



ESCAPE AND RUN



ENTRY FEES

₹ 70/- per person



TEAM

6-7



Rs

8,000/-

"DUCK, DIP, DIVE AND DODGE"

Dodge the ball and survive a game of strength, speed and agility to pull through the different levels.

Round 1 : LEAGUES

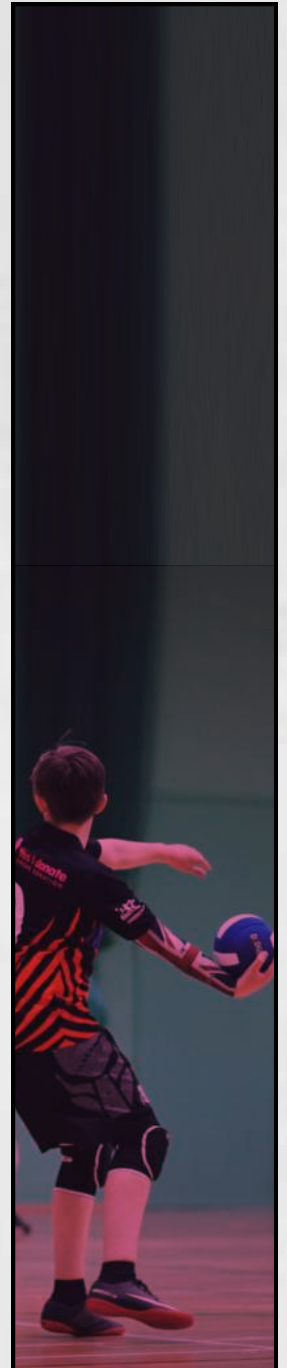
- There are 2 teams qualifying: one inside the ring and one outside it.
- The round is of 5 minutes.
- The team outside the ring must knockout the team inside the ring, and the latter must dodge and survive.
- The team that survives wins the round!

Round 2 : LOSERS ROUND

- The players who lost in the last round make a team for this round for a last chance to showcase their strength.
- Their task is simple, to eliminate the other team. If they do this, they qualify for the next round.

Round 3 : QUALIFIERS

- In this round, only 3 players of a team are allowed to enter the ring.
- In case these 3 get defeated, the other 3 members can take their place.
- This round is 2 minutes long.



- The time taken at each checkpoint will be recorded, as well as the time taken to complete the task.
- The participant who completes the tunnel in the shortest amount of time wins the race.

Round 4 : SEMI-FINALS

- The round starts with 300 points given to each team. The team leader should distribute the points within the team, with everyone having minimum 30 points.
- To gain points, the attacker team should eliminate players of the defender team.
- The table-toppers will qualify for the next round.

Round 5 : FINALS

- At the beginning of this round, the attacker team will be given jersey numbers of 2 defender team's players.
- The attacker team should eliminate the 2 players first, and then focus on other members.

RULES & JUDGING CRITERIA:

1. This is a time-based game.
2. Phones are not allowed inside the game arena. If the participants are caught with it, their team will be disqualified without any second thought.
3. After registration, participants cannot add or modify their team members.
4. The decision made by the judges will be final, so the participants should co-operate with the same.
5. The balls should only hit the player's lower leg (knee to toes) and not any other part. If this rule is not followed, the team will be disqualified.
6. All the teams should reach the arena 30 minutes before the game starts.
7. If any player is found breaching any rules, they will be disqualified at the point.
8. The final decision related to the event lies with the co-ordinators and have the right to change the details of the event. However, participants will be informed if any changes occurs.

Event Coordinators :

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