**SPARDHA 2k19**

**1. LAN Gaming**

**CS GO**

**Rules and Regulations**

* Each team must have 5 players and 1 stand-in player (optional) but cannot be an existing player in the tournament.
* Friendly fire will be on by default.
* The players will be given 10 minutes to warm-up and adjust and configure the sensitivity and other necessary settings in the game
* A knife round will be played to determine the side. The winner of this knife round will choose the side.
* A casual match will be played by the teams and the first team to win 15 rounds will win.
* If the server crashes, the server must be restarted and the game will be continued with the same score. The start money given to all the players will be 2000 instead of 800.
* If a player drops the server will be paused at the end of the current round.
* Map pool

1. de\_dust2
2. de\_mirage
3. de\_inferno

* Illegal scripts (Hacks)

In general, all scripts are illegal except for buy, toggle and demo scripts. Here are some examples for illegal scripts:

1. Jump throw
2. Stop shoot scripts (Use or AWP scripts)
3. Center view scripts
4. Turn scripts (180° or similar)
5. No recoil scripts
6. Burst fire scripts
7. Rate changers (Lag scripts)
8. FPS scripts
9. Anti-flash scripts or binding (snd\_\* bindings)
10. Bunny hop scripts
11. Stop sound scripts

Violations of this rule will lead to permanent ban, the team will be kicked from the lobby!

**PUBG Mobile**

**Rules and Regulations**

WINNER WINNER CHICKEN DINNER

\* A custom room will be created and the players will be invited by a code.

\* All the participants will play solo.

\* Map to be played will be randomized.

\* Use of emulator is strictly prohibited.

\* Kindly carry power banks with you if possible and keep your device charged.

\* Use of gfx tool is allowed.

\* Use of mobile gaming controller and trigger controllers are prohibited.

\* If you disconnect from the game, bad luck!

\* The last one standing will win.

\* The intentional use of any bug, glitches or error in the game is strictly prohibited.

\* All participants must obey the coordinator and follow the rules.

**FIFA 18**

**Rules and Regulations**

\* The half time will be of 5 minutes.

\* The difficulty will be set to legendary.

\* Camera settings will be set to tele broadcast.

\* In case of a draw there will be direct penalties.

\* Choosing Same teams are allowed.

\* Defending can be of your choice.

\* You can customize your own controls as per your need.

\* If you want to play with a controller, you should bring up your own.

**2. Table Tennis**

1. The matches will be played as per the regulation of International Table Tennis federation.

2. More than one match can be scheduled for a team on a particular day.

3. All teams must bring their own kits. No Kits shall be provided by the organizers.

4. Teams are requested to report the ground 15 minutes before the scheduled start time.

5. Walkover will be given to a team if the opponent team is not able to reach the ground within 15 minutes of the scheduled time.

6. No team shall argue with Referee/ umpires in any case as it would lead to cancellation of team registration and no refunds will be given.

7. Each Institution can register up to 5 players in a particular team.

8. Each Institution has to register separate teams for boys and girls respectively.

9. Following are the given event types for the tournament:

• Event Type: Group (Girls and Boys both)

1. Team Size: 3-5 players

2. Matches will be played on knockout or league basis depending upon the number of teams registered.

• Event Type: Individual (Girls and Boys both)

1. Matches will be played on knockout basis.

2. Best of three sets will be entertained till semi-finals.

**3. Cross Fit**

1. Running with weight of 10kg at distance 100m.

2. 10 pull-ups.

3. 15 push-ups.

4. Crunches 20.

5. Dead lift 70kg (3 lift).

6. Bench press 50 kg (3 lift).

7. Flipping tyre 25ft.

8. Crawling in sand at distance 13ft.

9. Pushing roller at 100m.

**4. Volleyball**

1. Maximum number of players per team is 12 (6 main + 6 sub).

2. Concerning the game-play, all standard FIVB rules will be followed

3. Teams should report to the court half an hour before their match.

4. All the players will be required to show their ID cards before the beginning of the match failing which the defaulting individual will not be allowed to play.

5. “Rotation” rule will be followed during all the matches unless both the teams agree to play “fixed”.

6. All league matches will be best out of three sets. Each set will be of 25 points.

7. In case of any dispute during the match, the decision of the referees will be considered final and binding.

8. Any disciplinary violation by any member of the team will lead to disqualification of the team.

9. If a team arrives late by more than 15 minutes, it will be awarded a 2-0(25- 0, 25-0) loss.

10. Teams should bring their own balls for practice. Match balls will be provided for the matches.

11. The schedule of the tournament is subject to change at any point of time, so the teams are requested to be in contact with coordinators.

**5. Basketball**

**Duration**

* The game consists of four periods of 10 minutes.
* If the scores are tied, overtime periods of five minutes will be played until one team has more points than the other (at the end of the 5-minute period)

**Scoring**

* A basket scored from near the basket (inside the three-point arc) is worth two points.
* A basket scored from far (beyond the three-point arc) is worth three points.
* A basket scored from the free-throw line is worth one point.

