



# **RULE BOOKLET**





**26 - 29 SEPTEMBER** 

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### INTRODUCTION

IIT Guwahati brings you the **seventh edition** of its much-awaited sporting extravaganza, **SPIRIT**. It is the largest sports fest of North East India. This four day premiere sporting carnival kicks off from **26 September** and concludes on **29 September**. SPIRIT is a great platform for college teams to exhibit their exceptional sporting spirit, and compete for glory!

Pack you kits for an exhilarating experience of SPIRIT'19 at IIT Guwahati. The fest awaits the sporting prodigies to raise the bar once again. We are sure that the roller coaster moments during various events will enthral you with their palpitations, and unleash the spirit within you!

OUT HUSTLE
OUT WORK
OUT PLAY & OUTLAST!

### **GENERAL RULES**

- 1. Each contingent should have a leader.
- 2. Identity cards issued at the time of registration should be carried at all times and must be produced on demand. In case anyone loses the Identity card, he/she should immediately collect a new one else he/she will not allowed competing in his/her respective games.
- 3. In case of participation in multiple events, he/she will be responsible in the case of a clash of any events.
- 4. Types of Tournament: League, pool or knockout depending on the number of teams registered.
- 5. The contingent leader is responsible to take care of the discipline and decorum of his/her team.
- 6. A maximum of 2 managers or coaches will be allowed to accompany their contingent (their registration will be made as a participant).
- 7. Acts of hooliganism, abusing, fighting, eve teasing, disrupting rules and harmony of the campus, vandalizing infrastructure or instruments are strictly prohibited.
- 8. Boys are strictly prohibited from girl's accommodation at any time vice versa.
- 9. Usage/consumption and/or possession of alcohol, drugs, substances, and devices of smoking is strictly prohibited.
- 10. All the contingent members must obey the rules and regulation of the security department of institute.
- Any issue of eve teasing will be severely penalized by the SPIRIT Committee resulting in the disqualification of whole contingent.
- 12. Decision of made by the officials will be final and no objections will be entertained.
- 13. The participation fee is Rs.100 per participant per event.
- 14. Individual participation is only allowed in athletics and weightlifting, in other events team participation in required.
- 15. Minimum 4 teams are required for an event to be hosted. If the participation in a certain event is less, then SPIRIT team has the right to scrap the event. In this case, money will be refunded.

### **ACCOMODATION & FACILITIES**

- 1. The contingent can avail the lodging facility at IIT Guwahati by paying an amount of Rs.100 per head per day, beddings will be provided but participants must bring their own bed-sheets and essential items.
- 2. The coaches or managers accompanying the contingent will also have to pay an accommodation fee of Rs.100.
- 3. We have limited accommodation, so we will be allotting accommodations on first come first serve basis.
- 4. Refreshments will be provided to all participants during their events.
- 5. No queries, to change the given accommodation will be entertained.
- 6. We strongly discourage you to carry any valuables and we won't be responsible under any circumstance for any loss you may suffer during your stay at IIT Guwahati. You are expected to take care of your own luggage.

### **ARRIVAL**

- 1. Every participant should produce their valid institute ID cards at the time of Registration.
- 2. The arriving contingent must report at Sports Gymkhana Office for their final registration and get their accommodation details.
- 3. Make sure that the complete contingent arrives at the same time for smoother and faster registration.
- 4. Only the registered participants will be allowed to participate in their events.
- 5. Fixtures will be released 2 days before the inauguration, and no request to change the fixture shall be entertained.
- 6. You are requested to contact the Public Relations Team at least 24 hours before your arrival.

Confirmation letter given to you by our Public Relations Team will be mandatory to produce at the time of registration.

## **DOCUMENTS REQUIRED**

- 1. Two hard copies of the Contingent Details.
- 2. Identity cards and 2-passport size photographs with the respective names (behind the photograph) of every member of the contingent.
- 3. Confirmation letter given to you by our Public Relations Team.

