

RULEBOOK PRAKRIDA

12th-15th MARCH



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BIT Patna



PRAKRIDA'26

THE ANNUAL SPORTS FEST (12th-15th MAR)



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FOOTBALL RULES

Basic Guidelines:

1. It will be a full-pitch 11-a-side tournament at the BIT PATNA Football Ground.
2. Each Team will consist of 16 players. 11 players will play at a given time. (NO ROLLING SUBSTITUTION)
3. Teams are liable to disqualification for breach of disciplinary conduct if players / management are involved in illicit activities as per institute norms in BIT Patna.
4. Smoking/consumption of alcohol or any prohibited substances inside the campus is strictly prohibited. The entire team will be disqualified from the tournament even if a single player is found to be violating these rules.
5. Players must ensure that they have trimmed nails and are not wearing any accessories (wristwatches, etc.).
6. Each team has to get their personal kits; a Proper kit is compulsory: a t-shirt, shorts, stockings, shin guards, and football boots (studs).
7. Goalkeepers from both sides should wear a kit to distinguish themselves from the outfield players and the referees.
8. Please take care of your kits and belongings, if lost, they would not be the management's responsibility.
9. All players and supporters must respect the match officials and the Opposing players.

Duration of Matches:

1. Group Stages: 50 minutes (2*25 minutes).
2. Final: 60 minutes (2*30 minutes).
3. A break of 5 minutes will be given in between the two halves



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Structures:

1. Teams Will receive 3 points for a win, 1 point for drawn matches, and no points for a loss in group stage matches.
2. The maximum number of substitutions is 5 (no rolling substitutions); The Process of substitutions and the change of goalkeeper must be agreed upon with the Referee.
3. Drawn games in the knockout stages will be decided by penalty 5 penalty kicks to each team, followed by sudden death. In the final, if the game ends in a tie after completing the two halves, same as extra 10 minutes will be given. If there is no winner after the extra time, the teams follow a 5-penalty kick procedure followed by sudden death.
4. Tie Breaker: In the event of two teams having the same points during the league stages, the following criteria will be taken into consideration with: -
(i) Goal Difference (ii) Total Goals Scored (iii) Less yellow cards and red cards.
5. If a team does not report or cannot place more than or equal to 7 players on the ground by 15 minutes from the start of the match, the opposing team will result in a walkover with the final score being 3-0 in favor of the winning team.
6. In all cases, the referee's decision would be final. The committee can decide after discussing it with the officials.
7. The standard rules of FIFA apply throughout the tournament.



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Women's Football:

1. Team Composition: 6 players on the field per team.
2. Maximum 3-4 substitutes (or as per your event capacity).
3. Rolling substitutions are allowed during stoppage.
4. Match Duration: 2 halves of 10 minutes each, 3-5 minutes halftime, running clock (except for injury or referee stoppage).
5. Fouls & Free Kicks: Dangerous play or pushing followed by free Kicks
6. Penalty Rule: If a defender stops a clear goal illegally near the goal. Penalty shot from a marked spot (no defenders allowed between shooter and goal).
7. Offside: No offside rule
8. Arena size: Dimensions equal the size of a basketball court



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Suspension:

1. If a player is awarded two yellow cards or a straight red card in a match, it will lead to the player being suspended from that moment in the current game as well as missing the next match.
2. If a player accumulates two yellow cards in consecutive matches, the player will be suspended in the next match.
3. If a player has accumulated only one yellow card during the group stage, it will not be carried over to the knockout stages.
4. A disciplinary committee will be the presiding body in any case of unsporting behavior shown by the players. The range of action varies from a post-match yellow/red card, match suspensions, and ban for the entirety of the PRAKRIDA.
5. However, a red card or the accumulation of two yellow cards during the group stages will be carried over to the knockout stages (i.e., should a player get a red card or his second yellow card in the last group stage match, the player will be suspended from the first knockout match).
6. A player sent off for serious foul play, foul and abusive language or repeated severe offences to the game may be suspended for the rest of the tournament.

