





Z.U.L.E.B.O.O.K

PACE SECRETARY

EVENT HEADS

ONERALL COORDINATOR

ARMY INSTITUTE OF TECHNOLOGY, DIGHI, ALANDI ROAD, PUNE

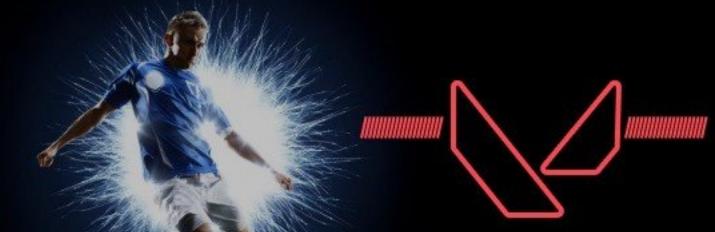




NANDATORY RULES

- All members of the team must be currently enrolled as undergraduate students in engineering college of all universities and other invited colleges except open events.
- The decision made by the referee's is final and must be accepted by all.
- DOCUMENTS REQUIRED:
 - Bonafide documents.
 - Screenshot of the amount paid and
 - National ID -(Aadhar/Pan/Passport/Driving License).
 - College ID Card.
 - Marksheet of last semester.
- Participants are required to present an original college ID card. No one will be
 permitted to participate without a college ID card. If the ID card is lost for any
 reason, the participant must present their original fee receipt slip with the college
 stamp, which is mandatory.
- Age Limit for Participation is below 25 Years, year down participants will not be allowed to play in events.
- Any misbehavior by the player towards the management team, faculties, referees, or other participating teams may result in the cancellation of their participation.
- No refunds will be provided under any circumstances. Any discrepancies in the document verification process will result in disqualification from participation.
- The PACE management team will provide first aid, but we will not be held responsible for any injuries or accidents during the event.
- Participants must arrive at the ground at least 30 minutes before the scheduled time.
- Any team misbehaving with opponents, organizing team members or referee during the event, will lead to severe complications and will be disqualified. The decision of the pace organizing team will be final.
- Prize money is subject to change depending on the number of teams participating.
- No Alumni team will be allowed to participate in the event.
- NOTE:- All final rights are reserved with the organizing team.





L-A SIDE (GIRLS)

- A team must have a minimum of 6 players on the field and can have up to 3 players as substitutes.
- The game will be divided into two halves, each lasting 10 minutes with an additional 2 minutes of extra time.
- It is permissible to make 3 rolling substitutions.
- No offside rule.
- Throw-ins are not permitted. Players must take outside kicks to resume play when the ball goes out of bounds.
- Only one-step penalty kicks are allowed when a team is awarded a penalty kick.
- If the game ends in a tie, the winner will be decided by a penalty shootout consisting of three penalty kicks for each team
- Each match requires a result i.e. no draws.
- The referee's decision is final. If there is a disagreement, the team captain/coach may contact the event head for clarification.
- The organizing committee has the final say in any disputes, and no arguments will be entertained.
- Goals scored directly from outside the designated goal area will not be counted as valid goals.

PACE ZUZ5

EVENT HEAD:

DIVYA KUMARI(7310657989) JOSES RAI(7019638799)



- A team should consist of 6 playing players and maximum of 3 reserved players.
- The game will consist of two halves of duration (15 + 1/2 extra) min each.
- Rolling substitutions are allowed.
- No offside rule.
- No throw-ins allowed. Outside kicks have to be taken.
- Only one-step penalties are allowed.
- In case of a tie, the winner will be decided on a penalty shootout (3 penalties each team).
- The referee's decision would be final. In case of any dispute, the captain/coach can contact the event head.
- The final decision lies with the organizing committee and no arguments will be entertained.
- Goals scored directly from outside the designated goal area will not be counted as valid goals.

