

BASKETBALL

Student Co-ordinator: Shikhar Chhabra +919717880207

Registration Fees- 5 aside Rs.1500

3 aside Rs. 400

Rules for Team Event:

- 1) Each team shall consist of 12 players (5 players on the court and 7 substitutes).
- 2) All participants who are students of the participating universities must bring their identity cards with a valid ID proof.
Entry will be provided on basis of valid ID.
- 3) All other standard rules as per FIBA rules will be followed.

Rules for the event 3 on 3:

- 1) Each team shall consist of 4 players (3 players on the court and 1 substitute).
- 2) A coin flip shall determine which team gets the first possession.
The team that wins the coin flip can either choose to benefit from the ball possession at the beginning of the game or at the beginning of a potential overtime.
- 3) Scoring
 - 3.1. Every shot inside the arc shall be awarded one 1 point.
 - 3.2. Every shot behind the arc shall be awarded 2 points.
 - 3.3. Every successful free throw shall be awarded 1 point
- 4) 2 quarters of 6 min each shall be followed as the playing time.
- 5) One 30-second time-out is granted to each team. A player can call the time-out in a dead ball situation.
- 6) Fouls: Each player will be allowed 4 personal fouls before He/She is fouled out.
- 7) All participants who are students of the participating universities must bring their identity cards with a valid ID proof. Entry will be provided on basis of valid ID.



**See You At
The Court!**

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CRICKET

Student Co-ordinator : Mohit Pathania +919459273073

Registration Fees : Rs. 3500

- Knock out matches
- 12 overs per side
- Squad of 15 is allowed out of which 11 players can play , substitutes are allowed only for fielding.
- Matches will be on matine with SG club balls.
- Identity proof is must
- Rest of the things will be informed on the ground

**Life's a weak
substitute to
cricket.**



Gully Cricket

Student Co-ordinator : Mandeep Tiwari +917742251428

Registration Fees : Rs. 300

- Team of 6 players can play no substitutes
- 5 overs a side
- Knockout matches
- Rest of the things will be informed on the ground

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LAWN TENNIS (BOYS & GIRLS)

Student Co-ordinator : Manan Issar +919008745889

Boys- Team Event : Rs. 1500 (Per Team)

Open Event : Rs . 300 (Singles)

Open Event : Rs. 500 (Doubles)

Girls- Team Event : Rs 800 (Per Team)

Open Event : Rs 250 (Singles)

Rules:

Boys:

Singles / Doubles Rules:

- Matches will be of knockout nature. Knockout stage matches will be 1 Set. The final match will be best of 17 games (9 games to win).
- Player/Team who finishes 6 games first (with a minimum margin of 2 games) or 7 games first (if the score reaches 5 games all) with a margin of 2 games, wins.
- If the score reaches 6-6 games all, the Set will conclude to a Tie Break, played as specified in ATP Rules of Singles Set Tie Break. Player/Team winning 7 points first (with a minimum margin of 2 points) or who is able to create a margin of 2 points (if the Tie breaker score reaches 6-6 points all) wins the Tie Break and hence the Set.
- Player/Team winning the Set will conclude to next round and the Player/Team losing will be eliminated.
- All the matches will follow standard ATP/ITF Rules.

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LAWN TENNIS (BOYS & GIRLS)

Team Events Rules:

- Each team should consist a minimum of 2 players and a maximum of 4 players with player classification as follows:
- 2 Players for doubles, 2 Players for Singles
- Players playing the Singles matches can also play the Doubles Matches.
- Each team will play 3 matches, 2 Singles (2 Singles) and 1 Doubles. Scoring will be based on a Best of 3 Nature. Team winning at least 2 matches will proceed further in the draw. Team unable to win minimum 2 matches will be eliminated.
- Both Singles and Doubles matches will be played as per standard Rules of Singles / Doubles Matches. All the matches will be best of 7 games. Team who finishes 4 games first (with a minimum margin of 2 games) or 5 games first (if the score reaches 3 games all) with a margin of 2 games, wins. The matches in the final stage will be a set each. All the matches will conclude to a Tie Break if a score reaches 6-6 games all.
- All the matches will follow standard ATP/ITF Rules.

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LAWN TENNIS (BOYS & GIRLS)

Girls:

Singles' Rules:

- Matches will be of knockout nature. Knockout stage matches will be best of 7 games. The final match will be a set.
- Player/Team who finishes 4 games first (with a minimum margin of 2 games) or 5 games first (if the score reaches 3 games all) with a margin of 2 games, wins.
- If the score reaches 4-4 games all, the Set will conclude to a Tie Break, played as specified in ATP Rules of Singles Set Tie Break.
Player/Team winning 7 points first (with a minimum margin of 2 points) or who is able to create a margin of 2 points (if the Tie breaker score reaches 6-6 points all) wins the Tie Break and hence the Set.