### **Athletics**

- 1. Events for male are: 100 m, 200 m, 400 m, 800 m,1500 m, 5000 m race, 110 m Hurdles, 400 m Hurdles race, 4x100 m Relay,4x400 m Relay race, Long Jump, High Jump, Triple Jump, Discus Throw, Javelin Throw, Hammer Throw, shot put, Pole Vault.
- 2. Events for females are: 100 m, 200 m, 400 m, 800 m, 1500 m race, 4x100 m Relay, 4x400 m Relay race, Long Jump, High Jump, shot put, Discus Throw.
- 3. The competition shall be conducted under the International Athletic Federation Rules as adopted from time to time by AFI unless otherwise modified in these rules.
- 4. Except for relay races, each college will be entitled to enter not more than two competitors plus one reserve per event. For relay races, not more than one entry of four with two reserves per event shall be accepted.
- 5. An athlete can participate in a maximum of three events, excluding relays.
- 6. As far as possible, changes, if any, should be intimated fif teen minutes before the start of the event. Lots for lanes will be drawn as soon as the first call is given.
- 7. In a standard track of eight lanes, distribution of lanes and qualifying to the subsequent round will be done as per standard rules for 100m, 200m, 400m run.
- 8. Spirit have right to cancel heats, semifinals and also any event in case of insufficient number of participants.

## **Badminton**

- The tournament for men and women section will be conducted on the lines of Inter State Ties for men and women will be separately decided according to the pattern given below.
- 2. The tie for men shall be decided by the combined result of 3 singles and 2 doubles, and for women by the results of 2 singles and 1 doubles. Result of a tie, however, can be declared when either of the competing teams wins 3 matches in men's section and 2 matches in the women. Results for Men and Women will be based on best of three and two sets (each set of 21 points) respectively.
- 3. The order of events
  - a. MEN: First Singles/Second Singles/First Doubles/Third Singles/Second Doubles
  - b. WOMEN: First Singles/Doubles /Second Single
- 4. Number of Players: Maximum of 5 and minimum of 4 players for men and in case of women, maximum 3 and minimum 2 players.
- 5. Event structure:
  - a. Men: Up to 12 teams (4 pools of 3 teams each)\* b. Women: Up to 12 teams (4 pools of 3 teams each)\* League matches followed by knockouts, starting from Semi-finals and followed by 3rd place and Finals.
- 6. Result (Men and Women) of best of three sets each set of 15 points for league matches and each set of 21 points for knockout matches.
- 7. Tie between two teams in pool stage will be resolved by: Individual matches won/individual matches lost, Games won by the team/games lost by the team, Points for/Points against, The tally for all the matches played in the league fixture will be considered. Result of best of three sets (each set of 21 points).

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## **Basketball**

- 1. The number of players representing any college shall not be more than 12 in case of men and not more than 12 certificates shall be awarded to a team.
- 2. The number of players representing any college shall not be more than 12 in case of women and not more than 12 certificates shall be awarded to a team.
- For men, there will be 2 or 4 pools depending on the number of teams. Pool stage matches will be followed by the quarter finals, semi-finals, 3rd place match and finals.
- 4. For women, there will be 8 teams participating in 2 pools of 4 teams each. This will be followed by the top 2 teams from each pool qualifying for the semi-finals. The 3rd place match and finals will follow.
- 5. During matches if the score is same after the end of the scheduled time, Basketball Federation Rules will be applied, i.e. the game shall continue with as many extra periods of 5 minutes as in necessary to break the tie.
- 6. On completion of the league matches, if two or more teams are on same points, then the tie shall be resolved as follows: a. If two teams are tied head-to-head, win among the teams will be considered to break the tie.
  - b. If more than two teams are equal in placing, a second classification will be established, taking into account only the results of the games between the teams that have tied.
  - c. If there are still teams tied alter the second classification, the basket average will be used to determine the placing, taking into account only the results of the games between the teams that tied.
  - d. If there are still teams tied, the placing will be determined using the goal average from the results of all their games played in the group.

