**TT rules:**

1.       Maximum 4 players and minimum 3 players in a team (if the team consists of 4 players, then the 4th player will be considered as a substitute)

2.    Each team match consists of five individual matches and shall end when one team has won a majority of the possible individual matches. Each individual match shall be the best of five games.

3.    Each game will be a best of 5 set game and each set of 11 points.

4. Before the start of the match, the team that won the toss shall choose to be either the ABC team or the XYZ team. The captain shall nominate the players who will play the singles matches. The remaining matches (if necessary) will be set in a way to ensure that each player plays a maximum of two matches according to the following system:

|  |  |  |  |
| --- | --- | --- | --- |
| Sr. No | Type | Player 1 | Player 2 |
| 1 | Singles | A | X |
| 2 | Singles | B | Y |
| 3 | Singles | C | Z |
| 4 | Singles | A | Y |
| 5 | Singles | B | X |

5.    After choosing ABC or XYZ team, the captain shall nominate players in position A, B, C or X, Y, Z.

6.    Final decision on a point shall lie completely on match referee.

7.    Official table tennis rules of International ***Table Tennis Federation*** (ITTF) will be followed.

RULES FOR DISQUALIFICATION:

1.    The referee shall have power to disqualify a player from a match, a team match, an event or a competition for seriously unfair or offensive behavior.

2.    The team will be considered as withdrawn from the team match, if it does not start the first match of a team match (walkover) or decides not to finish the team match. If a team withdraws from a team match, the team match will be won 3-0 by the opponent.

**Badminton Rules**

Boys

* Team events to be conducted.
* At least 4 players required and maximum 5.
* Teams having less than 4 players will be disqualified.
* The sequence of a team game is as follows:
  + Each match is best of three games, 21 points each.
  + 1st match : 1st singles
  + 2nd match: 2nd singles
  + 3rd match : First Doubles
  + 4th match : Third Singles (if required)
  + 5rd match: Second Doubles (if required)
* Each match is best of three games, 21 points each.
* Against a team, a player cannot play more than 2 matches(not both singles).
* New IBF rules will be followed.
* Referee decisions will be final and the organizing committee hold the rights to disallow a player from playing further.

Girls

[**Top**](http://www.bits-spree.org/14/mainevents/badminton.htm#top)

* Team events to be conducted.
* At least 3 players required and maximum 5.
* Teams having less than 3 players will be disqualified.
* The sequence of a team game is as follows:
  + Each match is best of three games, 21 points each.
  + 2nd match: Doubles
  + 3rd match :2nd singles
* Each match is best of three games, 21 points each.
* Against a team, a player cannot play more than 2 matches(not both singles).
* New IBF rules will be followed.
* Referee decisions will be final and the organizing committee hold the rights to disallow a player from playing further.

**Cricket Rules:**

* All the college teams willing to participate in Concours’14 should register online before the deadline.
* There will be “X” teams playing in the tournament and the registrations will be confirmed by the Concours Committee.
* Any registered team can’t take it for granted that their team will be playing in the event unless they receive a confirmation mail from the organisers regarding the same. The team also should get along with them a hard copy of the confirmation mail when they come to the campus.
* Each college team should have a squad consisting of a maximum of 15 players and each player should carry a valid college ID proof or any other govt. ID card having his photo on it during the tournament with him which has also his date of birth printed on it. The upper age limit for each player is 23 years.
* The college should give the full details of the team during the online registration itself which includes the names of all the 15 players, their email ID’s etc., and should also mention mobile number and email id of at least the Captain.
* The dress code for all the teams is whites and the teams should get their own kits.
* Each game will be of 20 overs per innings and all the pool structure and the schedule of the matches will be informed by the event manager.
* The entire team should be present at the ground at least 20 min before the toss takes place.
* The matches will be played according to the Standard ICC rules of Twenty-20 cricket.
* The umpire’s decision regarding anything during the match is final and bound.
* The organisers have a right to disqualify a team from the tournament if any of its players misbehaves with people around even after warnings.

**Chess Rules & Regulations**

* The game is going to be played between 2 players from different teams (a team consists of 4 players who actually play in tournament and one extra).
* All the team members must belong to the same Institute. 4 players play against the 4 players of their opponent team) on a chessboard.
* If a player from Team A wins against a player from Team B, then he gets 1 point for his team and if they end in a draw, both the players get 0.5 points for their team, to be added into the round points of the team.
* At the end of the tournament, all the round points will be added and the team with the most round points wins.

For example, If team A playing against team B wins 3 out of 4 matches and loses 1(That is 3 of the players in team A win their matches), then it gains 3 points while team B gains 1. So, team A will be declared as the winner and will be awarded 3 point while team B gets 1 point.

Tournament follows all competition Rules.

**1)     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 retracted 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.

**2)     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. However, a player, by first declaring that he is going to adjust the pieces, may do so without the necessity to move that piece. If none of the touched pieces can be moved or captured then it will be counted as an illegal move.

**3)     Timing:** Tournament games may be played under time constraints. Each player must make the moves within the time controls or forfeit the game. Each player will get 1 hour to finish all his/her moves. In the event that a game is not finished in the given time constraints each player will get 10 mins to finish the game. A clock will be set for the same. The clock must be pressed using the same hand that is used to play the move. Arbiters may decide to add a clock to any ongoing game. In that case the time allotted to each player is at the sole discretion of the arbiters/event coordinators.

