

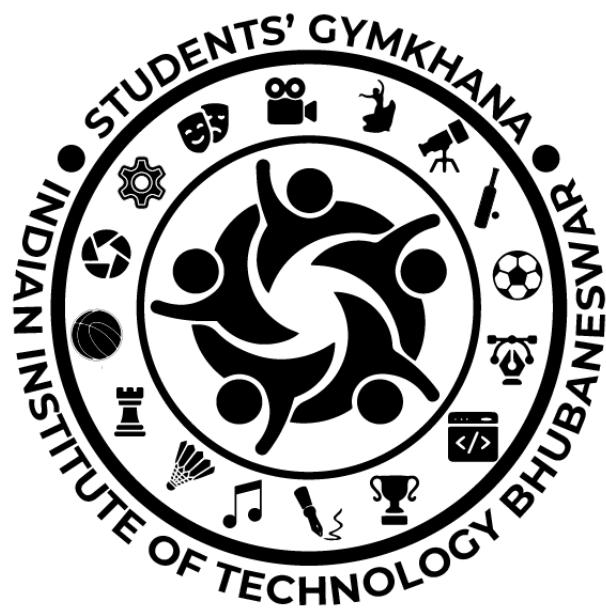


GENERAL
CHAMPIONSHIP
2023



GENERAL CHAMPIONSHIP'23

MARCH - APRIL '23



STUDENTS' GYMKHANA

IIT BHUBANESWAR

GENERAL CHAMPIONSHIP 2023



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GENERAL CHAMPIONSHIP

IIT BHUBANESWAR

The **General Championship** or **GC**, as they are known to most students, represent a set of fiercely contested Inter-Department competitions organized by the Students' Gymkhana in different genres of Sports, Technical and Cultural activities wherein enthusiasts toil hard for a number of days to showcase their impressive talents in the quest for the coveted GC trophy. The principle objectives of organizing General Championship are as follows:

- I. Enrich cooperation inside and among the different schools, departments, courses of our institution.
- II. Foster healthy interactions among all the students in different years of their study.
- III. To scout talent for our various institute teams and contingents.
- IV. Expanding upon Team-Unity's quintessence will likewise further develop competitiveness and sportsmanship among the students.

General Championship 2023 will commence from 5th March 2023 with an Inaugural Evening scheduled at Community Center on 5th March 2023. General Championship 2023 will conclude on 4th April 2023 with a Closing Ceremony and Prize Distribution.

TEAMS

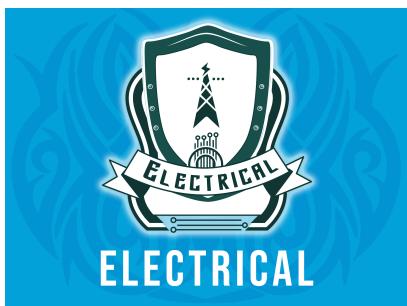
There will be 8 teams who will be competing to win the coveted GC Trophy.
The 8 teams are:

S.No.	TEAM	COLOR	NAME
1	M.Tech	Red	Swaraaj Naik
2	Ph.D	Purple	Vijay Vishwakarma
3	Electrical	Sky Blue	Bhasvana Doni
4	M.Sc.	Black	Akash Kumar Mallick
5	Computer Science	Royal Blue	Sathvik Chilaka
6	Civil	Maroon	Ajinkya Raut
7	ECE+Meta	Orange	Sudhanshu Darakh
8	Mechanical	Charcoal Grey	Divesh Shet

Each team has a **Team GC Coordinator** who is the overall head for their respective team. Team GC Coordinators are the senior most students of their respective departments. There will be a **Deputy GC Coordinator, A Cultural Coordinator, A Technical Coordinator, and 13 Sports Coordinators** to assist them in the discharge of their functions. All these coordinators will be nominated by the GC Coordinators of respective teams and ratified by the Organising Committee of GC'23.

TEAMS' IDENTITY

Each team is identified by some unique identifiers. Each team will have its own unique **Color, Logo and Flag** provided by the Organising Committee. The same identifiers will also be featured on GC'23 Merchandise.



POINTS SYSTEM

In all the events and competitions across different genres, the winners will earn points for their branches in the below mentioned fashion

Points for Winners (All Events and Competitions)	
First Position	1000
Second Position	700
Third Position	500
Participation Points (All Events and Competitions)	
Participation Points vary from event to event, the details for which will be mentioned in the description of each event. Eg- 30 points for participation in Music Events, 15 Points for Arts Events and 10 Points for Literary Events	
Penalty Points (All Events and Competitions)	
If a branch team fails to participate after registration in any of the events, a total of 1000 points will be deducted from their overall score as a penalty. For Open Events, Any participant registering for and not turning up will have penalty points which will be double the participation points of that event.	
League Points (All Sports Competitions)	
For all the sports events having league matches, the winner of every league stage match will be awarded 100 points, however, if the team ends up in 1st, 2nd, or 3rd position of that sport in the final points table, then these points will not be valid for those top 3 teams.	

Note: The Organising Committee reserves the right to remove or add any genres as per the necessity of time.

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League Points (All Sports Competitions)	

GENERAL RULES

All the events and competitions being organized will have different rules according to the genre to decide the winners. Nonetheless, the accompanying principles will be relevant overall:

1. Any registered student of the institute is eligible to participate and represent their respective team.
2. There will be no limit on the number of events a student can participate in.
3. A website and an app have been created that includes all the details and the app will be used for the registration of participants.
4. There will be a generalized point awarding system across all the genres as mentioned in the table above.
5. In the case of Open Events, to secure participation points, mere registration will not suffice. The participants must actively take part in the respective events.
6. For all cultural events the registration deadline closes 24 hours prior to the start of the event.
7. For technical events, the respective Tech Coordinator has to do the registrations. Similarly, for Cultural Events, the respective Cultural Coordinator has to register the participants.
8. In the case of Sports events, the 10 specific Sports Coordinators have to register their participants for their particular events.
9. In case any respective Coordinator is unable to do the registrations, the GC Coordinator/Deputy Coordinator of that team can register their participants in that event.
10. All the points tables will be available on the GC'23 app and website as well as Oracle, the Journalism Body of IIT Bhubaneswar. The point table will be updated every night.
11. The team having the maximum points in the final table will be declared the winner of the GC 2022.
12. All the teams have been assigned a logo and a color by the GC organizing Committee in addition to the General Championship Logo.
13. GC T-Shirts will also be designed for each team, any participant who wishes can buy the T-Shirt of their branch.
14. Participants are encouraged to wear GC T-Shirts or any other apparel of their team color while participating in various activities. Wearing Colours of your own branch for the audience is highly encouraged.
15. In case of a conflict or disagreement, an appeal can be made to the GC Organizing Committee and their decision shall be final.
16. In case of any illegal activity or unfair means during the competition, the Gymkhana Council can expel the participant/team from GC based upon circumstances.

GENRES

GC'23 will have events and competitions in the following genres:

- 1. Astronomy
- 2. Web Development
- 3. Designing
- 4. Programming & Coding
- 5. Finance, Economics & Business
- 6. Robotics
- 7. Athletics
- 8. Badminton
- 9. Basketball
- 10. Chess
- 11. Cricket
- 12. Football
- 13. Gym & Weightlifting
- 14. Kho-Kho
- 15. Table Tennis
- 16. Tennis
- 17. Throwball
- 18. Tug of War
- 19. Volleyball
- 20. Photography
- 21. Cinematography
- 22. Literary
- 23. Quiz
- 24. Social Welfare
- 25. Music
- 26. Dance
- 27. Drama
- 28. Fine Arts
- 29. Special Events

All the events and competitions in GC' 23 are categorized into two categories:

- 1. Open Events:** These are the type of events in which there will be a maximum bar on the number of participants from each branch. There will be a provision for Participation Points in these events. E.g.- Solo Dance Competition, CSS Battle, etc.
- 2. Closed Events:** These are the events in which the organizers will decide the number and size of participating teams for each department and each GC Team has to send exactly that many participants only.. There will be no participation points, yet on the off chance that any branch neglects to partake, a penalty of 1000 points will be enforced on their overall score. E.g.- Cricket, Football, etc.

EVENTS

Genre	Events	Date	Participation	Participation Points
Science and Technology Council				
Robotics	ESPaIN	31st March - 2nd April	Open	50
	ArduGem	13th-16th March	Open	50
Web	Webathon	16th - 19th March	Open	75
Design	Design Battle	20th - 22nd March	Open	50
Programming	SDE Hackathon	30th March - 2nd April	Closed	-
	Cross-Check Chess Showdown	1st & 2nd April	Closed	-
	CSS Battle	17th March	Open	50
Astronomy	Astro Think	29th - 30th March	Open	100
	Astrophotography	15th - 29th March	Open	50
	Observational Astronomy	22nd March 2023	Open	75
FEBS	Strategy Wars	15th - 23rd March	Open	50
	Pitchers & Obstructors	2nd April 2023	Closed	-
Sports And Games Council				
Athletics	Cross Campus	17th - 23rd March	Closed/Open	-
	Jump & Throw	15th - 22nd March	Closed	-
	Track	13th - 21st March	Closed	-

Badminton	Badminton	14th - 22nd March	Closed	-
Basketball	Basketball (Boys)	13th - 21st March	Closed	-
	Basketball (Girls)	13th - 21st March	Closed	-
Chess	Chess	18th - 19th March	Closed	-
Cricket	Cricket	18th - 4th April	Closed	-
Football	Football (Boys)	12th - 26th March	Closed	-
	Football (Girls)	28th - 30th March	Closed	-
Gym & Weightlifting	Gym & Weightlifting	6th - 15th March	Closed	-
Kho-Kho	Kho-Kho (Boys)	31st March- 3rd April	Closed	-
	Kho-Kho (Girls)	31st March- 3rd April	Closed	-
Table Tennis	Table Tennis	14th - 22nd March	Closed	-
Tennis	Tennis	27th - 31st March	Closed	-
Throwball	Throwball (Boys)	27th - 30th March	Closed	-
	Throwball (Girls)	27th - 30th March	Closed	-
Tug of War	Tug of War (Boys)	30th March	Closed	-
	Tug of War (Girls)	31st March	Closed	-
Volleyball	Volleyball (Boys)	13th - 21st March	Closed	-
	Volleyball (Girls)	13th - 21st March	Closed	-

Socio-Cultural Council

Social Welfare	Quest for Change - The Social Case Study Competition	10th - 20th March	Open	50
Quiz	General Quiz	16th March	Open	10
	Sports Quiz	28th March	Open	10
	Mela QUIZ	1st April	Open	10
Drama	Mono Act	13th March	Open	15
	Skit	2nd April	Closed	-
Dance	Solo Dance Competition	27th March	Open	30
	Duo/Trio Dance Competition	19th March	Open	30

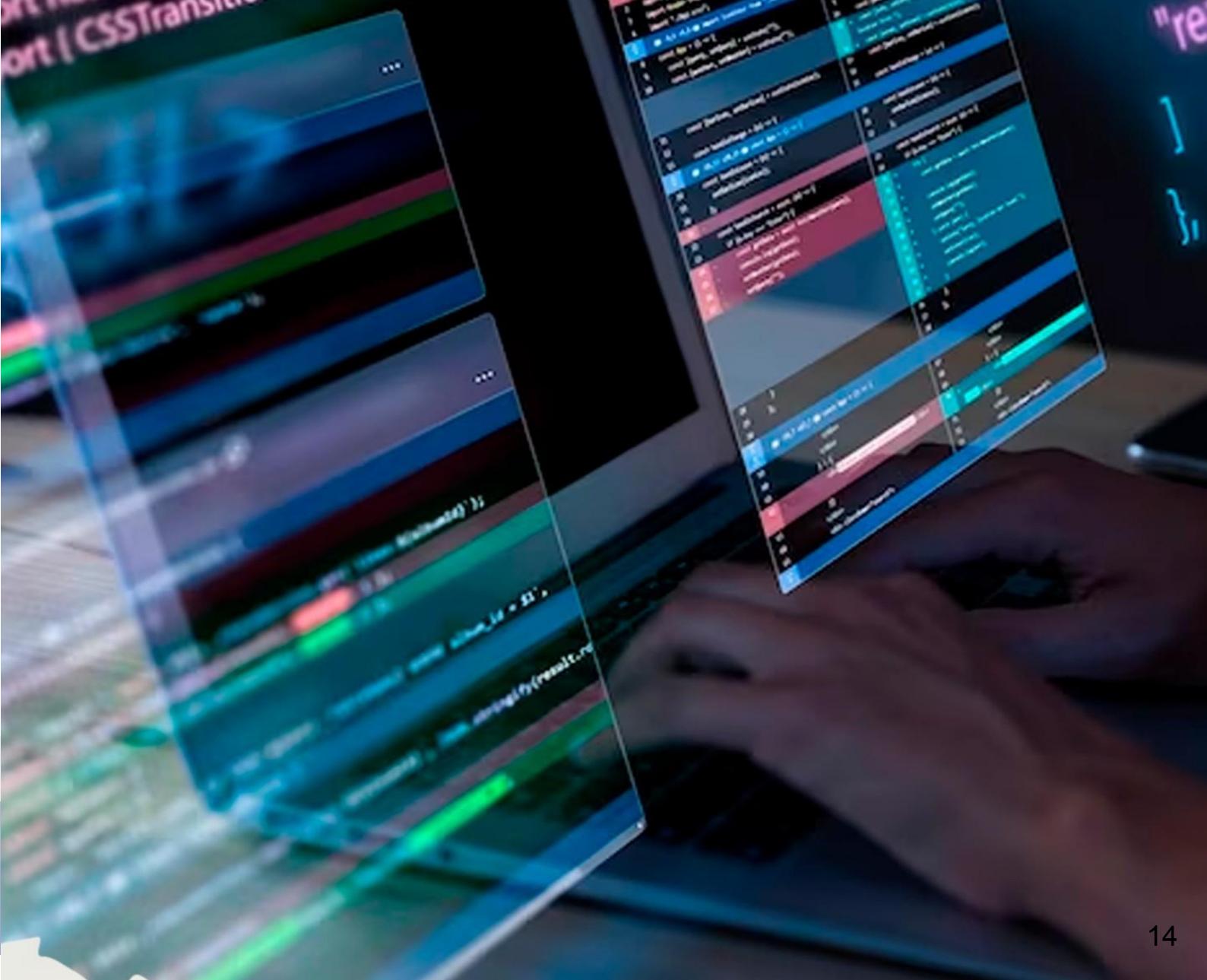
	Group Dance Competition	1st April	Closed	-
Fine Arts	Junk Art	12th - 18th March	Open	15
	Sketching competition	18th March	Open	15
	Painting Competition	31st March	Open	15
Literary	Adalat	21st March	Open	15
	Kavya Path	19th March	Open	15
	Scrabble	14th - 15th March	Open	10
	Just A Minute	18th March	Open	10
	Potpourri: Sacred Word Games	30th March	Open	10
	Asian Parliamentary Debate	1st - 2nd April	Closed	-
Film Making	Cinematic B-roll Competition	6th - 16th March	Open	50
	Short Film Making	13th - 26th March	Open	50
	Ad-Making competition	17th - 28th March	Open	50
Photography	Photography competition	6th - 24th March	Open	15
	Photostory Competition	6th - 24th March	Open	30
Music	Solo Music Competition	19th March	Open	15
	Pair on Stage	22nd March	Open	30
Special Events	Antakashari	7th March	Open	30
	Dumb Charades	17th March	Open	30
	Fireless Cooking Competition	29th March	Open	50
	Cosplay Competition	2nd April	Open	75



PROGRAMMING



```
//index.css:  
ReactComponent as ArrowIcon } from "./assets/icons/arrow.svg";  
( ReactComponent as BoltIcon } from "./assets/icons/bolt.svg";  
( ReactComponent as RightArrowIcon } from "./assets/icons/right-arrow.svg";  
  
import React, { useState, useEffect, useRef } from "react";  
import { CSSTransition } from "react-transition-group";
```



SOFTWARE DEVELOPMENT HACKATHON

This will be a team event (the number of members per team may range from a minimum of 2 to a maximum of 4). Teams will have to choose one out of multiple problem statements and develop a software-based solution along with a prototype of the same within the given time frame.

Start Date: 30th March 2023 (10 AM)

End Date: 1st April 2023 (11:59 PM)

Venue: Online

Type: Closed

No. of teams per branch: 1

Rules:

- Teams must register for their participation to be valid.
- Any form of plagiarism in the submitted solution will lead to direct disqualification.
- Organizers will not provide any reimbursement for the use of any sort of paid APIs (if any) as a part of your solution.
- A team can submit only one entry for the hackathon. Participation at the hackathon is subject to a “per-team” basis, i.e., you are not allowed to be on more than one team.
- No development may start before the actual date and time of the event. Any team that violates this rule will be automatically disqualified. All code must only be written after the problem statements have been released.
- The final submission should be a GitHub repository link.
Repository name : IITBBS_GC_<TeamName>_<PSCode>
Include your entire code inside this repository.
Add a readme file containing drive link(s) to the demo/explanation of your solution.
Make your repository “Public” before submission.
Provide view access to everyone for any drive link(s) included.
- Failure to submit in time will result in disqualification. The team should regularly commit to the team repository throughout the hackathon.
- There must not be any commits to the repository after the deadline.
- These rules are subject to change and may be modified later.

- **Judging Criteria:**
- The originality of the idea
- Design
- Functionality
- Implementation of the concept in a real-time scenario
- Judging will be based on the prototype and presentation explaining the solution

Point of Contact: Jatin Yadav

(Contact: 8278310665, Mail: secyprogsoc.sg@iitbbs.ac.in)

CSS BATTLE

The objective of the battle is to write HTML/CSS to replicate the given target image in the least time possible.

Date: 16th March 2023

Time: 7pm to 9pm

Venue: LBC 202

Type: Open

No. of participants per branch: 3

Participation Points: 50 (only for valid submissions)

Rules:

- This will be an individual participation challenge.
- Plagiarism in any form will lead to direct disqualification.
- The CSS Battle will be conducted on cssbattle.dev where you will be provided with a code editor to write css and html.
- Each participant may submit multiple times the submission with the highest score will be considered.
- Since this is a "CSS" battle, you are not allowed to use JavaScript or images in your code. In fact any external asset is not allowed.
- These rules are subject to change and may be modified later.

Judging Criteria:

- The output generated by your code will be compared with the target image and the matching percentage with the target image will be the score of a participant.
- In the case of the same score submission time will determine the position.

Point of Contact: Jatin Yadav

(Contact: 8278310665, Mail: secyprogsoc.sg@iitbbs.ac.in)

CROSS-CHECKS CHESS SHOWDOWN

Make an ML based engine that will play a variant of chess against another team's engine.

