





GAME RULES





BADMINTON RULES

The Standard Badminton Association of India (BAI) Rules will be applicable.

1) Badminton will be a team sport involving the following categories:

MEN'S CATEGORY

Men's singles

Men's singles

Men's doubles

Men's singles

Men's doubles

WOMEN'S CATEGORY

Women's singles

Women's singles

Women's doubles

- 2) Each match will follow the best of three sets.
- 3) A minimum of 4 participants and a maximum of 5 will be allowed in the men's category.
- 4) A minimum of 2 participants and a maximum of 4 will be allowed in the women's category.
- 5) A player can play a maximum of 2 matches.
- 6) Only one team per college will be permitted.
- 7) Mavis 350 plastic shuttles will be used during the play.
- 8) Each team has to report 20 minutes prior to their match, in case of absence of any team the opponents will get a walkover.















BASKETBALL RULES

All standard **FIBA** rules are applicable to this format unless specifically mentioned hereunder.

- 1) Team Formation
 - j) A minimum of 7 participants and a maximum of 12 will be allowed.
- 2) Match Officials
 - j) For each match, there will be 2 referees and a minimum of 2 officials at the table (1 timekeeper and 1 scorekeeper).
 - ii) Officials at the table would either be part of the Organizing Committee or would be the other referees.
 - iii) No other team member apart from the Captain or the Coach will be allowed to approach the table during an ongoing game. The Captain and Coach too will be allowed near the table only in the case of dead ball situations.
- 3) Beginning of the Game
 - j) Both teams are required to report to the table at least 20 minutes prior to their match.
 - ii) The teams are allowed to warm-up outside the Court, next to the venue.
 - iii) In case of failure to report to the court at the scheduled time with at least 5 players will result in forfeiture of the match in the opponents' favor (Organizing Committee's discretion).















4) Playing Time

- i) Regular playing time will consist of 4 quarters of 8 minutes each for the women's category and 10 minutes each for the men's category. The clock will be stopped during dead-ball situations and free-throws. The clock will start again as soon as the ball is in the hands of the offensive team.
- ii) In case of a potential overtime situation, there will be an additional playing time of 5 minutes which will start 1 minute after regular play stops. The clock will not be stopped during dead ball situations but will be stopped during free-throws. The team having the higher score at the end of overtime will be declared the winner of the contest.

5) Stalling

- i) 24 second shot clock is applicable. The referees shall inform the teams during the last 10 seconds in order to avoid a violation by the teams.
- 6) How the ball is played
 - j) The ball shall always be checked with the referee in case of any dead ball situation.
 - ii) A player is considered to be "behind the arc" only when neither of his feet are inside or on the 3-point arc and will be awarded 3 points.

7) Substitutions

i) Substitutions are allowed by teams during dead ball situations only.















8) Time-outs

- j) Each team is allowed to take 2-time outs in the first half- and 3-time outs in the second half. Each time out will have a duration of 60 seconds.
- ii) An additional 30 second timeout will be available to each team in the case of a potential overtime.

9) Fouls

i) A player who has committed 5 fouls will be informed by an official and must quit

the game immediately.

- ii) All team fouls committed in an interval of play will be considered as being committed in the following quarter or overtime.
- iii) A team is in the team foul penalty situation after it has committed 4 team fouls in a quarter.

10) Technical Fouls

- i) Foul language and fighting during the course of play is not tolerated leading to technical fouls being awarded for the same.
- ii) A player who commits 2 technical fouls will be removed from the match immediately. It is also notified that the referee may debar the player from future matches depending on the severity of the foul committed.
- iii) Technical fouls will not be counted as personal fouls.
- 11) Jersey numbers can range from 0-99.















CHESS RULES

The tournament will be conducted in Swiss-style in the initial rounds. This is NOT an elimination style tournament thus everyone will get a chance to play at least a couple of matches. In the initial rounds players will be picked and paired at random calls, so in case you unfortunately face the best player of the tournament in the first round and lose the first game, you still get a chance to recover in the subsequent rounds and reach the semis/final. Final rounds might be a combination of Swiss and/or knock-out. Tournament format and fixtures will be finalized after submission of all the possible number of participants.

All standard rules for the game apply.

A minimum of 4 players and a maximum of 5 players will be allowed to participate.

These are the highlights:

All players: Must be able to do the following:

- 1) Properly move all of the chess pieces.
- 2) Understand pawn promotion.
- 3) Understand rules for "advanced" moves: Castling and en passant capture (note: please ask the organizer in case of any confusion about en passant rule).
- 4) Understand Check and the ways to get out of check (move, block, capture).















- 5) Understand Checkmate.
- 6) Understand the "touch-move" rule.
- 7) Understand 50 moves draw rule i.e. the game can be claimed drawn after 50 moves if there are no pawn moves or no captures.
- 8) Understand 3-fold repetition rule.
- 9) The game can be claimed drawn if the exact same position is repeated thrice.
- 10) No outside assistance during games is allowed.

There will be a possible brilliancy prize for the best game of the tournament, the selection of best game is the discretion of the organizer.

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CRICKET RULES

Matches will be played as per the Laws of Cricket established by ICC (International Cricket Council) unless specifically mentioned hereunder.

- 1) The event is only for men.
- 2) The team should consist of a minimum of 13 and maximum of 16 players
- 3) 2 rounds will be conducted of 12 overs each where the first 4 overs of each innings will be powerplay overs. The fielding team will be given 60 minutes to complete their set of 12 overs.
- 4) The final match will be of 20 overs each where the first 6 overs of each innings will be powerplay overs. The fielding team will be given 90 minutes to complete their set of 20 overs.
- 5) Red leather balls will be used.
- 6) Teams are required to wear same white colored Jersey
- 7) Spikes are strictly not allowed.