EVENT HEAD:

DIVYA KUMARI(7310657989)

JOSES RAI(7019638799)



FOOTBALL



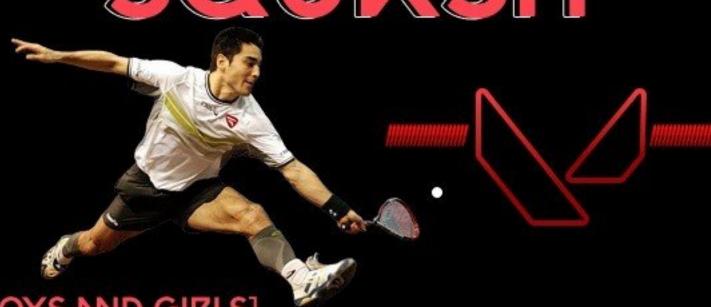
11-A SIDE (BOYS)

- A team should have 11 players on the field and may FOOTBALL BOYS 11-ASIDE 1. have up to 5-7 players on the bench as reserves.
- The game will consist of two halves, each lasting 20 minutes, with extra time if necessary.
- Substitutions are limited to a maximum of 5 per team.
- A player who receives a red card will be suspended for the next game.
- If the game ends in a tie, the winner will be decided by a penalty shootout.
- The referee's decision is final. If there is a dispute, the captain/ coach may contact the event head, but the organizing committee has the ultimate authority.
- The organizing committee has the final say, and no arguments or appeals will be entertained.

PACE 2025



SQUNSH

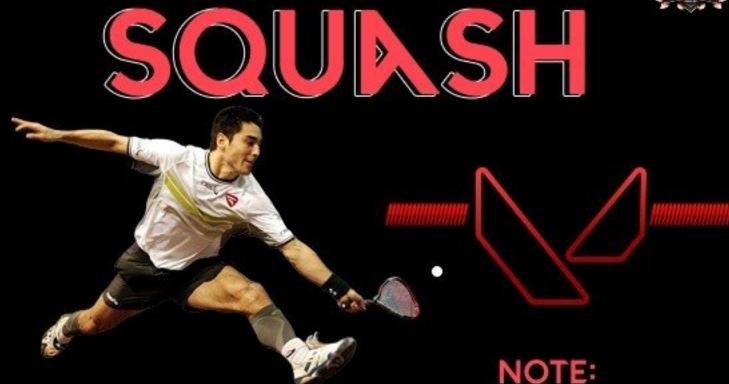


[BOYS AND GIRLS]

- Team must consist of 3 players or 5 players max (no team with 4 players will be registered).
- All matches will be best of 3 games. Only finals best of 5.
- The standard international rules will apply, with the exception that if a
 player hits an opponent with the ball, the striker will receive a stroke but
 also be given a warning. If the same player repeats this action, they will
 be disqualified from the entire game.
- Although players are required to appeal for let and stroke during gameplay, the ultimate decision will be made by the referee.
- Players have to carry their own rackets.
- While players are permitted to bring their own ball for practice purposes, the match ball will be provided by us. All games will be Knockout type.
- The referee will have the ultimate decision-making authority in the event of any disputes.
- Players should make every effort to avoid hitting their opponents with their racket. If the striker makes contact with their opponent, they will receive a maximum of 2 warnings. If the same player repeats this action for a 3rd time, they will be disqualified from the game.

PACE ZUZ5





ITS AN OPEN EVENT FOR ALL: CATEGORIES:

- MEN'S TEAM EVENT
- MEN'S & WOMEN'S SINGLES

INDIVIDUAL EVENT [BOY OR GIRL]

- Matches will be of best of three games.
- Semi final and final will be best of 5 games.
- Knockout type matches.
- Carry your own racquets and ball for practice.
- Match ball will be provided for match only.
- Final decision will be referee's decision.
- Non- marking shoes are compulsory.
- Fair play and decorum should be maintained during play /event/ matches.

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RASKETRALL

EOYS

- Each team must have a minimum of eight players to participate in the event.
- The game will be divided into four quarters, each lasting 10 minutes.
- Only engineering college teams will be eligible for participation.
- All players will be required to verify their college ID cards.
- The referee's decisions will be final and cannot be contested.

