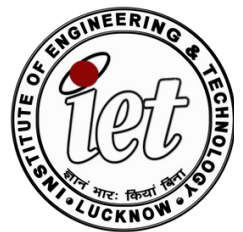


2025 **SHAURYA**  **IET**
LUCKNOW
THE IET'S ANNUAL SPORTS FEST

RULE BOOK



Institute of Engineering and
Technology (IET)
Lucknow, Uttar Pradesh -226021

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FOOTBALL

1. 11-a-side (11 players including goalkeeper) Football event as a part of Shauryotsava'25.
 2. Each team will have a maximum of 18 registered players.
 3. The Venue is confirmed as IET Football Ground or any other premises as the organizers might decide.
 4. Teams should arrive at the indicated premises not later than 15 minutes before the start of the match. If a team arrives for a match later than the prescribed time limit, the present team will be awarded a 3-0 result victory over the absent team.
 5. If both the teams fail to arrive at the field before prescribed time of their match and time limit, the match will be declared as a draw with 0-0 score, henceforth given 1 point to each team.
 6. Teams will receive 3 points for a win, 1 point for a draw and no points for a loss.
 7. The number of substitutions is 5, the process of substitutions and the change of a goalkeeper must be agreed upon with the referee.
- Duration of matches:**
- a. Group Stages: 50 minutes (2*25 minutes)
 - b. Semifinal: 60 minutes (2*30 minutes)
 - c. Final: 70 minutes (2*35 minutes)
8. A break of 5 minutes will be given in between two halves.
 9. Group placing will be decided by points gained, followed by goal difference (goals scored subtracted by goals against), followed by goals scored, followed by head-to-head, followed by a toss.
 10. Drawn games in the knockout stages will be decided by 5- penalty kicks to each team followed by sudden death.



In the final, if the game ends in a tie after the completion of the two halves, the teams follow a 5-penalty kick procedure followed by sudden death.

11. The decision of the referee in all matters pertaining to the playing rules of an individual game is final. The referees along with the organizers also decide on the winners of the prizes available and this decision is final.

12. The organizers reserve the right to forfeit games or disqualify teams from the Competition as a whole in front of incidences of indiscipline, poor sportsmanship or behaviors threatening the continuation of the tournament from either players or supporters. Normal rules of FIFA apply for whole of the tournament.

Disciplinary Regulations:

a. A player Red carded during a match will be suspended for the entire current match and will not be allowed to play the following match.

b. A player sent off for serious foul play, foul and abusive language or repeated serious offences to the game may be suspended for the rest of the tournament.

The Usage of Yellow and Red Cards: Yellow card: The referee shows the yellow card to a player who demonstrates unsportsmanlike behavior, reacts in a bad way with words or gestures, violates the rule of the game, delays the recommencement of the game or abandons or enters the ground without the referee's permission. Red card: The referee shows a red card and subsequently expels an athlete from the competition ground if he is playing in an unsportsmanlike manner, is demonstrating unbecoming behavior, hits an opponent outside the scope of play, stops the ball with his hands and obstructs the opposing team or gets a second yellow card in the same game.

IMPORTANT NOTE: RULES & SCHEDULE ARE SUBJECT TO CHANGE IN THE SPIRIT OF THE GAME & FESTIVAL AND THE FINAL DECISION IN ALL MATTERS RESTS WITH THE SHAURYOTSAVA TEAM.



ATHLETICS

1. RULES OF ATHLETICS

(Maximum No. of Participants from an Institute: 10M, 10F)

RACE: 100m, 200m, 400m, 800m

- In all races up to and including 400m, each athlete shall have a separate lane, with a width of $1.22\text{m} \pm 0.01\text{m}$, including the lane line on the right, marked by white lines 50mm in width. All lanes shall be of the same nominal width.
- The start of a race shall be denoted by a white line 50mm wide. In all races not run in lanes, the start line shall be curved, so that all the athletes start the same distance from the finish. Starting positions in events at all distances shall be numbered from left to right, facing the direction of running.
- An athlete, after assuming a full and final starting position, shall not commence his/her start until after receiving the report of the gun. If, in the judgment of the Starter or Recallers, he does so any earlier, it shall be deemed a false start.