- 8) Teams should reach the venue 30 minutes prior to their match. Failing to do so might result in a walkover.
- 9) In the case of any injury, a substitute fielder can be provided with the consent of the umpire. A runner will not be provided in any form.
- 10) In the case of any stoppage in the game due to natural causes, the rules are as follows: -If the team batting second has played half or more than half of the overs, the team with the better run rate at that point of the game wins.
- 11) The number of overs can be reduced if there is any delay in the start of the game and the umpires are authorized to do so.
- In the case of a tie, it will result in a super over. A tie in a 12) super over will result in another super over. This will go on until one of the teams wins.
- 13) The decisions of the umpires are final and binding.
- The game must be played in a fair manner. Any form of 14) misbehavior with the opponent team or the match officials will result in direct disqualification.

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CROSS COUNTRY RULES

- 1) Marathon event comprises of 12km for men and 5km for women.
- 2) Completion of the race is mandatory for deciding the winner. If a runner does not want to continue the marathon, bus service will be provided to them.
- 3) Participants will not be allowed to stay on the course beyond cut off time considering the safety and health issues.
- 4) Athletes are allowed only 1 foul start and this will be considered a common foul start for all. Thereafter, if any athlete commits a foul start, he/she will be disqualified.
- 5) Runners shall be available at the transportation point to the start and on the start line at the times specified.
- 6) Any runner not at the start line at the time specified may be defaulted unless the event organizer in its sole discretion after consideration of all relevant circumstances elects not to declare a default.
- 7) Runners will either use drink containers provided or their own drink containers after approval.

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FOOTBALL RULES

Matches shall be played according to the rules of FIFA as adopted from time to time by the All India Football Federation unless otherwise modified.

- The duration of each match shall be 50 minutes (25-5-25). The tournament will follow the Knockout Format. If the draw situation persists, after 50 minutes, penalty kicks will be taken to determine the winner.
- 2) A minimum of 11 players and a maximum of 16 players will be allowed to participate.
- 3) All decisions made by the referee and tournament committee will be final and binding. No protests are allowed.
- 4) Players receiving a red card or a total of two yellow cards during the tournament will be ineligible for their team's next game. The tournament committee reserves the right to suspend or expel any player, coach, or spectator from the tournament for unruly conduct.
- 5) Teams will be selected on the first come first basis as there are limited spots. Priority will be given to Technical Colleges.















- 6) SUBSTITUTION: Only 3 substitutions (with the referee's permission) will be allowed at the following times:
 - i) After a goal
 - ii) At the beginning of the second half or at the beginning of an overtime period
 - iii) At a goal kick for either team
 - iv) At a throw-in by the team in possession
 - v) At a stoppage of play for an injury on a one-for-one basis for the injured player
 - vi) To replace a cautioned player
- 7) CODE OF CONDUCT
 - i) Team should report and submit their team list at least 15 minutes before the commencement of the game.
 - ii) Every player should wear shin guards.
 - iii) Team members are required to carry their identity card at all times.
 - iv) Unruly behavior of the student members of any team shall be dealt with suitable punishment.

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KABADDI RULES

General Rules of the Amateur Kabaddi Federation of India for Men and Women will be followed. The rules for the Junior Men, Junior Women, Sub-junior boys and sub-junior girls will not be applicable.

- Each team shall consist of a minimum 10 and maximum 12 Players.
- Application of oils or any other soft substances to the body shall not be allowed
- Nails of the players must be closely clipped and no ornaments of any sort shall be allowed.
- 4) Weight limit of any should not exceed 85 kgs

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TABLE TENNIS RULES

All the standard ITTF rules will be followed.

- 1) A minimum of 3 participants and a maximum of 5 will be allowed.
- 2) All the matches will follow the best of five sets.
- 3) Doubles matches will not be conducted.
- 4) Each team has to report 20 minutes prior to their match, in case of absence of any team the opponents will get a Walkover.

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TUG OF WAR RULES

- 1) A team should consist of a minimum of 8 players and a maximum of 10 players, for both men and women.
- 2) Weight limitation for the men's team is 580 kgs.
- 3) Weight limitation for the women's team is 480kgs.
- 4) No studs or spikes are to be worn during the game. Only normal, basic sports shoes are allowed.
- 5) There will be 3 pulls in each game.
- 6) The rope must be kept below the underarm and nobody's elbow must go below the knee, otherwise it will be considered a foul.
- Final decision will be of the referee and any kind of interruption or conflict will lead to direct disqualification of the whole team.
- 8) Team should report 15 minutes prior to their match.















VOLLEYBALL RULES

All regular FIVB rules will be applicable.

- The team will have a maximum of 12 players and a minimum of 10 players.
- 2) Teams are required to report 30 minutes prior to their match.
- 3) Best of 5 sets will be considered for finals and 3 otherwise.
- 4) Rotation is compulsory.
- 5) Each team is allowed to take two timeouts per set of 30 seconds each
- 6) The referees' decision will be final in case of any conflict and no arguments with the referees will be entertained. Any misbehavior with the officials will result in the disqualification of the team.
- Any clarification of the judgement shall be carried out by the team captain only.
- 8) In case of a draw between the teams for qualification to the next round, number of winning sets will be taken into account. In case a draw is still there, the point difference of winning sets will be considered.















**RULES & SCHEDULE ARE SUBJECT TO CHANGE IN THE SPIRIT OF THE GAME & FESTIVAL. IN CASE OF ANY DISPUTES, THE FINAL DECISION RESTS WITH VIT BHOPAL UNIVERSITY.

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