Submission Date: 29th March (12pm)

Tournament Date: 1st & 2nd April

Tournament Time: 7pm to 9pm

Venue: Community Center

Type: Closed

No. of participants per branch: 1 Team (no cap on no. of team members)

Rules:

- Organizers will not provide any reimbursement for the use of any sort of paid APIs (if any) as a part of your solution.
- A team can submit only one entry for the competition.
- The final submission should be a Google collab or Kaggel notebook which contains:
 - A source code file (.ipynb) which takes your side (black/white) and opponent's move (standard chess notation ,eg: e4) as input and gives your move as output.
 - A training code file
 - A trained model file (.h5 , etc..)
- The Teams will be required to make the submission two days before the showdown tournament.

Rules of the chess variant:

- Pawn moves diagonally forward in both left(e4 -> d5) and right (e4 -> f5) direction by only one square (in the 2nd rank also) and Captures at front adjacent square (e4 -> e5)
- The player who manages to give 3 checks to the opponent's king wins.
- Other standard chess rules applies, except : en passant and castling
- These rules are subject to change and may be modified later.

Judging criteria:

- Validity submission criteria - The agent trained should not make any illegal according to the above mentioned chess variant rules.
- A round robin tournament will be organized and in each round every match will be conducted twice with both side colors .
- Tournament time control is 10 mins+10 secs .
- Reward system:
 - Win - 2 points
 - Draw- 1 point
 - Loss - 0 point

In case of draw in the final leaderboard the points corresponding to the positions will be averaged and distributed among the drawn teams.

Eg: Team 2 - 6 points

Team 3 - 6 points

Team 1 - 4 points

Team 4 - 3 points

Then Team 2 and Team 3 gets $(1000 + 700)/2 = 850$ points each and Team 1 gets 500 points.

Point of Contact:

Jatin Yadav (Contact: 8278310665, Mail: secyprogsoc.sg@iitbbs.ac.in)



ASTRONOMY



ASTROTHINK- DECODE THE MESSAGE

A Case Study Competition with an exciting problem statement based on tinkering with a new solution or coming up with a new innovative way for discoveries in Astronomy.

Start Date: 29th March 2023

Submission Date: 30th March 2023

Venue: Online

Type: Open

No. of teams per branch: 2

Participation Points: 100 (only for valid submissions)

Rules:

- Participants can form a team with at most three members.
- The Problem Statement will be shared with the participants on 28th March 2023 (tentatively).
- A certain number of days will be provided to complete the solution.
- Participants need to submit the report and might be asked for the presentation depending upon the judges' requirement at a date which will be told later.
- Any other details or justifications, if needed, will be shared later.

Judging Criteria:

Participants will be judged on the uniqueness and feasibility of the solutions. The key criteria will be 'innovation' and 'effectiveness'. Rest detailing of scoring will be provided along with the problem statement.

Point of Contact:

Akshat Burman (81421 06618)

OBSERVATIONAL ASTRONOMY

Observational Astronomy Competition invites amateur and professional astronomers alike to showcase their skills in capturing and analyzing data from the night sky. Participants will use telescopes and other observation equipment to identify and study celestial objects such as stars, galaxies, and planets. The competition aims to promote scientific curiosity and encourage the discovery of new phenomena in the universe. Join us in this exciting journey of exploring the cosmos and unraveling its mysteries!

Date: 22nd March 2023

Time: 10.30 pm - 12.30 am

Venue: SAC Terrace

No. of teams per branch: 2

Type: Open

Participation Points: 75 points (except the top 3)

Rules:

- Participants can form a team with at most four members, including a team captain.
- The Problem Statement will be discussed on the spot and participants have to locate astronomical objects in the sky.
- Any other details or justifications, if needed, will be shared later.

Judging Criteria:

Participants will be judged on the correctness and the time taken to solve it. The key criteria will be 'accuracy' and 'delay'. Rest detailing of scoring will be provided along with the problem statement.

Point of Contact:

Sai Santosh (86601202182)

ASTROPHOTOGRAPHY

Astrophotography Competition invites photographers and astronomers of all levels to showcase their skills in capturing stunning images of the night sky. Participants will use telescopes and other equipment to photograph celestial objects such as stars, galaxies, and nebulae. The competition aims to highlight the beauty of the universe and inspire a sense of wonder and curiosity about the cosmos. Join us in this exciting journey of capturing the majesty of the night sky and sharing it with the world!

Start Date: 15th March 2023

Submission Date: 29th March 2023

Mode: Online (Submission-based)

No. of participants per branch: 5

Participation Points: 50 points (except the top 3) (Only Valid Entries)

Rules:

- The form will be shared with the participants on March 15, 2023 (tentatively).
- A certain number of days will be provided before the deadline.
- Participants need to submit the original captured photograph.
- They need to submit the caption and the proper description of the captured event.
- Captions can be in any language, but it is necessary to provide the meaning of the caption in English.
- The description of the picture should be in English only.
- Only valid submissions will be accepted for judging.
- Any attempt to malpractice will be taken care of.
- Any other details or justifications, if needed, will be shared later.

Judging Criteria:

Participants will be judged on the uniqueness of every section. Rest detailing of scoring will be provided along with the problem statement.

Point of Contact:

Mubasshir Akhtar (83091 39456)



FINANCE



PITCHERS & OBSTRUCTORS

PNO is a startup pitching competition with the added concept of refuting the ideas of other teams. Round A consists of pitching, whereas Round B consists of responding to counter-questions posed by other teams.

Date: 2nd April 2023

Time: 10am - 1pm

Venue: LBC 202

Type: closed

No. of teams per branch: 1

Pitchers

- Each participating team is allowed two pitchers.
- They will present the team's startup concept to a panel of judges.
- The teams will have seven minutes to present their ideas to a panel of judges, who will then evaluate the teams' proposals and field questions.

Obstructors

- Each competing team is permitted two obstructionists.
- They will oppose other teams' ideas based on their originality, finances, marketing, and operations, etc.
- The obstructionists must complete their question within one minute. The questions should be concise and pertinent.
- The responding group will respond to the questions within two minutes.
- Each team may ask no more than four questions.

General Timeline

- By March 10th, teams must register for the competition.
- The synopsis of each team's pitch deck must be submitted by the 22nd of March in the manner specified. This file will be shared with other teams' obstructors, who will use it to formulate questions to challenge the team's concept in Round B.

Guidelines for Judging

- Originality, innovation, finances, marketing, and operations - 40 points
- Responses to judicial and obstructionist questions - 30 points.
- Question quality posed by the obstructor - 20 points

- POC**- 1. Satya Sri Vamshi (7661818928)
2. Akshath Chowdhary (9680373785)
3. Kumar Saurabh (7007913716)

Any change of rules will be communicated to the registered teams via email. Teams should approach POCs only for any clarifications.

STRATEGY WARS

Start Date: 15th March 2023 **Submission Date:** 23rd March

2023 No. of teams per branch: 3

Type: open

Participation Points: 50 (except top 3)

OBJECTIVE: The objective of this competition is to challenge the students of different branches to develop a comprehensive strategy for a hypothetical business or organization (not necessarily a startup), using their knowledge of finance, economics, and business.

Rules:

- A team can have a maximum of 5 members.
- Each team has to choose a case study on their own describing a hypothetical business or organization facing a specific challenge or opportunity.
- Teams will have one week to develop a comprehensive strategy for the business or organization described in the case study. The strategy should address the following aspects:
 - Financial analysis: Participants should conduct a financial analysis of the business or organization and identify any financial strengths, weaknesses, opportunities, and threats.
 - Market analysis: Participants should conduct a market analysis to identify the current market trends, competitors, customer needs, and potential opportunities.
 - Business model: Participants should develop a sustainable and profitable business model for the business or organization, considering its unique strengths, weaknesses, opportunities, and threats.
 - Marketing strategy: Participants should develop a marketing strategy that effectively promotes the business or organization to its target market.
 - Implementation plan: Participants should develop a detailed implementation plan that outlines the steps necessary to execute the strategy effectively.
- At the end of the week, each team will submit a written report (in .pdf form) outlining their strategy and implementation plan. The report should not cross 15 no. of pages.
-

- Teams must ensure that the identity of the team (branch, team member's name, etc.) is not mentioned in the report. A penalty of 10% of the total points will be imposed in this case.

CRITERIA FOR EVALUATION:

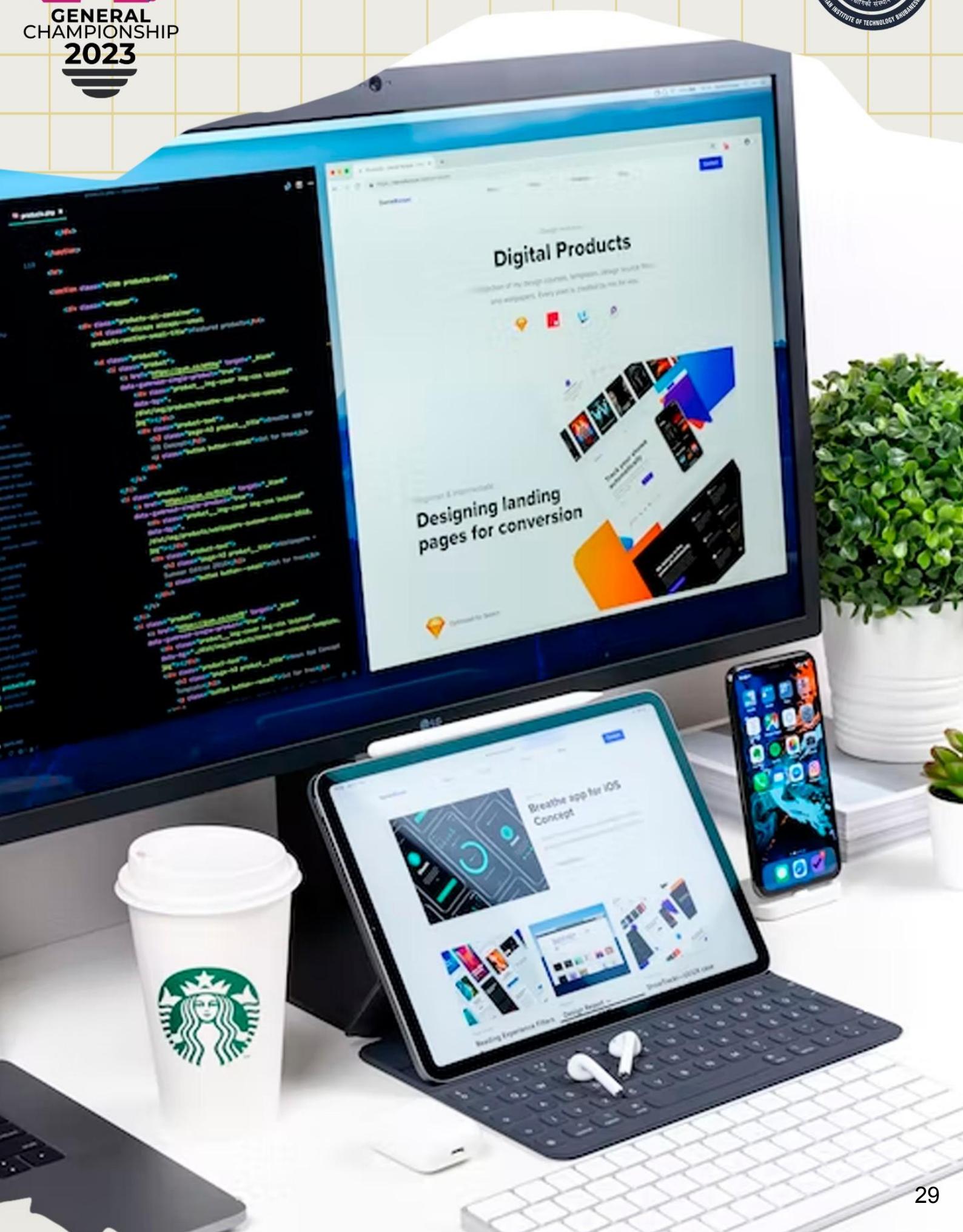
- Originality (20 points): How creative and innovative is the strategy? Does the team present a fresh and unique approach to addressing the challenge or opportunity?
- Feasibility (25 points): How feasible is the strategy given the resources and constraints of the business or organization? Does the team consider the realistic limitations of the business or organization?
- Financial Viability (25 points): How financially viable is the strategy? Is it likely to result in sustainable profitability for the business or organization? Does the team present a well-supported financial analysis?
- Implementation Plan (30 points): How well-developed and detailed is the implementation plan? Does the team provide a clear roadmap for executing the strategy effectively?

POC: SAI SANTOSH (8660120282)

{Any change of rules will be communicated to the registered teams via email. Teams should approach POCs only for any clarifications. }



WEB DEVELOPMENT



GC WEBATHON '23

Start Date: 16th March 2023

Submission Date: 19th March 2023

Venue: Online

Type: Open

No. of teams per branch: 3

Participation Points: 75 (except top 3)

Statement: A problem statement will be provided and a web application has to be built to solve it.

Sample Statement - Design a Job Website. The user must be logged in to use the website. The user should be able to upload his/ her picture, qualifications, previous experience, educational background, etc. The recruiter should be able to browse through profiles for shortlisting suitable candidates. You are free to add any other feature to the website. Creativity will fetch you bonus points.

Websites will be judged on:

- Implementation of features(40%).
- Overall aesthetics of the website(30%).
- Originality(20%).
- Time of event remaining(10%).

Avoid any online website builders like Wix etc and other frontend template sources. Participants need to deploy the website and submit the link through the branch coordinator.

General Rules:

- A team can have a maximum of 4 members and all must be from the same branch.
- Only one team member has to register; not all participants have to register individually.
- A maximum of three teams from each branch can register.
- A team can submit only one entry for the Challenge. Participation in the challenge is subject to a “per-team” basis, i.e., you are not allowed to be in multiple teams.
- Participants need to add the POC as a collaborator to the GitHub Repository, which contains the source code to the web application.

- All submitted applications should be anonymous; by any means, the name of the participants or their branch should not be there in the web application, and if found will lead to disqualification
- To receive the participation points, the submission must have the specified requirements in working condition.
- In case of discrepancy, the organizer's decision will be considered final and binding.

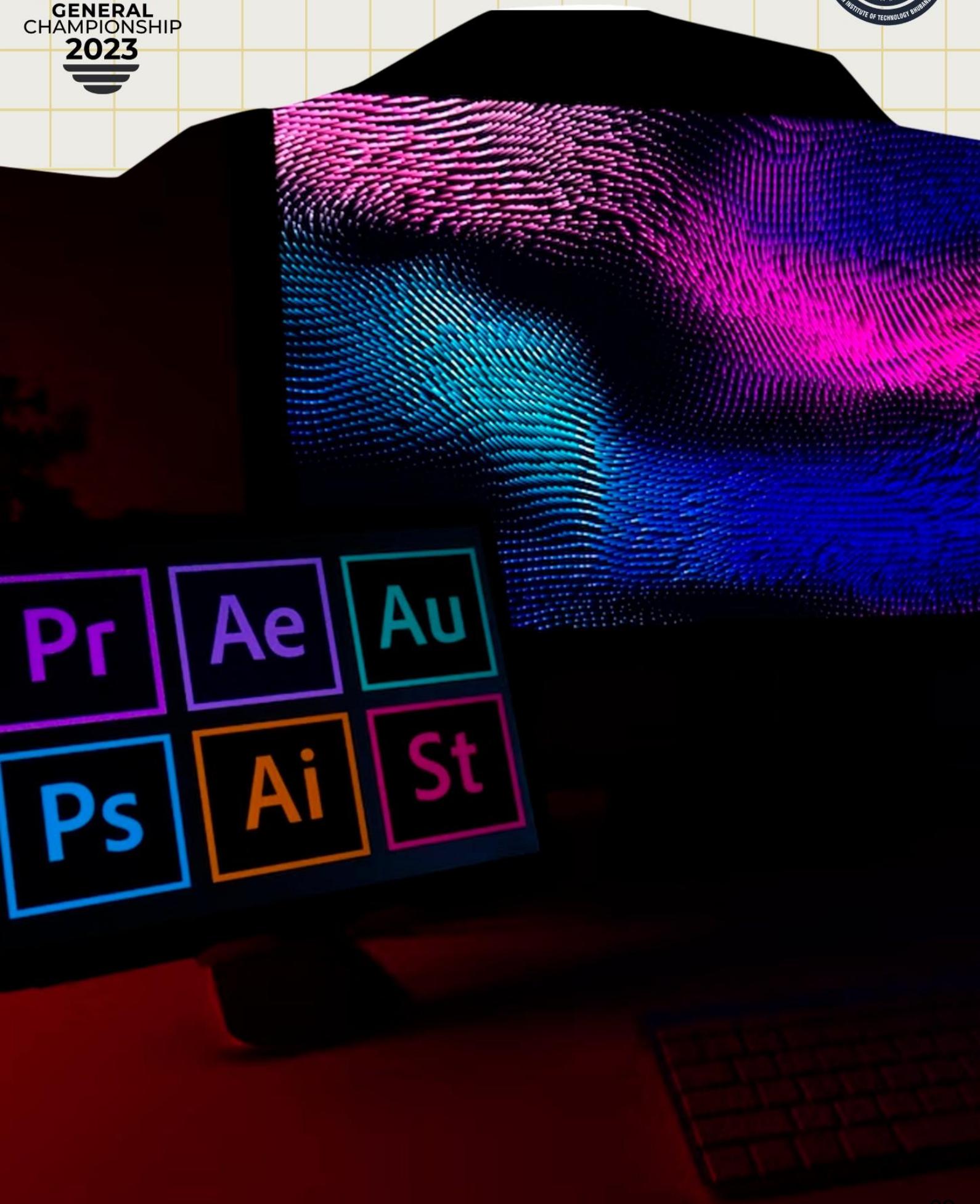
Note:

Copied projects from online courses, youtube, etc will be disqualified and no participation points will be given for the same. Penalties for the same may be levied on the team found guilty as per the discretion of the GC organizing committee. The commit history of GitHub repository will be checked, commits should be made only after 16th March at 00:00 AM.

POC- Shashwat Singh (7985417601)



DESIGNING



GC DESIGN BATTLE '23

Start Date: 20th March 2023

Submission Date: 22nd March 2023

Type: Open

No. of teams per branch: 5

Participation point: 50 (except top 3)

Statement: A problem statement shall be provided. The tasks can include creating a user interface design for a platform (website or mobile app design), designing a logo, and creating social media graphics according to the statement provided.

