ADVAITA

THE HYMN OF PARADOX

ADVAITA 2K23

RULEBOOK

INTERNATIONAL INSTITUTE OF
INFORMATION TECHNOLOGY

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https://advaita-iiitbh.in

A) TECH

1) *CYBER HUNT*

InfoSec Society (IIIT-Bh) presents CyberHunt, the game of intelligence and presence of mind, to give you a chance at grabbing the glory of winning it this time! Are you smart enough to decrypt the code? Only time can tell.

CyberHunt is a type of competition based on the domain of cybersecurity where the participants solve the challenges to find routes for capturing the hidden flags throughout the whole game.

This game is beginner's friendly and there is no pre-requisite of any programming language. The game can be solved with general computer knowledge. This is a proper Red teaming event!!

Following are some rules which should be followed :-

TEAM SPECIFICATIONS:

Maximum participants (1-4), the participants can be from same or different institutes.

Every team must have a unique team name, which should not be offensive or inappropriate.

TEAM REQUIREMENTS:

Each team should carry a smartphone and a laptop.

FORMAT:

The CyberHunt will be comprised of three rounds.

The first two rounds being conducted in physical environment and the third round in digital mode.

All the teams will be provided with a head start and have to go on searching for the next

clues which will lead them to completion of a round. The teams will have to use their intelligence and hacking skills to solve the problems and find clues to keep moving ahead.

The teams will be keep getting eliminated in the physical rounds based on their scores.

At the beginning all the teams will be accounted with a fixed number of points.

If any team fails to find or solve any clue, they can ask for hints but here's a twist, in exchange of that their points would get deducted.

Also, the teams would get points according to the time they take for completing that particular round. Therefore, the teams that would be having the maximum points would be selected for the next round.

Each team would be followed by our volunteers in case if they have any query or need help. Along with that we would be invigilating the teams so no form of malpractice occurs.

GUIDELINES:

- Any form of malpractice or unethical behaviour is strictly prohibited.
- Participants should not argue with other participants, our volunteers, organizers or coordinators.
- Any physical damage to the hardware's or college property would be liable to the team.
- The organizers decision is final and binding, any disputes would be solved by them.

2) DIRT RUSH

1. A dirt track that is to be completed by the participants and compete with others to be the quickest to finish the tracks with minimum penalty being added to their name.

2. The obstacle course will be similar to dirt monster trucks and their obstacle courses but would be a conveniently smaller version of it to create a miniature adrenaline rush filled R/C track and win huge prizes.

3. Team Specifications:

a. Maximum participants: (1-3).These participants can be from the same or different institutes.

b. Team Name: Every team must have a unique name.Organisers have the right to reject entries from any team whose name it deems inappropriate, offensive or conflicting.

c. Team Representative: Each team must specify their team representative (leader) at the time of registration. All the important information will be provided through team representatives. The team representative must submit valid contact details (phone no., email ID etc.) at the time of registration.

4. Bot Specification:

a. The bot should not be a Workshop Bot . The organizers have the right to reject the entries of Workshop Bots.

b. The Bot must be remote-controlled.

5. The Rules are as follows:

a. Only one member from each team is allowed to control the bot during the race.

b. Each obstacle in the dirt track will be graded from 1 to 5. A participant can skip a total of 3 obstacles out of the complete track.

c. The participant will have the choice to either skip the obstacle or try it again , if they fail to clear the said obstacle.

d. Each skip or successful completion of an obstacle leads to addition or subtraction of points from the total score.(completing a grade 5 obstacle leads to +5 points, skipping it leads to -5)

e. Each Race consists of 5 participants on the track, the winner of the said race qualifies to the next round.

f. The participant finishing 2nd will compete against others who came 2nd in qualifiers, the race following the same rules as above. The winner of this race qualifies further too.

g. Finishing the race gives you points as follow:

i. 1st-50 Points

ii. 2nd-40 Points

iii. 3rd-30 Points

iv. 4th-20 Points

v. 5th-10 Points

h. In case none of the participants manages to complete the race , the winner is decided based on points accumulated by clearing the obstacles by each of the participants.

6. <u>Rules for Disqualification:</u>

a. If a participant's equipment fails to work during the race, He/She will be given a 20 second buffer time. If the R/C car fails to move, the participant will be disqualified.

b. If the participant fails to finish the race, he/she is automatically disqualified.

PRIZE MONEY

1ST PRIZE :	Rs 7,000 cash	&	Rs 8,000 vouchers
2ND PRIZE:	Rs 5,000 cash	&	Rs 5,000 vouchers
3RD PRIZE:	Rs 3,000 cash	&	Rs 2,000 vouchers

3) *DRONE RACING*

It's time to bring the race to the skies, Introducing IIIT Bhubaneswar's very own Drone Racing League. Get ready to go faster, faster, faster until your thrill of speed overcomes your fear of death. So, get ready and join us in Advaita'23

Rules:

1. A racing circuit (or track) has a start line, obstacles to be crossed or avoided and a finish line with appropriate pilot seating/standing area.
2. Collision with the following will lead to following penalties:
a) Obstacles/Hurdles: 05 seconds
b) Ground (touch): 10 seconds
c) Obstacles(skipped/missed): 15 seconds
d) Going beyond the Race arena: 10 seconds
3. Drone needs to clear the finish line for full completion of the race.
4. Depending on the number of participating teams, ROUND-WISE the race will be conducted with all the teams GROUPED into particular batches. From each batch two or more teams will be eliminated with successive rounds on the basis of STOP-WATCH. (Group and round formation rules can be modified by the coordinators depending upon the number of participants.)
5. Drone must be kept at take-off point (defined location).
6. Only one extra chance will be facilitated in case of:
a) Pilot Jumps the Start Buzzer or Starts Early (False start)
b) Drone does not take off
c) Drone crashes while flying (will start from the last checkpoint). Failing this chance also will lead to direct Disqualification.
7. Drones going beyond a height of 15ft during the race will be DISQUALIFIED.
8. Team size: max 2
9. There will be a minimum of two laps in the race. (If the number of participants increases the number of laps may increase too.)

PARTICIPANT'S GUIDELINE:

1. We will provide the Drone to the participant who wish to participate.
2. Any Competitor who
a) attempts to win a competition by irregular means
b) fails to follow an Official's order
c) fails to follow the safety rules
d) Conducts in an unprofessional sport manner during the competition will be DISQUALIFIED.
3. Listen and follow ALL instructions from the Event Coordinator or Organizing Head.
4. Fly only in designated areas.

5. No pilots other than those actively participating in the current race are allowed to fly.

6. Fly only at appropriate times (recommended slot).

7. Pilots must arrive at the venue 1 hour before the official race time and must be in complete READY-TO-GO state 15 mins before race time.