**Moving the ball**

* The ball may either be passed from one player to another, or dribbled by a player from one point to another (bounced while walking or running).
* Before passing or shooting the ball, a player may take two steps (without dribbling).
* Once a player has stopped dribbling, he may not start to dribble again.
* Once the team in possession of the ball has passed the half-court line, it may not cross back over the line with the ball.

**Shot clock**

* When a team gains possession of the ball, they have a maximum of 24 seconds to attempt a shot.
* Additionally, offensive players may not remain within the restricted area (key) for more than three consecutive seconds.

**Fouls**

* A personal foul occurs when there is illegal contact between two opponents. A player who makes more than five personal fouls is excluded from the game.
* A foul made on a player attempting a shot results in the awarding of the same number of free-throws as those of the shot taken (two from inside the arc, three from outside). If a player is fouled but makes the attempted shot, the shot counts and an additional free-throw will be awarded.
* Once a team has made four fouls in a period, each additional foul (on a player not attempting a shot) will result in the automatic awarding of two free-throws.

**6. Cricket**

1. Umpire’s and Referee decision will be final. If any team argue with the umpire, team can be disqualify.
2. University will provide only ground and ball. No individual kit will be provided.
3. Each side will be playing maximum of 15 overs.
4. A maximum of 15 players are allowed in a team.
5. Uniform is mandatory.
6. General rules will be followed.
7. Player’s collage ID card is mandatory (with their institutional seal )
8. Teams should report half an hour before the scheduled time otherwise match will be forfeited to the other team.

**7. Box Cricket**

1. Umpire’s decision will be final. If any team argue with the umpire, team can be disqualify.
2. General rules will be followed.
3. Player’s collage ID card is mandatory (with their institutional seal)
4. Teams should report half an hour before the scheduled time otherwise match will be forfeited to the other team.
5. 6 players in one team.
6. Each match will be of 5 overs.
7. Each bowler can bowl only 1 over.
8. Batting rules:

• Batsmen to bat with at least one leg inside the batting crease before the ball is delivered only then runs will be valid.

1. Bowling rules:

• Underarm bowling is compulsory.

• Ball should be pitched beyond the no ball line otherwise it will be called no ball.

• Bowler has to ball within the given box i.e bowling crease.

• Any deviation from the above rules will be “No Ball”.

• Usual No ball, Wide ball, Byes and Overthrow will be applicable.

• Side arm bowling is not allowed.

1. Mode of dismissals:

• Ball going directly over the provided line of the box will be out if it doesn’t bounce inside the box even if it is a No ball.

• Bowled.

• Caught out.

• Stumped out.

• Run out.

• Stumping on No ball will not be considered.

• If the keeper collects the ball before it passes the stumps for stumping, then stumping will be not valid.

1. Two players should be behind the bowling crease and 2 players should be ahead of the bowling crease.

**8. Kabaddi**

**Team**

Each team must have a minimum of 10 (ten) Players and a maximum of 12 (twelve) Players in its match-day playing squad. 7 (seven) Players shall take the ground at a time and the remaining 3 (three) to 5 (five) Players shall be substitutes. Each team is mandatorily required to have 1 (one) overseas Player in their match-day playing squad.

Even, in the case of a team fielding 10 (ten) Players as their match-day playing squad, a minimum of 1 (one) overseas Player must be part of the match-day playing squad.

1. **Duration of the match**

* The duration of the match shall be a minimum of 40 minutes divided equally in two halves of 20 minutes each along with 5 minutes interval between halves. The teams will change sides after the 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.

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.

1. **System of scoring**

* Each team shall score one point for every opponent out or put out. The side, which scores an ALL-OUT, shall score two extra points. The out and revival rule will be applicable.
* Each team shall score one point for every bonus point awarded.
* If the raider is caught when there are only 3 defenders or less, the defending team gets an additional bonus point. The total points awarded in such an instance are 2.

1. **Time Out**

* Each Team shall be allowed to take One “Time Out” of 90 Seconds each per match. Such time out shall be called for by the Captain, Coach or any playing member of the team with the permission of referee. During the time out, the Match clock will be paused and will restart on the commencement of the next raid which has to start on the blow of the whistle by the referee / umpire.
* During time out the teams shall not leave the ground. In case of any violation a technical point shall be awarded to the opponent team.
* Official Time out can be called for by the Referee / Umpire in the event of any injury to a player, interruption by outsiders, re-lining of the ground, or any such unforeseen circumstances. Match clock will be paused and will restart on the commencement of the next raid which has to start on the blow of the whistle by the referee / Umpire.