General Rules:

- A team can have a maximum of 2 members and must be from the same branch.
- Only one team member has to register; not all participants have to register individually.
- A maximum of five teams from each branch can register.
- A team can submit only one entry for the Challenge. Participation in the challenge is subject to a “per-team” basis, i.e., you are not allowed to be in multiple teams.
- All submissions should be anonymous; by any means, the name of the participants or their branch should not be there in their submission, and if found will lead to disqualification
- There is no strict restriction on plagiarism but make sure you only take the brief shapes or the basic outline from the references and mention them in pdf file otherwise we will consider it as plagiarism
- In case of discrepancy, the organizer's decision will be considered final and binding.

Mode of submission: The submission link will be shared.

Submit a Zip folder containing: Raw .psd or .ai or .fig files

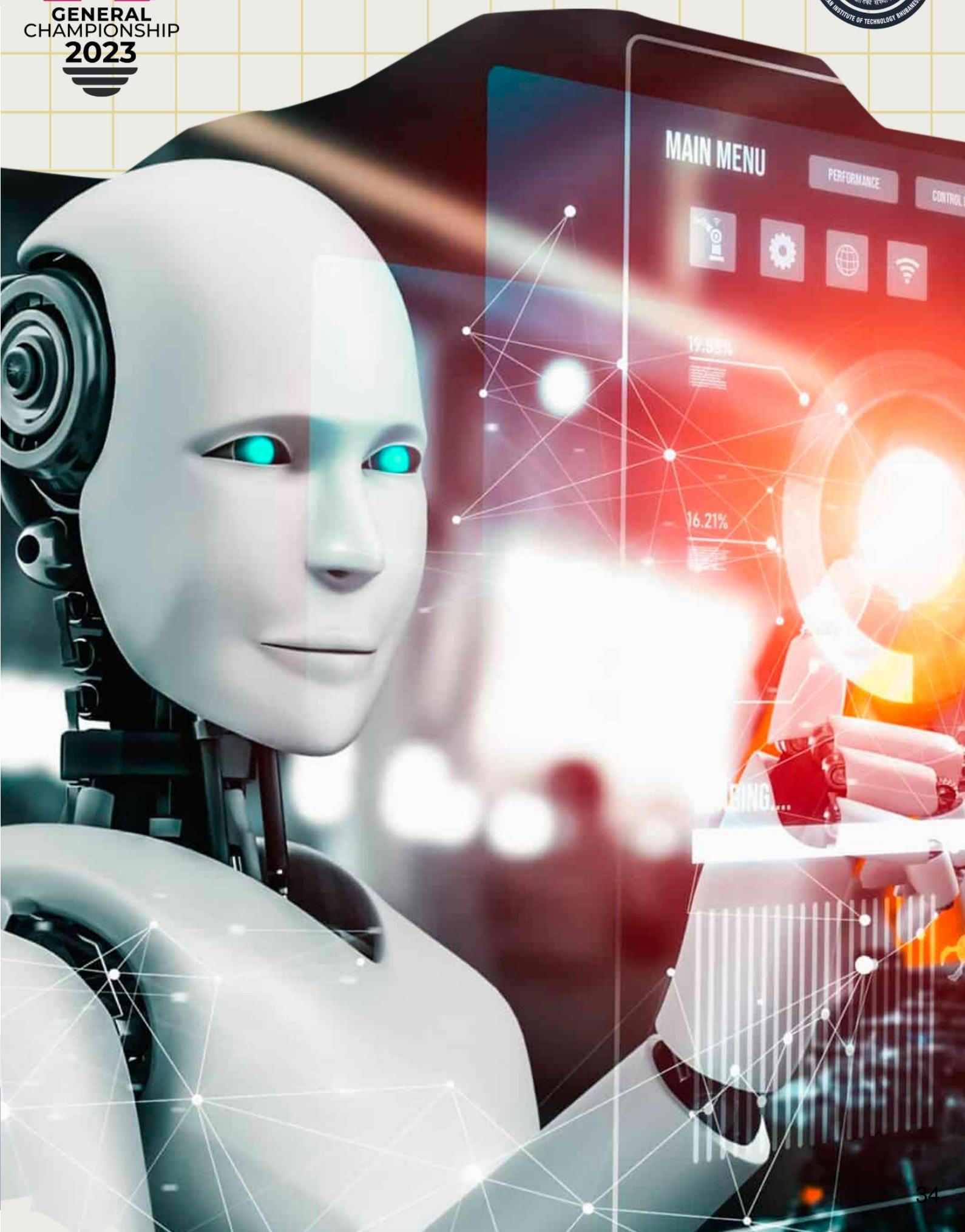
(Final .jpeg files and 3 progress images for each designs)

One PDF file should include descriptions of each design and any internet references used.

POC- Chinmay Mathur (9892137647), Shashwat Singh (7985417601)



ROBOTICS



ESPAÑA - ESP8266 BASEDBLOCKCHAIN CHALLENGE

Start Date: 31st March 2023

Submission Date: 2nd April 2023 **Venue:** Online

Type: Open

No. of teams per branch: 3

Participation points: 50 (except the top 3)

Rules:

- Any form of plagiarism in the submitted solution will lead to direct disqualification.
- A team can submit only one entry for the Challenge. Participation in the challenge is subject to a “per-team” basis, i.e., you are not allowed to be in multiple teams.
- Organizers will provide the required kit for the problem statement only once any damage to the kit won't be replaced.
- The kit must be returned after the completion of the competition.
- No development may start before the actual date and time of the event. Any team that violates this rule will be automatically disqualified. All code must only be written after the problem statements have been released.
- Participants need to add an organizer as a collaborator to the GitHub Repository, which should contain the following:
 - The repository should be named IITBBS_GC_RS_<unique_team_id>.
 - The unique team id will be provided after registration.
 - The repository should be private.
 - Brief block diagram representation describing the code functionalities.
 - Circuit Diagram.
 - Detailed documentation of the code
 - All source code files
 - A readme file containing an overview of the directory hierarchy and solution approach
- Team Size: 2-6 members.
- All submissions should be anonymous; by any means, the name of the participants or their branch should not be there in their submission, and if found will lead to disqualification.
- Failure to submit in time will result in disqualification. The team should regularly commit to the team repository throughout the challenge.

- Submissions post-time limit will be ignored.
- Post-submission changes to the repository won't be considered.
- These rules are subject to change and may be modified later.
- In case of discrepancy, the organizer's decision will be considered final.

Judging Criteria:

- Adherence to Theme and Problem Statement.
- Report Submission and Documentation Clarity.
- Quality of code
- Live Demonstration

Point of Contact:

Vudit Srivastava

(Contact no.: 7985638709, mail: secyrobotics.sg@iitbbs.ac.in)

ARDUGEM- ARDUINO BASED GAME-DEV CHALLENGE

Start Date: 13th March 2023

Submission Date: 16th March 2023

No. of teams per branch: 3

Type: Open

Participation Points: 50 (except the top 3)

Participants have to develop a game based on the themes disclosed in a given time frame.

Rules:

- Any form of plagiarism in the submitted solution will lead to direct disqualification.
- Organizers will provide the required kit for the problem statement only once any damage to the kit won't be replaced.
- The kit must be returned after the completion of the competition.
- A team can submit only one entry for the hackathon. Participation in the challenge is subject to a "per-team" basis, i.e., you are not allowed to be in multiple teams.
- No development may start before the actual date and time of the event. Any team that violates this rule will be automatically disqualified. All code must only be written after the problem statements have been released.
- Participants need to add an organizer as a collaborator to the GitHub Repository, which should contain the following:
 1. The repository should be named IITBBS_GC_RS_<unique_team_id>.
 2. The unique team id will be provided after registration.
 3. The repository should be private.
 4. Brief block diagram representation describing the code functionalities.
 5. Circuit Diagram.
 6. Detailed documentation of code
 7. All source code files
 8. A read-me file containing an overview of the directory hierarchy and solution approach
 9. Team Size : 2-6 members.
- All submissions should be anonymous; by any means, the name of the participants or their branch should not be there in their submission, and if found will lead to disqualification.

- Failure to submit in time will result in disqualification. The team should regularly commit to the team repository throughout the challenge.
- Submissions post-time limit will be ignored.
- Post-submission changes to the repository won't be considered.
- These rules are subject to change and may be modified later.
- In case of discrepancy, the organizer's decision will be considered final.

Judging Criteria:

- Adherence to Theme and Problem Statement.
- Report Submission and Documentation Clarity.
- The originality of the approach & Quality of code
- Live Demonstration

Point of Contact:

Vudit Srivastava

(Contact no.: 7985638709, mail: secyrobotics.sg@iitbbs.ac.in)



SOCIAL WELFARE



QUEST FOR CHANGE-THE SOCIAL CASE STUDY COMPETITION

Date: 10th March 2023 - 20th March 2023

Time: 6:30 PM 9:30 PM

Venue: SES 014

Participation Points: 50

Participation Cap: 2 teams (2-3 members)

This isn't your customary case study challenge instead it focuses on a very important real-world problem that we are in. We guarantee you a fun and exciting ride, testing your intellectual capacities and imaginative thinking without limit.

Rules and Guidelines :

- There will be 2 rounds:
 - First-round (Case Submission Round) will be online.
 - The Second Round (Final Presentation) will be offline.
- Participants can form team of 2-3 members.
- The problem statement will be shared with participants on 10th March 2023.
- Participants must submit their solutions by 18th march, 11:59 PM.
- Submissions received after the deadline will not be entertained.
- Feel free to use tables, pie charts, graphs, and other graphic arts.
- Any form of plagiarism will result in penalty and it may also result in disqualification.
- The presentation once sent will be treated as the final presentation and the teams will be presenting the same in front of the judges on 20th March 2023
 - Venue - SES Room-014
 - Timings- 6:30 PM onwards
- The decision of the organizers shall be binding on all the participants.
- Any other details or justification, if needed, will be shared later.

Judging Criteria:

Uniqueness	25%
Feasibility	25%
Presentation	50%

Point of Contact: Anshul Kumar Sahu
(9039840298) Mail - secysfs.sg@iitbbs.ac.in



QUIZ



GENERAL QUIZ

Date: 16th March 2023

Time: 6 PM onwards

Venue: LBC 302

Participation Points: 10

Participation Cap: 5 teams (1-2 members)

Rules:

- The Quiz will be a 2-round competition consisting of a preliminary round and a final round.
- Questions will be from all domains of quizzing possible, including but not limited to sports, music, art, pop-culture, science, business, technology.
- Participants from the same branch can form teams of two or participate as lone wolves.
- Both the preliminary and the final rounds will be conducted in offline mode.
- The prelims will consist of 15 questions with star-marked questions to resolve ties.
- The top 8 teams from the preliminary rounds will ascend into the finals.
- The format of the finals will be announced and explained on the spot.
- Any use of unfair means, such as googling, cheating, pairing with a different team for answers, etc, will result in immediate disqualification and may attract penalty points for the team/branch.
- No request for delaying any of the rounds will be entertained.
- In case of any discrepancy or disagreement, the decision of the Quiz Master and the organizing team will be final and absolute.
- All teams will be given 10 points for participation, except for the top 3.

Point of Contact:

Adarsh Kumar Taria

(9078155020)

Mail us at: quizclub@iitbbs.ac.in

SPORTS QUIZ

Date: 28th March 2023

Time: 6 PM - 9 PM

Venue: LBC 302

Participation Points: 10

Participation Cap: 5 teams (1-2 members)

Rules:

- The Quiz will be a 2-round competition consisting of a preliminary round and a final round.
- All the questions will be from the myriad world of sports.
- Participants from the same branch can form teams of two or participate as lone wolves.
- Both the preliminary and the final rounds will be conducted in offline mode.
- The prelims will consist of 15 questions with star-marked questions to resolve ties.
- The top 8 teams from the preliminary rounds will ascend into the finals.
- The format of the finals will be announced and explained on the spot.
- Any use of unfair means, such as googling, cheating, pairing with a different team for answers, etc, will result in immediate disqualification and may attract penalty points for that team/branch.
- No request for delaying any of the rounds will be entertained.
- In case of any discrepancy or disagreement, the decision of the Quiz Master and the organising team will be final and absolute.
- All teams will be given 10 points for participation, except for the top 3.

Point of Contact:

Viraj Rodge (7028656333)

Mail us at: quizclub@iitbbs.ac.in

MELA QUIZ

Date: 1st April 2023

Time: 3 PM onwards

Venue: LBC 302

Participation Points: 10

Participation Cap: 5 teams (1-2 members)

Rules:

- The Quiz will be a 2-round competition consisting of a preliminary round and a final round.
- All the questions will be from the colorful worlds of music, entertainment, literature and arts.
- Participants from the same branch can form teams of two or participate as lone wolves.
- Both the preliminary and the final rounds will be conducted in offline mode.
- The prelims will consist of 15 questions with star-marked questions to resolve ties.
- The top 8 teams from the preliminary rounds will ascend into the finals.
- The format of the finals will be announced and explained on the spot.
- Any use of unfair means, such as googling, cheating, pairing with a different team for answers, etc, will result in immediate disqualification and may attract penalty points for the team/branch.
- No request for delaying any of the rounds will be entertained.
- In case of any discrepancy or disagreement, the decision of the Quiz Master and the organizing team will be final and absolute.
- All teams will be given 10 points for participation, except for the top 3.

Point of Contact:

Rithika Reddy (7032309490)

Mail us at: quizclub@iitbbs.ac.in



DRAMATICS



MONO ACT

Date: 13th March 2023

Time: 6 PM onwards

Venue: Community Center

Participation Points: 15

Participation Cap: 4 teams

Rules:

- Individual and single round event.
- The language of the act can only be Hindi or English.
- The minimum duration of the performance should be 3 Minutes and Maximum 10 Minutes.
- Mimicking Scenes is allowed from digital media, but writing one's own script will carry additional weightage. Vine-making and monologues are permitted, but the same rules as stated above will apply to them.
- Participants are free to choose the genre.
- An online prelims may be conducted based on the number of participants.
- Props are allowed but will not carry any additional weightage.
- The decision of the judges shall be final and binding for the event.
- The team size can be of 4 People 1 for Act ,1 for Voiceover or side voice, 1 For Music Control if needed & last one for helping with props.
- Maximum 4 Teams from each competing team of GC can participate.

Judging Criteria:

Acting and Expressions	50%
Voice Modulation	10%
Quality of script written/chosen	20%
Dialogue Delivery	20%

Point Of Contact:

Ayush Kumar (6372177233)

Mail us at -

secydrams.sg@iitbbs.ac.in

SKIT

Date: 2nd April, 2023

Time: 9 AM Onwards

Venue: Community Center

Type: Closed

Rules:

- The team participating in the skit should have a minimum of 4 members.
- Each teams will get 15 minutes from empty stage to empty stage. All the stage setting & play should be completed in that 15 minutes.
- The Props will be arranged by the teams themselves (General furniture like tables/chairs will be made available at the event venue subject to availability and given that the requirement has been communicated to the Organizing Committee at least 3 days prior to the event).
- The teams will be free to select the skit's theme/story/script. The theme should not be vulgar & cheap. It should not hurt any community's feelings.
- The Competition will be judged based on the script, facial expressions, creative use of props, stage mannerism, coordination, voice modulation and overall performance.
- Final ratings shall be decided by aggregating points awarded by a panel of judges.
- In case of any dispute, the decision of the Organizing Committee shall be final and conclusive.

Judging Criteria:

Acting and Expressions	50%
Voice Modulation	10%
Quality and uniqueness of script written/chosen	20%
Dialogue Delivery	20%

Point of Contact:

Ritesh Mehta (7870844962) | Mail us at -
secydrams.sg@iitbbs.ac.in



DANCE



SOLO DANCE COMPETITION

Date: 27 March 2023

Time: 6:30 PM - 9:30 PM

Venue: Basketball Court

Participation Points: 30

Participation Cap: 8 members

Rules:

- All dance forms are allowed.
- Participants will be performing to either a single or a medley of songs.
- Time limit: Classical - 2 to 2.5 minutes
Non - Classical - 1.5 to 2 minutes
(Points will be deducted if the performance falls short or exceeds the mentioned time limit.)
- There can be a maximum of 8 participants from each branch.
- Songs can be of any language. Songs containing any foul language are strictly prohibited.
- The song/medley of songs must be submitted to the Organizing Committee 1 day prior to the event.

Judging Criteria:

Difficulty of choreography	20%
Energy	30%
Costume and props	15%
Uniqueness of choreography	15%
Facial expression and body language	20%

Point of Contact:

L Devi Jeyasri (8778442900)

Mail us at:

secydance.sg@iitbbs.ac.in

DUO/TRIO DANCE COMPETITION

Date: 19 March 2023

Time: 6:00 PM - 9:00 PM

Venue: Basketball Court

Participation Points: 30

Participation Cap: 8 teams (2-3 members)

Rules:

- Participants will be performing as a duo/trio for a time duration of 2 -3 minutes.
- All the performers have to be present on the stage throughout the performance.
- Participants can only perform once (either duo or trio).
- A maximum of 8 teams can participate from each branch.
- Participants should be of the same branch. Inter-branch teams are not allowed.
- All dance forms are allowed.
- Songs can be of any language. Songs containing any foul language are prohibited.
- The song/medley of songs must be submitted to the Organizing Committee 1 day prior to the event.

Judging Criteria:

Coordination	30%
Energy	20%
Difficulty of choreography	15%
Facial expression and body language	15%
Costumes and props	10%
Uniqueness of choreography	10%

Point of Contact:

Pritam Sonwalkar (9021698990)

Mail us at:

20mm01019@iitbbs.ac.in

GROUP DANCE COMPETITION

Date: 1 April 2023
Time: 7:00 PM - 9:00 PM
Venue: Basketball Court
Type: Closed

Rules:

- Participants will be performing as a group.
- Time limit: 3 - 5 minutes
- Team size limit: 4 - 15 members
- Each branch will only be represented by a single group.
- At any point during the performance, a minimum of 4 members should always be present on the stage.
- All dance forms are allowed.
- Songs can be of any language. Songs containing any foul language are strictly prohibited.
- The song/medley of songs must be submitted to the Organizing Committee 1 day prior to the event.

Judging Criteria:

Coordination	30%
Energy	20%
Difficulty of choreography	15%
Facial expression and body language	15%
Costumes and props	10%
Uniqueness of choreography	10%

Point of Contact:
Aastha Pangaria (8920758196)
Mail us at:
21ce02003@iitbbs.ac.in



FINE ARTS AND CRAFT



JUNK ART

Date: 12th March 2023 - 18th March 2023

Participation Points: 15

Participation Cap: 1 team

Rules:

- This competition is a team based event consisting of maximum 4 members in a group.
- A theme will be provided and the team will have a time of 7 days to make an artwork with any junk material they can. It can be cardboards, bottles, or any other junk around them.
- Designs, painting and text are not allowed and will be penalized.
- Any form of junk artwork is allowed, but it must be completed within the competition time.
- Only the team captain needs to register for the competition.
- Progress pictures also need to be shared along with the final junk art.
- The decision of the judges will be considered final and abiding.

