
RULEBOOK

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OVERALL RULES:

1. Each member of any team must be COEPIAN.
2. Team will be disqualified if any rule is not followed.
3. Referees' decision is final and mandatory for all.
4. Misbehaviour of any team member with organizing committee will not be entertained.
5. Number of Prizes will be reduced in case of lesser participation.
6. Organizing committee have full rights to cancel any particular event at point of time.
7. Organizers reserves all rights to limit maximum participation in particular events.
8. Only first aid kit will be provided by the organizing team, any further requirements will be the sole responsibility of individual.

ATHLETICS

Categories:

- a. GIRLS RELAY (4 players)- **Team must be branch wise and year wise.** E.g. SY ENTC, TY MECH, etc. ID cards are mandatory.
- b. BOYS RELAY (4 players) - **Team must be branch wise and year wise.** E.g. SY ENTC, TY MECH, etc. ID cards are mandatory.
- c. SHOTPUT (Boys, Girls)
- d. Javelin (Boys, Girls)

RULES:

- 1. For relay there will be knockouts.
- 2. Battens will be used in relays.
- 3. For shotput, if the participant goes out of circle while throwing, it will be considered as illegal throw.
- 4. Three chances will be given to throwers; the longest distance thrower will win.
- 5. Violation of rules will lead to disqualification of team / individual.
- 6. Shotput weights for boys will be 7.2 kg and for girls 4 kg.

Event Heads:

Pranav Jadhav: +91 91365 61167

Adinath Dhamdhere: +91 76664 51152

BADMINTON

Categories:

a) Badminton (Boys doubles)

b) Badminton (Girls doubles)

c) Badminton (Mix Doubles)

For mix category, no year restriction but participants should be from same branch.

RULES:

1. Matches will be of knockout format.
2. Standard BWF rules will be followed.
3. Organizer may alter length of match, an entire round, or a specific tie to follow schedule and meet timing and other guidelines.
4. Sports shoes are compulsory.
5. The Knockout matches will be year wise (~SY vs SY)
6. Same rules would apply for girls and boys as well.
7. The doubles would be played openly from knockout to finals.
8. Match referee's decision would be last decision.
9. Violation of rules will lead to disqualification of team / individual.

Event Heads:

Rajveer Magdum: +91 97666 14402

BOX CRICKET

Team must be branch wise and year wise. e.g., SY ENTC, TY MECH, etc. ID cards are mandatory.

RULES:

1. There must be 8 (Minimum 3 girls) 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**
4. Each side will be given 4 overs to play. Maximum of 1 over per bowler.
5. At least One over compulsory for girls
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. The team of 8 members cannot be changed for the rest of the tournament.
9. Umpire decision will last decision and violation of any rule will lead team to disqualification.
10. Every match will be knockout match.
11. All team should report 15 mins before the scheduled time.
12. Other rules will be explained on the ground.
13. Violation of any rule will lead to disqualification of team.

Event Heads:

Jayant Patil: +91 97303 24466

Praful Rajput: +91 92267 58501

CARROM

Categories:

- a. Singles- boys
- b. Singles - girls

In singles, your opponent sits across from you; in doubles, you will sit opposite to your partner. Game will be of 4 boards for initial stages and for semis and finals it will be of 8 boards or max 25 points.

All international rules are applicable on board. Decision of judge is considered as final. If any one denies to agree the same will be disqualified.

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.
- 9) Violation of any rule will lead to disqualification of team.

Event Heads:

Atharv Jadhav: +91 93095 79675

Ronak kadam: +91 77760 80396

CHESS

All FIDE rules are applicable.

Decider – match point

Decision of the event head will be final.

In the event of an illegal by a player, his opponent has to pause the clock and call the arbiter.

In events of second illegal, the player will be given a loss.

If players are found to be seating in the ground position the entire round will be given to the opponent as one- zero.

Specific rules for each event will be explained before the commencement of the event.

In case of any claims the decision of organizer will be final.

Violation of any rule will lead to disqualification of team.