8. Only power up your drone/video transmitter while in the Start/Finish area on the course.

9. Pilots must maintain control of their aircraft at all times and only fly within their skill level. Any pilot who exhibits unsafe flying procedures may be disqualified at any time.

10. When finishing a race, land in the designated landing area on the course.

11. Final decision during any ambiguities will be taken by event managers/coordinators.

12. Arguments over it will lead to DISQUALIFICATION.

13. Only one pilot from a team is an allowed onto the race track at the time of the race.

14. Institute/Management in no way will be responsible for any damages to the personal drones (if having) of the participants during the race.

**The co-ordination committee reserves the right to add or update any rule as per conditions.

EXCITING CATCH FOR NON-PARTICIPANTS:
Want to understand how the flying works?
Want to see your own world from the top via a camera?
Drones will be provided to non-participants so they can have a chance to experience real world drone flying!!!

PRIZE MONEY
1ST PRIZE
- Rs 7,000 cash
- Rs 8,000 vouchers
- Goodies from our sponsors
2ND PRIZE
- Rs 5,000 cash
- Rs 5,000 vouchers
- Goodies from our sponsors
3RD PRIZE
- Rs 3,000 cash
- Rs 2,000 vouchers
- Goodies from our sponsors

4) *SWITCH CODING*

Event Description:

Ever made a team and worked individually? Well, this event will test your code as well as team compatibility. It is a team-based programming competition and the contest aims at practicing faster adaptation to new problems, how well one can switch his/her mind from one problem to another and how well one can coordinate with his/her partner. Participants need to register in a group of two and each member will be in a distinct room working on a distinct problem set. The participants need to switch places in regular intervals and maneuver each other's code to get their green ticks.

Team specification:

Participation in a team of 2 members only. Keep a decent name for your team.

Requirements:

Each participant needs to bring their laptops i.e. 2 laptops in each team. You can keep a pen and paper for rough work.

Total Duration:

1 hour (4 quarters of 15 min each)
Extra 10 minutes will be there for switching. If time remains from this 10 minutes, then that will be added to the 4th Quarter.
So effective time is: 1 hr 10 min (70 min).

Format:

There will be 2 Problem Sets, each with around 5 problems.
When one member solves Problem set 1, another will solve Set 2. All participants solving Set 1 will be in Room1 and those who are solving Set 2 will be in room 2. After each quarter, each member of a group swap their positions(room and problem set).
For Example in 1st Quarter (first 15 minutes):
Member 1 of each team will stay in the 1st room and solve Problem set 1. At the same time Member 2 of each team will be in the 2nd room and solve Problem set 2.
After the 1st Quarter, all participants will switch rooms, not their laptops. So in the next Quarter, the 1st member will solve Problem Set 2 in room 2 with the 2nd member's laptop in whatever state the other member has left the coding part.
Similarly member 2 of each group solves Problem Set 1 in Room 1. So, swaps will be done after the 1st, 2nd and 3rd quarter.

After the 1st Quarter, all participants will switch rooms, not their laptops. So in the next Quarter, the 1st member will solve Problem Set 2 in room 2 with the 2nd member's laptop in whatever state the other member has left the coding part. Similarly member 2 of each group solves Problem Set 1 in Room 1. So, swaps will be done after the 1st, 2nd and 3rd quarter.

So, In 1st and 3rd quarter:

Member 1: Problem Set 1, Room 1, Own laptop

Member 2: Problem Set 2, Room 2, Own laptop

In 2nd and 4th quarter:

Member 1: Problem Set 2, Room 2, Other member's laptop

Member 2: Problem Set 1, Room 1, Other member's laptop

Leaderboard :

The contest will follow ICPC format.

Solving one problem will reward you with 100 Points. The time penalty will be the sum of time of first correct submission for each solved problem. A 20 minutes time penalty will be added for each wrong submission for solved problems only. Two separate leaderboards will be maintained for both problem sets during contest time. Winner will be decided by adding both Leaderboards of Problem set 1 and 2 after the contest ends.

Guidelines:

Don't use mobile phones or any form of internet resources during the contest. Only form of communication is your code. So don't talk with your partner during contest time. Don't use whatsapp or any other mode of communication.

During switching rooms, don't make any noise.

You need to be familiar with your friend's laptop beforehand so that you don't encounter any authentication issues if the laptop goes to sleep mode.

In case a participant is found doing any form of cheating or not adhering to the guidelines above, then the team will face a strict time penalty or even get disqualified depending on the scale of their activity.

5) LINE FOLLOWER

No of Members in a Team: 3(Max)

Event Description: The Line follower robot is a mobile machine that can detect and follow the line drawn on the floor. Generally, the path is predefined and can be either visible like a black line on a white surface with a high contrasted color or it can be invisible like a magnetic field.

Therefore, this kind of Robot should sense the line with its Infrared Ray (IR) sensors that installed under the robot.. After that, the data is transmitted to the processor by specific transition buses. Hence, the processor is going to decide the proper commands and then it sends them to the driver and thus the path will be followed by the line follower robot.

ROBOT SPECIFICATION
• The Robot must be strictly autonomous.
• The width of the black or white line will be less than 3cm
• Dimensions of the Robot should be less than 20cm*20cm*15cm (l x b x h)
• The participants have to ensure that room lighting, photography etc. does not affect the functioning of the sensors.
• If the none of the Robots finishes the course, then the one which covered the longest distance in less time will be considered the winner.
• A power supply should be of maximum 12-15 V.

GENERAL RULES
The Robot has to follow the black line on white background and complete the track in least possible time.
• Maximum Three Participants are allowed in a team.
• Team members can be from different colleges.
• If the machine remains immobile for respectable time, then on the spot decision will be taken by the organizers. All the tracks will be shown at the time of competition.
• Winners will be decided based on the minimum time taken (*priority will be given to the team which takes minimum time).
• In case of any tie, winners will be decided based on min. no. errors i.e., bot with min. errors is the winner and if there are any ties further, type of bot is considered which is more efficient.
• Workshop bots are allowed but given less priority.
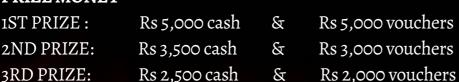
PROCEDURE
Event Plan:
Round 1: Round one consists of basic track. Here the members are short listed based on time and charted to second round 2. There will be 4 checkpoints.

Round 2: This consists of complex circuit and also time taking. The team which completes tracing the track in the minimum time are considered as the winner. There will be 2 checkpoints.

PRIZE MONEY

1ST PRIZE :   Rs 5,000 cash   &   Rs 5,000 vouchers

2ND PRIZE: Rs 3,500 cash   &   Rs 3,000 vouchers

3RD PRIZE: Rs 2,500 cash   &   Rs 2,000 vouchers

6) *SWIG N CODE*

Team specification:

Single participation with a good name to represent himself/herself.

Requirements:

Each participant needs to bring their laptop. You can keep a pen and paper for rough work.