Judging Criteria:

Creativity	25%
Appearance & Neatness	25%
Incorporation of Junk/waste	25%
Depiction of theme	25%

Point of Contact:

Sushma (7993671366)

Mail us at:

21mm01017@iitbbs.ac.in

SKETCHING COMPETITION

Date: 18th March 2023

Time: 2:00 PM - 6:00 PM

Venue: Cultural Room SAC

Participation Points: 15

Participation Cap: 2 teams (1-3 members)

Rules:

- It is a group event where participants have to make a team of maximum 3 members.
- The theme of the competition will be given on the spot.
- Teams will be provided with four A1 sheets. The sheets will have to be pasted together by the team as they wish and kept on the ground to draw upon.
- Medium: Graphite and Charcoal both mediums are allowed.
- Charcoal sticks will be provided during the competition.
- Participants have to bring their own drawing items like pencils, erasers, tissue paper, cotton, sharpener, Blending stumps.
- The use of electronic devices and pictures for references will lead to disqualification.
- The duration of the competition will be 4 hours.

Judging Criteria:

Originality	25%
Skill	25%
Creativity	25%
Depiction of theme	25%

Point of Contact:

Sreyash Ranjan (8895978894)

Mail us at:

21ce01023@iitbbs.ac.in

PAINTING COMPETITION

Date: 31st March 2023

Time: 6:00 PM - 9:00 PM

Venue: LBC 302

Participation Points: 15

Participation Cap: 5 members

Rules:

- Themes: Power of emotion, Reflections of the natural world, Urban landscape and city life.
- Participants can pick any one of the given themes.
- Only A3 sheets will be provided during the competition.
- Participants have to bring their own materials.
- Participants have to describe the artwork they have made in a short paragraph.
- Medium: Only Acrylic Paints can be used.
- The duration of the competition will be 3 hours.
- The use of electronic devices and pictures for reference will lead to disqualification.
- Judge's decisions are final and binding.

Judging Criteria:

Originality	15%
Skill	25%
Creativity	25%
Depiction of theme	35%

Point of Contact: Kartheek Pavada

(+91 83283 43795)

Mail us at: 21me02042@iitbbs.ac.in



LITERARY



ADALAT

Date: 21st March 2023

Time: 6:00 PM to 9:00 PM

Venue: SES 318, 319

Participation Points: 15

Participation Cap: 2 members

Rules:

- This event will be a modified version of Presidential style Debates accustomed to the setting of actual Courtrooms.
- Participants will be allotted their case and their side (Prosecution or Defense) at least 24 hours before the event commences.
- The main parties and their responsibilities in each debate will be:
 - Prosecutor (Lawyer 1): Claim charges on the accused and plead for severe punishment.
 - Defender (Lawyer 2): Refute the charges put forth by the prosecutor, defend the accused and plead not guilty or plead for least punishment.
 - The Judge: Preside over the proceedings and see that order is maintained. To ensure that the evidence is proper, they guide the jury about the laws which are applicable.
 - The Jury: To discuss the case in detail and finalize a judgment. Abhivyakti will assign the Judge and the Jury.
- The total time allotted per debate is 14 minutes. The time division is as follows:
 - Prosecutor- 2 minutes
 - Defender- 4 minutes – Prosecutor- 2 minutes
 - Direct Question- at least 1 question from each Prosecutor and Defender, maximum 2 minutes. – Concluding Remarks- 1 minute each for the Prosecutor and Defender.
 - Judge's Views- 2 minutes

- In each debate, the jury will evaluate the lawyers based on their understanding of the case, presentation style, the validity of their content, etc.
- This event will be held offline.

Judging Criteria:

Content	40%
Presentation	40%
Overall Impact	20%

Point of Contact:

Pranjal Gupta (8959225466)

Mail us at:

21ce02009@iitbbs.ac.in

KAVYA PATH

Date: 19th March 2023

Time: 2:00 PM to 5:00 PM

Venue: LBC 203

Participation Points: 15 points

Participation Cap: 5

Rules:

- It is an individual event and one poem is allowed per participant.
- The poetry piece must be their original work composed in Hindi. If any form of plagiarism is found, it will lead to disqualification.
- The theme can be anything you wish, but it must be written before the event starts and your poem should have a title.
- Participants may bring a sheet of paper OR phone with them which they may refer to while reciting.
- Each poet will get 5 minutes to recite their piece. Crossing the time limit will lead to a deduction of points.
- It is encouraged participants DO NOT use any additional props.
- Participants must ensure their poem does not include anti-religious, racist, homophobic, or offensive language. They can express strong emotions, but it must be done in a civil way.
- The decisions taken by the judges and the organizers are final, and participants have to abide by them.

Judging Criteria:

Vocabulary and Poetry language	30%
Content and Creativity	20%
Performance Style and Diction	30%
Overall Impact	20%

Point of Contact:

Manish Sahu (6267603614) | Mail us at:

21ce02022@iitbbs.ac.in

SCRABBLE

Date: 14th, 15th March, 2023

Time: 6:30 PM to 9:30 PM

Venue: LBC 201, 202

Participation Points: 10

Participation Cap: 4 members

A Scrabble tournament where players battle it out over multiple rounds of games to crown the ultimate Scrabble Champions. Games will happen on physical Scrabble boards.

Rules:

- Each branch has to send exactly 4 people for the scrabble tournament.
- The players with rank below 8 will be awarded participation points only after they play all the prelims matches.
- The total of 32 participants will be distributed in eight groups of four. This distribution will be done via an open draw before the tournament.
- Games will be 1v1, with all players playing all rounds of the tournament.
- The final results will be based on the cumulative wins over all rounds (Player will get 1 point for every win, 0 for every loss and 0.5 in the case of a bye for each game).
- Time limit for each game: 30 (+4 overtime) minutes (15 (+2 overtime) per side). Things like arranging tiles, time for totalling, etc. are not counted in the 15 minutes.
- Going over the time limit will automatically award the win to the opponent (Time forfeit).
- Upon entering each minute of overtime, 10 points are deducted from the player's score.
- If the player reaches the end of the second minute of overtime, they lose by time forfeit.
- Matches are not void.
- You can challenge your opponent's play. Any play may be challenged before the next player starts a turn.

- If the play challenged is unacceptable, the challenged player takes back their tiles and loses that turn. If the play challenged is acceptable, the challenger loses their next turn. Consult the dictionary for challenges only.
- All words made in one play are challenged simultaneously. If any word is unacceptable, then the entire play is unacceptable. Only one turn is lost on any challenge.
- We will be following the official Scrabble rules as detailed in this link: <https://scrabble.hasbro.com/en-us/rules>.
- All disputes will be settled by the Tournament Director, who will have the final word on disputes. Use of unfair means will lead to immediate disqualification of the participant from that event. Dictionary: CSW21 (Collins Scrabble Words 2021)

Point of Contact:

Sagnik Basu (9433238041)

Mail us at: 21cs02004@iitbbs.ac.in

JUST A MINUTE

Date: 18th March 2023

Time: 10:00 AM to 1:00 PM

Venue: LBC 203

Participation Points: 10

Participation Cap: 3

A panel event, where panelists speak for no more than a minute, on a given subject, without "hesitation, repetition or deviation".

Rules:

- In each JAM Session, four participants (panelists) will participate.
- The panelists will be invited, in rotation, to speak for one minute on a given subject (which they usually are not informed of in advance) without "hesitation, repetition or deviation."
- In case the current speaker breaks any of the three cardinal rules, the other three panelists can challenge them.
- A panelist scores one point for making a correct challenge against whoever is speaking, or the speaker gets the point if the challenge is deemed incorrect.
- If a witty interjection amuses the audience but is not a correct challenge, at the chairman's discretion, the challenger can nevertheless be awarded an extra point (the "bonus point" rule).
- A player who makes a correct challenge takes over the subject for the remainder of the minute or until successfully challenged.
- The person speaking when the whistle blows after 60 seconds also scores a point.
- An extra point is awarded if a panelist speaks for the entire minute without being challenged.
- Once all four speakers are done, the game will be scored, and the winner of that round will be declared.
- Depending upon the number of participants, this competition will have multiple rounds.
- The judges can also modify the rules on the spot.

Point of Contact:

Parichay Gupta: 9372936785

Mail us at: 21me02005@iitbbs.ac.in

POTPOURRI: SACRED WORD GAMES

Date: 30th March, 2023

Time: 6:30 PM to 9:30 PM

Venue: LBC 203

Participation Points: 10

Participation Cap: 4 teams(1-2 members)

The ultimate test of your literary skills is here! Panacea presents Sacred Word Games, a game full of different word games. Emerge as the Wizard of Words, while various branches compete to be crowned as the champion of sacred word games.

Rules:

- The event would be conducted in two stages- Preliminary and Finals.
- The preliminary stage will consist of a written word game to be completed within a stipulated time.
- The top 8 teams will advance to the finals which will be a buzzer round consisting of different word games.
- In case of any dispute, the judge's decision would be binding on all participants.

Judging Criteria:

Marking of teams would be done on the basis of points allotted corresponding to each question. In case of a tie, tie breaker question will be asked to the teams with the same points. First team to answer the question will be declared the winner of tie breaker.

Point of Contact:

Tejdeep Reddy (6305926599)

Mail us at:

21ee01022@iitbbs.ac.in

ASIAN PARLIAMENTARY DEBATE

Date: 1st - 2nd April, 2023

Time: 9:00 AM to 1:00 PM

Venue: LBC 201, 202

Type: Closed

Tournament Structure:

- There will be two preliminary rounds in which teams will be ranked according to wins and losses.
- In the event of a tie, speaker scores and margin of victory shall be used.
- This will be followed by the top 4 teams qualifying for further rounds: the Semi-Finals and Final.
- Semi-finals will have a knockout format wherein the two winning teams will proceed to the finals.
- A panel of core adjudicators will be appointed to set the motions and conduct the debate.
- The adjudicators will deliver a seven-minute oral adjudication at the end of each debate.
- Time slots for each debate round will be given prior to the tournament.

Asian Parliamentary Format:

- Themed rounds
- Motion ranking with veto
- 25 minutes preparation time
- 4 minutes of speaking time with the first and last minutes as protected time
- Standard speaker roles apply
- 2 minutes reply speech from a non-whip member of the team

Judging Criteria:

Matter	40%
Manner	40%
Method	20%

Basic Rules:

- Participants must report within the given time slots. A grace period of 10 minutes will be provided; otherwise, a walkover will be given.
- Each branch shall send a single team consisting of three members.

The organizing team will share a detailed Handbook of Parliamentary Debate Procedures by 28th March 2023.

Point of Contact:

Dhruv Vasudev- 9871542710 | Damtak Ligu- 7630956265

Mail us at: 21ce02025@iitbbs.ac.in



CINEMATOGRAPHY



CINEMATIC B-ROLL COMPETITION

Date: 6th March 2023 - 16th March 2023

Participation Points: 50

Participation Cap: 10

Rules:

- It is an individual submission based event.
- Participants will have to record broll regardless of theme, edit and upload it in google drive and send the link.
- Final B-roll should be 15-60 seconds long.
- Use of stock footage is strictly prohibited or it will cause disqualification.
- Entries must be the entrant's original work and not infringe third-party's rights. Plagiarism is strictly prohibited.
- File format .mp4, .avi, .mpeg, .mov
- The decision of judges will be final and binding.

Judging Criteria:

Use of the mic and sound effects	25%
Creativity	20%
Stylish footage and cinematography	30%
Editing	25%

Point of Contact:

Abhishek Kumar (8210226151)

Mail us at:

21ee01051@iitbbs.ac.in

SHORT FILM MAKING

Date: 13th March 2023 - 26th March 2023

Participation Points: 50

Participation Cap: 5

Rules:

- Short Film can contain dialogues or it can be a silent short film.
- Form a group of maximum 7 students and present a short film.
- Duration of short film should be in between 5-15mins.
- For Silent Short Film, there should be NO dialogues, clear words, and subtitles.
- Sound effects, ambient sounds, or dialogues as ambient sounds and soundtracks can be in the film.
- Use of stock footage in the film should not exceed 15 percent of total screentime or there will be a penalty of 15% points (15-20 percent use of stock footage)and 25% points (20-25 percent use of stock footage.) If short film contains more than 25 percent stock footage then submission will be disqualified.
- The sound effect can be natural or added separately.
- Plagiarism is strictly prohibited.
- File format .mp4, .avi, .mpeg, .mov
- Share the drive link of final video.
- The decision of judges will be final and binding.

Judging Criteria:

Story and Screenplay	20%
Cinematography	25%
Editing (also includes background score, sound design, foley etc)	25%
Acting	15%
Overall Impact	15%

Point of Contact:

Bhaskar Rana (8757426639)
secycinesoc.sg@iitbbs.ac.in

AD-MAKING COMPETITION

Date: 17th March 2023 - 28th March 2023

Participation Points: 50

Participation Cap: 5

Rules:

- Form a group of maximum 5 members and present a conceptual advertisement of either a product or a service.
- This is a submission based event.
- Maximum time limit for performing the ad is 3 minutes.
- There should be no exposure to biasness against any caste or community, or religion through your performance.
- Ad must not contain any vulgar expressions or obscene words.
- Teams have to make a new product/service name, and punch line and advertise the product/service.
- Disobedience of rules may lead to disqualification.
- Use of stock footage is not allowed or it will lead to disqualification.
- Sound effects can be original or can be added separately.
- Plagiarism is strictly prohibited.
- File format .mp4, .avi, .mpeg, .mov
- Share the drive link of final video.
- Disobedience of rules may lead to disqualification.
- The decision of judges will be final and binding.

Judging Criteria:

Creativity(inclusion of slogan, logo or catchy jingle and visual appearance)	25%
Customer appeal	25%
Content and Clarity	25%
Editing and sound designing	25%

Point of Contact:

Bhaskar Rana (8757426639)

Mail us at:

secycinesoc.sg@iitbbs.ac.in



PHOTOGRAPHY



PHOTOGRAPHY COMPETITION

Date: 6th March 2023 - 24th March 2023

Participation Points: 15

Participation Cap: 3

Rules:

- It is a Photography competition with entries via Google Form.
- Editing has been included in this competition itself so that the participants have complete creative freedom.
- You are required to provide a unique title & description for each image submitted.
- Entry will be disqualified if plagiarism is found.
- Editing is allowed. However, the software used will have to be mentioned.
- The photographs can be in any aspect ratio.
- Submissions will not be accepted once the deadline lapses.
- Following are the themes. Overall, a participant can choose as many themes as they want.
 - Patterns & Textures
 - Maintain the mystery
 - life in technicolor
- The EXIF data needs to be mentioned separately, including the device name used to take the photograph. No screenshots are allowed. And also all the photos must have the exif data. If there is no exif data for any photo their entry will be disqualified
- Explanation of Cap for submission:
 - Every team can submit one photo at max for each theme
- Editing the photos is completely allowed in this competition.
- Location for taking the photos is restricted to only Jatni and our IIT campus
- If you are editing the photos then you need to submit both the edited and unedited photos.

Judging Criteria:

Originality	30%
Technical Proficiency	30%
Adherence to the topic	40%

Point Of Contact:

Suru Sri Mukesh (8712260676)

Mail us at: clix.photosoc@iitbbs.ac.in

PHOTOSTORY COMPETITION

Date: 6th March 2023 - 24th March 2023

Participation Points: 30

Participation Cap: 1

Rules:

- It is a submission based Photostory competition.
- You are required to provide a unique title & description(not more than 50 words) for the photo story submitted.
- Entry will be disqualified if plagiarism is found.
- Editing is allowed. However, the software used will have to be mentioned.
- The photographs can be in any aspect ratio.
- Submissions will not be accepted once the deadline lapses.
- The Theme for the photostory is
 - *Everyday Life* :Have to make a photostory documenting their daily life in college
- The EXIF data needs to be mentioned separately, including the device name used to take the photograph. No screenshots are allowed. And also all the photos must have the EXIF data.If there is no EXIF data for any photo their entry will be disqualified
- Explanation of Cap for submission: Each team can only submit one photostory.And the photostory can contain 5 to 15 photos.
- Editing the photos is completely allowed in this competition.
- Location for taking the photos is restricted to only Jatni and our IIT campus.
- If you are editing the photos then you need to submit both the edited and unedited photos.

Judging Criteria:

Originality	30%
Technical Proficiency	30%
Adherence to the topic	40%

Point Of Contact:

Suru Sri Mukesh (8712260676)

Mail us at:

clix.photosoc@iitbbs.ac.in



MUSIC



SOLO MUSIC COMPETITION

Date: 19 March 2023

Time: 10:00 AM to 1:00 PM

Venue: Community Centre

Participation Points: 15

Participation Cap: 5 members

Rules:

- The competition is for both vocalists and instrumentalists.
- They will be judged based on their melody and music skills.
- Time Limit :
 - 3 minutes(Vocalists)
 - 4 minutes (instrumentalists)
- Songs can be of any language and genre.

Judging Criteria:

- Judging Criteria for vocalists:

Song Selection	10%
Time limit	10%
Melody	30%
Scale knowledge	30%
Modulations	20%

- Judging Criteria for instrumentalists:

Beat sense	20%
Scale knowledge	30%
Fluency on Instrument	30%
Improvisations	10%
Time limit	10%

Point of Contact:

Ramakrishna Reddy Palle
(8328537734) Mail us at:
secymusic.sg@iitbbs.ac.in

PAIR ON STAGE

Date: 22nd March 2023

Time: 6:30 PM to 9:30 PM

Venue: Community Center

Participation Points: 30

Participation Cap: 4 pairs

Rules:

- A pair of candidates should perform together on stage. They are allowed to perform any kind of music.
- A pair may contain:
 - "Two Vocalists" (only this pair will be allowed to use karaoke)
 - "Two Instrumentalists"
 - "A vocalist and an Instrumentalist"
- Vocalists will be judged on the basis of their melody and instrumentalists will be judged on the basis of their skills.
- Time limit for a pair is 4 minutes minimum to 6 minutes maximum.
- Mash ups and improvisations will be appreciated.
- If a Vocalist pair uses karaoke, they must submit it to secymusic.sq@iitbbs.ac.in well in advance.
- It is to be noted that no special points for karaoke will be awarded.