Team Events Rules:

- Each team should consist a minimum of 2 players and a maximum of 4 players with player classification as follows:
 - 2 Players for doubles, 2 Players for Singles
 - Players playing the Singles matches can also play the Doubles Matches.
- Each team will play 3 matches, 2 Singles (2 Singles) and 1 Doubles. Scoring will be based on a Best of 3 Nature. Team winning at least 2 matches will proceed further in the draw. Team unable to win minimum 2 matches will be eliminated.
- Both Singles and Doubles matches will be played as per standard Rules of Singles / Doubles Matches.
All the matches will be best of 7 games. Team who finishes 4 games first (with a minimum margin of 2 games) or 5 games first (if the score reaches 3 games all) with a margin of 2 games, wins.
The matches in the final stage will be a set each.
All the matches will conclude to a Tie Break if a score reaches 6-6 games all.
- All the matches will conclude to a Tie Break if a score reaches 4 games all.
- All the matches will follow standard ATP/ITF Rules.

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VOLLEYBALL (BOYS/GIRLS)

Student Co-ordinator : Udit Bansal +918559994353

Registration Fees- Rs 1500 (Per Team)

- Rules:

Concerning the game-play, all standard FIVB rules will be followed and maximum of 12 players are allowed per team. "Rotation" rule will be followed during all the matches unless both the teams agree to play "fixed"

The format of the tournament will be decided upon the arrival of teams.

All league matches will best out of three sets. Each set will be of 25 points.

The schedule will be provided to the teams upon their arrival and is subject to change at any point of time, so the teams are requested to check the notice board regularly. In case of any dispute during the match, the decision of the referees will be considered final and binding.

Any disciplinary violation by any member of the team will lead to disqualification of the team.

All the players will be required to show their ID cards before the beginning of the match failing which the defaulting individual will not be allowed to play.

If a team arrives late by more than 15 minutes, it will be awarded a 2-0 (25-0, 25-0) loss.

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TABLE TENNIS

Student Co-ordinator : Shantanu Sharma +919660687711

Registration Fees :

Singles - Rs. 200

Doubles - Rs. 400

**Team : Rs. 1000 (For 5 members)
(Each Rs. 200)**

Table Tennis Rules :

1. All the rules will be according to the ITTF Rules and Regulations.
2. The matches will be of best of five.
3. Team matches will in A,B,C and X,Y,Z fashion (first two will be singles and third will be doubles.and players will not be repeated on third position)

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BADMINTON (BOYS/GIRLS)

Student Co-ordinator : Samanvay Pant +917742422793

Registration Fees (Boys)

: Rs. 600(Team Event)
: Rs. 200 (Singles)

(Girls)

: Rs. 300(Doubles)
: Rs. 200(Singles)

1. A team can comprise of a maximum of four and a minimum of three players.
2. Only one player out of the team of four will be permitted to play 2 matches in a team event.
3. Order of play - 1st singles –doubles- 2nd singles.
All matches will be considered on the basis of best of 3 sets of 21 points each.
4. Team should decide order of play before match starts.
5. All shuttle changes will be made only after consulting the match referee.
6. Failure to arrive on time by player/s will result in elimination of the team.
7. Players should be present with their respective college identity cards or they will strictly not be allowed to play.
8. Standard badminton rules apply during the course of the match.
9. The decision of the referee will be final and binding.

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DISCUS THROW

Registration Fees : Rs. 300 (Singles)

Student Co-ordinator : Sambhav Jain +919660354301

Measuring Rules

- The assistant takes the zero-end of the tape out to the landing site while the official reads the measurement at the throwing circle.
The distance is measured from the exact landing spot to the closest inner edge of the throwing circle, measuring in a straight line.
A discus that lands on the line of the sector is called a foul.
A flag or other such marker is placed at the site of the competitor & best throw.

Rules for Fouls

- A foul throw may be called if the contestant throws the disc with two hands.
A discus landing on or outside a designated sector can result in a foul.
Contestants may not step outside the circle before their discus lands.
Walking out the front half of the circle after the discus has landed also constitutes a foul.

DECISION OF COORDINATOR WILL BE FINAL.



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SHOT PUT

Registration Fees : Rs. 300 (Single)

Student Co-ordinator : Sambhav Jain +919660354301

Competitors take their throw from inside a (7 feet) in diameter, with a toe board approximately 4" high at the front of the circle. The shot must land within an angle of approximately 30 degrees. The athlete must rest the shot in between the neck and shoulder and keep it tight to the neck while throwing.

At the end of the throw, the thrower must push the throwing arm straight with the thumb pointing down; if the thrower does not push the ball out and throws it like a baseball, the thrower may receive injury. The shot putters must enter and leave the circle from the rear half of the circle, or a foul is called.

Other fouls include letting some article of clothing touch the top of the toeboard or outside the circle, and/or the shot falling outside of the borders to the left and the right. The distance thrown is measured from the front of the circle to where the shot lands at its nearest disturbance of the soil.