[GIRLS]

- Team consists of 5 players.
- Total game duration will be 28+3+6+3 minutes.
- Each quarter will be of 7 minutes, 3 minutes break after first & third quarter, 6 mins break after half time.





CRICKET

[GENERAL RULES]

- The matches will utilize tennis balls.
- The wicket keeper will not be permitted to wear gloves during play.
- The tournament will operate under a knockout format, with teams being eliminated after losing a single match.
- All participants must wear track pants and shoes during play.
- In the event of a tie, the winner will be decided by a super over.
- Teams are required to arrive and report to the designated location 15 minutes prior to the start of their scheduled match time.
 Failure to arrive on time may result in a reduction of the team's allotted overs.
- All other relevant rules and regulations will be explained to the participants prior to the start of play. GENERAL RULES



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CRICKET

[COYS]

- With the exception of the semi-finals and finals, all matches will be 12 overs long with a 4-over powerplay. Each team is allowed a maximum of 2 bowlers to bowl 3 overs each, and substitutions can be made after the powerplay.
- The semi-finals and finals will be 15 overs long with a 5- over powerplay. Each team is allowed up to 5 bowlers to bowl 3 overs each, and substitutions can be made after the powerplay.
- After the powerplay, teams may make substitutions as needed.

[GIRLS]

- Girls team will have 7 players only. It is tennis ball tournament.
- All matches will be knock out CRICKET.
- Matches other than semi-finals and finals will be of 7 overs ...and max one bowler can bowl 3 overs.
- Semi finals and finals will be of 10 overseld....and max two bowlers can bowl 3 overseld.

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[BOYS AND GIRLS]

Team should consist of all engineering course students from the same college.

Team should consist of maximum 12 players.

Flagrant fouls involving unsportsmanlike conduct will lead to player/team disqualification as per the officials' decision.

No valuables, or accessories (other than sports non-apparel) will be allowed during gameplay.

Teams are liable to disqualification against breach of disciplinary conduct. 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.

In case of any doubts, FIVB rules will be considered, though the referee's and organizer's decision shall be final and binding upon all candidates after which no further requests shall be entertained.

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

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EVENT HEAD:

LUCKY (8949082546)

TANISHA (9419604895)



- It is an individual event. All the rules for boys and girls will be same.
- The scoring will adhere to the ITA standards, utilizing a 15- 30-40 game system with advantage-based deuce scoring.
- All matches will consist of one set, and if the set score is tied at 6-6, a one-game tiebreaker will occur according to ITA regulations.
- Each college or institution must declare their player seeds, although this
 is an individual event. All players from one college or institution must be
 present collectively on match day to ensure an orderly process.
- If a team violates Rule 4 without prior notice to the event heads, they
 will forfeit the match. However, if the team provides prior notice with a
 reasonable excuse, the matches may be rescheduled, depending on the
 other teams involved.
- Players have the option to serve overhead or underhand without penalty, but foot faults will be considered.
- If any individual found misbehaving with other teams or campus staff during the event will face severe consequences, including disqualification.



- All other rules are to be referred from the ITA rulebook.
- Players are rewarded with a Let Point if there are any unintentional hindrances during play caused by the audience or other factors outside the players' control.
- A missed strike on the ball during service will be deemed a fault.
 However, if the player attempts to catch the ball in their hand and
 serves it again, it will not be considered a fault. Any failure to hit the
 ball before it touches the ground or contact between the body and ball
 after the toss will be considered a fault, unless the player catches the
 ball.
- A Let Service shall be awarded for any case as listed if it does not apply to any case in Rule above:
 - a. The ball touches the net and lands in the correct service box according to the location of the server.
 - b. There is a distraction from the audience.
 - c. The opposing player has appealed 'not ready' before the server hits the ball.