RELAY RACES 4X100m

- Each takeover zone shall be 20m long of which the scratch line is the centre. The zones shall start and finish at the edges of the zone lines nearest the start line in the running direction. • The relay baton shall be a smooth hollow tube, circular in section, made of wood, metal or any other rigid material in one piece, the length of which shall be 0.28m to 0.30m.
- If dropped, the baton shall be recovered by the athlete who dropped it. He/she may leave his/her lane to retrieve it provided that, by doing so, he/she does not lessen the distance to be covered.
- Passing of the baton outside the takeover zone shall result in disqualification. Each member of a relay team may run one leg only.



LONG JUMP

- The minimum length of the runway, measured from the relevant take-off line shall be 40m and, where conditions permit, 45m. It shall have a width of $1.22\text{m} \pm 0.01\text{m}$ and shall be marked by white lines 50mm in width.
- The take-off shall be marked by a board sunk level with the runway and the surface of the landing area. The edge of the board which is nearer to the landing area shall be the take-off line.
- The landing area shall have a minimum width of 2.75m and a maximum width of 3m. The landing area should be filled with soft damp sand, the top surface of which shall be level with take-off board.
- All jumps shall be measured from the nearest break in the landing area made by any part of the body, or anything that was attached to the body at the time it made a mark, to the take-off line, or the measurement shall be taken perpendicular to the take-off line or its extension.

An athlete fails if:

- (a) he/she while taking off, touches the ground beyond the take-off line with any part of his/her body, whether running up without jumping or in the act of jumping; or
- (b) he/she takes off from outside either end of the board, whether beyond or before the extension of the takeoff line.

SHOTPUT

The shot shall be put from the shoulder with one hand only. At the time an athlete takes a stance in the circle to commence a put, the shot shall touch or be in close proximity to the neck or the chin and the hand shall not be dropped below this position during the action of putting. The shot shall not be taken behind the line of the shoulders.



JAVELIN

The minimum length of the runway shall be 30m. It shall be marked by two parallel white lines 50mm wide and 4m apart. The throw shall be made from behind an arc of a circle drawn with a radius of 8m and must fall in the given zone only.

HIGH JUMP

- An athlete fails if: o After the jump, the bar does not remain on the supports because of the action of the athlete whilst jumping; or o He/she touches the ground including the landing area beyond the vertical plane through the nearer edge of the crossbar, either between or outside the uprights with any part of his body, without first clearing the bar. However, if when he jumps, an
- Athlete touches the landing area with his foot and in the opinion of the Judge, no advantage is gained, the jump for that reason should not be considered a failure.
- He/she touches the crossbar or the vertical section of the uprights when running up without jumping.

RULES OF DISCUS THROW

Rules Regarding Cage

- The construction and the strength of the cage should be such that it can arrest a disc of around 2Kg coming at a speed of 25m/sec.
- The cage should have at least one side open. Therefore, it is often recommended to construct it in a “U” shape. Here are some important rules regarding throw
- The discus can only be thrown by an athlete when he or she will stand inside a circle which has a diameter of 2.5m.



During the course of throw, the athletes are prohibited from touching the top of the rim. However, they can touch the inner part of the rim.

- An athlete cannot touch the ground beyond the circle.
- If the athlete leaves the circle before the landing of the disc on the ground, then it will be considered as a foul throw.
- Each athlete would be given 03 chances to showcase their talent.
- There is particular boundary of landing of the disc as shown in the figure. If the disc lands outside that zone, then that throw is considered invalid.

Warnings and Disqualification

Athletes and Relay Teams shall participate in athletics competitions in a bona fide manner and shall not engage in unsporting or improper conduct. Any athlete or relay team failing to comply with this Rule may be warned or disqualified.

Protests and Appeals

A protest may be based on the failure of the Starter to recall a false start or, under Rules of the Technical Rules to abort a start. The protest may be made only by, or on behalf of, an athlete who should normally have completed the race with bona fide effort.

