



GATHERING

SPORTS'23

(Rule Book for various sports)



GATHERING SPORTS 23'
COEP TECHNOLOGICAL UNIVERSITY
PUNE

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1.Athletics

Categories:

1. BOYS (100m, 200m,400m)
2. GIRLS (100m,200m,400m)
3. MIXED RELAY (4*100m)
4. BOYS RELAY (4*100m)
5. GIRLS RELAY (4*100m)
6. SHOTPUT
7. JAVELIN
8. DISC THROW

RULES:

- For 100m, 200m,400m there will be knockouts, semi-final and final.
- For mixed, relay (2B and 2G) compulsory.
- Batters will be used in relays.
- If batten falls while running the participant will be needed to go back at start point again.
- For shotput, if the participant goes out of circle while throwing, it will be considered as illegal throw.
- For Disc throw, if the participant goes out of circle while throwing, it will be considered as illegal throw.
- For javelin, javelin falling on the tip, will be only considered.
- Three chances will be given to throwers; the longest distance thrower will win.
- All the players in a team must be of same branch and year/ division.

Note- Maximum of 2 COEP team members allowed in each team

Entry Fees:

- Rs 20 for 100m, 200m races and Shotput, Javelin, Disc throw
- Rs. 40 for Relay Races.

2.Badminton

Categories:

- a) Badminton (Boys Doubles)
- b) Badminton (Girls Singles)
- c) Badminton (Doubles): 1 boy and 1 girl

RULES:

1. Matches will be of knockout format.
- 2.The Knockout matches will be year wise (~FY vs FY)
3. There would be 3 sets of '11' points decided by the event heads for knockout matches
4. The semi-finals and finals would be played as 3 sets of 21 points each
- 5.Same rules would apply for girls and boys as well.
6. All the players in a team must be of same branch and year/ division.

Note- Maximum of 2 COEP team members allowed in each team

Entry Fees:

Rs 50 for singles

Rs. 100 for doubles.

3. TABLE TENNIS

Categories:

Table Tennis single: Male

Table Tennis single: Female

Table Tennis (Doubles): Formed only as 1 boy and 1 girl.

RULES:

1. Matches will be of knockout format.
2. The Knockout matches will be year wise (~FY vs FY)
3. There would be 3 sets of '11' points decided by the event heads for knockout matches
4. The semi-finals and finals would be played as 3 sets of 21 points each
5. Match referee's decision would be last decision.
6. All the players in a team must be of same branch and year/ division.

Note- Maximum of 2 COEP team members allowed in each team

Entry Fees:

Rs 50 for singles

Rs 100 per team

4.Basketball

RULES:

3*3(mixed)

1. All basketball fouls for 3*3 will be counted.
2. Each team should have at least 1 girl.
3. **All the players in a team must be of same branch and year/ division.**
4. Two quarters will be played of 7 min each, both quarters will have 1 time out for both the teams.
5. Substitution is allowed at Half time and Timeout.
6. Referee decision will be final decision.
7. All matches will be knockout.

Note- Maximum of 2 COEP team members allowed in each team

Entry Fees:

Rs. 100 for 3*3.

5.Box Cricket

Box cricket :2 girls and 4 boys' team

RULES:

1. There must be 6 players on each side.
2. The match will be played with soft tennis ball.
3. **The players must be of the same branch and year/division.**
4. Each side will be given 4 overs to play. Maximum of 1 over per bowler.
5. While bowling, no backhand swing is allowed.
6. Ball going directly outside the box without interference by batting team will be considered as OUT.
7. Continuous 3 wide balls and no balls will add 4 runs to batting team.
8. Other rules will be explained on the ground.

9. The team of 6 members cannot be changed for the rest of the tournament. In case of such an event, the team will be disqualified.
10. Umpire decision will last decision and violation of any rule will lead team to disqualification.
11. Wide ball will be counted by giving 2 run to the bating team. (Except at last over)
12. Free hit for no ball. (Run Out is valid over free hit)
13. Every match will be knockout match.
14. Without payment of fees your entry will not be considered.
15. Please bring the fees receipts.
16. All team should report 15 mins before the scheduled time.