**4)     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.

The Arbiter’s decision shall be final in case of any discrepancies.

Along with the rules mentioned above, all the rules outlined by FIDE for tournaments shall be applicable.

The pairing of the Teams for a particular round will be done by Swiss System of Pairing.

**Football rules:**

The pools and the fixtures will be drawn by the organizing committee

In case a team gets a walkover, it wins the match by a default 3-0 scoreline

A player who receives a red card or two yellow cards in a match will be suspended for the ongoing match as well as next match.

A player who picks up yellow cards in two different matches will be automatically suspended for the next match.

No yellow cards will be carried into the semifinal and (or) final.

Regarding any off the field issues the decision of the organizing committee will be final and binding on all parties.

Any team or player found guilty of misconduct or violating the above rules may be disqualified.

Maximum number of players allowed per team = 16. A Minimum of 11 should register to participate.

Each team will be allowed to make a maximum of three substitutions per match.

Normal fifa rules apply

Team should report 15 mins before the scheduled time if the team is late by 5 mins , then opposite team will be declared as winner.

**Volleyball Rules**

ALL RULES ARE ACCORDING TO FIVB (FEDERATION INTERNATIONALE DE VOLLEYBALL)

* A team that without any justifiable reason does not appear on the playing court on time will lose the chance of playing and the points will be awarded to the opponents.
* All league matches will be of 3 sets and all semi-finals and finals will be of 5 sets.
* The valid reason has to be put forward to the OFFICIALS OR JUDGES and their decision remains final.
* However the team can continue participating in the competition.
* Before the start of each set the coach or the captain in case of the coach’s absence has to present the starting line-up of his/her team on a line up sheet.
* Once the line-up sheet has been submitted no changes can be made without a regular substitution.
* If two or more faults are committed successively only the first one is considered.
* If faults are committed by both the teams simultaneously then the point becomes void i.e., it is a common point.
* Total number of players 12 including the Libero.
* Each team can request a maximum of 2 time-outs and 6 substitutions per set.
* There must be a completed rally between two separate substitution requests by the same team.
* Time-out requests must be made by showing the corresponding hand signal, when the ball is out of play and before the whistle for service.
* All requested time-outs last for 30 seconds.

ROTATION

* Rotation is compulsory in the game .
* Rotation faults will be penalized.

BASIC VIOLATIONS

* Stepping on or over the line on a serve.
* Failure to serve the ball over the net successfully.
* Hitting the ball illegally (Carrying, Palming, Throwing, etc. ).
* Touches of the 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.
* Reaching over the net, except under these conditions:

1. When executing a follow-through.
2. 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.

* Reaches under the net (if it interferes with the ball or opposing player).
* Failure to serve in the correct order.

CONDUCT:

* Participants must know the “Official Volleyball Rules” and abide by them.
* Participants must accept referees’ decisions with sportsmanlike conduct, without disputing them.
* In case of doubt, clarification may be requested only through the game captain.
* Participants must refrain from actions or attitudes aimed at influencing the decisions of the referees or covering up faults committed by their Team.

FAIR PLAY

* Participants must behave respectfully and courteously in the spirit of fair play, not only towards the referees, but also towards other Officials, opponents, team-mates and spectators.
* If found guilty of actions which are unsportsmanlike then action will be taken according to the gravity of the situation which may range from a mere warning to expulsion from the game.
* The decision of the referee is final and he/she will take into consideration the judgement of the linesmen.
* All the above rules are subjected to change under certain unavoidable circumstances. This may be carried out by the coordinators (volleyball), event executive (volleyball), or head events.

Rules are on the same lines of FIVB and Decision of the referees is final.

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

**Tennis:**

This is a team event.

Each team should have minimum 2 and maximum 4 players.

Each team will have 2 single ties , followed by a double tie if required.

The round until the semis will be best of 3 short sets.

(race to 4 with a difference of two. A tiebreak at 4 all if required.)

The semis and final will be best of 3 proper sets each.

The decision of the referees will be considered as final and the organizing committee has the right to disqualify a team.

**Basketball :**

FIBA rules applicable.  
10 minutes each quarter with 2 minute break between the quarters and 5 minutes at half time (unless otherwise stated).  
Teams should report to the basket ball court 15 minutes before their match.  
All the players of the team should have same colour of jersey with printed numbers.  
Use of abusive or foul language during the play can lead to technical fouls or expulsion depending on the referee and the organizing committee.  
No players should have anything on his/her hand or neck (wrist watch, necklace, ring, kada, bracelet etc.) Jewellery of any kind is not allowed and nails have to be cut.  
Maximum 12 players are allowed in a team.

**CARROM:**

-Rules:

1) Standard Carrom rules apply.

2) Teams should report 15 minutes before the scheduled time. If a team is late by more than 5 minutes then the other team will be declared as the winner.

3) In case of any conflict, the decision of the organizing committee shall be final and binding.

4) The participants will be given rules before the start of the tournament.

5) Participants can use any hand and can change hand during the game.