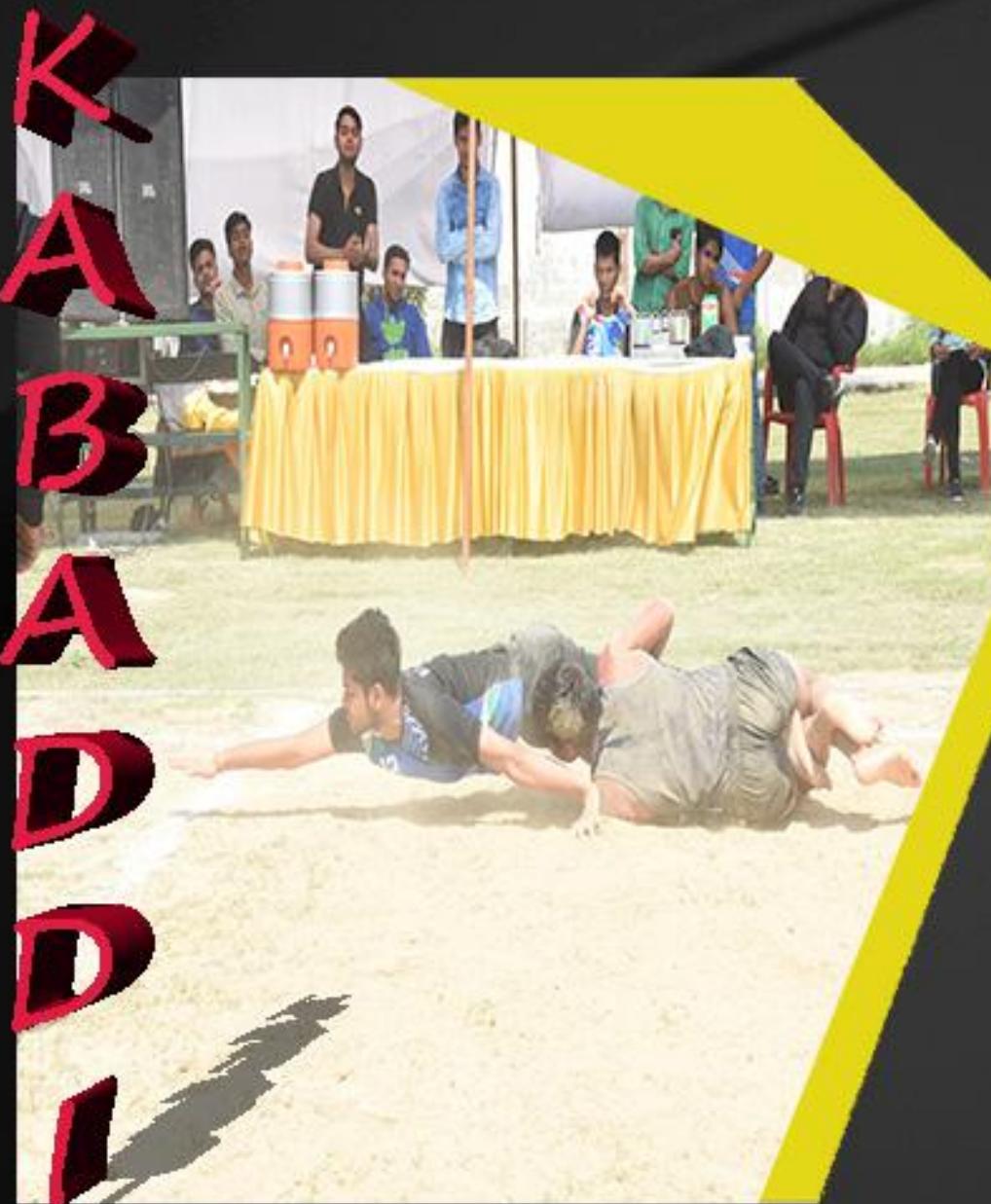
H A N D B A L L

Rules:

1. **The Playing Court:** The court measures 20 meters by 40 meters. The goal opening is 2 meters by 3 meters.
2. **Number Of Players:** There are seven players on each team (six court players and one goalkeeper). A maximum of 12 players may dress and participate in a game for each team. Substitutes may enter the game at any time through own substitution area as long as the player they are replacing has left the court.
3. **Uniform Of the Players:** Uniform shirts and shorts are of same color. The goalkeeper must wear a different color shirt from the teammates and opponents. No jewellery is allowed.
4. **Referees:** There are two referees, a court referee and a goal Referees will have complete authority. Their decisions are final. The referee are assisted by a timer and a scorer.
5. **Duration Of the Game:** Two 15-minute halves and 5-minute half time break. This is running time except for injury or one team time-out(1 min) per half. Extra time consist of two 5-minute periods.