EADMINTON



- Non-marking shoes are compulsory.
- All registered team members must be from the same college and carry
 ID cards to the tournament & provide them on demand.
- Matches will be of knock-out format.
- Prelim matches will consist of 3 sets with 15 points each.
- Semi finals and finals will consist of 3 sets with 21 points each.
- Matches will be played with YONEX mavis 350.
- Men's team consists of a minimum of 5 players.
- Women's teams consist of a minimum of 2 players.
- In men's team events two players will be allowed to repeat (i.e. one single and one double).
- Same in the case of women's team events

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BADMINTON



- Men's team event will consist of:
 - 1st singles
 - 2nd singles
 - 1st doubles
 - 3rd singles
 - 2nd doubles
- · Women's team event will consist of:
 - 1st singles
 - 1st doubles
 - 2nd singles
- For team events team must submit their seeding to the referee 10 minutes prior to the match & no changes can be made henceforth.
- The referee's decision will be the final judgement.





- The tournament will adhere to the rules of the AKFI.
- Each team must consist of 7+5 members.
- The maximum weight limit for each player is 85kg, and those exceeding it will be eliminated.
- If any discrepancies are found during the document verification process, the player in question will be disqualified.
- If a player from the playing 7 faces verification issues, the entire team will be disqualified.
- Matches will have a duration of 20 minutes, split into two equal halves of 10 minutes each, with a 5-minute break in between. The semi-finals and finals may have longer match durations.
- Each team can request a maximum of two timeouts per half, each lasting for 20 seconds.
- Every match in the tournament will have a do-or-die raid system.
- Teams are permitted to make a maximum of 5 substitutions per match with the referee permission.
- If a match ends in a tie, each team will be given 5 do-or-die raids, with the balk line being considered as the bonus line.
- If there is still a tie after these raids, the golden raid rule will be applied.

EVENT HEAD: ROHIT SINGH (9468872734)

TABLE TENNIS





- Events:
 - Boys (singles)
 - Girls (singles)
 - Boys (team)
 - Girls (team)
- In team event there will be 3 singles (if required reverse singles also).
- For team event Maximum players: 5 Minimum players: 3
- Knockout matches will be best of 3. 5. Semi-final and final will be best of 5.
- Each set will be of 11 points.
- Teams must report 30 min before their match.
- International rules will be applicable.
- Final decision will be referee's decision.
- Prize may vary depending on the participation.

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- The men's team will consist of 3 players (with an additional player as a substitute).
- The time format will be a minimum of 15+10 minutes, but may vary based on the number of teams.
- If there is a tie between teams, a single player from each team will participate in an Armageddon match (White- 5 minutes, Black- 4 minutes) to determine the winner.
- The order of team seedings will remain constant throughout the tournament, with substitutions allowed. 2nd illegal move results in the losing gam

[RULES]

- The game will be forfeited by the player upon making a second illegal move.
- Strict adherence to the touch and move rule is required; if a player touches an opponent's piece, they must take it.
- If a player arrives late, their time will start upon the opponent's request.
- After making a move, a player must stop their clock with the same hand. It
 is not allowed to hold a finger over the button or to "hover" above it.
- If a player's phone rings during a game, they will forfeit upon the opponent's request.
- If the initial position of the pieces is found to be incorrect during a game, it will be cancelled, and a new game will be played.

PACE ZUZ5

EVENT HEADS:

SUSHREE ARPITA(9937993525)









[NOTE]

 All the other rules will be according to the FIDE rules and during any disputes the final decision/ call shall be made by the arbiter.

[GIRLS]

- It will be an individual event. The time format will be a minimum of 15+10 minutes, but may vary based on the number of participants.
- If there is a tie between an individual, then an Armageddon match (White- 5 minutes, Black- 4 minutes) to determine the winner.

Only 2 illegal move are allowed 3rd illegal move will result in losing

the gam



EVENT HEADS:

SUSHREE ARPITA(9937993525)



CONNITTEE

SECRETARY



9347972885

ADITYA KUMAR



7206851573

KHUSBU

CO-ORDINATORS



94688727374

ROHIT SINGH



7340014938

RITIK RAJ

REGISTRATION HEAD



7889716757



9234586343



9523372457

LALIT MAKHAN SINGH

SALONI BHARDWAJ

AAKASH YADAV



@aitsportsclub



AITSPORTSCLUB



@pace_2k25

PACE ZUZ5