Judging Criteria:

Category	Judging Criteria	Percentage
Instrumentalist	Beat sense	15%
	Fluency on Instrument	15%
	Improvisations	10%
Vocalist	Melody	15%
	Scale knowledge	10%
	Beat sense	10%
	Modulation	5%
Combined	Coordination	10%
	Creativity	10%

Point of Contact:

Anshul Kumar Sahu (9039840298)

Mail us at: 21mm01023@iitbbs.ac.in



SPECIAL EVENTS



ANTAKSHARI

Date: 7th March 2023

Time: 7:00 PM to 9:00 PM

Venue: MHR Ground

Paticipation Point: 30

Participation Cap: 2 Teams (max 5 people)

Rules:

- There will be multiple rounds for the competition. Each round will be an elimination round.
- Each team is expected to sing at least 4 lines of the song. Otherwise, marks will not be awarded for that particular guess.
- The participants will be judged based on:
 - Accuracy of lyrics
 - Basic melody

Round-1:

- One word would be given to each team on chits basis.
- Each chit will contain words of different languages.
- Team has to select one chit and then choose one word from those given in that chit, and sing atleast 4 lines of a song which contains that word (not necessarily in the beginning).
- Each team will be given a total time of 2 minutes.
- The team has to sing maximum number of such songs containing the given word within the 2 minutes.
- The teams can not repeat the songs which have already been sung by some other team in this particular round.
- Each correct song with sufficient lyrics will be awarded 10 marks.
- 5 marks will be given for each correct song with insufficient lyrics.
- No negative marks in this round.
- Two sub rounds will be conducted which means each team will get two turns at picking chits and singing songs.
- Bottom eight teams from the leaderboard/scoresheet will be eliminated after this round.

Round-2:

- An audio clip of some English song will be played and this will be a buzzer round.
- Identify the song and sing minimum 4 lines of it.
- Bottom four teams from the leaderboard/scoresheet will be eliminated after this round.
- Team, after pressing the buzzer, will have 15 seconds to start singing the song.
{+10 for singing at least 4 lines of the correct song, -10 for wrong guess, -5 for insufficient lyrics}

Round-3:

- General Antakshari will be organized in this round among the top 8 teams and only songs in Indian languages will be allowed.
- The team with highest score will be the first to sing and start this round.
- Each team will get 30 seconds to find a song starting with the ending syllable or a part of that ending syllable from the song sung by the previous team.
- The teams can not repeat the songs which have already been sung by some other team in this particular round.
- The Organizing Committee can modify the time limits on the spot as deemed necessary.
- If a team is unable to guess, the same syllable will be passed to the next team.
- Each team will get 5 chances for singing on a rotational basis.
- If a chance is passed by a team, they will get no additional chances.
- In case after 5 rounds, top 3 teams couldn't be identified due to too much similarity in scores, organizing committee reserves the right to introduce an on the spot tie breaker round whose rules shall be declared there itself.

{+10 for every correctly singing at least 4 lines of the song, +5 for only guessing a song starting with the required syllable but singing less than 4 lines, -5 for passing }

Point of Contact:

Ramakrishna Reddy Palle (8328537734)

Mail: secymusic.sq@iitbbs.ac.in

DUMB CHARADES

Date: 17th March 2023

Time: 6:00 PM - 9:00 PM

Venue: Basketball Court

Participation Points: 30

Participation Cap: 2 teams (5 members)

Dumb charades is a word guessing game in which players act out a word or phrase without speaking, while their teammates try to guess what it is. In this tournament, 8 teams will compete against each other, with each team taking turns woking out words or phrases from their teammates to guess.

Rules:

- There will be two team from each branch with 5 members in each team.
- Each team will have 1 player acting out the movie name and 4 wil be guessing.
- Each team will have 60 seconds to act out as many words or phrases as possible, with their teammates trying to guess as many as possible within that time limit.
- The name of the movie can consist maximum of 5 words.
- 2 Points will be awarded for each Movie name correctly guessed by a team, with no points awarded for incorrect guesses or names that were skipped.
- The person who will be acting will have the power to choose the genre (Hollywood/Bollywood/etc.) of the movie which the other team(s) can ask him/her to enact. He/She has to give two genres in which he/she is comfortable with and the other team can only give a movie from one of those two genres.
- Teams must act out the words or phrases in silence, without speaking or making any noise.
- Using mobile phones will be allowed in the first round.
- If there is a movie which has a Description along with it then whole name will be taken into account but must not exceed the limit of 5 Words. For example in case of "Bahubali : The Beginning" than in that case all three words must be included as the playing name for that round.

- Teams cannot use any props or accessories while acting out the words or phrases.
- If a team is unable to guess a word or phrase within the allotted time, they can choose to skip it and move on to the next one.

Tournament Guidelines:

- The game will be played in 2 Groups : Group A & Group B , one team from each branch will be selected into Group A & Group B & then game will start parallelly for both Groups.
- The 1st round will be a knockout round in which 4 groups will be made(To be decided by chits) they will be made to play 3 rounds and the team with maximum points will be the winner of that round.
- The 2nd round will be played between the remaining 4 teams. Chit system will be used and each team will choose 2 chits and guess the two movies one by one.
- In the 2nd round a total of 4 minutes will be given to guess the movie names. The top 3 teams guessing more movies in less time will be declared top 3.
- In case of tie the organizing committee will decide how to conduct the tiebreaker for round 2.
- The decision of the Organizing committee will be final.
- Further guidelines will be announced at the time of the event.

Point system:

- In 1st round 2 points will be awarded for correctly guessing the movie within stipulated time. In case of tie the team guessing the movie in less time will go through to the next round.
- The point system for the 2nd round will be declared at the time of the event.

Point of Contact:

Dhruvil Doshi (9372580477)
Mail us at: 21mm02004@iitbbs.ac.in

FIRELESS COOKING COMPETITION

Date: 29th March 2023

Time: 6:30 PM to 9:00 PM

Venue: Basketball Court

Participation Points: 50

Participation Cap: 2 teams (2 to 5 members)

Rules:

- It is a team event in which each team has to make one or more dishes without the use of fire, within the given time duration.
- Team size: 2 to 5 members
- Time duration: 1.5 hours
- No pre-cooked ingredients or dishes are allowed.
- The use of electric kettles, rice cookers, toasters, induction stoves, microwave ovens and other heating appliances are strictly prohibited.
- Participants should bring their own ingredients and other required items.
- Basic utensils will be provided by the Organizing Committee. The list will be shared 1 week before the event.

Judging Criteria:

Plating and Presentation	30%
Taste	30%
Creativity	30%
Cleanliness	10%

Point of Contact :

L Devi Jeyasri (8778442900)

Mail us at:

21ee01033@iitbbs.ac.in

COSPLAY COMPETITION

Date: 2nd April 2023

Time: 6:30 PM to 9:30 PM

Venue: Community Centre

Participation Points: 75

Participation Cap: 10

Rules:

- Each contestant may only enter one costume into the competition
- Any incorrect information, vulgarity and obscenity at any point will lead to immediate disqualification irrespective of being discovered prior to, during or after participation in the competition.
- Vulgarity in any form will not be allowed in the competition.
- You will get 1 min to showcase your cosplay with suitable music and music should be provided to the organizing committee 1 day prior to the event.
- Organizers reserve the right to disqualify teams who do not adhere to the rules.
- The decision of the organizers will be the final one.

Judging Criteria:

Craftsmanship	How the entrant made their costume, use of materials and creativity.	30%
Likeness/Close Details	How close the contestant resembles the character they are cosplaying / detail on costume.	40%
Presentation	How the entrant portrays themselves as the character they are cosplaying.	30%

Point of Contact:

Anshul Kumar Sahu

(9039840298)

Mail us at:

secysfs.sg@iitbbs.ac.in



ATHLETICS



ATHLETICS

General Rules

- The competition will be conducted in two categories (men and women).
- The athletes should run with shoes.
- The athlete is given a warning for the first foul, but on the second foul, the athlete is expelled from the game.
- In the races up to 200 m, all the athletes have to finish in the same lane allotted to them.
- The participant shall report mandatorily 20 min before the starting of the event. No player will be allowed to participate after the final reporting call.
- An athlete can participate in any number of events which are restricted branch wise. A maximum of **two players** can participate in an event from each branch or team.
- Everyone is allowed to participate in any number of open events.
- Three winners will be there from each event and they will get gold, silver and bronze as per their positions

EVENTS

DATE	TIME	EVENT	LOCATION
13th March	6:00 AM - 7:30 AM	100m, 200m heats	Football Ground
14th March	6:00 AM - 7:30 AM	400m, 4*100m heats	Football Ground
15th March	6:00 PM - 7:30 PM	Long Jump	MHR Ground
16th March	6:00 PM - 7:30 PM	Standing Jump	MHR Ground
17th March	6:00 AM - 7:30 AM	Cross Campus	SAC
18th March	6:00 AM - 7:30 AM	Javelin	Hockey Ground

19th March	6:00 AM - 7:30 AM	Discuss	Hockey Ground
20th March	6:00 AM - 7:30 AM	100m, 200m finals	Football Ground
21st March	6:00 AM - 7:30 AM	400m, 4*100m finals	Football Ground
22nd March	6:00 AM - 7:30 AM	Shot Put	Hockey Ground
23rd March	6:00 AM - 7:30 AM	Duathlon-Mixed	SAC

NOTE: All the events will be held at the same time and date for both Men and Women

POINTS TABLE

EVENT	POINTS - GOLD	POINTS - SILVER	POINTS - BRONZE
100m	200	150	100
200m	200	150	100
4*100m	200	150	100
400m	200	150	100
Shot Put	200	150	100
Javelin	200	150	100
Discuss	200	150	100
Long Jump	200	150	100
Standing Jump	200	150	100
Duathlon-Mixed	200	150	100
Cross Campus	200	150	100

SPRINT

Date : 13th G 20th March 2023

Time : 6:00 to 7:30 AM

Venue : Football Ground

The rules are the same for both men and women.

- Sprinters should run in designated lanes and cannot cross lanes throughout the race.
- Sprinters should not step on the white powder lines that mark their lanes throughout the race.
- Athletes should not obstruct other athletes during the race.
- In the 200- and 400-meter runs, athletes must again remain in their lanes, but the starting line is staggered. In the 400 m run, during the 2nd lap, athletes can change their lanes but must remain in it once changed.

RELAY RACE

Date : 14th G 21st March 2023

Time : 6:00 to 7:30 AM

Venue : Football Ground

The rules are the same for both men and women.

- In the 4 x 100 relay, four sprinters should run in the same designated lane, each running 100m to complete a lap of the track while holding a baton.
- The baton must be passed to the next runner within a 20 meter changeover length that is 10 meter before and 10 meter after the start of each subsequent runner.
- If the baton falls in the exchange zone, then only the athlete who has dropped it will lift it.
- The first team across the finish line with a baton in the hand will win.

LONG JUMP

Date : 15th March 2023

Time : 6:00 to 7:30 PM

Venue : MHR Ground

The rules are the same for both men and women.

- From a branch maximum two athletes can participate in the long jump event.
- The maximum length of the run up before jump will be fixed.
- If an athlete places any part of the take off foot over the take off line, which will be marked on the ground, it will be deemed a No jump.
- Each one will be given three trials during the event, the best of which will be recorded for competition. No jumps are included in the three jumps.
- The athlete's jump will be measured from the front edge of the take off foot to that part of the body that lands closest to the take off line.

STANDING JUMP

Date : 16th March 2023

Time : 6:00 to 7:30 PM

Venue : MHR Ground

The rules are the same for both men and women.

- The athletes must be stationary before the jump i.e. they can't run up or move before standing jump.
- At the start of the jump, both feet must be parallel to one another.
- The distance will be measured to the nearest point the athlete touches to the take off line.
- Each Athlete will get 3 jumps and the jump of the greatest distance will be the score for the event.

SHOT PUT

Date : 22nd March 2023

Time : 6:00 to 7:30 AM

Venue : Hockey Ground

- Each Athlete will receive 3 attempts with the Shot Put. The farthest distance of the 3 Puts is recorded as the score for the event.
- In case of a tie-breaker, the second-best throw, determines the winner.
- Weight of the shot (metal ball) is 7.26 kg for men and 4 kg for women.
- The athlete must not touch the top of the toe-board/circle during their put. Also they must not leave the circle before the ball has landed.
- 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.
- The shot must be released above the height of the shoulder with one hand.
- The shot is required to land within the legal sector. If the shot lands outside the legal area the throw will be considered as invalid throw, and the athlete will lose one chance.
- The athlete must exit the circle from the back.

JAVELIN THROW

Date : 18th march 2023

Time : 6:00 to 8:00 AM

Venue : Hockey Ground

- Each athlete will get three chances to throw and the best among them will be considered for the competition.
- In case of a tie-breaker, the second-best throw, determines the winner.
- There will be a marking line on the runway within which the athlete needs to throw the javelin and should not cross the marking line while throwing.
- The athlete should not cross that marking line just after the throw otherwise that throw will be considered invalid.
- If the tip of the javelin lies outside the edges of the landing sector then that throw will be considered as a foul/invalid.
- The javelin has to be released using one hand only and it must be thrown up and over the arm in a fluid movement. •
- The Men's Javelin will be 800 gm in weight and 2.6 m in length, while Women's Javelin will be 2.2 m long and 600 gm in weight.

DISCUSS THROW

Date : 19th March 2023

Time : 6:00 to 7:30 AM

Venue : Hockey Ground

- Every competitor is allowed three attempts to mark their best throw. In case of a tie-breaker, the second-best throw, determines the winner
- The measurement will be done from the first point where the discus touches the ground to the inside of the arc of the throwing circle.
- The discus should be thrown by the athlete from the inside of the circle and the athlete should not cross the circle while attempting the throw.
- If the athlete leaves the circle before landing the disc on the ground, then it will be considered as invalid/foul throw
- If the disc lands outside the zone, which will be marked on the ground, then that throw is considered as invalid.
- Weight of the disc for men is 2 kg and 22 cm In diameter, while weight of the disc for women is 1 kg and 18 cm in diameter.

DUATHLON RELAY RACE

Date : 23rd March 2023

Time : 6:00 to 7:30 AM

Venue : On Road (SAC)

- For Duathlon Relay, each team comprises four players (2 boys and 2 girls).
- The route of Duathlon Relay is attached here for your reference . This route will be divided into four sub- routes; all sub roots will be marked on the road.
- The length of the complete route is 8 km and the length of subgroups is 2 km each
- The route 1 is for boys which needs to be covered by running, followed by route 2 for girls which needs to be covered by cycling, followed by route 3 for girls which needs to be covered by running and at last route 4 for boys which needs to be covered by cycling.
- The baton will be exchanged at checkpoints.
- Proper relay race rules are also applied.
- Only one team can participate from a branch comprising two girls and two boys of the same branch.



CROSS-CAMPUS (BOYS)

Date : 17th March 2023

Time : 6:00 to 7:30 AM

Venue : On Road (SAC)

- This is an open event to all boys.
- The route map has been attached below for your reference .Race will start from SAC building and athlete has to cover residential area route and then come to LGATE and race will end at SMS building.
- A total distance of approximately 8 km has to be covered by the athlete during the race



CROSS-CAMPUS (GIRLS)

Date : 17th March 2023

Time : 6:00 to 7:30 AM

Venue : On Road (SAC)

- This is an open event to all girls.
- The route map is attached here for your reference race .Race will start from SAC building and will end at School of mechanical sciences .
- A total distance of approximately 3.5 km has to be covered by the athlete during the race.



Point of Contact:

G. Phani Sushrutha (secyathletics.sg@iitbbs.ac.in, 78426 47959) Athletics

Secretary



BADMINTON



BADMINTON

General Rules

- Matches will be organized in the Student Activity Center Badminton Courts.
- Each team comprises a minimum 3 boys, 1 girl and a maximum of 5 boys, 2 girls.
- Result of each tie shall be decided by the combined result of 3 singles and 2 doubles.
Result of a tie, however, can be declared when either of the competing teams wins 3 matches.
- Each match in a tie would consist of 3 sets of 21 points (along with deuce if any).
- Players will get 2 minutes break after each set and 1 minute break after any of the players playing the match reaches 11 points.
- The order of matches in a tie shall be as follows:

Men's Singles

Women's singles

Men's Doubles

Mixed Doubles

Men's Singles

- Any player cannot play more than 1 singles match and 1 doubles match.
- In case of a draw, the total number of matches won by the teams will be considered to determine the result of the pool. In case of further draw, total number points won by the team will be considered.
- The final list of names of players in playing order has to be given to the referee 15 minutes prior to each tie.

- Yonex Mavis - 350/500 Nylon shuttlecocks will be used to conduct badminton matches in the tournament. Each team can issue at most 2 badminton rackets from Gymkhana.
- **100 Points** will be awarded to the teams for each winning match in League Stages, however if the team ends up in 1st, 2nd or 3rd position in the final points table, then these points will not be valid for those top 3 teams.
- Players are not allowed to play without **non-marking badminton shoes** (that is, use gum sole shoes). In case a player doesn't have non marking shoes, he/she is allowed to play bare-footed.
- Any delay in the arrival of the team (or players) in a tie (or match) would lead to walkover for the opponent team (or player). In case of absence of both the playing teams of a tie (or both sides in a match) the tie (or match) would be abandoned. However, in case of inevitable reason, if the team coordinator informs in advance, the final decision lies with the referee.
- Disturbance from the roof in the middle of a rally will make that rally null and void, hence players will have to play for that point again.
- Referee's call will be the final decision. Arguing with the officials will lead to disqualification of the player.

POOLS

POOL 1	POOL 2
Team_A	Team_B
Team_D	Team_C
Team_E	Team_F
Team_H	Team_G

FIXTURES

Fixture	Date	Time	Court No.
League Stage			
Team_E vs Team_D	14-03-23	6:30 PM	1
Team_F vs Team_C	14-03-23	6:30 PM	2
Team_A vs Team_H	14-03-23	9:30 PM	1
Team_B vs Team_G	14-03-23	9:30 PM	2
Team_H vs Team_E	16-03-23	6:30 PM	1
Team_G vs Team_F	16-03-23	6:30 PM	2
Team_D vs Team_A	16-03-23	9:30 PM	1
Team_B vs Team_C	16-03-23	9:30 PM	2
Team_D vs Team_H	18-03-23	6:30 PM	1
Team_C vs Team_G	18-03-23	6:30 PM	2
Team_A vs Team_E	18-03-23	9:30 PM	1
Team_B vs Team_F	18-03-23	9:30 PM	2
Semi Final			
Winner of Pool 1 vs Runner of Pool 2	20-03-23	8:00 PM	1
Winner of Pool 2 vs Runner of Pool 1	20-03-23	8:00 PM	2
Final	22-03-23	8:00 PM	1
3rd place	22-03-23	8:00 PM	2

Point of Contact:

Aditya Roy (secybadminton.sg@iitbbs.ac.in , 9881174066)

Badminton Secretary



BASKET BALL



BASKETBALL

General Rules

- A team must consist of a minimum of 5 members and a maximum of 12 members.
- No player is allowed to represent multiple teams. If found, he/she along with the teams he represented, will be disqualified from the tournament.
- In case of a tie, extra time of 5 mins will be played for the winner to be decided.
- **100 Points** will be awarded to the teams for each winning match in League Stages, however if the team ends up in 1st, 2nd or 3rd position in the final points table, then these points will not be valid for those top 3 teams.

