

20<sup>TH</sup>-22<sup>ND</sup> MARCH 2020

# LIST OF SPORTS

ATHLETICS	
BADMINTON	
BASKETBALL	
CRICKET	
CARROM	
CHESS	
FOOTBALL	
HOCKEY	
SNOOKER	
SWIMMING	
KABADDI	
POOL	
TABLE TENNIS	
TENNIS	
VOLLEYBALL	
POWEBLIFTING	

## **ATHLETICS**

(Men & Women)

Track Events: 100m, 200m, 400m, 4x100m, 800m, 1500m, 3000m

Field Events: Long Jump, Discuss throw & Shot put

- 1. All races will be conducted on 200m grass track.
- 2. Heats will not be conducted, however, the position holders will be decided on the basis of their timings.
- 3. An individual can participate in all the events.
- 4. Only one team of all the visiting contingents are allowed to participate in  $4 \times 100$ m relay i.e. one men's team & one women's team.
- 5. An event may stand cancelled in case of insufficient participation.
- 6. In case of ambiguity, the referee's decision would be final.
- 7. The Referee shall have power to disqualify a player from a match, an event or a competition for seriously unfair or offensive behaviour.

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



### **BADMINTON**

(Men, Women & Mixed)

- 1. The team shall consist of minimum two players and maximum four players. Two different players from each team shall play the two singles match. Any two players from the team can play the doubles.
- 2. Every match in the tournament will consist of three match-ups played in single-doubles-single format.
- 3. Each match-up will be "best-of-three" games, each game being of 21 points, with points per rally format.
- 4. If the game goes up to 20 all, a team would have to secure a clear 2-point lead over the other team to win, up to 29 points. Once the score reaches 29 all, the team which reaches 30 points first, wins.
- 5. Teams are expected to bring their own rackets. Plastic shuttles (Yonex mavis 350) will be provided by Sports Department of JGU.
- 6. If the team does not turn up within 15 minutes of the scheduled time, the opposite team will get a walkover.
- 7. The Referee shall have power to disqualify a player from a match, an event or a competition for seriously unfair or offensive behaviour.



# **BASKETBALL**

(Men & Women)

- 1. Each team would have 12 players (5 playing members & 7 substitutes).
- 2. The game will comprise of 4 quarters of 10-2-10-15-10-2-10 min. duration.
- 3. Size 7 number ball for men and Size 6 number ball for women shall be used throughout the tournament.
- 4. If the team does not turn up 15 minutes within the scheduled time, the opposite team will get a walkover.
- 5. The Referee shall have power to disqualify a player from a match, an event or a competition for seriously unfair or offensive behaviour.



### **CARROM**

- 1. Player of both the genders can be a part of the single team. There can be minimum two and maximum four players in a team.
- 2. There are 5 boards in one game. The winner will be decided on the basis of points. It's a race to 25 points or leader in points at the end of 5 boards.
- 3. The Format of the game will be declared at the starting of the tournament.
- 4. Back hand is not allowed.
- 5. Shifting of hands is not allowed.
- 6. Players will use the striker provided by the organizers only.
- 7. Both teams have the right to appeal for a foul.
- 8. In case the player pots his coin but the striker is also potted, it will be counted as a double foul. So the coin which was potted comes back on the board and one more coin is put as a foul and the opponent player takes the shot.
- 9. Direct touch of opponent player's coin by the striker is a foul unless his own coin or the queen is also touched in any way.
- 10. Direct touch of the last coin of a player by the striker while the queen is on the board is a foul unless the queen is also touched in any way.
- 11. If the team does not turn up within 15 minutes of the scheduled time, the opposite party will get a walkover.
- 12. The Referee shall have power to disqualify a player from a match, an event or a competition for seriously unfair or offensive behaviour.