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CRICKET RULES

Basic Guidelines:

1. All general rules of cricket for bowling will be applicable with certain exceptions. Each team will get 12 overs each to bat.
2. Each bowler can bowl a maximum of 3 overs in matches.
3. There is a mandatory power play of 4 overs at the start of the innings.
4. There will be field restrictions in the power play. A maximum of two fielders can field outside the 30-yard circle in the first 4 overs.
5. After the first 4 overs, teams can place up to five fielders outside the 30-yard circle.
6. Only five players including bowler are allowed to stand on the leg side of the batsman at a time.
7. Any kind of runs scored through overthrows and byes will be added.
8. For wide and No-Ball, 1 run and a fair delivery to be awarded to the batting team. Every innings would be set off by new Red tennis balls.
9. Batters returning when caught – When a batter is out Caught, the new batter will come in at the striker end, regardless of whether the batters crossed prior to the catch being taken.
10. Running out the non-striker – Popularly known as “MANKAD” have moved from the unfair play section to the run outs category and will be legal now.
11. Ground umpire’s call is supreme decree and any hostility won’t be tolerated.
12. Rest regulations to be referred from standard playing rules of an International T-20 Match.



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Qualifiers And Finals:

1. All general rules of cricket for bowling will be applicable with certain exceptions. Each team will get 15 overs each to bat.
2. Each bowler can bowl a maximum of 4 overs in matches.
3. There is a mandatory power play of 4 overs at the start of the innings.
4. There will be field restrictions in the power play. A maximum of two fielders can field outside the 30-yard circle in the first 4 overs.
5. After the first 4 overs, teams can place up to five fielders outside the 30-yard circle.
6. Only five players including bowler are allowed to stand on the leg side of the batsman at a time.
7. Any kind of runs scored through overthrows and byes will be added.
8. For wide and No-Ball, 1 run and a fair delivery to be awarded to the batting team. Every innings would be set off by new Red tennis balls.
9. Batters returning when caught – When a batter is out Caught, the new batter will come in at the striker end, regardless of whether the batters crossed prior to the catch being taken.
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Women's Cricket:

1. Girls Cricket (7v7) – Rules
2. Ground Size: Basketball Court Size Ground
3. Team Composition: 7 players per team.
4. Match Format: Each match: 7 overs per side. Each bowler can bowl a maximum of 2 overs. Over consists of 6 balls.
5. Pitch & Equipment: Pitch length: 16–18 meters (adjustable). A tennis ball or a soft ball is to be used.
6. Scoring & Boundary Rules: Ball reaching boundary along ground = 4 runs. Ball crossing the boundary in the air = 6 runs. If the ball goes outside the playing area = 6 runs
7. Dismissals: Bowled, Caught, Run out, Stumped, Hit wicket
8. Tie Breaker: Super Over or the team with more boundaries wins.
9. General Rules: The umpire's decision will be final. Misconduct or unsafe play may lead to a warning or disqualification.

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BASKETBALL RULES

Basic Guidelines:

1. Maximum team limit is 10 players.
2. A team member is only entitled to play when his name has been entered on the score sheet before the start of the game and as long as he has neither been disqualified nor committed five (5) fouls.
3. Any equipment that is designed to increase a player's height or reach or in any other way gives an unfair advantage is not permitted. Also, any equipment that can harm other players is not allowed.
4. The captain should immediately, at the end of the game, inform the referee if his team is protesting against the result of the game and sign the score sheet in the space marked "Captain's signature" in case of a protest.

NOTE : A team is supposed to report at the respective court 20 minutes before their match. The match will not be rescheduled in case of a common player in more than 1 sport.

Playing Time, Tied Score & Extra Periods:

1. The game will consist of four (4) periods of six (6) minutes.
2. There shall be an interval from play of twenty (20) minutes before the game is scheduled to begin.
3. There shall be intervals in play of one (1) minute between the first and second period (first half), between the third and fourth period (second half), and before each extra period.
4. There shall be a half-time interval in play of five (5) minutes.



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Rules for Timeout:

1. Each time-out shall last for one (1) minute.
2. A time-out may be granted during a time-out opportunity.
3. A time-out opportunity begins when:
 - o For both teams: The ball becomes dead, the game clock is stopped and the official has ended his communication with the scorer's table.
4. For both teams: The ball becomes dead following a successful last or only free throw.