On Field Rules

- All matches will be played with 4 quarters of 10 minutes each.
- A break of 5 mins will be there at half time. After two quarters or half-time, the teams switch sides on the court
- 5 timeouts of 2 min each is allotted for every team.
- 2 minute break after 1st and 3rd quarter.
- Referee decision stands. If the match is tied then overtime of five minutes will be allowed.
- All other standard basketball rules will apply.

Standard Basketball Rules

Refereeing will be done according to the latest FIBA regulations. Official FIBA

Documents Archive: <https://www.fiba.basketball/documents>

BOYS POOL

POOL 1	POOL 2
Team_A	Team_E
Team_B	Team_F
Team_C	Team_G
Team_D	Team_H

BOYS FIXTURES

Fixture	Date	Time	Venue
Team_A vs Team_B	13-03-2023	6:30 PM	SAC BB Court 2
Team_E vs Team_F	13-03-2023	8:00 PM	SAC BB Court 2
Team_C vs Team_D	15-03-2023	6:30 PM	SAC BB Court 2
Team_G vs Team_H	15-03-2022	8:00 PM	SAC BB Court 2
Team_B vs Team_C	17-03-2023	6:30 PM	SAC BB Court 2
Team_F vs Team_G	17-03-2023	8:00 PM	SAC BB Court 2
Team_A vs Team_D	18-03-2023	5:00 PM	SAC BB Court 2
Team_E vs Team_H	18-03-2023	6:30 PM	SAC BB Court 2
Team_F vs Team_H	18-03-2023	8:00 PM	SAC BB Court 2
Team_B vs Team_D	19-03-2023	5:00 PM	SAC BB Court 2
Team_A vs Team_C	19-03-2023	6:30 PM	SAC BB Court 2
Team_E vs Team_G	19-03-2023	8:00 PM	SAC BB Court 2

Playoffs			
Semi Final 1	20-03-2023	6:30 PM	SAC BB Court 2
Semi Final 2	20-03-2023	8:00 PM	SAC BB Court 2
3rd Place	21-03-2023	7:00 PM	SAC BB Court 2
Final	21-03-2023	9:00 PM	SAC BB Court 2

GIRLS POOL

POOL 1	POOL 2
Team_A	Team_E
Team_B	Team_F
Team_C	Team_G
Team_D	Team_H

GIRLS FIXTURES

Fixture	Date	Time	Venue
Team_C vs Team_D	13-03-2023	6:30 PM	SAC BB Court 1
Team_G vs Team_H	13-03-2023	8:00 PM	SAC BB Court 1
Team_A vs Team_B	15-03-2023	6:30 PM	SAC BB Court 1
Team_E vs Team_F	15-03-2023	8:00 PM	SAC BB Court 1
Team_A vs Team_D	17-03-2023	6:30 PM	SAC BB Court 1
Team_E vs Team_H	17-03-2023	8:00 PM	SAC BB Court 1
Team_B vs Team_C	18-03-2023	5:00 PM	SAC BB Court 1

Team_F vs Team_G	18-03-2023	6:30 PM	SAC BB Court 1
Team_A vs Team_C	18-03-2023	8:00 PM	SAC BBI Court 1
Team_E vs Team_G	19-03-2023	5:00 PM	SAC BB Court 1
Team_B vs Team_D	19-03-2023	6:30 PM	SAC BB Court 1
Team_F vs Team_H	19-03-2023	8:00 PM	SAC BB Court 1
Playoffs			
Semi Final 1	20-03-2023	6:30 PM	SAC BB Court 1
Semi Final 2	20-03-2023	8:00 PM	SAC BB Court 1
3rd Place	21-03-2023	7:00 PM	SAC BB Court 1
Final	21-03-2023	9:00 PM	SAC BB Court 1

Point of Contact:

N Vikaas (secybasketball.sg@iitbbs.ac.in , 7904082288)

Basketball Secretary



CHESS



CHESS

Date : 18th and 19th March 2023

Time : 10 AM onwards

Venue : SES

General Rules:

- This is a team event with each team consisting of minimum 4 players and a maximum of 6 players. A list of players according to the team's board order must be submitted by the team captain at least one hour before the first round.
- Any 4 players can play in each round for a team, however, the board order of the players must be followed throughout the tournament.
- The format of the tournament is round robin, i.e, each team will play against every other team. Hence there will be a total of 7 rounds.
- The time control is 15 mins + 10 seconds increment.
- All the standard FIDE laws shall be followed.
- In case of any dispute, the arbiter's decision will be final.

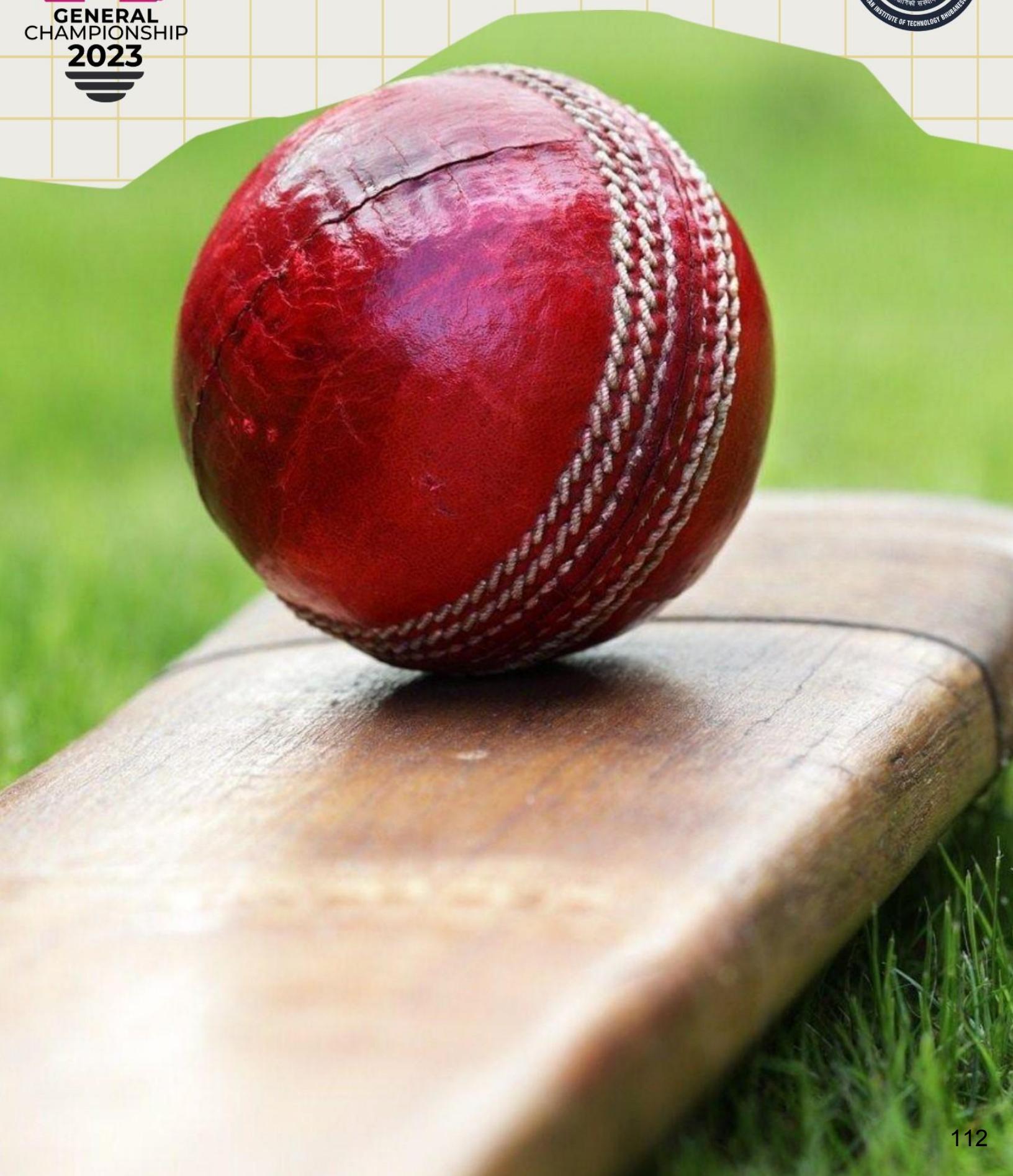
Point of Contact:

Devesh Patodkar (secyboardgames.sg@iitbbs.ac.in , 8379957983)

Board Games Secretary



CRICKET



CRICKET

General Rules

- Matches will be conducted with white deuce balls.
- Group level matches are of 12 overs. Semis and third place matches will be of 15 overs. Finals will be of 20 overs.
- All the team members should be present at least 15 min before the match. Schedule will be followed strictly and there will be no change in fixtures.
- **100 Points** will be awarded to the teams for each winning match in League Stages, however if the team ends up in 1st, 2nd or 3rd position in the final points table, then these points will not be valid for those top 3 teams.
- Overs will be reduced for the late coming team.
- Matches will be conducted on the matting wicket.
- Proper kits will be provided by the organizers.
- Organizer's decision will be final in case of any queries.
- Standard ICC T20I rules will be applied as and when required.

POOLS

POOL 1	POOL 2
Team_A	Team_B
Team_D	Team_C
Team_H	Team_E
Team_G	Team_F

FIXTURES

Fixture	Date	Time Slot	Venue
Team_D vs Team_G	18-03-2023	7:15 AM – 9:15 AM	MHR Ground
Team_C vs Team_F	18-03-2023	9:25 AM – 11:25 AM	MHR Ground
Team_E Vs Team_B	18-03-2023	11:35 AM – 1:35 PM	MHR Ground
Team_H Vs Team_A	18-03-2023	2:00 PM – 4:00 PM	MHR Ground
Team_F Vs Team_E	19-03-2023	7:15 AM – 9:15 AM	MHR Ground
Team_H Vs Team_D	19-03-2023	9:25 AM – 11:25 AM	MHR Ground
Team_G Vs Team_A	19-03-2023	11:35 AM – 1:35 PM	MHR Ground
Team_C Vs Team_B	19-03-2023	2:00 PM – 4:00 PM	MHR Ground
Team_F Vs Team_B	01-04-2023	7:15 AM – 9:15 AM	MHR Ground
Team_H Vs Team_G	01-04-2023	9:25 AM – 11:25 AM	MHR Ground
Team_A Vs Team_D	01-04-2023	11:35 AM – 1:35 PM	MHR Ground
Team_C Vs Team_E	01-04-2023	2:00 PM – 4:00 PM	MHR Ground
Semi Final 1	02-04-2023	9:00 AM – 11:30 PM	MHR Ground
Semi Final 2	02-04-2023	2:00 PM – 4:30 PM	MHR Ground
3rd Place Match	04-04-2023	9:00 AM – 11:30 AM	MHR Ground
Final	04-04-2023	1:00 PM – 5:00 PM	MHR Ground

Point of Contact:

Chippada Venkatesh (secycricket.sg@iitbbs.ac.in , 9381596021)

Cricket Secretary



FOOTBALL



11-A SIDE BOYS FOOTBALL

General Rules

- A team must consist of a minimum of 7 players and a maximum of 16 players.
- Any player is allowed to represent their respective division only.
- Teams are composed of ten outfield players and one goalkeeper.
- There are off-sides.
- Decision of the match official is final.
- **100 Points** will be awarded to the teams for each winning match in League Stages, however if the team ends up in 1st, 2nd or 3rd position in the final points table, then these points will not be valid for those top 3 teams.
- All players are advised to wear proper kit (shin guard, stockings, studs).

Point System and Tournament Details

- Teams are divided into 2 pools, from where, top 2 teams of each pool will qualify to the semi finals of the tournament. Semi Finals will be played by one group winners with other group runner ups as per decided fixtures by officials.
- **For Group Stage Matches:**
 - Winning Team Earns 3 points
 - Losing Team Earns 0 points
 - 1 point is shared among the teams in case of a draw match. (No tie breakers)
- Teams in each pool will be ranked based on the points earned in group stage matches.
- If 2 teams are tied in points earned, head to head results will be used to rank the teams appropriately.

- If the head to head result is a draw, they will be ranked based on goal difference.
- If two teams have the same goal difference, teams are ranked on the basis of conceded goals and then goals scored.
- If still it becomes a draw, tie breaker matches between the concerned teams are scheduled to finalize the standings of the group.
- In knockout matches, winners are decided by scores at regular time.
- In case of a draw at the end of regular time, extra time will be provided.
- If scores are level after the extra time, teams play Penalty shootout to decide the winners.

Match Duration and Details

- Match Venue will be SAC Ground.
- Nivia Shining Star - Size 5 balls will be used and be properly inflated.
- Note: Teams must be present at least 15 minutes prior to their match timings given in the fixture. If a team is found absent from the venue even 15 minutes after the scheduled time, the match will render a win to the opposite team with a 3-0 margin. If both teams are absent, then this fixture will be canceled and no points will be awarded to either team.
- Match duration: 40 minutes (2 halves of 20 minutes each).
- Extra time duration: 16 minutes (2 halves each of 8 minutes).
- Half time break will be of 5 minutes in both regular time and extra time.

Substitution

- 3 substitutions are allowed per team during the entire match
- Any substitutions made must be reported to an approved match official.

Fouls, Free Kicks & Penalties

- Fouls will be decided by the match referee.
- Cardable Offense: will be as decided by the referee. If a player gets 2 yellow cards, he is shown a red card.
- Red card: If a player is shown a red card, he will miss the current and next match.
- Freekick: Awarded for fouls outside penalty area.
- Penalty Kicks: are taken from the penalty spot mentioned and must be taken by a clearly identified kicker and no other player should encroach into the penalty area before penalty kick is taken. Rebound from penalty kick can be attempted by any player appropriately.
- Corner Kicks: are direct. The ball must be placed directly on the corner arc and the kick must be taken.
- Throw Ins: Throw-ins should be taken using hands from the throw line.
- Kick Off: Starting of the games at each half and after each goal scored, from the center of the pitch are the kick offs.

Rules For Penalty Shoot-out

- Penalty shootout decides the winner in knockout matches if scores are level at the end of extra time.
- A team will be awarded 5 penalty kicks each before going to sudden death.
- If the scores are level at the end of regular penalty kicks, sudden deaths are carried on till the match gets a result.
- Kick must be taken only once by each player till every player kicks at least once.
- Penalty kicks are taken as the earlier mentioned rules.

POOLS

POOL 1	POOL 2
Team_A	Team_B
Team_C	Team_D
Team_E	Team_F
Team_G	Team_H

FIXTURES

Fixture	Date	Time	Venue
Team_A v/s Team_E	12-03-23	7-7:45 am	SAC Ground
Team_B v/s Team_F	12-03-23	8-8:45 am	SAC Ground
Team_C v/s Team_G	12-03-23	3:30-4:15 pm	SAC Ground
Team_D v/s Team_H	12-03-23	4:30-5:15 pm	SAC Ground
Team_A v/s Team_C	18-03-23	7-7:45 am	SAC Ground
Team_B v/s Team_D	18-03-23	8-8:45 am	SAC Ground
Team_E v/s Team_G	18-03-23	3:30-4:15 pm	SAC Ground
Team_F v/s Team_H	18-03-23	4:30-5:15 pm	SAC Ground
Team_C v/s Team_E	19-03-23	7-7:45 am	SAC Ground
Team_D v/s Team_F	19-03-23	8-8:45 am	SAC Ground

Team_A v/s Team_G	19-03-23	3:30-4:15 pm	SAC Ground
Team_B v/s Team_H	19-03-23	4:30-5:15 pm	SAC Ground
Semi Final 1	25-03-23	7-7:45 am	SAC Ground
Semi Final 2	25-03-23	8-8:45 am	SAC Ground
3rd Place	26-03-23	7-7:45 am	SAC Ground
Final	26-03-23	8-8:45 am	SAC Ground

Point of Contact:

Shreyan Bagchi (secyfootball.sg@iitbbs.ac.in , 97779 39061)

Football Secretary

5-A SIDE GIRLS FOOTBALL

General Rules

- A team must consist of a minimum of 5 players and a maximum of 8 players.
- Any player is allowed to represent their respective division only.
- Teams are composed of four outfield players and one goalkeeper.
- There are no offsides.
- Referee's decision stands. Unnecessarily arguing against the referee may result in disqualification from the tournament.
- All players are advised to wear proper kit (shin guard, stockings, studs, etc.).

Point System and Tournament Details

- Tournament will be of knockout format, where the winning team of a match progresses to the next round.
- Winners are decided by scores at regular time.
- In case of a draw at the end of regular time, extra time will be provided.
- If scores are level after the extra time, teams play Penalty shootout to decide the winners.

Match Duration and Details

- Match Venue will be Hockey Ground.
- Nivia Shining Star - Size 5 balls will be used and be properly inflated.
- Note: Teams must be present at least 15 minutes prior to their match timings given in the fixture. If a team is found absent from the venue even 15 minutes after the scheduled time, the match will render a win to the opposite team with a 3-0 margin. If both teams are absent, then

this fixture will be canceled and no points will be awarded to either team.

- Match duration: 24 minutes (2 halves of 12 minutes each).
- Extra time duration: 10 minutes (2 halves each of 5 minutes).
- Half time break will be of 5 minutes in both regular time and extra time.

Substitution

- Type of substitution : Rolling Substitution. Players of the team can be rotated any number of times (among the 8 players (maximum) registered in the team) during the Match, provided that 5 players are on the field at any time in between matches.
- All substitutions are on the fly, this includes goalkeeping substitutions..
- All substitutions must take place through their own half in front of his teams' bench, not at the half-way line.
- Any substitute who enters the pitch before the player being replaced has completely left the field of play may be shown a yellow card.
- Both teams will switch benches (and ends) at the beginning of halftime, ensuring that all substitutions take place in the defensive half.

Fouls, Free Kicks And Penalties

- Cardable offense will be as decided by the referee. If a player gets 2 yellow cards, he is shown a red card.
- If a player is shown a red card, he will miss the current and next match.
- Free kick must be a standing kick i.e. the ball must be stationary before the free kick is taken.