Total Duration: 3 Rounds (1 hr each)

Format:

Round 1:

Every participant will be placed in different groups (the groups will be decided by the coordinators). From every group, a maximum of 2 participants will move on to the next round. Each round will be of 35-40 minutes.

Round 2:

Round 2 will be the same as Round 1 with selected participants and they will again be formed into more groups.

Round 3:

Depending upon the number of participants Round 3 and further rounds will be introduced which will be more exciting than Round 2 but with a twist. In Round 1 and Round 2 after the completion of one question by the participants, he/she will be served cold beverages for boosting morale and increasing competition. Round 3+ are in the same format but with a twist.

Leaderboard:

This contest will be entirely based on time of problem-solving.

In a group, the one who solves the set of questions in less time will proceed further in the contest but there is more than you can expect that will make this contest exciting and you all will get to know in the future.

Guidelines:
- Don't use mobile phones or any form of internet resources during the contest.
- Don't use WhatsApp or any other mode of communication.
- Don't make noise during the contest and can't talk to other group members

- In case a participant is found doing any form of cheating or not adhering to the guidelines above, then the participant will face a strict penalty or even get disqualified depending on the scale of their activity.

7) TECHNOVA

Eligibility:
The exhibition is open to all students enrolled in a technical or engineering program at an accredited institution. Each project must have at least one to five participants.

Registration:
Participants must register their project by completing the online registration form before the deadline. There is no registration fee. Participants must provide a brief description of their project, including the project title, a summary of the problem it addresses, the technical solution proposed, and the expected outcome.

Schedule:
The exhibition will be held on a Saturday from 9am to 5pm. Participants must arrive no later than 8:30 am to set up their display and registration purposes.

Project guidelines:
Projects must address a real-world problem related to the participants' field of study and propose a technical solution using their knowledge and skills. Projects may be in the form of a working prototype, a software application. Projects must be original work of the participants and not submitted in any other competition or exhibition. Participants must submit a detailed project report, including technical specifications, diagrams, and source code (if applicable)

Judging criteria:
Projects will be evaluated based on the following criteria: creativity, technical complexity, innovation, feasibility, and impact. Judges will assess the projects based on report and the live Q&A session with the participants

Code of conduct:
Participants must not engage in any activity that may damage or disrupt the exhibition or cause harm to others. Participants must respect the intellectual property rights of others and acknowledge their sources properly. Participants must not engage in any activity that may damage or disrupt the exhibition or cause harm to others. Participants must also adhere to all safety regulations and guidelines provided by the organizers

8) ROBO-RACE
Team Specification and Eligibility:
Eligibility - Team from any recognized engineering college/Institute is eligible to participate. All Participants must bring their respective ID cards. Team

Specification - Any participating team can have a maximum of 4 members.

Team Name - Every team must have an appropriate name. The team's name can't be changed once submitted. Each team must specify their Team Representative (Leader) at the time of registration.

Robot Specifications :
1. It must be a manually controlled wired/wireless bot, i.e., there must be a way for the player to control the movements of the bot wired/wirelessly.
2. The maximum dimension of the robot can be 25 cm x 25 cm x 25 cm (l x b x h).
3. Maximum weight must not exceed 3 kg.
4. The machine must be powered electrically only. Use of IC engine is not allowed.
5. Batteries must be sealed, immobilized electrolyte type (gel cell, ithium, NiCad, or dry cells).
6. The electric voltage anywhere in the machine should not be more than 24 V DC at any point of time.
7. The length of the wire (for wired bots) should be long enough to cover the whole track and the wire should remain slack during the complete run.
8. If RF (Wireless) controller is used, dual frequency is a must in order to avoid RF jamming. The dual frequency should be such that it can be switched to either frequency just before the start of the run.

Track Specification:
1. The track surface and course line may have unevenness.
2. There will be certain obstacles in the race track which will try to slow down the robot.
3. Arena will consist of speed breakers, marble pit, slippery path (by grease), loose bridge, fire, gravel Trap, speed trap, parallel rails, etc.
4. Track width is maximum 60cm and minimum 30cm.
5. There might be abrupt angles.

General Rules

1. The team should not consist of more than 4 members. Students from different institutes can form a team.

2. Unethical behavior could lead to disqualification. Faculty-coordinators have all the rights to take final decision for any matter during the event.

3. The decision of the judges will be final and abiding. Argument with judges in any form will lead to the disqualification of the team.

4. Robot should be as per the given specifications.

5. Each member of the team must contain the identity card.

6. The robot should not damage the arena.

7. No test practice will be allowed on the arena.

8. The robot must not leave behind any of its parts during the run; else it will result in disqualification.

9. Certificates of Participation will be given to all the teams that will participate in the event, but not to the teams which get disqualified due to disobeying any of the competition rules.

Game Rules :

1. This is racing event so fastest and most balanced robot will win.

2. A total of 10 minutes run time (arena time) will be given to every participant.

3. If any of the robots starts off before start up call, the counter would be restarted and the machines will get a second chance. If repeated again then team will be disqualified.

4. If the Robot crosses a checkpoint, and moves off track, then the Robot would be placed back on the previous checkpoint crossed with penalty.

5. If the robot by any chances falls from the bridge, the robot will be kept back to the previous checkpoint crossed with a penalty.

6. A maximum of 4 resets back to the checkpoint will be allowed.

7. Team members will be allowed only five times to touch or reset their robots position during the run. However, this will lead to a time penalty.

8. Timer will not stop during the entire race and penalties will be added to the race time after the completion of the race.

9. Your robot must be ready when call is made for your team.

10. During the game play, if any part of a robot is destructed/ dismantled/ damaged the participant will be given a timeout to repair at an expense of a penalty, while the next participant will be called for the play. Only 1 timeout will be given for any participant and the participant will repair it.

11. No team will get a second chance after completing the track with poor score

Judging Criteria:

The robot will be judged on basis of (in priority):-

a. Time to complete the track.

b. Number of checkpoints cleared.

Time to complete the track :Total Time recorded by Timer + Time penalties :

Time Penalties are as follows :

Hand Touch : +2 Sec

1st and 2nd Reset Back to Checkpoint : +5 Secs

3rd and 4th Reset Back to Checkpoint : +10 Secs

Note : Team members can touch the robots for minor adjustments only but if a robot veers of the track it has to be kept back to its previous checkpoint.

PRIZE MONEY

1ST PRIZE :	Rs 5,000 cash	&	Rs 5,000 vouchers
2ND PRIZE:	Rs 3,000 cash	&	Rs 3,000 vouchers
3RD PRIZE:	Rs 2,000 cash	&	Rs 2,000 vouchers

9) CTF

A Capture the Flag (CTF) game is a type of cybersecurity competition where participants solve challenges to capture "flags" hidden throughout the game environment. While rules may vary depending on the specific CTF event, here are some general rules that are commonly followed:

1. Eligibility: CTF game is typically open to teams(max. 4 members) or individuals, with participants often required to register in advance.