When a protest is made by or on behalf of an athlete or team which did not finish the race, the Referee must first ascertain whether the athlete or team was or should have been disqualified for a breach of the Rules unrelated to the matter raised in the protest. Should that be the case, the protest shall be dismissed.



CRICKET (RED TENNIS BALL)

Teams:

Number of players: A typical tennis ball cricket game involves 11 players on each team.

Each team will have a maximum of 15 registered players.

Equipment:

Bat: A cricket bat, typically lightweight and designed for use with a tennis ball.

Ball: A tennis ball (instead of the usual hard cricket ball).

Wickets: Two stumps at each end, often with a bails setup for traditional run-out decision.

FORMAT:

- Fixtures will be decided on the basis of team's registration.
- League matches consists of 8 and Knockouts will be of 10 Overs.

League:

- 8 Overs(2,2,2,1,1) and 2 overs powerplay.

Knockouts:

- 10 Overs(3,2,2,2,1) And 3 overs powerplay.

TEAMS ARRIVING LATE WILL BE DISQUALIFIED AND THE OPPOSING TEAM WILL BE DECLARED WINNER.

If both arrive late , each team will be given 1 point.

Umpires Decision will be final.



BADMINTON

1. Each team must consist of a minimum of 3 and a maximum of 4 players.
2. The sequence of play will be: ● 1st singles. ● Doubles. ● 2 nd singles.
3. Only one player can play a maximum of one singles and one doubles.
4. A team wins if it wins 2 of the 3 games.
5. The captain and the team must report 30 minutes before the scheduled time. Late teams will receive a Final warning, followed by disqualification if they fail to comply.
6. Yonex Mavis 350 (Nylon) shuttles will be used on a proper wooden court.
7. Teams must have a proper kit. **Players without non-marking shoes will not be allowed to participate.**

Scoring System:

1. A match consists of one game of 30 points up to the pre-quarterfinals; afterward, one game will be of 3 sets of 21 points.
2. Every time there is a serve, a point is scored.
3. The side winning a rally adds a point to its score.
4. At 20 all, the side that gains a 2-point lead first wins that game, and a maximum of 2 deuce and advantage will be there. After that, the golden point will be there.
5. At 29 all, the side scoring the 30th point, wins that game.
6. The side winning a game serves first in the next game.
7. When the leading score reaches 11 points (in a game of 21) and 15 points (in a game of 30), players will have a 60-second interval.
8. A 2-minute interval between each game is allowed.



Singles:

1. At the beginning of the game (0-0) and when the server's score is even, the server serves from the right service court. When the server's score is odd, the server serves from the left service court.
2. If the server wins a rally, the server scores a point
3. If the receiver wins a rally, the receiver scores a point and becomes the new server. They serve from the appropriate service court – left if their score is odd, and right if it is even.

Doubles:

1. At the beginning of the game and when the score is even, the server serves from the right service court. When it is odd, the server serves from the left court.
2. If the serving side wins a rally, the serving side scores a point and the same server serves again from the alternate service court.
3. If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new serving side.
4. The players do not change their respective service courts until they win a point when their side is serving.

IMPORTANT NOTE:

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TABLE TENNIS

There can be a maximum of 4 players and a minimum of 3 players in each team for men's and maximum of 3 and minimum of 2 for women's team. Names of 3/2 player have to be submitted 15 minutes before the match to the referees.

BOYS:

Matches will be held on the basis of five singles. The order of play shall be as follows:

Three players on one side are numbered A, B and C and the three players on the other side are numbered X, Y and Z.

1. A X
2. B Y
3. C Z

Order of play shall be:

1. A vs. X
2. B vs. Y
3. C vs. Z
4. A vs. Y
5. B vs. X



GIRLS:

Matches will be held on the basis of two singles and one doubles.

The order of play shall be as follows:

1. A vs. X
2. Doubles match
3. B vs. Y

A, B and X, Y shall be determined by order in which the names are given. The result of the match shall be declared when either of the team wins 2 matches.

Each game will be a 'best of 5 matches' of 11 points. You are allowed to towel off every 6 points during a match, starting from 0-0.