### **CHESS**

- 1. Player of both the genders can be a part of the single team. There can be minimum two and maximum four players in a team.
- 2. Before starting the game, the referee shall announce the rules and the game will be started after getting the consent from both the players.
- 3. Never hesitate to ask referee to clarify any confusion that you may have about the rules. If you and an opponent have a disagreement, stop the clock and ask the referee.
- 4. If you touch a piece, you must move it.
- 5. There are some exceptions. If you accidentally brush a piece, you are not required to move it. If a piece is awkwardly placed, you can adjust it; simply say "I adjust" before touching the piece to make it clear to your opponent that you don't intend to move it.
- 6. Player must understand how to use a chess clock.
- 7. Tournament chess is played with time limits, which vary by event. Time is kept by using a chess clock. Using these clocks can be distracting at first, but will soon become second nature. Most importantly, remember to hit your clock after each move you make this stops your clock and starts your opponent's time. Also, be sure to use the same hand to move your pieces and touch the clock.
- 8. All players must be able to do the following:
  - Properly move all of the chess pieces
  - · Understand pawn promotion.
  - · Understand Check and the ways to get out of check (move, block, capture)
  - Understand Checkmate
  - Understand the "touch-move" rule
  - Understand 50 moves draw rule i.e. the game can be claimed drawn after 50 moves if there are no pawn moves or no captures.
  - Understand 3 fold repetition rule. The game can be claimed drawn if the exact same position is repeated thrice.
- 9. In case of any confusion/disputes talk to the tournament organizers.
- 10. If the team does not turn up within 15 minutes of the scheduled time, the opposite team will get a forfeit.
- 11. The Referee shall have power to disqualify a player from a match, an event or a competition for seriously unfair or offensive behaviour.

### **CRICKET**

(Men)

- 1. A team will comprise of 16 players i.e. 11 playing members and 5 substitutes.
- 2. Twenty over per side matches shall be played with cricket red leather ball in proper white dress on natural turf pitch.
- 3. Participants must bring their own kit (bats, pads, gloves and helmet etc.).
- 4. No batsman shall be allowed to bat without helmet. All wicket keepers must also wear the helmet if standing up to the stumps.
- 5. In case of "lost ball" a new ball will be used if similar or same condition ball is not available.
- 6. The field restriction will be for first six overs.
- 7. Only one bouncer per over is allowed. All types of NO balls will result in "free hit".
- 8. In a T-20 format maximum quota of overs will be "four overs per bowler".
- 9. If a match is interrupted or stopped due to unforeseen reasons, D/L method shall be applied. if it is not possible to apply D/L method than super over shall be bowled.
- 10. If the team does not turn up within 15 minutes of the scheduled time, the opposite party will get a walkover.
- 11. The umpire shall have power to disqualify a player from a match, an event or a competition for seriously unfair or offensive behaviour.
- 12. In case of tie, super over will be bowled.

### **FOOTBALL**

#### Men

- 1. Each team shall consist of a maximum of 16 players (11 playing & 5 substitutes)
- Time duration shall be 25-10-25 min for group Stage matches, and 30-10-30 min for knockout matches.
- 3. Usage of shin guards is compulsory.
- 4. Every member of the team shall wear an identical kit, with jersey numbers printed at the back. The keepers must wear different colours.
- 5. Extra time to be provided in case of excessive delays caused by injuries or other such breaks during the game.
- 6. In case of "draw" penalty shoot-out shall be held.
- 7. A maximum of 3 substitutions are allowed.
  - Ÿ If the team does not turn up within 15 minutes of the scheduled time, the opposite party will get a walkover.
  - Ÿ The Referee shall have power to disqualify a player from a match, an event or a competition for seriously unfair or offensive behaviour.
  - $\ddot{\mathbf{Y}}$  Only the captain/coach of the team is allowed to talk to the organizers regarding any issues

#### Women

- 1. Each team will consist of a maximum of 12 players (7 playing & 5 substitutes).
- 2. The time duration shall be 20—5—20 minutes.
- 3. Every member of the team shall wear an identical kit, with jersey numbers printed at the back. The keepers must wear different colours.
- 4. There shall be rolling substitution.
- 5. No extra time will be given in lieu of injury or break of other nature.
- 6. In case of a 'draw', penalty shoot-out shall be held.
- 7. If the team does not turn up within 15 minutes of the scheduled time, the opposite party will get a walkover.
- 8. The Referee shall have the power to disqualify a player from a match for seriously unfair or offensive behaviour.
- 9. Only the captain/coach of the team is allowed to talk to the organizers regarding any issues.
- 10. The size of the goal post will be 10x6 ft.

# **HOCKEY**

 $(7-\alpha\text{-side})$ 

- 1. A team will comprise of 10 players i.e. 7playing members and 3 substitutes. There will be no Goalkeeper.
- 2. Player of both the genders can be a part of the single team..
- 3. All the matches will be conducted on grass field.
- 4. The time duration shall be 15-05-15 min. for all matches.
- 5. The length of the goal post will be  $10 \times 4$ ft.
- 6. Scoop, Hit and Drag-Flick not allowed in the game.
- 7. The ball is to be pushed from the half-line mark into an empty goal-post during penalty stroke.
- 8. If the team does not turn up within 15 minutes of the scheduled time, the opposite team will get a walkover.
- 9. The Referee shall have power to disqualify a player from a match, an event or a competition for seriously unfair or offensive behavior.
- 10. Changes, if any, in the rules will be notified before the start of the tournament.
- 11. Please note that teams must bring their own Hockey Shoes and Hockey Sticks for the event.