For the non-scoring team:

1. A field goal is scored.
2. A time-out opportunity ends when the ball is at the disposal of a player for a throw-in or a first or only free throw.
3. Two (2) time-outs may be granted to each team at any time during the first half three (3) at any time during the second half and one (1) during each extra period. Unused time-outs may not be carried over to the next half or extra period.
4. A time-out shall not be permitted to the scoring team when the game clock shows 2:00 minutes or less of the fourth period and each extra period and, following a successful field goal unless an official has stopped the game.

The game lost by forfeit:

1. If the team is unable to field five players till 15 minutes after the scheduled starting time of the game or if the team refuses to play the match, then the match is awarded to the opponent by a 20-0-win margin.
2. When the ball goes out of bounds then it will be awarded for throw-in to the opponent team to the team whose member last touched the ball.
3. A person cannot dribble with both hands and dribble again after once he has stopped dribbling.



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TRAVELLING:

1. A player cannot run holding the ball, cannot move his both feet while holding the ball, only the foot other than the pivot can be moved.
2. Three seconds: A player cannot be in the restricted red area for more than 3 seconds.
3. 8 seconds: A team must take the ball to its front court within 8 seconds.
4. 24 seconds: A team should take a shot attempt within 24 seconds at least touching the ring.
5. A live ball returned to the back-court should be considered a violation.
6. A player should not disturb the shot attempted ball in its downward motion except when there is no possibility of the ball entering the basket.
7. No shouldering, holding, pushing, tripping, or striking in any way to an opponent shall be allowed.

Unsportsman like foul:

Two such fouls will surely disqualify the player or even the first one, free throws are awarded and also the throw in if it is disqualifying foul

Technical foul:

1. Two (2) free throws shall be awarded to the opponents, followed by.
2. A throw-in at the center line extended, opposite the scorer's table.
3. A jump ball in the center circle to start the first period.

Five fouls:

Any player committing five fouls whether personal or technical will have to leave the court within 30 seconds after being informed by the officials.

Team fouls:

A team is in a team foul penalty situation when it has committed four (4) team fouls in a period. All the subsequent fouls will award the opponents (offending) with free throws. If the foul is on defending team, then simple throw in will be awarded.



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Free Throws

1. A free throw is awarded in case of a foul against a player in shooting action (who is attempting a shot), or in case of technical or unsportsmanlike fouls.
2. Any new rule or a change in rules will be informed to the teams by the event coordinators before the beginning of the match. In any case, the decision of the referee and the officials shall be considered final.

Rules for Tie-breakers:

1. If two teams have the same points in the first round then the head-to-head winner of the two teams will be considered eligible for the next round.
2. If all three teams in the group have the same points, then the score difference of group matches will be calculated. If a team wins one match by 50-30 and losses another by 18-40 then its score difference will be $(50+18) - (30+40) = -2$. The team with the highest positive score difference will qualify for the next round.
3. If the two teams have the same score difference and are greater than the third one then the head-to-head winner of the two teams will be considered eligible for the next round.
4. If all three teams have the same score difference, then the winner will be decided by lottery.

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VOLLEYBALL RULES

Basic Guidelines

1. Each team must contain 9 players at max and 7 players at min.
2. Serve must be made from behind the end line and within 8 seconds.
3. Touching the net during play will result in a point for the rival team.
4. Ball landing on the line is considered in.
5. Team is allowed a maximum of 3 touches.
6. Blocking the serve is not allowed.
7. Double contact or carry is a violation.
8. Stepping on the line while serving is foul.
9. There will be rotation.

Game Rules

1. It is a league-cum-knockout tournament.
2. Matches will be played as per FIVB (Federation of International VolleyBall) rules.
3. The number of substitutions allowed = 6 per set.
4. League matches will be of 3 sets (25-25-25) for boys & (25-25-25) for girls. (The number of sets can be adjusted as per the organizing committee's discretion.)
5. The points for the league stages will be evaluated as per the following rules.
6. Match won = +2, Match lost = 0. In case of any violation of rules and dispute between the teams will lead to disqualification and each team will be given +1 point.
7. Finals will be of 5 sets (25-25-25-25-15).

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LAWN TENNIS RULES

Basic Guidelines:

1. AITA rules will be followed throughout the tournament.
2. Each team will contain 4 players.
3. The same player cannot play singles and the reverse singles.
4. Girls' team will consist of only 1 player.
5. Only singles will be played for girls' matches.