2. Fair play: Cheating or any unethical behavior is strictly prohibited. Participants should bring their own laptop and mobiles.

3. Scoring: Points are awarded for each flag captured, with higher points for more difficult flags. The team or individual with the most points at the end of the game is declared the winner.

4. Time limits: The game usually has a fixed duration, often ranging from a few hours to a couple of days. Participants must submit their flags before the time limit expires.

5. <u>Flag submission:</u> Participants must submit their flags using the designated flag submission system. The flag format, such as the flag prefix and format, will be provided by the organizers.

6. <u>Technical issues:</u> If any technical issues arise, participants should inform the organizers/coordinators immediately.

7. <u>Collaboration:</u> Collaboration between teams is usually not allowed, and teams must not share flags or answers with each other.

8. <u>Prohibited behavior:</u> Participants must not disrupt the game, harass other participants, or violate any laws or regulations.

9. <u>Judging:</u> The organizers' decisions are final and binding, and any disputes will be resolved by them.

10. <u>Etiquette:</u> Participants must behave respectfully and professionally, as they represent themselves and their organizations.

It's important to note that rules may vary depending on the specific CTF event, so participants should read the rules carefully before playing.

B) CULTURAL

1) ROCKATHON:-

1. The Maximum number of participants allowed in a band is 10.
2. There will be two rounds in Rockathon : preliminary round and final round.
3. Five groups will be shortlisted in the priliminary round and they will move on to perform in the final round.
4. Time limit for preliminary round is 10 minutes and final round is 15 minutes. (including performace and setup).
5. Bands will be disqualified on the spot for misconduct, obscenity or foul language, and will be banned from performing at all subsequent editions.
6. Use of cigarettes, alcohol and any unfail means is strictly prohibited.
7. Only English and Hindi Music is allowed.
8. Equipments provided will be: a. One bass amplifier speaker b. One lead amplifier speaker c. Adequate microphones.
9. Bands will have to bring their own musical instruments and special effects.
10. Pre-recorded Tracks are not allowed.
11. Negative points will be rewarded if any of the above mentioned rules are not followed.
12. Decision of the judge will be final.
13. Advaita will not be held responsible for the failure of any instrument.

Criteria For Judgement:-
1. Vocals
2. Instruments
3. Presentation
4. Audience Interaction

2) ACOUSTICA

1. This will be solo singing competition. Participants can perform any number of songs (in Hindi, English or both)
within 5 minutes after which 20% marks will be deducted after 10 seconds and disqualification may occur after 40 seconds.
2. Participants can perform with one instrumental accompaniment or with a backing track but the judging will be done solely on the basis of vocal performance.
3. Performers can be disqualified on the spot for misconduct, obscenity or foul language. Vocal performance will be the sole criteria for judging.

4. Judging criterias include:

a. Quality of voice

b. Sense of scale and beat

c. Quality of rendition

d. Improvisation

e. Pronunciation of lyrics

f. Mood and expression

g. Overall impact

3) __CYPHER__

__CYPHER PRELIMS__

- Time-limit for this round is 1 min (music on to music off).
- This is not a face-off round, but the music will be played by us in impromptu fashion.
- Participants from this round will be shortlisted for the next round.

__CYPHER FINALS__

- Participants qualifying for this round will be going against each other in a face-off competition.
- This is a "Rep Your Style" Round, i.e., you have the freedom to dance in your own style.
- The order of the participants will be decided through a system and the battles would be in the following manner:

1. Pairs will be made out of all participants

2. Each pair will come & compete within themselves

3. Each winner will go to the next round

4. All rounds will follow the same procedure until 3 winners are shortlisted

- The music tracks will be provided by the Advaita Team on the venue itself
- The time limit for each round is 1 min per participant (music on to music off)
- In case of a tie an extra round may be provided.

- Judging criteria:

1. Choreography

2. Stage Utilization

3. Face-off attitude

4. Energy Level

5. Innovation

6. Overall impact on the crowd

- For the FACE-OFF round, crowd support and most of all, overshadowing the opponent participant will be important factors.
- The performance should be in cohesion with the integrity of the event.
- Violation of any of the above will lead to immediate disqualification.
- The decision of the judges will be final and binding. The organizing committee reserves the right to make any last minute change in the rules.

4) *FOOTLOOSE*

- Solo and Group dance western and Nrityakala both included.
- Judgement for each category will be completely separate.
- Time-limit for each group performance is 6 min max (music on to music off).
- Time limit for each solo performance is 2-3 min (music on to music off).
- Negative marking will be imposed for exceeding the time limit.
- Each team may have 5-15 members, including coordinators.
- Choice of songs is open to the participants.
- Participants should carry their track in pendrive and submit it to event coordinator prior.
- No props will be provided by our coordinators. Participants can carry their own props.
- Dance performance should not convey any indecent gestures.
- Green room would be given for changing purpose.
- The participants will be judged on the basis of their musicality, formation, coordination, expressions, confidence and crowd response.
- Decision of the judges will be final and binding.
- Any obscene/offensive music/song is not allowed.

- Judging criteria -
1. Facial expressions and body language
2. Footwork
3. Hand and eye gestures
4. Costumes and presentation

5. Artistic Potential

6. Choreography (technical nuances)

7. Selection of the music piece

8. Overall Clarity and Impact

5) *LAMODE*

Fashion is also a source of art, allowing people to display their unique tastes and styling. Different fashion designers are influenced by outside stimuli and reflect this inspiration in their work. It has the ability to change and shape lives through its personal connection to us all.

Rules-

1. It is a team event. A team can have 10- 15 members models. Maximum 5 team members(makeup artist, technician etc.) can accompany.

2. Time limit for every team would be 15 minutes.

3. Negative marking if participants exceed time limit.

4. Should carry their tracks in pen drive and should be submitted in advance.

5. Vulgarity is strongly prohibited. Any form of obscenity or nudity will lead to debarring the team from the contest.

6.Use of cigarettes, alcohol and any unfair means is strongly prohibited.

7. Teams will be judged on costumes, theme, walking stance, attitude and audience engage and choreography.

8. Each group should have one tag line representing their group and the theme (Be Bold For Change).

9.Decision of the judges will be final and binding.

10.All costumes are permitted, which maintain decency including original costumes & fashion designs.

11.Purchased, professionally made, or rented costumes are permitted.

12. A green room would be provided for the changing purpose.

6) *MICDROP*

The opportunity to showcase your talent is here, we bring to you an opportunity to experience the hip-hop culture. Here's a showdown for all the rap enthusiasts! Let's witness who becomes the next rap god!