You are allowed a maximum rest period of 1 minute between games.

Both the teams are required to report 30 minutes before their matches. In case a team does not report latest after 20 minutes of the match time or is a player short due to any reason, that team will be disqualified and the other team will be declared as the winner. The decision of the referees will be final and all players must abide by it. The matches will be played with STAG 3 STAR CELLULOID SEAMLESS (WHITE) ball.

NOTE: Wearing non marking shoes are compulsory while playing matches.

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BASKET BALL

1. Adherence to Rules:

The tournament will follow the International Basketball Federation (FIBA) rules, as periodically updated by the Indian Basketball Federation, unless otherwise specified.

2. Team Composition:

Each team shall consist of players and coaches, with a maximum of 12 players for both men and women. A player is eligible to participate if their name is listed on the score sheet before the game begins, provided they have not been disqualified or committed five fouls.

3. Tie Resolution:

- If scores are tied at the end of regular time, FIBA rules will apply, and the game will continue with 5-minute overtime periods until a winner is determined.

- For league matches:

- If two teams are tied, head-to-head results will be used to break the tie.

- If more than two teams are tied, standings will be recalculated based on results among the tied teams.

- If ties persist, the basket average from the tied teams' games will be used to rank them.

- If still unresolved, the goal average from all group games will determine the ranking.

4. Equipment and Conduct:

Equipment designed to unfairly enhance a player's height, reach, or performance, or that could harm other players, is prohibited. Any protests regarding game results must be reported by the team captain to the referee and event coordinator immediately after the match. Teams are expected to maintain proper conduct.



5. Late or Non-Appearance:

If a team cannot field five players within 15 minutes of the scheduled start time or refuses to play, the match will be forfeited to the opposing team.

6. Reporting Time:

Teams must arrive at the venue at least 30 minutes before the scheduled start of their match.

7. Identification:

All team members must carry valid college IDs and present them to the event coordinator before the match begins.



VOLLEYBALL

1. The league matches will be evaluated based on the best of 3 sets of 25 points each.
 2. Each team will have a maximum of 10 registered players.
 3. The semi-finals and finals will be evaluated based on the best of 5 sets each of 25 points.
 4. Teams must report on the court on time. No extra time for warm-up would be given in any case
 5. Maximum delay in reporting will be 15 minutes, else strict action will be taken.
 6. Pool WINNER And RUNNER, will be selected for subsequent rounds.
 7. Teams must bring their adequate volleyballs for practice. No balls will be provided by the institute for practice
 8. It would be the responsibility of the Shauryotsava team to avoid any conflicting schedules. Once the schedule is finalized, no further requests for change in the schedule by any team will be entertained.
 9. Any misbehaviour with the ground staff, referee, scorer, coordinator, or any participants is not acceptable. Disciplinary action will be taken against them.
 10. Each team is allowed two 30-second timeouts per set.
 11. FIVB rules, including Rotation, will be followed in the semi-final and final by each team.
- *.if the teams demand rotation then it will be played.

IMPORTANT NOTE:

RULES & SCHEDULE ARE SUBJECT TO CHANGE IN THE SPIRIT OF THE GAME



CHESS

1. Each team must consist of 2 players (boy/girl or both in any combination).
2. Each player of Team 1 will play a game against each player of team 2 by taking turns.
3. Points will be awarded for, Win - 1.0, Lose - 0.0, Draw - 0.5.
4. In case of a tie between two teams, an Armageddon will be played.
5. All games will be played in 10+0 format except for the Armageddon (5+0).
6. In case of illegal moves, the arbiter should be notified immediately else it will not be counted.
7. Loss Of Game - No appearance, late appearance (as per the notified reporting time), more than 2 illegal moves (3 or higher).
8. In general, the tournament will follow the official FIDE Laws of Chess unless otherwise specified by the event organizers.
9. Any player found using external devices or engaging in unfair practices will be disqualified immediately (along with the team).
10. Any disputes or issues must be reported to the arbiter immediately. The arbiter's decision will be final.