1.Initial position setup -

The chessboard is made up of eight rows and eight columns for a total of 64 squares of alternating colours. Each square of the chessboard is identified with a unique pair of a letter and a number. The vertical files are labelled 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 -

EnPassant 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 to 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.

Event Heads:

Vidyasagar Kamble - +91 73046 42456

FUTSAL



GATHERING SPORTS 2022

Team must be branch wise and year wise. E.g., SY ENTC, TY MECH, etc. ID cards are mandatory.

Rules:

- 1) Each event will be a 6 vs 6 Futsal Match (minimum 2 girls in playing 6).
- 2) Maximum 10 (6+4) 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.
- 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.
- 10) Maximum 2 players from COEP football team are allowed to participate in a single team.
- 11) **only regular sports shoes are allowed.**

Event Heads:

Sehajdeep singh: +91 97658 00442

Tej Ingle: +91 86050 02060

INDOOR ROWING

Categories:

- 1.Single Men (1000m).
- 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 & M.tech can participate.
- 4. Violation of any rule will lead to disqualification of individual.
- 5. Remaining rules will be told at the time of event.

Event Heads:

Ganesh Jadhav: + 91 83086 86464

KABADDI

Branch Cup event: **Team must be from same academic year and branch.**

ID cards are mandatory.

Mtech – this is an open event. (open events in which participants are from different year but, from a particular branch.)

ID cards are mandatory.

RULES:

1. All the rules of AKFI will be followed.
2. Each half will be of seven minutes.
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, **five raids** of each team will be taken.

Event Heads:

Tanmay thakare : +91 86691 62584



GATHERING SPORTS 2022

TUG OF WAR

Categories: boys, girls

Team must be branch wise and year wise. E.g., SY ENTC, TY MECH, etc. ID cards are mandatory.

RULES:

- 1.Number of players will be 6 in each team.
- 2.There will be total three rounds and team winning 2 rounds will be declared as winner.
- 3.From second year matches will be branch vs branch.
- 4.Referee's decision will be final decision.

Event Heads:

Krushal Mahajan: +91 77418 89491



GATHERING SPORTS 2022

VOLLEYBALL

Team must be branch wise and year wise. E.g., SY ENTC, TY MECH, etc.

ID cards are mandatory.

RULES:

- 1.Total player of member in team 6 (minimum 2 girls)
- 2.Only 2 players from COEP volleyball team can be allowed to play in Team.
- 3.All must be in same branch.**
- 4.Match will be of best of 3. 15-15-11.
- 5.Matches will start on time provided by Event Heads.**
6. violation of any rule will lead to disqualification of a particular team.

Event Heads:

Anuj mohite: +91 70284 74417

TABLE TENNIS

CATEGORIES:

- BOYS SINGLES
- GIRLS SINGLES
- MIX DOUBLES

Team must be branch wise and year wise. E.g., SY ENTC, TY MECH, etc.

ID cards are mandatory.

RULES:

- 1.matches up to quarterfinals will be played as a best of 3 format, there after as best of 5.
- 2.Each game will be first to 11 points.
3. umpires' decision will be final.
4. violation of any rule will lead to disqualify the particular team.
5. all other permission are as per ITTF.
- 6.No restriction on year but should be from same branch for MIX DOUBLES.
- 7.Games will be in knock out format.



GATHERING SPORTS 2022

BALL-OUT

Team must be branch wise and year wise. E.g., SY ENTC, TY MECH, etc.
ID cards are mandatory.

1. Team of 6 (minimum 2 girls in team)
2. Other rules will be conveyed at the time of event.

Event head:

Suraj Dhaske: +91 72193 68533



FUN GAMES

Rules for the fun events will be conveyed at the time of event.

1. SURVIVAL OF FITTEST

Team of 3 member with minimum one girl

2. LAGORI

Team of 6 players

3. MUSICAL CHAIR

Event head:

Sakshi batawale: +91 95039 23299

Harshada pawar: +91 95949 71588