Rules:

1) Judging Criteria:
a) Rhythm, Voice quality and Clarity, Delivery (word-play, rhetorical devices, sarcasm, puns, double Entendres, witticism)
b) Overall impact of the performance (body language, attitude, etc.).
2) Time Limit: 3 - 4 minutes.
3) Backing tracks are allowed.
4) Any sort of racist, sexist or offensive slurs will lead to immediate disqualification.
5) Only 1 entry is allowed per participant.
6) The language of rap can be English and/or Hindi.

7) BEATBOXING

Rules:

1. This will be a 1vs1 battle rounds among the participants wherein each beatboxer would be given 1 minute each and the winners will be decided by the judges.
2. The winner from each battle will be promoted to the next battle and the opponents will be decided by the judges in whichever way they seem fit.
3. No musical instruments will be allowed. In case it is found, the participant will be disqualified.
4. In case judges are not able to decide, another 30 seconds will be provided to each participant to perform. It will be avoided whenever possible.

C) FILM & THEATRE, LITFEST

1) THEATRE

1. There should be a minimum of 5 actors in an act. In addition to that, 1 person can be incharge of sound and music and 1 for light.

2. Maximum time for each act is 50 minutes.

3. The act can be performed in Hindi or English language.

4. There will be one evaluative round i.e. the finals. One stage practice will be provided before the final performance (time limit for practice would be 15 minutes)

5. Decisions made by the organizing team will be final and binding.

6. Time slots will be allotted by the organizing team and will be intimated to teams by mail.

7. Time duration will be taken from empty stage to empty stage.

8. 15% will be deducted from the total score if run time exceeds 50 mins.
   If it exceeds 55 mins, it will lead to disqualification.

9. Scoring criteria:

Content	40%
Acting	30%
Direction	20%
Miscellaneous(effects, sound, etc)	10%

10. The participating teams are requested to ensure that their presentation is in keeping with the dignity of the fest.

11. Microphones, lights and a laptop to manage sound will be provided by the organizing team.

12. Recorded vocals are not allowed.Only instrumental music is permitted.

13. Teams will be allowed to continue from the last scene performed in case of technical malfunction. Judges can however decide whether to deduct marks or not, for the same.

14. All costumes and accessories are to be arranged by the participating team. The organizing committee is responsible for the infrastructural facilities only and shall not be responsible for the security of items left behind in green rooms or on stage after the performance.

15. A green room will be provided to all teams.

16. The script of the act will have to be submitted after registration by each team.

17. Requests for special effects and props should be communicated at least a week in advance by both emails and over the telephone. The same will be provided only if possible.

18. No naked flames or live animals are allowed on stage.

2) *"PRADARSHAN" NUKKAD*

"All the world's a stage,
And all the men and women merely players;
They have their exits and their entrances,
And one man in his time plays many parts."
William Shakespeare

Presenting, the battle of expressions! The voices should rise loud. Revive and relive the ancient culture of street plays from the heart & soul of India.

RULES :-

• Only one member has to register with whom all communications will be made. Multiple teams from the same college are allowed.
• A team can have a minimum of 6 and maximum of 20 members (exclusive of instrument players).
• All team members should be current students of the institute.
• Teams are expected to perform at an open air venue with an audience on all sides.
• Choice of topic/theme is up to the team's discretion.
• The allowed time limit includes performance time and stage setting and clearing time.
• Teams are allowed to use Drum, Dholak, Flute or any other music instrument of their choice, but usage of mikes, lights, or other electrical instruments is not allowed. Only live music is allowed.
• Usage of fire, water, or smoke is not allowed. Gulaal or any props used must be cleared off by the participants after their performance within the allotted time.
• Any form of obscenity through actions or language may result in penalty at the discretion of Judges.
• No time for rehearsal / stage practice / final rehearsal will be given during the fest.
In case of any dispute, organising team's decision will be final.

ROUND 1: Preliminary Round
This round is to shortlist the teams which will further perform in the finale. Allowed time limit will be 15 minutes.

ROUND 2: Finale
One Winner and one Runner-up will be selected in this round. Allowed time limit will be 20 minutes.

The Judging Criteria will be based on :
• Successful portrayal of the theme and message
• Performance (dialogue delivery, expressions and body language, coordination between members)
• Crowd interaction and audience response
• Direction, gimmicks, and effects

3) *MAI KALAKAR :*

Mai Kalakar is an event where you get a chance to show off your artistic skills and love for drama and acting. Mai kalakar contains the following Competition.

I) MONO ACTING COMPETITION

To all the drama queens out there, this is your best chance to hog the limelight and own the stage! This will be your moment of glory and your chance to steal the show, so prep up for i, me, myself, and dazzle the audience with your talent and show yourself to be a master of impromptu action

RULES:
1. This is an individual event and will take place in 1 round. The participants have to present a mono act on any theme.
2. Language of the act can be English/Hindi.
3. Total time allotted for every performance is 4 minutes (empty stage to empty stage).
4. If a participant exceeds the stipulated time, 15% of the total marks obtained will be deducted. If he/she exceeds 6 min, he/she stands to be debarred from the event.
5. Participants can bring their own music for the act in a pen drive but recorded vocals are not allowed.
6. Instrumental music is allowed but the participants must bring their own instruments.
7. All clothes and accessories are to be arranged by the participants. The organizing committee is responsible for the infrastructural facilities only and shall not be responsible for the security of items left behind in green rooms or on stage.
8. The participating teams are requested to ensure that their presentation is in keeping with the dignity of the fest.

II) MIME-SILENT ACT

Sometimes silence says what words can't. Advaita presents you an opportunity to showcase your talent of expressions, gesticulations and body movements without use of speech so bring out your excellent dramatic and creative side and amaze the audience.

Rules:

1. Performance should be a non-verbal act.
2. Time limit is 3 minutes.
3. This is an individual event.
4. Instrumental Music can be used in the background. Music shouldn't be vocal.
5. Use of voice is not allowed
6. All clothes and accessories are to be arranged by the participants. The organizing committee is responsible for the infrastructural facilities only and shall not be responsible for the security of items left behind in green rooms or on stage.
7. The participating teams are requested to ensure that their presentation is in keeping with the dignity of the fest.

4) *SCRAMBLING DARTS*

Scrambling Darts is the event that's guaranteed to scramble your brain and leave you in stitches! This hilarious and action-packed competition combines the precision of darts with the madness of engaging tasks. It's a test of both skill and agility, as participants navigate through the event while trying to hit bullseyes. So get ready to scramble for a good time!

RULES

- Scrambling Darts will be an individual event.
- The participants will play a game of darts.
- But it comes with a twist. Your score will not decide your victory.
- You'll be given two chances to throw the darts.
- You will be provided with a folded cheat corresponding to the number your dart hits. You may take another chance given that you have any left.
- The paper will contain the name of a famous character.
- You'll have to basically perform as that character so as to garner the highest number of points.
- The winner will take away the prizes worth ₹2000.
- In case a participant misses both of the shots; we'll generate a random number for them using a number generator. If they successfully perform as the character corresponding to that number and wins away the event then they'll take away the prizes worth ₹1000.
- The decision of the organizing committee will be final and binding.