Note that in order to have the thumb pointing down through the throwing motion, the elbow must remain away from the body.

Shot Put Technique:

1. Holding the shot put

The shot is held at the base of the fingers not the palm

The fingers are slightly spread apart with the thumb for support. The hand will be bent back in the cocked position when holding the shot.

It looks like you are carrying a pizza.

2. Neck placement

Raise the shot above your head

Lower the shot straight down until it is under your jaw

Push the shot into your neck

Lift your elbow parallel to the floor. Don't squeeze your elbow towards your back

Check to see that your thumb is pointing down towards your clavicle

The palm should be pointing towards the throwing direction

3. Delivery of the Shot Put

Eyes to the ceiling

Punch the shot away from the neck

Keep the elbow high at all times. Lowering the elbow can cause the shot to be thrown like a baseball and could result in an injury

Finish the punch with a flip of the wrist

The left side of the body will be stopped and locked to help form the block

The left arm will be tucked close to the side of the body

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TRACK EVENTS

Student Co-ordinator : Aditya Makwana

Registration Fees :

100 mts.

Rs. 200

200 mts.

Rs. 200

400 mts.

Rs. 200

4 x 100 mts.

Rs. 400

4 x 400 mts.

Rs. 400

800 mts.

Rs. 200

I don't run
to become
thin.

I run to
become a
badass.

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TRACK EVENTS

Student Co-ordinator : Aditya Makwana +9199680994570

Rules:

1. All participants must report to the clerk of the course prior to the event. A check-in time will be designated by the games committee.
2. All field event competitors will report to the chief field judge of their respective events at the designated times.
3. Most meets will require you to check in at least 30 minutes before your event. You will usually hear three calls to check in. The final call is the time you must report to your place of meeting.
4. The direction of all running is counter-clockwise.
5. Runners must stay in their lanes at all times during these races.
6. Athletes can advance to the next round by finishing in the top three in their heat or by time/overall place.
7. Official time starts at the flash of the pistol or timing device, not the sound it makes.
8. The commands of the start of sprints are, "on your marks" and "set." When all the athletes are "set," the starting device shall be fired. In races longer than 400m, the command is "on your marks." Once all athletes are still, the starting device shall be fired.
9. An athlete can choose to abort the start after the "on your marks" and "set" commands and before the firing of the starting device by raising his hand or standing up. The athlete may be warned for improper conduct by the referee if the action was determined to be inappropriate.
10. If a competitor disturbs other athletes at the starting line, it may be considered a false start. Though frequently changed in recent past, the first false start results in disqualification from the race. If a starter isn't satisfied that all competitors are ready to proceed with the race, he will order the competitors to "stand up."

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Student Co-ordinator : Aditya Makwana +9199680994570

11. In relays, athletes must pass the baton in the designated exchange zones. Failure to do so will result in disqualification.

12. Exchange zones are 20m long.

13. A dropped baton may be picked up as long as it does not disrupt another team or lessen the distance that needs to be covered.

Uniform & Footwear

1. Athletes must wear clothing that is clean and worn so as not to be objectionable.

2. Clothing cannot be transparent when wet and cannot obstruct the officials' view.

3. The front and back of an athlete's vest must be the same colour.

4. If a numbered bib is issued, it must be worn on the front of the athlete's shirt. If two bibs are issued, one must be worn on the front and the other must be worn on the back.

5. Up to 11 spikes may be used in a shoe.



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Chess & Carom

Student Co-ordinator: Vishakha Rao +918769526136

Registration Fees: Carrom Rs. 100

Chess Rs. 150

Carrom :

RULES AND REGULATIONS

Standard carrom rules apply.

Each team comprises of 4 players only

All the rounds before the finals will be knockout rounds

Participants can not change hand during the game.

In case of any conflict, decisions of the organising committee shall be final and binding.

Maximum three teams(boys) and two team(girls) allowed from each college.

Chess :

RULES AND REGULATIONS

CLASSICAL

Separate Game for Girls and Boys.

Touch and move rule will be followed.

Maximum time for a game will be 3 hours(Classical) and 10 minutes (Blitz).

In case of tied scores, A 10 minutes tie breaker match will be played between three players of both teams. If there is any claim, It should me done after calling the arbiter.

Agreed draw is allowed in the tournament.

Both opponents must press the clock with same hand that move the pieces.

If not, you may be penalised 3 minutes, which will be added to opponent's time.

or every illegal move u played may be penalised you by 3 min.

BLITZ

5min each

Rest all are same as Classical above.

(Both team and individual events are there)

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Kabbadi

Rules :

1) Team

Each team shall consist of minimum 10 and maximum 12 Players.

7 Players shall take the ground at a time and the remaining players are substitutes.

2) System of scoring

Each team shall score one point for every opponent out or put out.

The side, which scores a LONA, shall score two extra points.

The out and revival rule will be applicable.

3) All other standard AKFI rules will be followed.

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