Match Format:

Group Stages

1. Each match will be of a single set.
2. At 6-6 tiebreaker, 7 points will be played.
3. Two points deuce.

Finals

1. All the matches will be of 1 set.
2. At 6-6 tiebreaker, 7 points will be played. Two points deuce.

Other Rules:

1. For participation in the each match between two teams, there will be two singles matches and one doubles match.
2. They will be conducted in the order as follows: Singles – Doubles – Reverse Singles.
3. Two separate players will participate in each of the two singles matches.
4. Before the doubles match commences, the captains of the competing teams are required to submit the names of the players to the match referee well in advance.
5. If a team wins both of the first two matches in the tie, they will automatically win the entire tie.
6. If the Singles and Doubles Matches result in a tie score of 1-1, the tie will proceed to a Reverse Singles match.
7. Before the matches begin, teams must announce the players who will be competing.

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BADMINTON RULES

Basic Guidelines:

BOYS:

1. Each team can have maximum 5 players & minimum 4 players
2. Each player can play a maximum of two matches (1 single + 1 doubles).
A team wins if 3 out of 5 matches are won.

Sequence:

1. 1st singles
2. 2nd singles
3. 1st doubles
4. 3rd singles
5. 2nd doubles

GIRLS:

1. Each team can have minimum of 3 and maximum of 4 players.
2. Only 1 girl can play maximum of two matches (1 single + 1 double).
A team wins if 2 out of 3 matches are won.

Sequence:

1. 1st singles
2. 1st doubles
3. 2nd singles

CODE OF CONDUCT

1. The teams should report 15 minutes before their match.
2. Walk over shall be awarded unless genuine reasons beyond the team's control are presented and accepted by the coordinator.
3. An interval of 2 minutes is allowed between each game.
4. All players must have both sports and non-marking shoes and racquets arranged in advance.
5. A shuttle cock will be provided just before the starting of the match.
Knocking inside the court during tournament is prohibited.
6. Bring your bottles and towel.



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Rules

1. All singles and doubles matches are the best-of-three games of 21 points. The first side to 21 points wins a game.
2. A point is scored on every serve and awarded to whichever side wins the rally.
3. The winning side gets the next serve.
4. If the score is 20-20, a side must win by two clear points to win the game. If it reaches 29-29, the first to get their 30th point wins.
5. The player/pair winning a game serves first in the next game.
6. A correct service is when a player hits the shuttlecock with their racket over the net to the opponent's side – without the shuttle getting stuck in the net or exceeding the boundaries of the badminton court – with some part of their feet in contact with the court surface.
7. If the server's shuttle touches the net or goes out of bounds of the court, the receiving player/side wins the point.
8. The shaft and head of the server's racket should point downwards when the shuttle is hit during a serve and the Server's racket should initially hit the shuttle on its base. At the instant of being hit by the server's racket, the entire shuttlecock should remain below the waist of the server, With the waist being defined as an imaginary line level with the lowest part of a server's bottom rib.
9. Once both sides are ready for the service, the first forward movement of the server's racket head should be for start of the service and the server should ensure there is no undue delay of the service once both the server and receiver are Ready.
10. Both the server and receiver stand on diagonally opposite sides of the court without touching the boundary lines.
11. The server in a badminton match is determined by a coin toss, and whichever player/side scores a point shall become the server for the subsequent point.
12. The player who serves first in any game shall do so from the right side of the service court on which they begin the Match.
13. If the server has won an even number of points during a game, then they shall serve from the right side of the service Court for the subsequent point.



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RANKING OF TEAMS:

1. Following will be the shorting criteria:
2. How many games they won (Total available games = 5) Still clash then*
3. How many set they won. Total available set for a single team = $5 * 3 = 15$ sets. Still clash then *
4. Sum of total point difference in winning sets (Winner will be maximum sum).
5. Still clash then *
6. Sum of total point difference in loosing sets (Winner will be minimum sum). Still clash then *
7. A single match between two clashing team will be held. Players can be selected by their respective captain.