5) ***BBDM***

PREREQUISITES
1. Every question will be literature based (on books, novels, short stories, plays, etc)
2. Basketball shooting skills will be tested

RULES
1. The game will be held at the basketball court.
2. 6 teams with 4 members each will compete in one round.
3. Every group will start with 15 points apiece.
4. MCQs meant for all the groups will be asked.
5. A wrong answer will lead to a gain of ZERO points.
6. Answering correctly will lead to a gain of 1 point, which will be deducted from the total points of another team.
7. The team whose points will be deducted will be decided by the correct answered team only In addition to that, the correct answered team will have a shot at shooting the basketball in the hoop.
8. Upon a successful shot, another four points will be awarded to the team, which will be deducted from the total points of another team.
9. The team whose points will be deducted in this case can not be the same as of the previous one.
10. A team will be automatically eliminated when their total points becomes ZERO.
11. After the completion of all the questions, the team with the highest number of points will be declared winner.
12. The decision of the organizing committee will be final and binding.

D) ART AND E-SPORTS

1) *TREAVENGER HUNT*

RULES
1. The event is divided into 3 rounds (50 teams)

ROUND 1
1. All the teams would be divided into 10 Subgroups
Each subgroup would have 5 teams and would be assigned with a particular color
2. Teams of same subgroup would have the same clue which would lead them to a location where they need to find a set of art supplies in a given time limit.
The teams would be required to first write the answer to their riddle and get it checked to ensure that they do not enter the location assigned to another subgroup.
3. Team members would be asked to go to their location one by one in 4 turns, each member for a specified time.
5 min of buffer time would be given after each collection.
4.The collected supplies should be of any shade of the color specified to them.
5. Teams would be awarded with points based on the number of items they have collected. Collecting items of the wrong shade would lead to deduction of points.
6. Submitting the colors after the given time would lead to deduction of points based on the time they are late by.
7.. 2 teams with the highest points would beselected from each subgroup for the next round.
Hence 20 teams would qualify for the next round.

ROUND 2 and 3 would be revealed on spot
• 7 teams would be selected for the final round and 1 winning team would be chosen in the final round

REGULATIONS
1. Use of academic block , faculty quarter and hostel areas not allowed during the event.
2. Use of any electronic gadgets are strictly prohibited in the game. Participants would be required to submit their mobile phones to the organising team which they can collect after the event.

3. Venue and time are quite prone to changes, depending upon the scenario.

4. Participants are requested to carry their own pens, water bottles and umbrellas in case of scorching heat .

5. If a participant misbehaves with anyone (either organisors Or any other team) then the whole team would be disqualified.

6. New rules maybe introduced on spot if any situation arises.

PREREQUISITES

1. Participants are required to have a basic idea of colors and riddle solving abilities

2. A clear study of the campus map is suggested.

2) **_DRAW-IT-RIGHT_**

 RULES

1. Team game, 4 members

2. One person has to draw a piece of art given by Paracosm on the back of the other person and that person is required to draw the art that he is perceiving, passing on to next and so on. Just make it as right as possible.

3. Draw one bit of the picture on the back first and then wait for the person with the paper on their back to see if they can copy that bit onto their paper by how it feels. Then draw the next bit and so on until you have finished your picture. When you have finished take the drawing off the persons back and compare the pictures.

4. There will be 3 rounds

Points will be alloted to each team on the basis of accuracy

Say rank 1 -200 points

Rank 2 - 170

3 - 140

4 - 110

And so on

The team with the highest points combined all together after 3 rounds will be declared the winner.

5. Participants will be provided with the necessary equipments

6. Use of any outside aids or the internet is strictly prohibited, No communication between the members as well. It may lead to disqualification.

7. Three winners will be declared after the event. The decision of the judges will be final and binding.

3) **_ARTCURRACY_**

1. This is a team event, and there will be two people on each team. The first member will describe a given picture and the other member has to draw it accurately.
2. The image can only be expressed in words. Using your hands or writing to describe the image is completely prohibited.
3. Each team will be given a reference which has to be recreated. A set of forbidden words will be provided alongside. The use of those forbidden words will lead to disqualification.
4. To make the event more challenging the person who is explaining the reference won't be allowed to see what their partner is making
It would be revealed at the end.
5. Time limit for each team is - 10 minutes
6. The participants will be provided with the necessary equipment.
7. Use of any outside aids or the internet is strictly prohibited. It may lead to disqualification.
8. Points will be awarded on the basis of accuracy, team coordination and time if required
9. Three winners will be declared after the event. The decision of the judges will be final and binding.

4) **_PICASSO_**

When you are the best painter, you can nail everyone down while chasing. Advaita provides you the platform to showcase your best artistic performance while being in a team. This Event comprises of 3 members only. This game will be a slight reflection of the relay race combined with your artistic skills.You have to pick a theme name and draw . At the end justify your paintings / sketchings with a perfect name . The best drawing with the title will win the game.

RULES

The Event time limit is 10 minutes where
1. Team member will swap after every minute to draw.
2. The members are required to give an appropriate name to their paintaings/sketchings before submission.
3. All logistic shall be provided on the spot. No additional logistics from outside can't be used.
4. Use of any outside aids and the internet strictly prohibited. ⬤ Judging criteria shall be based on asthetic appeal of the art work and team coordination.
5. Negligence of any of the above rules may lead the to disqualification..

E) FOOD, CSR

1) GOLGAPPA KING

The Golgappa King competition is a popular street food game in India where participants compete to see who can eat the most golgappas in a given time period. The rules for the competition are mentioned below :

Rounds: The competition will have five rounds starting from Round 1 to Round 3. Rules for every round will be given at the starting of the round.

Tie-Breaker Rule: In case a tie occurs between participants for getting into the next round, then 7 golgappas will be given to each participant and whoever completes them first will be considered the winner of the tie. (Participant should completely eat the golgappa)

Time Limit: Each round will last for a set amount of time.

Number of Gupchups: Participants are typically required to eat as many gupchups as they can within the time limit. The number of gupchups eaten by each participant will be counted and recorded.

No Hands: Participants are usually not allowed to use their hands to eat the golgappas. They must use their mouth only to pick up and eat the golgappas.

One Bite Rule: Participants are usually required to eat the entire golgappa in one bite. If a participant bites the gupchup into multiple pieces, it does not count towards their total.

No Drinking Rule: Participants are often not allowed to drink water or any other beverage during the competition. This is to ensure that the challenge is purely about the speed and quantity of gupchups eaten. In case of any emergency, volunteers will be present to provide water.

No Waste: Participants must finish eating each golgappa before taking another one. Any waste or uneaten gupchups will be counted as negative points.