## **SNOOKER**

(Men)

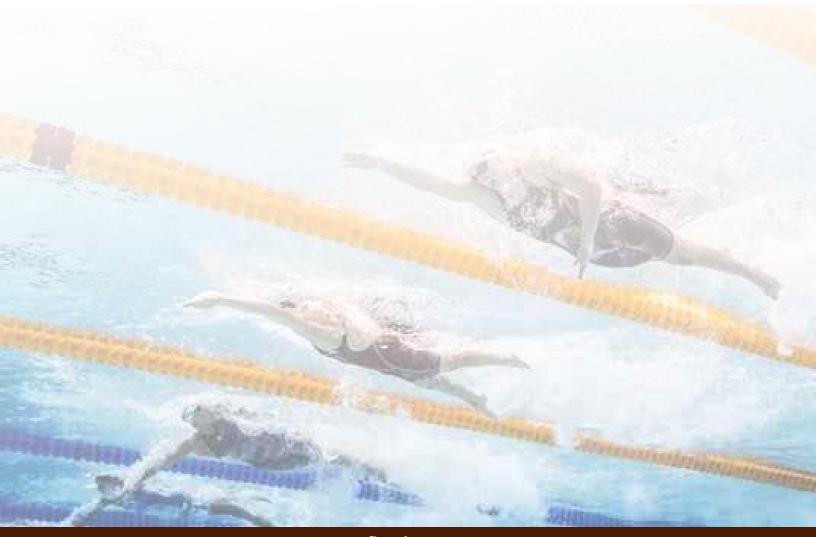
- 1. Each team shall consist of minimum two and maximum four players.
- 2. All matches will be conducted in a best of 5 format. (Team 1 Player A v. Team 2 Player A, Team 1 Player B v. Team 2 Player B, Team 1 Player A v. Team 2 Player B, Team 1 Player B v. Team 2 Player A, Team 1 Doubles AB v. Team 2 Doubles AB)
- 3. General nuances and rules will be explained by the referee.
- 4. If the team does not turn up within 15 minutes of the scheduled time, the opposite team will get a walkover.
- 5. The Referee shall have power to disqualify a player from a match, an event or a competition for seriously unfair or offensive behaviour.



# **SWIMMING**

(Men & Women)

- 1. The events are: 50m Freestyle, 50m Backstroke, 50m Breaststroke, 50m Butterfly, 100m Freestyle, 200m Freestyle, 4x50m Freestyle Relay and 4x50m Medley Relay.
- 2. Separate editions for men and women.
- 3. Swimmers can participate in any number of individual events.
- 4. Two teams per university for the Freestyle and Medley Relay.
- 5. If the team does not turn up within 15 minutes of the scheduled time, the opposite party will get a walkover.
- 6. The Referee shall have power to disqualify a player from a match, an event or a competition for seriously unfair or offensive behavior.



### **KABADDI**

#### Men

- 1. Each team shall consist of minimum 7 and maximum 12 Players.
- 2. A player must not be of weight more than 95 kgs.
- 3. The duration of the time of the match shall be two halves of 15 minutes. In Semi-final and Final matches, the halves would be of 20 minutes.
- 4. Each Team shall be allowed to take two "Time Outs" of 30 Seconds each in each half.
- 5. Kabaddi shoes are mandatory.
- 6. Do and die raid A do-or-die raid is a raid in which after two consecutive empty raids, a raider has to score a mandatory point, or else he is declared out and the opponent scores a point.
- 7. Super tackle Super Tackle means when the raider is successfully tackled by 3 defenders or less. The defending team gets 1 additional bonus point which is called Super Tackle point. The bonus point is in addition to the normal point scored for putting the raider out (total points for defending team will be 2).
- 8. We are following the rules set as prescribed in Pro Kabaddi, any change in the rules like implementation of do or die raid or super tackle will be circulated before the first match of the tournament played. This will be confirmed only after the discussion with the officials.
- 9. In case of any violation, a technical point shall be awarded to the opponent
- 10. If the team does not turn up within 15 minutes of the scheduled time, the opposite team will get a walkover.
- 11. The Referee shall have power to disqualify a player from a match, an event or a competition for seriously unfair or offensive behaviour.
- 12. Changes, if any, in the rules will be notified before the start of the tournament.

