TECHNICAL PREMIER LEAGUE

Season 2

Welcome Note

On the behalf of UPES-CSI Student Chapter, *Let's raise up a hearty welcome, big and warm enough to hold you all.*

And welcome you all to our very own

TPL-Technical Premier League
Season 2

It's time to set the ball rolling, and open the doors to the innumerable opportunities, the TPL is gifting you with.

Enthrall yourselves in this exciting ride combining knowledge, team spirit and a whole lot of fun!

About UPES- CSI Student Chapter

The seed for the Computer Society of India (CSI) was first sown in the year 1965 with a handful of IT enthusiasts. Today the CSI takes pride in being the largest and most professionally managed association of and for IT professionals in India. The purposes of the Society are scientific and educational, directed towards the advancement of the theory and practice of computer science and IT. The organization has grown to an enviable size of 100,000 eminent members consisting of professionals with varied backgrounds including Software developers, Scientists, Academicians, Project Managers, CIO's , CTO's & IT vendors to name just a few. It has spread its branches all over the country. Currently having more than 500 student branches and rooted firmly at 73 different locations, CSI has plans of opening many more chapters & activity centers in smaller towns and cities of the country. The idea is to spread the knowledge, and provide opportunities to as many interested as possible.

Similar is the story about UPES CSI Student Chapter. It was established in the year 2010 with a mere handful of members. In the last five years the membership has risen exponentially. In the present day scenario UPES CSI Student chapter can claim to be one of the best Student Chapters in the University. In its very first year of inception it organized an Intra-University Convention followed by the first state convention of the University the very next year. It successfully conducted the first Regional convention in the year 2014 and first National convention in the year 2015. Adding to the conventions, CSI has come up with another big event for the students. It's called the **"Technical Premiere League"** or the **"TPL"**. This is the second edition of this league and hopefully this too will reach its national level very soon. CSI student chapter has achieved great heights in the past years and is definitely up for some newer heights in the forthcoming years.

About the League

UPES, CSI Student Chapter has come up with a whole new venture for the students, faculties and alumni all on one platform. This new endeavor goes with the name "Technical Premiere League" or the "TPL" and it is the second edition of TPL this year.

The event will commence with the teams involving the faculties and alumni with the players being auctioned. The league will test some of the important skills of the students helping them to nourish their talents. The league is a package of experience, knowledge and entertainment.

TPL will serve as a platform for all the designers, debaters, coders and the photographers of UPES to showcase their talent and take away exciting prizes.

So pack your selves up for this is going to be no less than a fabulous experience to count upon. Amalgamate yourselves, shove off the ruggedness and apply that thrust on you to do justice for the platter that CSI is serving.

Auctions

1. Auctions will be held one week prior to the main event.

2. For the auctions, a representative of each team has to be present, failure of which the team would be allotted random players. (He/she would not have the choice of choosing from the remaining players).

3. Each team will be allotted a total of 4000 points.

4. The students belonging to the second and the third year will be considered capped players and the first year students will be considered as uncapped players.

5. Each team must consist of 60% capped players and 40% uncapped players after the auction.

6. The total number of players that can be in a team will be informed later.

7. The bidding of each player will start at their base price and can be extended further by 20 points on each bid.

8. After the auction, a list of all the players bought and unbought will be released by the organisers and that will be considered final.

9. It would be compulsory for every team to have the specified number of players in their team, and thus at any point of time while bidding the team owner will not be able to bid higher than the number of remaining players multiplied by the base price.

Teams & Team Owners

1. There can be a maximum of 8/10 teams in the league depending on the number of participants.

2. The team owners can be anybody – faculty, alumni, a society or even a group of students.

3. Each team has a cost of Rs. 2000 that has to be paid by the owner(s) before the start of the auction, failure of which will lead to disqualification.

4. If it is owned by a group, then one person should be registered as the Manager of the team.

5. Team manager is not to be present during the group stages and the further rounds.

6. Owners who want to appoint a coach/mentor will be required to submit a formal request stating the reason. The coach/mentor will be responsible for managing the team or guiding them in the absence of the team owner.

7. The name of the team has to be submitted to the organisers before the auction begins. In case of any conflict regarding team name, the

team who has submitted it later will not be considered.

8. If there is a player, who is also interested in participating as well as forming his/her own team then he/she has the option of doing so with the following conditions :-

   a. The particular team owner will be allotted 3500 points only, 500 points would be deducted for choosing himself/herself as one team member
   b. Only one team member can be chosen from before and not more than one. (It is not possible to choose two players beforehand and start the auctioning with 3000 points)

Players

1. Students from any year are allowed to participate.

2. Any student from any branch can register for the event.

3. There will be no registration fees for the students to register themselves for the event.

4. Each player would have to register on our online portal and would also have to specify his skills during registration.

Prizes

1. There would be prizes for the winning team and the runner up team.

2. There would also be individual prizes for the MVPs(Most Valuable Players). They would be decided on the basis of individual participants score.

3. The best designer, photographer, coder and debater would be given titles such as, **THE BEST DESIGNER/CODER/DEBATER/PHOTOGRAPHER** and would be given a certificate of recognition.

Penalties

1. In case of any misconduct during the auction the team will face a penalty of 500 points.

2. Any team/player indulging in cheating would directly lead to disqualification from that round.

3. Any team/player which is unable to turn up at the time of the event is automatically disqualified from that round.

4. The decision of the organizer would be final and un-debatable.

Code of Conduct-

If any team is found guilty for passing negative comments against any team/player will be disqualified and the matter will be reported to DSA.