No Cheating Rule: Participants are expected to follow the rules of the competition and not cheat in any way. Cheating may include, for example, hiding gupchups under the table or in their pockets.

Judging: A panel of judges is typically responsible for enforcing the rules and counting the number of gupchups eaten by each participant. The participant with the highest number of gupchups eaten is declared the winner.

Health and Safety: Participants should be aware of their own health and safety while taking part in the competition. Eating an excessive amount of gupchups in a short amount of time can cause health issues. Participants should consult with a doctor if they have any concerns.

2) *SHOLE PARATHE*

Shole parathe sounds like a paratha eating competition but this one is with a little twist. Participants need to eat the hot chilly sauce served alongside the paratha in the least time.
The detailed rules are as follows:
- Each participant will be served hot sauce and 2 parathas initially.
- Sauce should be eaten with given paranthas only.
- Participants can ask for more paranthas to finish the sauce.
- Participants need to completely finish the sauce and the parathas(even the extra ones, if taken).
- PENALTIES: If the volunteers find that the sauce is being wasted by participants by dropping or any other way and not eaten the participant will either get a sauce refill as a penalty or get disqualified.
- Participants can't eat/drink anything else during the entire competition.
- Participants should get their plates checked by the volunteers to stop their time.
- WINING CRITERIA: The first one to finish and get it checked will be the winner.
- Health and Safety: Participants should be aware of their own health and safety while taking part in the competition. Eating an excessive amount of gupchups in a short amount of time can cause health issues. Participants should consult with a doctor if they have any concerns.

3) *MAGGIE CHEF*

PARTICIPATION
- Only registered members are allowed to take part in the competition.
- Contestants can participate individually or in groups of maximum two in
- An individual is allowed to participate only once in the game.
- An particular individual is not allowed to participate from multiple groups.

THE GAME
- The time constraint to display your spiced flavors of kitchen is only 10 minutes, and additional 5 mins will be given for serving. This time will define your taste in life and your taste of life.
- Gas Stove and utensils will be provided by the organizing team and if required. participants are allowed to bring their own garnishing products if they like
- In case of a tie breaker, time constraint will be considered and the participant with less time will be selected.
- The varieties of experience and Maggie you have gained in life will show your realunfound creativity and your fashion in kitchen sector will publish you as a star.
- What matters is how you look in this cruel world, so is the case with your delicacieson a blank plate. Present it well, you get presented as the best and the best.
- The inner realm of peace of life is what food only can give you, and it can only besatisfied with the prepared gifts of spices and sweetness...your tasty food defines your taste in life and your dedication towards making life full of dishes filled with happiness.
- The way you prepare your food defines your love and respect towards the person who is having it, cleanliness and proper hygiene adds a pinch of extra care in the taste of the served beauty.

POINTS TABLE

The scores of the contestant will be awarded as per :

1.   TASTE   5
2. CREATIVITY   3
3.   TIME   1
4. HYGIENE   1

DISQUALIFICATION
- Contestant using mobile phone during the contest will be disqualified without any warning.
- Contestant seeking help from anyone during contest will be disqualified without any warning
- Contestants involved in any other unfair means will be deburred from the competition.
- Contestants exceeding the stipulated time limits shall be disqualified X
- Arguing with the judges or volunteers will lead to immediate disqualification from the competition

JUDGING
A panel of judges will be enforced for choosing the winner and the decision of esteemed judges will be the final.

Note:
These are geval is for a Maggi Chef Comp and may vary depending on the day of event

4) *STRINGED DELICACY*

PARTICIPATION :
a. This is a team event with each team consisting of TWO members only.
b. An individual is allowed to participate only once in the game. Registrations from multiple teams will not be entertained.

THE GAME
a. Each team will be provided with ONE sack.
b. The team members will stand at opposite ends of the track.
c. The race will start with one team member wearing a sack and moving forward by jumping. On reaching the other end, that member will have to eat the hanging food item (without removing the sack) at that end.
d. Once the member finishes the food, he/she needs to handover the sack to his/her partner. Then the other member needs to wear the sack and move forward to the other end and eat the hanging food at that other end.
e. The team which finishes in the least time will be declared the winner.

4. DISQUALIFICATION SCENARIOS

a. If the sack or the player falls down during the game it will lead to the disqualification of the team.

b. If the player touches the food with his/her hand, then it will lead to the disqualification of the team.

c. If the food falls down, it will lead to the disqualification of the team.

d. The players should stay in their specified tracks only. Any attempt to move outside of the track will lead to the disqualification of the team.

e. Any kind of physical contact with other teams during the game will lead to the disqualification of the team.

F) PHOTOGRAPHY

1) **_IMAGEN_**:

Imagen is a series of photography and videography competitions specially curated to encourage enthusiasts and fuel the common passion for cameras and frames.

Description:

Photo Story provides an opportunity for participants to develop or explore one theme or subject in a deeper, more comprehensive manner by using a series of photographs. The participants are required to submit a set of photos depicting a particular story/theme. Photostory as a whole should deliver a narrative not by words but by the overall content and creative sequencing of photographs. Let your photos speak your story!

Rules and Guidelines:

1. No restrictions on Equipment, although the use of DSLRS is encouraged. (No cameras/equipment shall be provided by us.)

2. A Short Synopsis of the story depicted (.txt or .doc format only) must also be submitted.

3. The EXIF data will be checked, and plagiarism will be dealt with severely.

4. You are advised NOT to make your entry public before the results are declared.

5. Only Basic Editing is allowed. Participants MUST NOT add or remove elements from photographs. Participants MAY crop a photo and perform color corrections and processing in keeping with a realistic representation of the subject. You MAY change an image from color to black and white. Extreme photo manipulation, stitching, and combining images are forbidden. The participants must submit the original photograph in case of digital editing.

6. Files must be named numerically.

7. It is a solo event.

8. NOTE: Submitted photos may be put forward in the photography exhibition organized during the fest.

Judging Criteria:

Each of the entries will be judged separately on the following basis:

1. Creativity and Innovation

2. Effective Portrayal of the Story

3. Composition and Framing

4. Lighting

NOTE: The decision of the judges will be final and binding.

Deadline: 1st March, 11:59 pm

2) THEME PHOTOGRAPHY

Description:
Bring out the artist in you who wants to capture the very essence of this world and then some, be it digital or retro. Show us your creativity blossoming from the hurdles we place. Show us your best photographs for the themes given below. Show us your ability to instill 1000 words into a photograph. It is an online solo event.