### **KABADDI**

#### Women

- 1. Each team shall consist of minimum 7 and maximum 12 players.
- 2. The duration of the time of the match shall be two halves of 10 minutes. In Semi-final and Final matches, the halves would be of 15 minutes each.
- 3. Each team shall be allowed to take two "Time Outs" of 30 seconds each in each half.
- 4. In case of any violation, a technical point shall be awarded to the opponent.
- 5. If the team does not turn up within 15minutes from the scheduled time, the opposite team will get a walkover.
- 6. The Referee shall have the power to disqualify a player from a match, an event or a competition for seriously unfair or offensive behavior.
- 7. Changes, if any, in the rules will be notified before the start of the tournament.



### **POOL**

- 1. Player of both the genders can be a part of the single team. There can be minimum two and maximum four players in a team.
- 2. Each team match consists of three individual matches played in singles-singles doubles format. The team match shall end when one team has won a majority of the possible individual matches.
- 3. The match will be organized in ABC and XYZ format.
- 4. A match shall consist of 3 sets only. Final match shall be of "best of 5 sets".
- 5. Fouls will result in "ball in hand" to the opponent.
- 6. The pocket will have to be called before the black ball is potted.
- 7. General nuances and rules will be explained by the referee.
- 8. If the team does not turn up within 15 minutes of the scheduled time, the opposite team will get a walkover.
- 9. The Referee shall have power to disqualify a player from a match, an event or a competition for seriously unfair or offensive behaviour.
- 10. The tournament shall be conducted on a knock-out basis. The tournament shall be conducted on American pool table of either of the given sizes 8'x4' or 9'x4.5".



### **TABLE TENNIS**

(Men, Women & Mixed)

#### Men

- 1. The team shall consist of minimum three players and maximum of 4 players.
- 2. There shall be 5 Singles per match according to the ABC-XYZ format.
- 3. A game shall be won by the player first scoring 11 points unless both players score 10 points, when the game shall be won by the first player subsequently gaining a lead of 2 points.
- 4. All games will be best of three sets. The final will be best of 5 sets.
- 5. The players will be allowed 2 minutes of practice before every individual match but not beyond that.
- 6. In case of an injury to a player, the team must replace him with a substitute. If no substitute is available immediately, the game shall be given to the opponent team.
- 7. The Referee shall have power to disqualify a player from a match, an event or a competition for seriously unfair or offensive behaviour.
- 8. Inter-University format shall be applicable.
- 9. In case of a dispute, the decision of the referee shall be final and no more objections can be raised regarding that matter.
- 10. If the team does not turn up within 15 minutes of the scheduled time, the opposite party will get a walkover

#### Women

- 1. The team shall consist of minimum two players and maximum of 4 players.
- 2. The format will be AB/XY Doubles. The doubles can be played by the same 2 players who have played singles.
- 3. A game shall be won by the player first scoring 11 points unless both players score 10 points, when the game shall be won by the first player subsequently gaining a lead of 2 points.
- 4. All games will be best of three sets. The final will be best of 5 sets.
- 5. The players will be allowed 2 minutes of practice before every individual match but not beyond that.
- 6. In case of an injury to a player, the team must replace him with a substitute. If no substitute is available immediately, the game shall be given to the opponent team.
- 7. The Referee shall have power to disqualify a player from a match, an event or a competition for seriously unfair or offensive behaviour.
- 8. Inter-University format shall be applicable.
- 9. In case of a dispute, the decision of the referee shall be final and no more objections can be raised regarding that matter.
- 10. If the team does not turn up within 15 minutes of the scheduled time, the opposite party will get a walkover

### **TENNIS**

(Men & Women)

- 1. Each team must consist of minimum of 2 players and maximum of 4 players.
- 2. The standard scoring pattern will be followed. ("Love" "15" "30" "40", "deuce", "advantage") and "tie break" (if needed).
- 3. A match will consist of best of three short sets with 4 games to win and tie-break at 3-3. Deuce shall be of 2 points."
- 4. There will be 2 Singles and 1 Doubles matches.
- 5. Players must bring their own racquets.
- 6. In case of any controversy on scoring, etc. the decision of the chair umpire shall be final.
- 7. If the team does not turn up within 15 minutes of the scheduled time, the opposite party will get a walkover.
- 8. The Referee shall have power to disqualify a player from a match, an event or a competition for seriously unfair or offensive behaviour.