Rules:



Substitution is not allowed for out players.

1. The duration of the time of the match shall be two halves of 15 minutes each (20 minutes for semi-final and Final). The teams will change court after interval. The number of players for each team at the start of second half shall remain the same as it was at the end of first half.
2. The top 3 teams from each group will get to play in the round of last 6. If the scores of the last 2 teams are the same then the new deciding criterion will be new score = (sum of points a team has scored in all matches – sum of all the point that were scored against that team in all matches). The team with the highest new score will get to play in the next round.
3. NOTE: The last raid of each half of the match shall be allowed to be completed even after completion of the scheduled time as mentioned above.
4. Each team shall score one point for every opponent out or put out. The side, which scores a LONA (all the members of the other team are out), shall score two extra points. The out and revival rule will be applicable.
5. Five Reserve Players can be substituted with the permission of Referee during time out or interval. Substituted Players can be re-substituted. If any player is suspended or disqualified from the match, no substitution is allowed for that particular player. The team will play with less number of players. A maximum of one player can be substituted during the intervals and it will not be counted in the official substitution of 5 players. Coaching is not allowed during time out but can be done during intervals.

6.A raider is required to cross the baulk line. If the raider does not cross the baulk line and returns to his own court, he is automatically put out. The cases of a raider being put out by defenders is also applicable in this case. A raider is only considered to have crossed the baulk line when he puts his both feet between the baulk line an the bonus line.

7. One point shall be awarded to the raider when he crosses the bonus line. The bonus line will be considered crossed by the raider if the raider puts both feet between the bonus line and the end line or puts one foot inside the bonus line and the other foot remains suspended in the air. In no other cases the bonus point will be awarded. If, the raider after crossing the bonus line is caught, the opponent team will also be awarded one point.

8. The Bonus line will be applicable when there are minimum 6 players in the court.

9. If the raider while crossing the bonus line is caught then a point will be awarded to the defending team & No Bonus point shall be given.

10.The raider after crossing the bonus line if he puts out one or more defenders, he will get the number of points scored in addition to the bonus point for crossing the bonus line.

11.The raider has to cross the bonus line to score the bonus point before touching the defender/defenders or before he is caught by atleast one of them . The raider will not be awarded bonus point if he crosses the bonus line after a touch/struggle.

12. If player/players are suspended temporarily or disqualified from the match, then the team will play with less number of players. Such players shall be counted to award bonus point.

13. If there is a tie in the Knock out matches the match will be decided on the following basis:

- Both the teams should field 7 Players in the Court.
- Both teams should play the game on the baulk line.
- The baulk line shall be treated, as Bonus Line and all the bonus point rules shall be followed. The rules of baulk line shall not be followed in this case.
- If the raider succeeds in crossing the baulk line cum bonus line he will get one point
- After crossing the Baulk line cum Bonus line, if the raider puts out one or more defenders, he will get the number of points scored in addition to the one point scored by crossing the baulk line cum bonus line alternately. • In case any raider in the given list of the raiders is injured before his chance of raid, in such cases, one of the remaining players out of the seven in the field can do the raid.
- The side, which raids first at the beginning of the original match, shall be allowed to raid first.

- If player/players are suspended temporarily or disqualified during the Tiebreaker, the team will play with less number of players. Such players shall be counted to award bonus point.
- Even after the 5-5 raids, if there is a tie, the game will be decided as per the Golden Raid Rule.
- In the event of a tie at end of Extra Time, the Golden Raid comes into play - The referee will conduct a fresh toss. The team that wins the toss will have the chance to perform a GOLDEN RAID: A winner takes all raid, where the team that scores atleast one point in that single raid, will be declared the winner.

The GOLDEN RAID rules:

- Both the teams will field 7 Players in their respective courts.
- The baulk line shall be treated as Bonus Line and all the Bonus point rules shall be followed.
- If there is a tie after the first Golden Raid, then the opponent team will get a chance for the Golden Raid.
- The out or revival rule will not be applicable, only points scored will be counted.
- In the Golden Raid the team which scores the leading point shall be declared as Winner.