### **Chess**

- 1. Chess competition will be played in accordance with the "FIDE Laws Chess". The FIDE Tournament Rules will be used in conjunction with the Laws of Chess.
- 2. The pairing system used will be FIDE Swiss System.
- 3. Depending upon number of entries, first round may be qualifier/knockout and out of which teams will be selected for Swiss League.
- 4. You will be informed before tournaments starts.

#### **Team Structure:**

- 1. It is a team event and team need to comprise of 5 players.
- 2. Minimum 4 players are must for a team. Maximum 5 players are allowed in a team out of which 1 player will be substitute. In a particular round 4 players of a team can play.
- 3. All players of a team must belong the same institute.
- 4. The role of a team captain is basically an administrative one during play. The captain shall be required to:-
- 5. Deliver a written list naming the players of his team playing the next round.
- 6. To communicate to his players their paring.
- 7. To sign the protocol indicating the results in the match at the end of the play, etc.

The captain will be required to deliver order of players before starting of tournament. Order of player will be fixed for the whole tournament. It shall not be changed and team found altering team order will be disqualified.

**Time Control:** Each player will get 60 minutes plus 30 seconds increment of every move from move number one.

All decisions given by Chief Arbiter will be final and are unquestionable.

### **Cricket**

- 1. Matches shall be played according to the IIC rules in force, as adopted from time to time by the Board of Control for Cricket in India, unless otherwise modified.
- 2. All the matches shall be conducted on league cum knock out basis and each side is allowed to complete 20 overs unless the opposing team is dismissed earlier. Each bowler can bowl a maximum of four overs. The semi-finals and finals will be of 20 overs.
- 3. The bowling team is given 85 minutes to complete its quota of 20 overs. The penalty for every short over will be decided by all the umpires.
- 4. No spike shoes will be allowed to use by the players.
- 5. If there is a tie, the team will having the better run-rate shall be considered for deciding placing in league matches and SUPER OVER in all the knockout matches.
- 6. The umpires are empowered to rearrange the number of overs by each side in the event of a delayed start or if play is suspended. The number of overs by each side in the event of a delayed start or if play is suspended. The number of overs for the team batting second will not be reduced if the team batting first team has been dismissed in fewer than agreed number of overs.
- 7. Each team shall submit a list of players with their college IDs not exceeding sixteen who may participate in the tournament. Not more than 16 certificates shall be awarded to a team. Failing to provide legitimate IDs will not allow that player to participate.
- 8. In case, if any team is found playing player who does not belong to that particular college, that team will be banned from the tournament with immediate effect and no PRIZE will be awarded in any case.

# Rules regarding the postponement of cricket match because of rain:

- When rain affects play during the innings of the first team itself, the match will be continued, from where it has been discontinued. The umpires shall decide whether the ground is fit for play.
- 2. When rain affects the play during the innings of the Second Team batting and if the team batting second has not yet batted for half the number of overs, the match will be manned as in "i".
- 3. If the team batting second has batted for more than fall the overs and if further play is not possible on the same day, the winner is decided to the team with better scoring rate based DLS method.
- 4. Minimum 5 overs per inning is required to declare the result of the match.

Unruly behaviour of the student members of any team member shall be generally dealt with suitable punishment debarring etc.

## **Football**

- 1. The duration of each match shall be 70 minutes (35-5-35). During the league stage, after the expiry of play-time, if the tie still persists, the points shall be shared equally
- 2. Every team shall submit a list of players, not exceeding 16, who may participate in the tournament. Not more than 16 certificates shall be awarded to a team. A maximum of 3 substitutions are allowed per game.
- 3. There will be 4 pools depending on the number of teams. Pool stage matches will be followed by quarter finals, semi-finals and finals.
- 4. A team will be awarded 3 points for a win, 1 for draw, and zero for a lost match
- 5. In case a team gives a walkover, it loses the match by a default 3-0 score
- 6. The yellow and red cards given during the league stages won't be counted further in knockout stages.
- 7. In case of tie, goal differences (i.e. Goals FOR minus Goals AGAINST) of all the matches played by the team shall be considered. If the tie still persists, the number of goals 'FOR' throughout the tournament shall be considered: If tie still persists, number of goals 'AGAINST' throughout the tournament shall be considered. If the tie still persists then head on result of the two teams will be considered (winning team will advance). If this does not resolve the tie, then there will be a coin toss.
- 8. Every player should wear shin guards. If not, responsibility of any injury would not be taken by Spirit IIT Guwahati.
- Unruly behaviour of the student members of any team member shall be generally dealt with suitable punishment debarring etc.