- Penalty Kicks are taken from the penalty spot and must be taken by a clearly identified kicker. Defenders cannot come nearer to the penalty zone than 3 long steps (as directed by the referee). Rebound from penalty kick can be attempted by any player appropriately.
- Corner kicks are direct. The ball must be placed directly on the corner arc and the kick must be taken.
- Throw-ins should be Standing Kick from the throw line.
- Goal Kick should be taken from within the D.
- All freekicks, penalty kicks and throw kicks must be a Standing Kick.
- Goal kicks and Corner kicks may not be Standing Kicks.

Kick In and Kick Off

- Free Kicks, Corner kick, Goal Kick and Throw kicks come under Kick Ins. No goals scored directly from kick ins are counted..(if the kick directly goes to own post, it's an own goal. if it goes to the opponent's post, it is a corner kick.)
- Starting of the games at each half and after each goal scored, from the center of the pitch are the kick offs. Goals scored directly from kick offs will be counted.

Rules for Penalty Shootout

- Penalty shootout decides the winner in knockout matches if scores are level at the end of extra time.
- A team will be awarded 3 penalty kicks each before going to sudden death.
- If the scores are level at the end of regular penalty kicks, sudden deaths are carried on till the match gets a result.
- Penalties will be taken by the 5 players on the pitch for a team. Kick must be taken only once by each player till every player kicks at least once and then the cycle rotates.

- Any substitutions must be made before the start of the penalty shootout with the approval of the referee.
- Penalty kicks are taken as the earlier mentioned rules.

The Goalkeeper

- Must wear gloves.
- May receive a kick-in directly.
- May score directly with their feet during the run of play.
- May not score a goal by using the hands (cannot throw or hit the ball directly into the goal).

FIXTURES

Match No.	Fixtures	Date	Time
1	Team_C v/s Team_B	28-03-23	7:00–7:30 pm
2	Team_A v/s Team_G	28-03-23	7:30-8:00 pm
3	Team_F v/s Team_D	28-03-23	8:00-8:30 pm
4	Team_E v/s Team_H	28-03-23	8:30-9:00 pm
5	Semi Final 1	29-03-23	7:30-8:00 pm
6	Semi Final 2	29-03-23	8:00-8:30 pm
7	3 rd Place	30-03-23	7:30-8:00 pm
8	Final	30-03-23	8:00-8:30 pm

Point of Contact:

Shreyan Bagchi (secyfootball.sg@iitbbs.ac.in , 97779 39061)

Football Secretary



WEIGHT LIFTING



GYM AND WEIGHTLIFTING

General Rules

- The participants must report strictly 20 mins before the event. No player will be allowed to participate after the final reporting call under any situation.
- The person whose name is not registered by his respective team will not be allowed to participate under any circumstances.
- Three winners will be there from each event and they will get Gold, Silver and Bronze medals as per their positions.
- In case of a tie in lifting events the person whose weight is lesser wins the game, In case of a further tie the person smaller in age as per D.O.B in college wins.
- If the person doesn't satisfy the weight criteria as per the registration he will immediately be disqualified.
- For lifting events, if any weight category has less than 5 branches in total from all the teams, that weight category will be discarded for the event.
- In case of a dispute, the decision of the referee will be final.

Events:

EVENT	DATE	TIME	VENUE
Plank	06-03-2023	6:00 pm to 8:00 pm	SAC Gym
Bench Press	07-03-2023	6:00 pm to 8:00 pm	SAC Gym
Deadlift	13-03-2023	6:00 pm to 8:00 pm	SAC Gym
Push Ups	14-03-2023	6:00 pm to 8:00 pm	SAC Gym
Squat	15-03-2023	6:00 pm to 8:00 pm	SAC Gym

POINTS TABLE

Event	Gold (1st)	Silver (2nd)	Bronze (3rd)
Push-Ups	200	150	100
Squats (for any wt class)	200	150	100
Bench-Press (for any wt class)	200	150	100
Deadlift (for any wt class)	200	150	100
Plank	200	150	100

PLANK

Date : 6th March

Time : 6:00 to 8:00 PM

Venue : SAC Gym

- The event will be conducted only for the male category.
- The participant holding the plank for the longest time gets a better position.
- The decision taken by the referee will be the final decision and no other arguments will be entertained. The form of the plank will be in strict check by the referee and the timer will be stopped if the form breaks.
- A maximum of three participants will be allowed to participate in the event from a single team.
- Correct form for plank:
https://youtu.be/yeKv5oX_6GY

PUSH UPS

Date : 14th March 2023

Time : 6:00 to 8:00 PM

Venue : SAC Gym

- The event will be conducted only for the Male category.
- Complete push ups done in the right form will only be counted. [Reference](#) (for doing the correct push up).
- One who does the most number of correct push ups in one single set that is without removing the palms of the floor.
- However one can relax himself in any position with palms on the floor.
- The decision taken by the referee will be the final decision and no other arguments will be entertained.
- Maximum of three members from each team will be allowed.

BENCH PRESS

Date : 7th March 2023

Time : 6:00 to 8:00 PM

Venue : SAC Gym

Weight Classes : <=54kg,<=66kg,<=76kg, Open class

- The event will be conducted only for the male category.
- There will be two instructions : bench(to move the bar from the top to touch the chest) and press(to move the bar from the chest to the top to lock the elbow).
- One who does the bench press with the maximum weight in his weight class wins the event,followed by the second highest weight lifted to be the runner up and so on.
- Bench press will only be counted if the bar touches the chest while moving down and the elbow is straight when the bar is at the topmost position.(very important to take note)
- The decision taken by the referee will be the final decision and no other arguments will be entertained.
- A maximum of three participants from each weight class will be allowed to participate in the event from a team.
- Each participant gets three chances for the lift and the best of three would be taken for the participant.

SQUATS

Date : 15th March 2023

Time : 6:00 to 8:00 PM

Venue : SAC Gym

Weight Classes: <=54kg,<=66kg,<=76kg, Open class

- The event will be conducted only for the male category.
- The squat will only be counted if and only if the participant goes to a minimum of knee depth.
- One who does the squat with the maximum weight in his weight class wins the event,followed by the second highest weight lifted to be the runner up and so on.
- The decision taken by the referee will be the final decision and no other arguments will be entertained.
- A maximum of three participants from each weight class will be allowed to participate in the event from a team.
- Each participant gets three chances for the lift and the best of three would be taken for the participant.

DEADLIFT

Date : 13th March

Time : 6:00 to 8:00 PM

Venue : SAC Gym

Weight Classes : <=54kg,<=66kg,<=74kg, Open Class

- The event will be conducted only for the male category.
- The deadlift will only be counted if and only if the lower back gets completely straight at the blocking position.
- There will be two instructions;
- Lift and drop.The participant begins the lift at the lift instructions and drops the bar only after the drop instruction. Not following this will make the lift invalid.
- One who does the squat with the maximum weight in his weight class wins the event,followed by the second highest weight lifted to be the runner up and so on.
- The decision taken by the referee will be the final decision and no other arguments will be entertained.
- A maximum of three participants in each weight class will be allowed to participate in the event from a team.
- Each participant gets three chances for the lift and the best of three would be taken for the participant.

Point of Contact:

Himanshu Kumar (secygym.sg@iitbbs.ac.in, 74888 07958) Gym and

Weightlifting Secretary



KHOKHO



KHO-KHO

General Rules

- A team consists of 12 Players. 9 Players will take the Field in the beginning to start the match.
- An inning will consist of Chasing and Defense turns which shall be of 9 minutes each for Men/Women. Each match will consist of two innings. There shall be an interval of 6 minutes after an inning and 3 minutes break between two turns for Men/Women.
- The Captain shall give a record of the name of the players. At the beginning of the turn 3 Runners shall enter in the game Court in a batch of three for their Defense. Subsequently next 3 Runners shall enter the Court through their Entry Zone only. When the third/last Defender of a batch is declared out, next 3 Runners shall be inside the Court before two KHOS are given. Those Runners who fail to enter within the time lapse of two KHOS, shall be declared out for having entered late (Late Entry.)
- The Runners shall continue to enter the Court for defense in the same batch till the end of the turn. The order of batch shall not be changed during a turn. If a Defender is declared out by showing RED CARD by the Referee, a substitute is allowed to Defending side and the substituted player shall enter with the same batch, if they have to come inside in the same turn.
- The Runners who may enter early shall not be declared out but called back by Referee/Scorer - 2.
- An Attacker who put out the last Defender of the batch shall not chase the new batch of Defenders. He shall give KHO, if attacked, it shall be Foul.

- After giving a KHO, if any of the Runners enter the Court, Attacker is allowed to chase the Defender. It is not obligatory to give two KHOS to chase a Defender who has already entered.
- As soon as the first Defender of a batch is out, the next batch of Runners shall occupy the Entry Zone. Each side shall enter its Runners to the Court through their Entry Zone only.
- If a Defender is out, he shall return to the Teams Block through the Lobby by going out from the nearest SideLine or End Line.
- In a situation when all 3 Runners of a batch have not decided (not entered in the Entry Zone) and have not entered the Field before two correct KHOS are given, Referees have the discretion to decide the batch and declare them out.
- If a batch of 3 Defenders is given out as Late Entry, the Referee shall allow the next batch to enter in the Field within 15 Seconds.
- The Chasing side shall score one point for each Defender out.
- The Captain of the Chasing team shall have the option to end the turn before allotted time provided after scoring more than 9 points in the first inning. In subsequent innings, there is no such restriction of scoring 9 points to end the turn. He shall inform the Referee about the same by raising his arm and request him to stop the turn. Referees shall stop the turn immediately and the Chasing side shall leave the Chaser Blocks after the Referee has signaled and declare the turn as closed.
- Defender side can also request the Referee to close the turn of their defense in the second inning provided the match is conceded as 'Defeated'. The Referee can allow this, if the difference of points at that time is 9 or more.
- In the Knockout matches, the side that scores more points at the end of the match shall be declared winner. If the points are equal, one

more Inning (one turn for each side as Chasers and Runners) shall be played. If again the points are equal, an additional Inning shall be played on minimum chase basis as follows:

- Referee will start the turn of this additional Innings. As soon as the first point is scored, the turn shall be closed by the Referee. He shall stop his Stop Watch simultaneously. The time for scoring of this first point shall thus be noted. The side that takes less time to score their first point (MINIMUM CHASE) shall be declared as winner of the match. The Referee shall stop the match in the second turn, if the time exceeds more than 30 seconds than the recorded time of the opponents. If needed, this process shall continue till the winner is decided. Time taken to secure the first point shall be recorded in the Score Sheet.
- In any match after the winning point is scored, the Referee shall close the turn after 30 seconds, if not requested by the Chasing side captain. In the League system, the winner will get 3 Points and the Loser get Zero Point.
- In case of a tie, both the sides will get 1 Point each. If there is a tie in a group league points, the concerned teams shall replay the match or matches on Knockout basis after drawing a lot. In case, it is not possible to conduct match/matches for some unavoidable circumstances, the match/matches can be played on minimum chase basis.
- If a match is not completed due to any natural means, it shall be continued further at another time, with the same players and same officials as recorded in the Score Sheet, provided it is played in the same session. The scores of the completed turn/s of each side shall be counted, the match being continued, from the beginning of incomplete turn. If the incomplete match is not played in the same

session, the entire match will be replayed from the beginning. In this case the players and officials need not be the same.

- If a match is not completed due to other than natural means, the Jury of Appeal will take appropriate decisions.
- After the completion of first Inning, if the points of the side, who chased first at the starting of the match, exceeds the points of other side by 6 to 8, then former side shall have the option of asking the latter side to follow on its turn as a Chaser, without forfeiting its own right to take its turn as a Chaser afterwards, in case the other side exceeds its score.
- It is mandatory to give follow on, if the difference is more than 8 points. In case of follow on the result will be written as "team won by an innings".
- The teams shall leave the ground only after the Referee declares the results of the match.

Substitution

- Any number of substitutions can be allowed by the Referee on request of the team's coach of Chasing side at any time during the match. For Runners, substitution is allowed only before they enter the Field for their Defense.
- As soon as Referee/Scorer - 2 announce the T-Shirt/Shirt no. of substitute Chaser, the particular Chaser will become in action and it is mandatory for him to come out of the Field immediately and incoming Chaser will take his place.
- If the outgoing player gets KHO, he cannot chase any Defender or give KHO, if he does so, a Foul shall be declared till the substitution is completed.

- Substitution will be made through Substitution Zone (1M.*1M.) only which is at the right side of the Scoring Table.
- Substitution Attacker shall not pursue the Defender directly, he shall give KHO first.
- Decisions taken by the conducting body will be final and binding and won't be changed or reverted under any circumstances.
- Standard rules of Kho-Kho will be followed.

All Matches Would be Knock-Outs to be played at MHR Ground.

BOYS FIXTURES

Fixture	Date	Time	Venue
Team_B vs Team_H	31-03-2023	5:30-6:30 PM	MHR Ground
Team_A vs Team_G	31-03-2023	7:30-8:30 PM	MHR Ground
Team_C vs Team_D	01-04-2023	5:30-6:30 PM	MHR Ground
Team_E vs Team_F	01-04-2023	7:30-8:30 PM	MHR Ground
Semi Final 1	02-04-2023	5:30-6:30 PM	MHR Ground
Semi Final 2	02-04-2023	7:30-8:30 PM	MHR Ground
3rd Place	03-04-2023	5:30-6:30 PM	MHR Ground
Finals	03-04-2023	7:30-8:30 PM	MHR Ground

GIRLS FIXTURES

Fixture	Date	Time	Venue
Team_B vs Team_H	31-03-2023	6:30-7:30 PM	MHR Ground
Team_A vs Team_G	31-03-2023	8:30-9:30 PM	MHR Ground
Team_C vs Team_D	01-04-2023	6:30-7:30 PM	MHR Ground
Team_E vs Team_F	01-04-2023	8:30-9:30 PM	MHR Ground

Semi Final 1	02-04-2023	6:30-7:30 PM	MHR Ground
Semi Final 2	02-04-2023	8:30-9:30 PM	MHR Ground
3rd Place	03-04-2023	6:30-7:30 PM	MHR Ground
Finals	03-04-2023	8:30-9:30 PM	MHR Ground

Point of Contact:

Bharat Raj | 9608343204

Aditya Roy | 9881174066



TABLE TENNIS



TABLE TENNIS

General Rules

- Each team should consist of 5 players: 3 boys and 2 girls.
- All matches will be held in SAC TT court.
- **Non-marking shoes are compulsory** for every player. In case a player doesn't have Non Marking shoes, he/she can play bare-footed.
- **100 Points** will be awarded to the teams for each winning match in League Stages, however if the team ends up in 1st, 2nd or 3rd position in the final points table, then these points will not be valid for those top 3 teams.
- All teams must report on the table at least 20 minutes prior to their scheduled time for the match. In case a team does not report till 10 minutes after the scheduled time, a walkover will be given to the opponent team.

Match Format

- All matches will be best of 5. Order of games will be:
 - i. Men's singles
 - ii. Men's doubles
 - iii. Women's singles
 - iv. Mixed doubles
 - v. Men's singles
- The team captains have to write down the order of players before the match begins.
- Each game will be played in the best-of-three format in league stage and best-of-five format in knockout stage.
- One boy cannot play two singles but can play two doubles games. A girl can only play one game.

- At the end of all league matches, teams will be ranked on the basis of the number of matches won. If two teams win an equal number of matches, the team that played lesser games will be prioritized.

Standard Table Tennis Rules

- Serving rules:
 - Service should start with the ball resting freely on the flat open palm. The ball should be tossed near vertically upwards, without imparting spin, so that it rises at least 16 cm after leaving the palm of the free hand.
 - Ball must be served from behind the table and must not be hidden from toss till contact.
 - Each player will serve for 2 points continuously before the server changes until both players/pairs score 10 points each. In such a case the sequence of server and receiver remains the same but each player only serves 1 point in turn.
 - In doubles matches, the pair that wins the right to serve first can choose the first server, and the receiver pair shall decide who will receive first. At each change of service, the previous receiver shall become the server and the partner of the previous server shall become the receiver.
 - The player serving in the first game shall receive first in the next game and the receiver shall serve first and in the last possible game of a doubles match the pair due to receive next shall change their order of receiving when the first one pair scores 5 points. The players shall switch sides of the table after every set and in the last possible set, the players switch sides when one of them scores five points.

- In case a player's body comes in contact with the table while the ball is in play, the opponent will be awarded the point.
- If the ball touches the net while serving and bounces onto the other side, it is considered a let and the player will have to serve again. There is no limit or point deduction for let serves.
- If the ball touches the net and bounces onto the other side within a rally, the rally continues as usual.
- All other standard ITTF rules shall be followed.
- The decision of the referee/ organizing committee shall stand final and the participants must abide by it. Any and all concerns should be reported to the secretary or coordinator during or immediately after the match.

POOLS

POOL 1	POOL 2
Team_A	Team_B
Team_D	Team_C
Team_E	Team_F
Team_H	Team_G

FIXTURES

Matches	Date	Time	Table No.
League Stage			
Team_A vs Team_H	14-03-23	6:30 PM	1
Team_B vs Team_G	14-03-23	6:30 PM	3
Team_E vs Team_D	14-03-23	8:00 PM	1
Team_F vs Team_C	14-03-23	8:00 PM	3
Team_D vs Team_A	16-03-23	6:30 PM	1

Team_C vs Team_B	16-03-23	6:30 PM	3
Team_H vs Team_E	16-03-23	8:00 PM	1
Team_G vs Team_F	16-03-23	8:00 PM	3
Team_A vs Team_E	18-03-23	6:30 PM	1
Team_B vs Team_F	18-03-23	6:30 PM	3
Team_D vs Team_H	18-03-23	8:00 PM	1
Team_C vs Team_G	18-03-23	8:00 PM	3
Semi Final			
Winner of Pool 1 vs Runner of Pool 2	20-03-23	6:00 PM	1
Winner of Pool 2 vs Runner of Pool 1	20-03-23	6:00 PM	3
Final	22-03-23	6:00 PM	1
3rd place	22-03-23	6:00 PM	3

Point of Contact:

Pranjali Nema (secytabletennis.sg@iitbbs.ac.in, 90176 02468) Table Tennis

Secretary



TENNIS



TENNIS

General Rules

- Each team will consist of a minimum of 3 boys and 1 girl and a maximum of 5 boys and 2 girls.
- The tournament will be conducted on the SAC Synthetic Tennis Courts.
- There will be a total of 5 matches between each pair of teams..
- The matches are:

Men's	Singles
Women's	Singles
Men's	Doubles
Mixed	Doubles
Men's Singles	

- A player cannot play more than 1 single's and 1 double's.
- **100 Points** will be awarded to the teams for each winning match in League Stages, however if the team ends up in 1st, 2nd or 3rd position in the final points table, then these points will not be valid for those top 3 teams.
- In each match the winner of 1 set will be the winner in the league stage and standard AITA format of 6 games to win a set and best of 3 sets for semifinals, finals and third place matches
- Winning one set = +1 set rate.
- The 3rd deuce will be a single point deuce.
- The team winning 3 matches first will be declared the winner.
- All standard rules of ITF as adopted by AITA will be followed
- Players should report to the venue at least 10 minutes before the scheduled start time and failing to report within 10 minutes after the start will result in a walkover to the opponent team.
- Players should report in proper sports attire and non-marking shoes (compulsory during play).