If the game is still tied after both teams have been given a chance for Golden Raid, some new rule will be decided on spot by the organising team members.

****RULES & SCHEDULE ARE SUBJECT TO CHANGE IN THE SPIRIT OF THE GAME & FESTIVAL AND THE FINAL DECISION RESTS WITH THE MAITREE ORGANIZING TEAM**

Rules:

1. There will be an individual game.
2. Maximum 2 player are allowed from a college
3. Matches will be played according to TTFI rule.
4. Males and females match will be played separately
5. The player shall be reach the game venue 15 minutes before the game scheduled to begin, failing which a walkover will be given to the opposing player
- 6. Referee's decision will be final
7. This is knock out tournament





Rules:

- A minimum of 6 members and maximum of 12 members are allowed in a team with libero if required.
- Matches will be played Best of Three and final match will be played Best of Five.
- All players should come in proper kits (shorts, t-shirts).
- Teams should report 15 minutes before their scheduled matches else the opposition team will be declared winner by walkover.
- Any kind of interference/misconduct during the conduction of the game will lead to disqualification of the team.
- All the rules and standards to be followed, apart from above mentioned are according to FIVB.
- Libero kit should be of different color.
- Rotation is mandatory.

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Rules:

- Teams may call one one-minute timeout per half (when in possession of ball, ball out of play).
- The duration of the match is 20-5-20.
- There is no overtime, injury time or stoppage time.
- Teams are comprised of 4 outfield players, 1 goalkeeper and 3 substitutes.
- The goalkeeper must wear a different colour jersey than the outfield players.
- There is no offsides in futsal.
- All substitutions are on the fly, this includes goalkeeping substitutions.





A. List of Events:

- a. *Squat*
- b. *Bench Press*
- c. *Deadlift*

Body Weight Categories:

Weight Categories	Male (in kg)
I	Up to 53
II	53.01-59
III	59.01-66
IV	66.01-74
V	Above 74

B. General Regulations:

- a. Players are liable to disqualification against breach of disciplinary conduct if players/management are involved in illegal activities as per institute norms in GLA UNIVERSITY.
- b. Smoking/consumption of alcohol or any prohibited substances inside the campus are strictly prohibited. Entire team will be disqualified from the tournament even if a single player is found to be violating these rules.
- c. Player must come with proper kit during competition.
- d. The competition will be held as per the International Powerlifting Federation Rules unless otherwise modified.

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g. Please take care of your kits and belongings, if lost they would not be the management's responsibility.

h. Drinking water will be available. Just carry water bottles with you.

i. Players must report 30 Minutes before the scheduled time.

j. Please respect the officials and the other players. In all cases, the referee's decision would be final.

Disputes will be resolved by organizing committee after discussions with the officials.

C. Rules of Play:

a. Only 2 participants would be allowed in each category from a college.

b. Each competitor is allowed three attempts on each lift. The lifter's best valid attempt on each lift counts toward his competition total.

c. Three referees will judge the lift.

d. If two or more lifters achieve the same total, the lighter lifter ranks above the heavier lifter.

e. A good lift is signaled by indicating a white flag, and an illegal one by a red flag.

f. Once the highest value has been collected for each lift, the total weight lifted in squat, bench press and deadlift added up. The lifter with the highest combined weight lifted becomes the champion. In the case of a tie, the lifter whose body weight is less becomes the champion.

g. The weight of an athlete's first lift determines their place in the starting order. If they choose to go for a lightweight, they will go earlier in order.

h. During lift, the referee's every decision is final.

i. Weighing of players will be started before 2 hours from competition.

j. During the weighing player must mention his first lift for squat, bench press and deadlift to referee.

k. A player can participate in only one category.

In case of any controversy during competition and weighing,

judge's decision will consider as final decision.

Rules:

1. No inappropriate language will be tolerated toward the judges, fans, or fellow competitors.
2. No competitors will be permitted to compete barefoot.
3. Gloves may be worn.
4. No glue of any kind on hands or rope will be permitted.
5. No wrapping the rope around any body part during the pull unless you are the team's anchor.
6. The first team to pull the mid-rope marker 6 feet beyond the mid-line is the winner.
7. Each competitor will be best-out-of-3. After each pull, teams will change sides.
8. A 15-minute time limit will be set for each game.
9. Teams will have 3 minute between each competition to prepare themselves for the next pull. During that time, competitors may drink water, towel-dry their hands and body, eat, talk strategy etc.