Themes:
• A Slice of the Color Wheel (Monochromatic Photography)
• Street-o-graphy

Rules:
• Photographs must be clicked after the theme announcement.
• Participants can click photographs on any of the themes. They can submit at max 2 entries on the same theme.
• Participants can click photographs on any of the themes. They can submit at max 2 entries on the same theme.
• One without EXIF data (and hence the date) will not be accepted. Make sure that your camera date is set before you click a picture.
• Participants have to submit RAW files (eg .CR2, .NEF etc.) along with the edited photos.
• Only Basic Editing is allowed. Participants MUST NOT add or remove elements from photographs. Participants MAY crop a photo and perform color corrections and processing in keeping with a realistic representation of the subject. You MAY change an image from color to black and white. Extreme photo manipulation, stitching, and combining images are forbidden.
• Participants can provide a description for their entries (not exceeding 30 words). It should be written in a pdf file and submitted along with the photographs.
• Do not include your credentials, or watermarks in the picture or the frame. Such photos will be disqualified.
• Any sign of plagiarism will lead to disqualification
• Create a drive link for your submission and submit the link on the dashboard of https://advaita-iiitbh.in/
NOTE: Submitted photos may be put forward in the photography exhibition organized during the fest.

Judging Criteria:
1. Creativity and Innovation
2. Correlation to Theme
3. Composition and Framing
The decision of the judges will be final and binding.
Deadline: 28 February, 11:59 pm

3) PORTRAIT PHOTOGRAPHY

Description:
A portrait depicts many emotions- grief, elation, gloom, beauty, void, ecstasy, and euphoria. It is a competition where you have to click a portrait that can convey such emotion. So grab your camera and freeze those frames full of emotions.

Rules and Guidelines:
1. No restrictions on Equipment.
2. The photos must be your own original work.
3. No cameras/equipment shall be provided by us.
4. Photos must be clicked only during Advaita '23 and EXIF values will be checked.
5. You must NOT make your entry public before the results are declared.
6. Your photos should not contain any explicit content.
7. Entries must be made in accordance with the competition instructions. If they are submitted any later than the specified closing time, they will be declared invalid.
8. Only Basic Editing is allowed. Participants MUST NOT add or remove elements from photographs. Participants MAY crop a photo and perform color corrections and processing in keeping with a realistic representation of the subject. You MAY change an image from color to black and white. Extreme photo manipulation, stitching, and combining images are forbidden. The participants must submit the original photograph in case of digital editing.
NOTE: Submitted photos may be put forward in the photography exhibition organised during the fest.

Judging Criteria:
1. Effective Portrayal of Emotions.
2. Composition and Framing
3. Lighting
4. Brownie Points for somehow depicting multiple emotions
NOTE: The decision of the judges will be final and binding.
Deadline-4th March 11:59 PM

4) REEL MAKING COMPETITION

Description:

With the surge in short-format social media content, the demand for quick video-making skills has gone up. Here's your chance to shine and show us how quirky your videos can be!

Theme:

• Advaita in 15secs

Rules and Guidelines:

1. Any type and number of video or film cameras may be used for filming. Animation and computer work are also permitted, and you may combine techniques as you deem fit.

2. The team will not be provided with any equipment or computers for editing or any other purpose.

3. The film should be 15-30 seconds including credits.

4. The orientation of the video should be in portrait format with a resolution of 16:9.

5. The content of the film must be appropriate for public screening. Filmmakers should assume a PG13 mentality when scripting projects. Caution should be taken to refrain from displaying obscenity or defamation or pornographic material.

6. The organizers reserve the right to disqualify any film that deems inappropriate or if we cannot view your film on our equipment.

7. The entries must be of a minimum 480p resolution.

8. There is no limit to the number of cast and crew members. All members of the team must register on the portal and apply as a team.

9. Entries should have been made after July'22.

10. The soundtrack (no maximum time) and stock footage can be borrowed, but with due credits.

11. Entries must be the original work of the entrant; must not infringe third-party rights.

12. The entries must adhere to the theme and can be of any genre.

Judging Criteria

Each of the entries will be judged separately on the following basis:

1. Effective portrayal of the theme

2. Editing, Cinematography, Script, Acting, Sound Design, and Overall Impact

3. Appeal

NOTE: The decision of the judges will be final and binding.

Deadline-4th March 11:59 PM

G) SPORTS

1) FUTSAL

- Teams may call one one-minute timeout per half (when in possession of ball, ball out of play).
- There is no overtime, injury time or stoppage time.
- Teams are comprised of four outfield players and one goalkeeper.
- The goalkeeper must wear a different color jersey than the outfield players.
- There is no offsides in futsal.

SUBSTITUTIONS

All substitutions are on the fly, this includes goalkeeping substitutions. Referees will not stop play for goalkeeping substitutions. A substitute may not enter the pitch until the player leaving the pitch leaves through the substitution zone in front of his teams' bench. Any substitute who enters the pitch before the player being replaced has completely left the field of play may be shown a yellow card. All substitutions must take place through the substitution zone in front of his teams' bench -- not at the half-way line.

Teams will switch benches (and ends) at the beginning of halftime, ensuring that all substitutions take place in the defensive half.

RESTARTS

Kickoffs:

A goal may be scored directly against the opponents from the kick-off. The ball is in play when it is kicked and clearly moves. Tapped balls are not in play – the ball must move.

Kick-ins:

Are indirect. The ball must be placed on the line and the kick must be taken within 4 seconds. (A kick-in that goes directly in the opposing goal is a goal clearance for the opposing team. A Kick-in that goes directly in the defensive goal is a corner kick of the opposing team.) If the kick-in does not enter the pitch or if the kick is not taken within 4 seconds the kick-in is taken by the opposing team.

Goal Clearances:

Are taken when the ball wholly crosses the goal line and not under the crossbar and between the goalposts and after being touched last by the attacking team. The ball is thrown or released from any point within the penalty area by the goalkeeper of the defending team. The ball is in play when it is thrown or released and clearly moves. .

The ball must be put into play within four seconds of the team being ready to put the ball into play or the referee signallng that the team is ready to put it into play. Opponents must be outside the penalty area until the ball is in play.

Corner Kicks:

Are direct. The ball must be placed directly on the corner arc and the kick must be taken within 4 seconds. If the kick is not taken within 4 seconds the restart becomes a goal clearance for the opposing team.

Free Kicks:

May be indirect or direct. The ball must be stationary before the kick may be taken.

Penalty Kicks:

Are taken from the penalty spot and must be taken by a clearly identified kicker. Defenders may not be nearer to the ball than 16 feet and even or behind the ball when the kick is taken.

FOULS AND MISCONDUCT

Indirect Free Kicks: When a player plays in a dangerous manner, impedes an opponent, prevents the goalkeeper from releasing the ball with her hands, goalkeeper takes more than 4 seconds to release the ball when in possession in his own half, plays the ball again within his own half after releasing the ball and the ball doesn't touch an opponent or has gone out of play, or commits any offense for which play is stopped to caution or eject a player.

Direct Free Kicks: When a player kicks an opponent, tackles an opponent, trips an opponent, jumps at an opponent, charges an opponent, strikes an opponent, pushes an opponent, holds an opponent, spits at an opponent or handles the ball deliberately