- Cheering is permitted as long as it doesn't affect the flow of the game (decided by the referee). Cheering or any form of shouting is not allowed in between a rally.
- Shouting out calls that are to be made by line referee or chair prohibited.
- All concerns should be addressed directly to the chair umpire.

Standard Tennis Rules

- The game starts with a coin toss to determine which player must serve first and which side they want to serve from.
- The server must then serve each point from alternative sides on the base line. At no point must the server's feet move in front of the baseline on the court prior to hitting their serve.
- If the server fails to get their first serve in they may take advantage of a second serve. If they again fail to get their second serve in then a double fault will be called and the point lost.
- If the server clips the net but the ball goes in the service area still then let is called and they get to take that serve again without penalty. If the ball hits the net and fails to go in the service area then out is called and they lose that serve.
- The receiver may stand where they wish upon receipt of the serve. If the ball is struck without the serve bouncing then the server will receive the point.
- Once a serve has been made the amount of shots between the players can be unlimited. The point is won by hitting the ball so the opponent fails to return it in the scoring areas.
- Points are awarded in scores of 15, 30 and 40. 15 represents 1 point, 30 = 2 and 40 = 3.

- You need 4 points to win a game. If a game lands on 40-40 it's known as deuce. From deuce a player needs to win 2 consecutive points to win the game. After winning one point from deuce they player is on advantage. If the player wins the next point they win the game, if they lose it goes back to deuce.
- To win the set a player must win 6 games by 2 or more. The opening set will go to a tie break if it ends up 6-6 where players play first to 7 points. The final set will not have a tie break and requires players to win by two games with no limits.
- If a player touches the net, distracts his opponent or impedes in any way then they automatically lose the point.
- The ball can hit any part of the line for the point to be called in, outside the line and the ball is out.
- A player loses a point if they fail to return the ball in either the correct areas on the court, hits the net and doesn't go into the opponent's area or fails to return the ball before it bounces twice in their half.
- In doubles, the third set is a tie-breaker of 10 points

POOLS

POOL 1	POOL 2
Team_A	Team_E
Team_B	Team_F
Team_C	Team_G
Team_D	Team_H

FIXTURES

MATCH	DATE	TIME	COURT NO.
LEAGUE STAGE			

Team_A vs Team_B	27-03-2023	7.00-9.00 pm	1
Team_E vs Team_F	27-03-2023		2
Team_D vs Team_C	27-03-2023	9.00-11.00 pm	1
Team_G vs Team_H	27-03-2023		2
Team_B vs Team_D	28-03-2023	7.00-9.00 pm	1
Team_F vs Team_H	28-03-2023		2
Team_C vs Team_A	28-03-2023	9.00-11.00 pm	1
Team_E vs Team_G	28-03-2023		2
Team_B vs Team_C	29-03-2023	7.00-9.00 pm	1
Team_E vs Team_H	29-03-2023		2
Team_A vs Team_D	29-03-2023	9.00-11.00 pm	1
Team_F vs Team_G	29-03-2023		2
SEMIFINAL			
WINNER-POOL A vs RUNNER-POOL B	30-03-2023	7.00-11.00 pm	1
WINNER-POOL B vs RUNNER-POOL A	30-03-2023		2
THIRD PLACE	31-03-2023	7.00-11.00 pm	2
FINAL	31-03-2023		1

Point of Contact:

Ashwarth Narayan (secytennis.sg@iitbbs.ac.in, 7989902335) Tennis

Secretary



THROWBALL



THROWBALL

General Rules

- Each team shall consist of 12 players with 7 active players and 5 substitutes.
- The two competing teams shall play 3 sets of 25 points each.
- While the game is in motion, a player should catch the ball with 2 hands and throw it with ONE HAND.
- Players should keep in mind that if they receive the ball from the right side then they have to throw from the right side only. Same is for the left side.
- Players can only make hand contact with the ball. No other body should come in contact with the ball.
- During service, the player should release the ball above the shoulder/ shoulder line.
- Double touches are not allowed while receiving the service ball.
- The players should serve the ball after the whistle is blown and within 5 seconds.
- Players should serve the ball from the service-zone but without crossing the end line.
- Players cannot jump while receiving the ball but can jump while throwing.
- Players can touch or cross the box line.
- During service, if the player's ball has fallen on the box line or in the dead zone, then it is regarded as a foul. But after service the ball can fall into the dead zone (or) the dead zone is later considered to be a playing zone.
- Any ball that has been caught during the rally is to be released within 3 seconds.
- Z-Rotation is to be followed after service break.

- While receiving the ball during the game, two players cannot catch the ball simultaneously. It will be regarded as a clash foul. But two players can collide during the match. A point shall be granted to the opponent team if a player commits the below mentioned actions.
- The players have to stay in a 2-3-2 position at the time of service.
- Players are not allowed to shift the ball from right to left or left to right else, penalty points are given.
- In the entire match, there are two time-outs of 30 seconds in each set
- Two players cannot catch the ball simultaneously, or the team loses points.
- Round 1 will be a knockout round. The teams winning in Round 1 will be proceeding to Round 2.
- The team with the largest points difference in Round 1 will qualify for the Finals in Round 2. The other two teams shall play the Qualifier match to earn their ticket to the Finals in Round 2.
- Lastly if any team halts the match for more than 30 seconds without taking a timeout then a first warning will be given for another 10 seconds to return to the court otherwise that team will be disqualified.
- Referee's decision stands. Unnecessarily arguing against the referee may result in disqualification from the tournament .

FIXTURES

(Venue for all matches: SAC Volleyball Courts)

The tournament is a knock-out tournament for boys and girls teams. The losing team will be eliminated

BOYS FIXTURE

Fixtures	Date	Time	Court No.
Team_F vs Team_D	27-03-2023	7:30-8:30 PM	3
Team_E vs Team_C	27-03-2023	8:30-9:30 PM	3

Team_A vs Team_B	28-03-2023	7:30-8:30 PM	3
Team_G vs Team_H	28-03-2023	8:30-9:30 PM	3
Semi Final 1	29-03-2023	7:30-8:30 PM	3
Semi Final 2	29-03-2023	8:30-9:30 PM	3
3rd Place	30-03-2023	7:30-8:30 PM	3
Finals	30-03-2023	8:30-9:30 PM	3

GIRLS FIXTURE

Fixtures	Date	Time	Court No.
Team_F vs Team_D	27-03-2023	6-7 PM	2
Team_E vs Team_C	27-03-2023	7-8 PM	2
Team_A vs Team_B	28-03-2023	6-7 PM	2
Team_G vs Team_H	28-03-2023	7-8 PM	2
Semi Final 1	29-03-2023	7:30-8:30 PM	2
Semi Final 2	29-03-2023	8:30-9:30 PM	2
3rd Place	30-03-2023	7:30-8:30 PM	2
Finals	30-03-2023	8:30-9:30 PM	2

Point of Contact:

Veerendra Pasupuleti (secyvolleyball.sg@iitbbs.ac.in, 8688289991) Volleyball

Secretary



TUG OF WAR



TUG OF WAR

General Rules

- The game involves usage of single equipment i.e. a rope.
- There is a red mark made in the middle of the rope. A white mark is made exactly 13 feet from the red mark on either side of the rope.
- The game is won when either side with this white mark crosses the center point.
- Each team can accommodate a maximum of 8 members.
- The Team weight cap for Boy's Category is 650 kg and Girls's Category is 500 kg. The combined weight of the 8 members of the teams should not exceed their respective category cap.
- Teams have to provide the weight of their players while registering for the event, which will be verified by the organizing team. If the total weight of the team exceeds the limit, then the team will be disqualified from the event.
- A center line will be marked on the ground and the rope's center will be placed above it.
- The first member of each team will stand 4m from the center on either side of the rope.
- The judge first announces "Pick up the rope", he then says "Take the string", and finally he tells the players to "Pull". Once the pull command is said out the teams start pulling the rope. If a member of the team falls down that member is given a caution. Each team is allowed one caution before getting disqualified.
- The objective of the game is for each team to pull the rope along with the members of the opposition team to their side. As soon as the second mark on the rope from the center red mark crosses over to the center line, the team that pulls the rope to their area wins the game.

- The matches will be best of 3 pulls, the team that wins two proceeds to the next round.
- **100 Points** will be awarded to the teams for each winning match in League Stages, however if the team ends up in 1st, 2nd or 3rd position in the final points table, then these points will not be valid for those top 3 teams.

Fouls

- Lowering your elbow below the knee level while pulling the rope is considered to be a foul and is called 'locking'.
- Touching the ground for a longer period of time is also considered as a foul.

BOYS POOL

POOL 1	POOL 2
Team_B	Team_D
Team_E	Team_C
Team_A	Team_F
Team_G	Team_H

BOYS FIXTURES

Fixture	Date	Time	Venue
Team_D vs Team_F	30-03-2023	6:30 - 8:30 PM	MHR Ground
Team_E vs Team_G	30-03-2023	6:30 - 8:30 PM	MHR Ground
Team_C vs Team_H	30-03-2023	6:30 - 8:30 PM	MHR Ground
Team_B vs Team_E	30-03-2023	6:30 - 8:30 PM	MHR Ground

Team_F vs Team_H	30-03-2023	6:30 - 8:30 PM	MHR Ground
Team_A vs Team_G	30-03-2023	6:30 - 8:30 PM	MHR Ground
Team_D vs Team_C	30-03-2023	6:30 - 8:30 PM	MHR Ground
Team_B vs Team_G	30-03-2023	6:30 - 8:30 PM	MHR Ground
Team_E vs Team_A	30-03-2023	6:30 - 8:30 PM	MHR Ground
Team_D vs Team_H	30-03-2023	6:30 - 8:30 PM	MHR Ground
Team_C vs Team_F	30-03-2023	6:30 - 8:30 PM	MHR Ground
Team_B vs Team_A	30-03-2023	6:30 - 8:30 PM	MHR Ground
Semi Final 1	30-03-2023	6:30 - 8:30 PM	MHR Ground
Semi Final 2	30-03-2023	6:30 - 8:30 PM	MHR Ground
Third Place	30-03-2023	6:30 - 8:30 PM	MHR Ground
Final	30-03-2023	6:30 - 8:30 PM	MHR Ground

GIRLS POOL

POOL 1	POOL 2
Team_B	Team_D
Team_E	Team_C
Team_A	Team_F
Team_G	Team_H

GIRLS FIXTURES

Fixture	Date	Time	Venue
Team_D vs Team_F	31-03-2023	6:30 - 8:30 PM	MHR Ground

Team_E vs Team_G	31-03-2023	6:30 - 8:30 PM	MHR Ground
Team_C vs Team_H	31-03-2023	6:30 - 8:30 PM	MHR Ground
Team_B vs Team_E	31-03-2023	6:30 - 8:30 PM	MHR Ground
Team_F vs Team_H	31-03-2023	6:30 - 8:30 PM	MHR Ground
Team_A vs Team_G	31-03-2023	6:30 - 8:30 PM	MHR Ground
Team_D vs Team_C	31-03-2023	6:30 - 8:30 PM	MHR Ground
Team_B vs Team_G	31-03-2023	6:30 - 8:30 PM	MHR Ground
Team_E vs Team_A	31-03-2023	6:30 - 8:30 PM	MHR Ground
Team_D vs Team_H	31-03-2023	6:30 - 8:30 PM	MHR Ground
Team_C vs Team_F	31-03-2023	6:30 - 8:30 PM	MHR Ground
Team_B vs Team_A	31-03-2023	6:30 - 8:30 PM	MHR Ground
Semi Final 1	31-03-2023	6:30 - 8:30 PM	MHR Ground
Semi Final 2	31-03-2023	6:30 - 8:30 PM	MHR Ground
Third Place	31-03-2023	6:30 - 8:30 PM	MHR Ground
Final	31-03-2023	6:30 - 8:30 PM	MHR Ground

Point of Contact :

Devesh Patodkar | +91 83799 57983

Ashwarth Narayan | +91 7989902335



VOLLEYBALL



VOLLEYBALL

General Rules

- A team must consist of a minimum of 6 members and a maximum of 12 members.
- No player is allowed to represent multiple teams. If found, he, along with the teams he represented, will be disqualified from the tournament.
- There will be 2 pools of 4 teams each. After the round robin, the top 2 teams will qualify for semi-finals. Semi-final will be played between the 1st team of the pool with the 2nd team of the other pool.
- **100 Points** will be awarded to the teams for each winning match in League Stages, however if the team ends up in 1st, 2nd or 3rd position in the final points table, then these points will not be valid for those top 3 teams.
- Pool matches will consist of 3 sets. First 2 sets will be completed for 25 points and the final set is for 15 points.
- Semi-final and finals are off 5 sets. First four are for 25 points and the fifth will be completed for 15 points.
- Winning team will get 2 points and the losing team will get 0 points.
- In case of equal points, the team which lost the least number of sets will be given priority over the other team. If the number of sets lost is the same, then the team which has more points difference will be given priority over the other team. If 2 teams have equal points difference, then there will be a match of 1 set of 15 points to decide the qualifier for semis.
- Rotation is not allowed.
- No limit in number of substitutions.
- 2 timeouts of 1 min per set available for each team.

- Referee's decision stands. Unnecessarily arguing against the referee may result in disqualification from the tournament.
- All standard rules of FIVB will be followed.

BOYS POOL

POOL-1	POOL-2
Team_A	Team_B
Team_C	Team_D
Team_E	Team_G
Team_F	Team_H

BOYS FIXTURES

FIXTURES	DATE	TIME	COURT No.
Team_G vs Team_H	13-03-2023	6PM - 7PM	1
Team_C vs Team_A	13-03-2023	7:10PM - 8:10PM	1
Team_B vs Team_D	13-03-2023	8:15PM -9:15PM	1
Team_E vs Team_F	15-03-2023	6PM - 7PM	1
Team_B vs Team_G	15-03-2023	7:10PM - 8:10PM	1
Team_D vs Team_H	15-03-2023	8:15PM -9:15PM	1
Team_C vs Team_F	17-03-2023	6PM - 7PM	1
Team_E vs Team_A	17-03-2023	7:10PM - 8:10PM	1
Team_G vs Team_D	17-03-2023	8:15PM -9:15PM	1
Team_E vs Team_C	19-03-2023	6PM - 7PM	1
Team_B vs Team_H	19-03-2023	7:10PM - 8:10PM	1
Team_A vs Team_F	19-03-2023	8:15PM -9:15PM	1
SEMI FINAL 1	20-03-2023	7:30PM -8:30PM	1
SEMI FINAL 2	20-03-2023	8:30PM-9:30PM	1
Third Place	21-03-2023	7PM -8PM	1
FINAL	21-03-2023	8:30PM-9:30PM	1

GIRLS POOL

POOL-1	POOL-2
Team_A	Team_B
Team_C	Team_D
Team_E	Team_G
Team_F	Team_H

GIRLS FIXTURES

Fixture	DATE	TIME	COURT No.
Team_E vs Team_C	13-03-2023	6PM - 7PM	2
Team_B vs Team_H	13-03-2023	7:10PM - 8:10PM	2
Team_A vs Team_F	13-03-2023	8:15PM -9:15PM	2
Team_G vs Team_H	15-03-2023	6PM - 7PM	2
Team_C vs Team_A	15-03-2023	7:10PM - 8:10PM	2
Team_B vs Team_D	15-03-2023	8:15PM -9:15PM	2
Team_C vs Team_F	17-03-2023	6PM - 7PM	2
Team_A vs Team_E	17-03-2023	7:10PM - 8:10PM	2
Team_D vs Team_G	17-03-2023	8:15PM -9:15PM	2
Team_H vs Team_D	19-03-2023	6PM - 7PM	2
Team_B vs Team_G	19-03-2023	7:10PM - 8:10PM	2
Team_E vs Team_F	19-03-2023	8:15PM -9:15PM	2
SEMI FINAL 1	20-03-2023	7:30PM -8:30PM	2
SEMI FINAL 2	20-03-2023	8:30PM-9:30PM	2
Third Place	21-03-2023	7PM -8PM	2
FINAL	21-03-2023	8:30PM-9:30PM	2

Point of Contact:

Veerendra Pasupuleti (secyvolleyball.sg@iitbbs.ac.in, 8688289991) Volleyball

Secretary

SUN

MON

TUE

WED

THR

FRI

SAT

6

7

8

9

10

11

12

13

ArduGem

14

15
Astro
photography
Strategy
wars

16

WEBATHON

17

CSS
BATTLE

18

19

20

Design
Battle

21

22
Observational
economy

23

24

25

26

27

28

29
AstroThink

30
SDE
Hackathon

31

ESPaN

1

Cross-Check
Chess
Showdown

2
Pitchers
&
Obstructors

x

TECH CALENDAR

SUN

MON

TUE

WED

THR

FRI

SAT

6
Cinematic
Broll
Photography
Photostory

7
Anthakshari

8

9

10

Quest for
Change - The
Social
Case Study
Competition

11

12
Junk Art

13
Mono act
Short film
making

14
Scrabble

15

16
General quiz

17

Ad making
competiton
Dumb
Charades

18
Sketching
competition
Just a
minute

19
Duo/Trio
Dance
Competition
Solomusic
Kavyapath

20

21
Adalat

22

Pair on
stage

23

24

25

26

27
Solo
Dance
competition

28
Sports quiz

29
Fireless
cooking
competition

30
Potpourri:
Sacred Word
Games

31
Painting
Competition

1
Mela quiz
Group dance
competition
Asian
Parliamentary
Debate

2
Skit
Cosplay

SOCIO-CULT CALENDAR

SUN

MON

TUE

WED

THR

FRI

SAT

Gym
&
Weight
lifting

6

7

8

9

10

11

12

Foot ball(B)

Track

13

Basket ball(B)
Basket ball(G)
Volleyball(B)
Volleyball(G)

Badminton
Table tennis

14

Jump
&
Throw

15

Cross
campus

16

Chess
Cricket

17

20

21

22

23

24

25

26

27

Tennis
Throwball(B)
Throwball(G)

28

Foot ball(G)

29

30

Tug of war

31

Khokho(B)
Khokho(G)

1

2

SPORTS CALENDAR

September

October

November

December