TAEKWONDO

Team Composition:

Each team will have a maximum of 32 registered players.

Poomsae:

This is a non-fighting round in which points will be awarded for the players performance. For individuals, players will compete in 2 categories as follows:

- Solo (Junior): Players may be asked to execute any Taeguk upto Taeguk III.
- Solo (Senior): Players may be asked to execute any Taeguk upto Taeguk V.
- Pair Poomsae: For pair competition, teams consist of 2 players (one boy and one girl). Players may be asked to execute any Taeguk upto Taeguk V.
- Group Poomsae: For group competition, teams consist of 3 players (any number of boy and girl). Players may be asked to execute any Taeguk upto Taeguk V.

Sparring:

The players will fight within their respective weight categories. The tournament will be of knock-out type. Bout formation will be a random process. If there is single player in any weight category he/she will be shifted to the next nearest weight category.



Weight categories for the Sparring will be as follows:

Sl. No.	Weight Categories	Men(Kg)	Women(Kg)
1	Fin	Below 54	Below 46
2	Fly	54 - 58	46 - 49
3	Bantam	58 - 63	49 - 53
4	Feather	63 - 68	53 - 57
5	Light	68 - 74	57 - 62
6	Welter	74 - 80	62 - 67
7	Middle	80 - 87	67 - 73
8	Heavy	Above 87	Above 73

IMPORTANT NOTE:

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Any player can participate in maximum of 2 events (excluding TeamGameevent).



KABADDI

Venue- Ramanujan Ground

Matches: Each team will play two League matches and then the top teams from each group will qualify for the Knock out Round. The size of court will be 13m X 10m for boys and 12m X 8m for girls.

Team: Each team shall consist of maximum of 10 players and 7 Players shall take the ground at a time and the remaining players are substitutes.

Duration of the match: The duration of the time of the match shall be two halves of 10 minutes. The teams will change court after interval. The number of players for each team at the start of second half shall remain the same as it was at the end of first half. NOTE: The last raid of each half of the match shall be allowed to be completed even after completion of the scheduled time as mentioned above.

System of scoring: Each team shall score one point for every opponent out or put out. The side, which scores a LONA(Opponent Team all out), shall score two extra points. The out and revival rule will be applicable.

Time Out: Each Team shall be allowed to take Two "Time Outs" of 30 Seconds each in each half; such time out shall be called for by the Captain, Coach or any playing member of the team with the permission of referee. The time out time shall be added to match time. During the time out the teams shall not leave the ground, any violation in this; a technical point shall be awarded to the opponent team. Official Time out can be called for by the Referee Umpire in the event of any injury to a player, interruption by outsiders, re-lining of the ground or any such unforeseen circumstances. Such time out time will be added to the match time.



Substitution: 3 Reserve Players can be substituted with the permission of Referee during time out or interval. Substituted Players can be re-substituted. If any player is suspended or disqualified from the match, no substitution is allowed for that particular player. The team will play with a smaller number of players. No substitution is allowed during the official time out. Substitution is not allowed for out players.

Bonus Point: One point shall be awarded to the raider according to bonus line rule in kabaddi.

Super tackle: Super tackle will be awarded where a raider from the opponent team is tackled or captured or caught by either 3 or less than 3 players of the defending team.

Do or Die raid: When team has not scored a point in 2 continuous raids, then third raid is do or die raid. If you have not scored a point (bonus or touch point) in do or die raid, then you will be considered as out and 1 point will be given to opposite team.