1. **Substitution**

* Each team is allowed a maximum number of 5 substitutions per match with the permission of referee.
* Substituted Players can be re-substituted by utilizing one of the remaining substitute chances out of the total 5 number of substitutions allowed in a match.
* 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.
* Substitution is not allowed for players who are out.
* Match clock will be officially stopped for this duration, which should not exceed 10 seconds. The exchange must take place just after a raider returns to his court, or during any other stoppage in play. All substitutions to be recorded by the official scorers and informed to the commentators.
* In case a team has utilized all its 5 substitutes, and in the immediate raid after the final substitution, one of its players suffers an injury, in such an instance referee may choose to allow a substitute. However, the injured player will not be allowed to return and play in the remainder of the match.

1. **Bonus Point**

* One point shall be awarded to the raider when he crosses the bonus line. If the raider after crossing the bonus line is caught, the opponent team will also be awarded one point.
* The Bonus line will be applicable when there are minimum 6 defenders on the court; the Referee/Umpire shall award the bonus point after completion of such raid by showing thumb upwards towards the side which scores.
* 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.
* If the raider after crossing the bonus line 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.
* The raider has to cross the bonus line to score the bonus point before touching the defenders or before he is caught by the defenders. The raider will not be awarded bonus point if he crosses the bonus line after a touch or struggle.
* There shall be no revival of player for bonus point.
* If player/players are suspended temporarily or disqualified from the match, then the team will play with less number of players. Such players will be counted to award Bonus point.

1. **Result**

* The team, which scores the highest number of points at the end of the match, shall be declared the winner.

**9. Chess**

1. All the rules according to FIDE (World Chess Federation) will be followed.

2. It will be a league-cum-knockout tournament.

3. In league games, participants will be allotted 15 min. each.

4. The knockout fixtures will be allotted time at the end of the league fixtures.

5. No assistance from spectators will be allowed. The players cannot talk to anyone without the permission of coordinators and volunteers.

6. Players who have finished their games shall be considered as spectators.

7. Any player trying to win by any unfair means will be disqualified and no re- entry wil be allowed.

**10. Athletics**

**Shot put**

1. Once the athlete’s name is called, they have 60 seconds to release the shot

2. The shot must be placed close to the neck and resting on the shoulder, while keeping it in that position the entire time until it is released. No padding or extra equipment is necessary

3. The shot must be released above the height of the shoulder with one hand

4. The athlete is permitted to touch the inside surface of the stop board; however neither the top nor the outside of the circle or stop board can be touched or passed

5. The shot is required to land within the legal sector (34.92°)

6. The competitor must exit the circle from the back

Fouls occur when:

1. A player does not pause within the circle before throwing motion

2. A player allows the shot to drop below the shoulder

3. The shot lands outside the boundaries of the sector or touches the sector line

4. A player leaves the circle before the shot has landed or the competitor fails to leave the circle from the back

5. The player touches the top/end of stop board, the top of the iron ring, or steps or touches on/outside of the line of the circle

**Long Jump**

• No part of the athlete's foot should cross the front edge of the foul line. If, at the point of take-off, any part of his foot (even the toe edge of his shoe) crosses the front edge of the foul line, then the jump is termed to be illegal or a 'foul jump', and does not count.

• Typically, in International track and field events, a long jumper has three attempts to register his or her best legal jump. A foul jump accounts for an attempt, but the time isn't registered. Only the farthest legal jump counts.

• The distance, or the 'jump' is measured from the front edge of the foul line to the first landing point of the athlete. To better understand this, consider an athlete taking off legally from the foul line and landing on his feet 15 ft from the foul line. However, if, while landing, his hands touch the ground before his legs and a foot behind his farthest landing point, he would be awarded a jump of 14 ft, since the hands are nearer to the foul line than the feet and are the first point of contact.

• Similarly, even if the athlete takes off from behind the foul line, the starting point is still considered to be the front edge of the foul line, rather than the athlete's actual point of take off.

• Somersaults are not permitted during the jump.

• The maximum allowed thickness for a long jumper's shoe sole is 13 mm.

• Records made with the assistance of a tailwind of more than 2 m/s are not considered. However, the time is registered in the ongoing competition, since all the athletes benefit from the same wind conditions.

**100 Meter Race**

**Start**

Every 100-meter sprinter must begin the race with his feet in the starting blocks. The official race starter will call the sprinters to their blocks and on command the runners will adopt a set position. The set position requires the runners to have both feet in the blocks and adopt a position with the body weight on their hands. On the starter's gun all runners begin the race.

**False Start**

A false start is called when the feet of a runner leave the starting blocks before the starter’s gun.

**Lanes**

Any 100-meter sprinter who leaves his/her lane or obstructs the path of another sprinter will be automatically disqualified from the race. Stepping on the white lines is ruled as having left your lane during the race. In these circumstances, the race referee can order the race to be run over again if it is deemed necessary.

**Finish**

The finish is the decisive stage of the race, and is very exciting when sprinters are close to each other in terms of ability. The IAAF rules state that the time of a runner is recorded when the trunk of the body crosses the finish line. Times are recorded and reported to .01 seconds.