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TABLE TENNIS RULES

Basic Guidelines:

1. Final decision regarding any dispute will rest with PRAKRIDA organizing team.
2. The edges of the table are part of the legal table surface, but not the sides.
3. Each player serves two points in a row and then switch server. However, if a score of 10- 10 is reached in any game, then each server serves only one point and the server is switched.
4. After each game, the players switch side of the table.
5. In the final game (i.e., 5th game), the players switch side again after either player reaches 5 points.

Legal Serve:

1. The ball must rest on an open hand palm. Then it must be tossed up at least 6 inches and struck so the ball first bounces on the server's side and then the opponent's side.
2. If the serve is legal except that it touches the net, it is called a let serve. Let serves are not scored and are reserved.

Point:

1. If an opponent fails to make a correct service. If an opponent fails to make a correct return.
2. If after he or she has made a service or a return, the ball touches anything other than the net assembly before being struck by an opponent.
3. If the ball passes over his or her court or beyond his or her end line without touching his or her court, after being struck by an opponent.
4. If an opponent obstructs the ball.
5. If an opponent deliberately strikes the ball twice in succession.
6. If an opponent, or anything an opponent wears or carries, moves the playing surface. If an opponent, or anything an opponent wears or carries, touches the net assembly. If an opponent's free hand touches the playing surface.
7. If a doubles opponent strikes ball out of the sequence established by the first server and first receiver.



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CARROM RULES

Carrom will consist of both Men and Women participants.

Individual events:

1. Men's singles, Men's doubles, Women's Singles, Women's doubles, Mixed doubles.

For team events.

1. Total number of players: 3
2. Total number of matches: 3

1. 1st matches: singles
2. 2nd match: double
3. 3rd match: singles

How To Score

1. The player who completes pocketing all his C/m first wins the board. The value/points are as follows:
 - 2.i) Queen: 3 points up to and including 21 points.
 - 3.ii) C/m: 1 point each.
4. The number of C/m of the opponent on the C/B shall be the points gained by that player on that board.
5. The player is entitled to be credited with the value of the Queen, only if he wins the board.
6. The player who loses the board is not credited with the value of the Queen, even if he has pocketed and covered the Queen.
7. The player loses the advantage of getting the credit of an additional 3 points for covering the Queen, once he has reached the score of 22 points.
8. The maximum number of points that can be stored on a board is 12 only. Any Due and/or penalty C/m shall automatically be written off.
9. A game shall be of 25 points or eight boards. The player who reaches 25 points first or leads at the eighth board's conclusion shall be the game's winner.
10. Up to and including the pre-quarterfinal rounds, each game shall be decided based on eight boards. In case the score is equal at the end of the eighth board, an extra board shall be played to decide the winner. Before the extra board, there shall be a toss to choose break only.
11. All matches shall be decided only by the best of three games.



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Foul

In general, any act of violation of Laws or anything is done contrary to what is stated specifically or implied (as understood commonly) in these Laws, shall be broadly classified as:

TECHNICAL FOUL

1. Any act of violation of the Laws committed by the player before the first stroke of his turn shall be deemed as a Technical Foul. A Technical Foul shall entail one C/m of the offending player being brought out for placing by the opponent and his turn shall continue.
2. Any act of violation of the Laws committed by the player presently not having his turn shall also be deemed as a Technical Foul. A penalty shall be imposed as per Rule (1.)

FOUL

1. Any act of violation of the Laws committed by the player during or after the first stroke of his turn shall be deemed as Foul. A Foul shall entail one C/m of the offending player being brought out for placing by the opponent and the turn to play shall be lost.
2. While pocketing the C/m and/or Queen, if a Foul is committed, the number of C/m and/or Queen so pocketed with an additional C/m shall be brought out for placing and the turn of the player shall be lost.

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CHESS RULES

DISCIPLINARY REGULATIONS:

1. A group of 5 members will form a Boys' team and for that of girls, a total number of 5 members are required.
2. All the games will generally be played in a 15+10 format.
3. Each team will play against each other once.

Points system:

1. A win fetches 1 point.
2. A draw or a stalemate rewards 0.5 points to each player.
3. A defeat brings 0 point.
4. If the player fails to report before the start of the match, the opponent can start the clock after 5 minutes of the actual game start time.
5. The top two teams after group stage will play the Finals.
6. In case of an injury or incapacity to the player occurs during a game and if the player refuses to play, the opposing player will be declared as the winner.

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