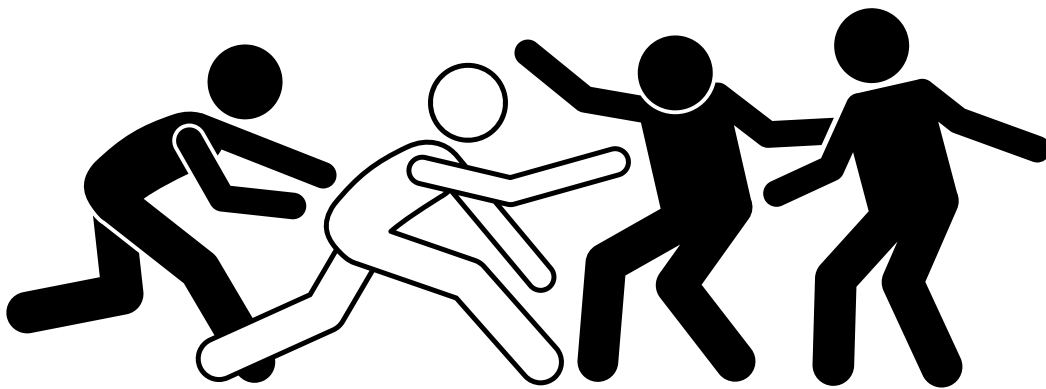
Tie in Knock Out: If there is a tie in the matches the match will be decided on the following basis: Both the teams should field 7 Players in the Court. Both teams should play the game on the baulk line. The baulk line shall be treated, as Baulk Line Cum Bonus Line and all the Bonus point rules shall be followed. After crossing the Baulk line cum Bonus line, if the raider puts out one or more antis, he will get the number of points scored in addition to the one point scored by crossing the baulk line cum bonus line. Each team shall be given 3 Raids by different raiders to raid alternately. In case any raider in the given list of 3 raiders is injured before his chance of raid, in such cases, one of the remaining 4 players out of the seven in the field can do the raid. The side, which raids first at the beginning of the match, shall be allowed to raid first. Even after 3 Raids, if there is a tie, the game will be decided as per the Golden Raid Rule.



N.B: If player/players are suspended temporarily or disqualified during the Tiebreaker, the team will play with less number of players. Such players shall be counted to award Bonus point.

Golden Raid: Even after 3-3 raids, if there is a tie, a fresh toss will be taken and the team that wins the toss shall have the chance to raid i.e. "GOLDEN RAID". If there is tie even after the Golden Raid then a chance will be given to the opponent team for the Golden Raid. In the Golden Raid the team which scores the leading point shall be declared as Winner.

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E-SPORTS

Event Schedule

Preliminary Rounds: 19th – 20th February 2025 (online mode)

Semi-Finals & Finals: 21st – 23rd February 2025 (in college)

Prizes Worth: 2,500/-

Game Lineup

Valorant – Tactical 5v5 FPS action (bring your own laptop in offline mode)

Call of Duty: TDM– Intense battle royale combat

BGMI (Battlegrounds Mobile India) – Survival of the fittest

Free Fire – Fast-paced battle royale thrill

Entry Fees

- **Valorant & Call of Duty: Warzone:** ₹500 per team
- **BGMI & Free Fire:** ₹400 per team
- **Individual Entry (Solo Play if applicable):** ₹100 per player

Tournament Format

- **Preliminary Rounds:** Knockout format to shortlist top teams/players.
- **Semi-Finals & Finals:** Based on participation, matches will be conducted in an elimination format.
- **Grand Finale:** The ultimate battle to crown the champions.



General Rules & Guidelines

- 1. Eligibility:** Open to all college students with valid ID proof.
- 2. Registration:** Teams must register by [Registration Deadline]. Late entries will not be accepted.
- 3. Team Size:**
 - o Valorant & COD Warzone: 5 players per team (+1 substitute allowed)
 - o BGMI & Free Fire: 4 players per team (+1 substitute allowed)
- 4. Game Settings:** Default competitive settings will be used. Maps and match modes will be pre-decided.
- 5. Fair Play:** No cheating, hacking, or use of unfair software. Any violation will result in disqualification.
- 6. Punctuality:** Teams must report 30 minutes before match time. Late arrivals may lead to disqualification.
- 7. Streaming & Recording:** Some matches will be streamed live. Players are encouraged to record their gameplay for fair play verification.
- 8. Referees & Decisions:** Event referees will have the final say in disputes. Unsportsmanlike behavior will not be tolerated.

How to Register?

Register Online: <https://forms.gle/JDeUQHYYahZruVUNh7>

For Queries, Contact: Kshitij Bhardwaj, 7818990062