Entry Fees:

Rs 100 per team

6.Carrom

In singles, you can play for points (blacks count one, whites count two, the queen counts five.)

RULES:

- 1) Sinking the striker costs you one piece and your turn. But, if you sink a piece in the same shot, then two come up and you shoot again.
- 2) After sinking the striker, your opponent places the due piece(s) within the centre circle. If you haven't sunk one yet, you owe one.

- 3) If while shooting for the queen you also sink one of your pieces, the queen is automatically covered, no matter which went first.
- 4) If a piece jumps off the board, it is placed on the centre spot. If pieces land on end or are overlapping, they are left that way.
- 5) If the centre spot is partially covered when replacing the queen or a jumped piece, the piece should cover as much red as possible. If totally covered, the piece is placed opposite the next player behind the red spot.
- 6) If you sink your opponent's piece, you lose your turn. If you sink their last piece, you lose the board and three points.
- 7) If you sink your last piece before the queen, you lose the board, three points and one point for each of your opponent's pieces left.
- 8) If the striker does not leave both lines, go again. You get three tries to break before losing your turn.

Note- Maximum of 2 COEP team members allowed in each team.

Entry Fees:

Rs 40 per person

7.Chess

In singles, you can play for points.

RULES:

1.Initial position setup-

The chessboard is made up of eight rows and eight columns for a total of 64 squares of alternating colors. Each square of the chessboard is identified with a unique pair of a letter and a number. The vertical files are labeled a through, from White's left (i.e. the queenside) to White's right. Similarly, the horizontal ranks are numbered from 1 to 8, starting from the one nearest White side of the board. Each square of the board, then, is uniquely identified by its file letter and rank number.

2.Chess moves -

King can move exactly one square horizontally, vertically, or diagonally. At most once in every game, each king is allowed to make a special move, known as castling. Queen can move any number of vacant squares diagonally, horizontally, or vertically. Rook can move any number of vacant squares vertically or horizontally. It also is moved while castling. Bishop can move any number of vacant squares in any diagonal direction. Knight can move one square along any rank or file and then at an angle. The knight's movement can also be viewed as an "L" or "7" laid out at any horizontal or vertical angle. Pawns can move forward one square, if that square is unoccupied. If it has not yet moved, the pawn has the option of moving two squares forward provided both squares in front of the pawn are unoccupied. A pawn cannot move backward. Pawns are the only pieces that capture differently from how they move. They can capture an enemy piece on either of the two spaces adjacent to the space in front of them (i.e., the two squares diagonally in front of them) but cannot move to these spaces if they are vacant. The pawn is also involved in the two special moves en passant and promotion.

3.Castling -

During the castling, the king moves two squares towards the rook he intends to castle with, and the rook moves to the square through which the king passed.

4.Enpassant -

En Passant may only occur when a pawn is moved two squares on its initial movement. When this happens, the opposing player has the option to take the moved pawn "en passant" as if it had only moved one square. This option, though, only stays open for one move.

5.Pawn promotion -

If a pawn reaches the opponent's edge of the table, it will be promoted – the pawn may be converted to a queen, rook, bishop, or knight, as the player desires.

6.Touch move rule -

A player having the move touches a piece as if having the intention of moving it, then the player must move it if it can be legally moved.

7.Time control -

Round 1 - Rapid: 10+1

Note- Maximum of 2 COEP team members allowed in each team

ENTRY FEE:

Rs 40 per person

8.Cricket(Full Pitch)

RULES:

- 1) Every match will be a knockout match. Matches will be played by Hard
- 2) Tennis ball.
- 2) **Team must be branch wise and year wise from SY B.Tech. to SY M.Tech. E.g SY ENTC, TY IT.**
- 3) **Team must be division wise for first year.**
- 3) Matches will be of 8 overs each. Final will be of 10 overs.
- 5) Without payment of fees, your entry will not be considered.
- 6) All team should report 15 mins before the scheduled time.
- 7) Failure to report on time will result in deduction of overs.
- 8) Umpire's decision will be final.
- 9) Detailed rules will be told on ground.