### **POWERLIFTING**

(Men & Women)

Rules of International Powerlifting Federation will be followed.

The Weight categories for powerlifting are as follows:

Men	Below 55	55-65	65-75	75-85	85 above
Women	Below 55	55-65	65-75	75 above	

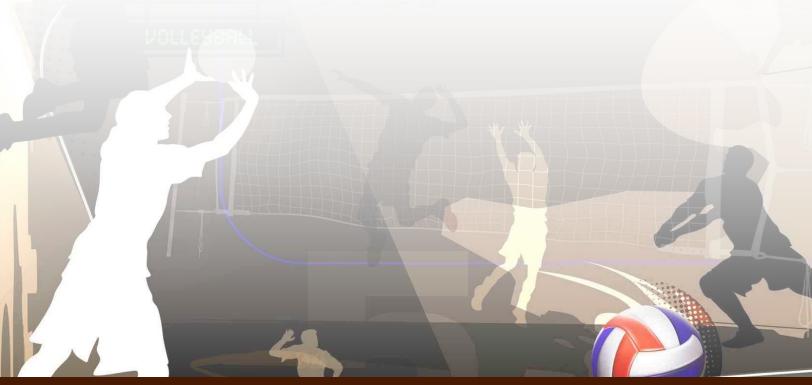
#### **Ground Rules**

- 1. Only 2 members can participate from one contingent per weight category.
- 2. The order of lifts will be as follows: Squat; Bench Press; Dead-lift.
- 3. Lifters will receive three attempts per lift. The highest of the successful attempts will count towards a lifter's total.
- 4. The order in which lifters make their attempts will be based upon their chosen weights for each attempt.
- o The lifter who requested the lightest weight will go first and the heat will proceed in ascending order until all lifters have made their first attempts.
- o Following the completion of the first attempts the meet staff will reorder lifters based on the weight selected for a second attempt and the round will proceed the same as the first.
- 5. Lifters will be judged by three judges. In order for a lift to be successful, at least two of the three judges must determine that the lift meets the rules explained in this rules document.
- 6. Each participant will have to receive a score in each of the three lifts within the 90-minute heat to be eligible for the individual championship.
- 7. Winners will be determined based upon a per-bodyweight formula if tied.
- 8. Equipment allowed: Belt, knee wraps, wrist support singlet are advised.

### **VOLLEYBALL**

(Men and Women)

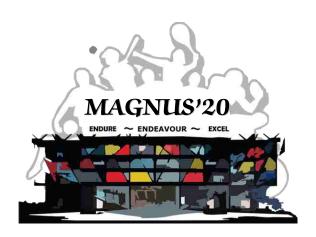
- 1. Each team shall consist of a maximum of 12 players (6 playing & 6 substitutes).
- 2. Every match will be "best-of-three" games, with first two sets of 25 points and final set of 15 points. All matches will follow the rally point system.
- 3. Final match will be "best of five" games, with first 4 sets of 25 points and final set of 15 points.
- 4. There will be two time outs of 30 seconds available to each team in each set.
- 5. A maximum of 6 substitutions will be allowed per team per set.
- 6. Rotation will not be applicable in men & women..
- 7. One "Libero" shall be allowed per team. He shall be allowed to replace any player in the back row. Replacements of the "Libero" shall not be counted as a substitution.
- 8. If the team does not turn up within 15 minutes of the scheduled time, the opposite team will get a walkover.
- 9. The Referee shall have power to disqualify a player from a match, an event or a competition for seriously unfair or offensive behaviour.



# RECREATIONAL EVENTS

- · FIFA
- · Counter-Strike
- Foozball
- · Tug of war
- · Sports Quiz
- · Football Bowling
- Footvolley and others...







OFFICIAL MAGNUS ID: magnus@jgu.edu.in

#### FOR OUTREACH RELATED QUERIES

Sanjana Mehta,+91 7340064224,17jgls-smehta@jgu.edu.in Devesha Saraf,+91 8082198981,17jgls-dsaraf@jgu.edu.in Tanay Manaktala, +91 9930351110, 17jslh-tmanaktala@jgu.edu.in

#### OFFICE OF SPORTS, FITNESS & SWIMMING SERVICES

Ms. Bhumika Dwivedi, Manager +91 7027850338; bdwivedi@jgu.edu.in

#### Address:

### O.P. Jindal Global University

Sonipat Narela Road, Near Jagdishpur village Sonipat, Haryana-131001, NCR of Delhi, India, www.jgu.edu.in