Note- Maximum of 2 COEP team members allowed in each team

Entry Fees:

Rs 200 per team

9.Futsal

Categories :

Mixed Futsal

Rules and Regulations :

- 1) Each event will be a 6 v 6 Futsal Match
- 2) Maximum 6 players will be allowed in each team.
- 3) Each match will be a knockout match , followed by semi final and final.
- 4) Rolling substitutes will be allowed, half length of 8 minutes.
- 5) For First year Division Cup each player in a Team should belong to same Division.
- 6) Minimum 2 girls should be on field for mixed Futsal.
- 7) Further, rules will be explained at the time of match.
- 8) Violating of any rules will lead to disqualification of that team.
- 9) Referees' decision will be the final decision and binding.

Maximum 2 members of COEP football team will be allowed to participate in a team(Except Mixed Futsal).

Entry Fees:

Rs 60 per team

10.Hockey

Categories :

Mixed Hockey

RULES:

1. Each Team will consist of 5 players.
2. **Teams will be division wise for FY and open for SY B.Tech to SY M.Tech.**
3. Matches will be played in two halves, each of 5 minutes and there will be
4. 3 minutes break between the half
5. In case of tie, penalty shootouts will be taken
6. At one time, only 2 defenders are allowed to fall back behind the D-line.
7. Remaining two forwards will not be allowed to enter their own D
8. Hit, Scoop, Tap, Flick will not be allowed.
9. 2 girls should be on field for mixed Hockey.

Note- Maximum of 2 COEP team members allowed in each team

Entry Fees:

Rs100 per team

11.Indoor Rowing:

Categories :

- 1.Single Men (500m).
- 2.Single Women (500m).

RULES:

- 1) No swim test required.
- 2) All are open category events.
- 3) All students from first year to final year can participate.
- 4) Doubling is not allowed.

Entry Fees:

Rs 40 per person

12.Kabaddi:

Categories:

Kabaddi single: Male

Kabaddi single: Female

RULES:

- 1. Note: A maximum of 2 COEP Kabaddi team members allowed per team.**
2. The duration of Match shall be of 19 minutes, divided equally into 2 halves of 7 minutes each, with a 5-minute interval between the two halves.
3. Standard Kabaddi Scoring System will be followed.
4. Time Out: Each team is allowed to take 1 TIME OUT of 90 seconds per half.
5. Referee's decision is final.
6. In case of tie, an extra time of 7 minutes will be awarded to decide the result of match.

All the rules of AKFI WILL BE FOLLOWED.

Event Heads:

Entry Fees:

Rs. 50 per team

13.Tug of War:

RULES:

- 1.Number of players will be 5 in each team.
- 2.There will be total three rounds and team winning 2 rounds will be declared as winner.
- 3.For first year matches will be division vs division.
- 4.From second year matches will be branch vs branch.
- 5.Referee's decision will be final decision.

Entry Fees:

Rs. 50 per team

14.Volleyball:

Categories:

Mixed Volleyball

RULES:

- 1.Total player of member in team 4 (3+1extra)
2. 2 girls should be on field for mixed Futsal.
- 3.All must be in same branch.

4.Match will be of best of 3. 15-15-11. **For division cup, all must be in same division.**

5.Matches will start on time provided by Event Heads.

Only one player from COEP volleyball team can be allowed to play in Team.

Entry Fees:

Rs. 50 per team

15.FUNGAMES:

- 1) Musical chair
- 2) Lagori
- 3) Lemon spoon
- 4) E-ports(Valorant, Call of Duty, Ludo)

RULES:

Will be provided on spot.....