# **Hockey**

- 1. The number of players representing any college shall not be more than 16.
- 2. Matches shall be played according to the rules of the FIH as adopted from time to time by the Indian Hockey Federation unless otherwise modified.
- 3. Match will be of four quarter each of 15 minutes (15-2-15-5-15-2-15) which is subjected to be changed as per weather condition or any other circumstances by the umpires.
- 4. 3 points will be awarded for each win and no points for a lost match.
- 5. During league stage, if tie persist, 1 point will be given to each team.
- 6. In case of match tie situation in knockout stage we will go with penalty shootout in which we follow 8 second rule to decide the match winner.
- 7. The yellow cards given during the league stages would not be counted in knock out stages.
- 8. In case of tie, goal differences, (i.e. Goals 'For' minus Goals 'Against') of all the matches played by the team in tie shall be considered. If the tie still persists, the number of goals 'For' throughout the tournament will be considered. If still the tie persists, numbers of goals 'Against' throughout the tournament will be considered.

### Kho-Kho

- 1. The number of players representing any college shall not be more than 12.
- 2. Matches shall be played according to the rules of the Kho-kho Federation of India.
- 3. Match will be of four innings each of 7 minutes (7-2-7-5-7-2-7) which is subjected to be changed as per weather condition or any other circumstances by the umpires.
- 4. 3 points will be awarded for each win and no points for a lost match.
- 5. During league stage, if tie persist, 1 point will be given to each team.
- 6. In case of match tie situation in knockout stage we will go with first player tie breaker.
- 7. Rule of tie breaker: Both the teams will go for chasing and while chasing they have to gather 1 point in minimum time. The team which take minimum time to get their first point in tie breaker will be declared as winners.
- 8. Any violence of rule or sportsman spirit in field will result in ban followed by a warning.

### **Lawn Tennis**

- 1. Rules are same for both Men and Women.
- 2. The number of players representing an institute shall not be less than two and not more than four.
- 3. Each match shall be played on the best of three sets. The match will be played on the following sequence one singles, one double and second singles.
- 4. Captain should have to submit the names of players those who are going to play the match before hand.
- 5. The results of the full match shall be declared when either of the team wins' two matches.
- 6. tie break will be played for the first 2 sets and no tie break for the third and final set(tie break of 7 points).
- 7. Tie between two teams of the same pool will be resolved by successfully applying the following criteria.
  - a. Individual Matches won/Individual Matches lost.
  - b. Sets won by the Team/Sets lost by the team.
  - c. Points for /Points Against-set score to be taken.

The score standing, when the match is decided, shall be considered for the calculations indicated above.

## <u>Squash</u>

#### **Team Structure:**

- 1. Each team is to consist of a maximum of 4 players. 3 players will play each match, corresponding to the pre-decided seeding of both the competing sides.
- 2. Each player will play a best of 5 sets game. From a team at least 2 players need to win their respective matches for the team to win that match.
- 3. All of the teams will be divided into 2 groups A and B.
- 4. Round robin will be played among their respective groups.
- 5. The top two teams of both the groups will advance to the Semi-Final. The leader of group A will play the second ranked team of group B and vice-versa.

### **Table Tennis**

### Rules:

The rules of the tournament of the International Table Tennis Federation as adopted from time to time by the Table Tennis Federation of India shall apply unless otherwise modified.

- 1. The number of players representing any institute shall neither be less than three nor more than four. Only four certificates shall be awarded to a winning team.
- 2. Each single will be played on best-of-five games format with each game of 11 points.

For MEN: Matches will be held on the basis of five singles. The order of play shall be as below:-

Three players on one side are numbered A, B and C, and the three players on the other side are numbered X, Y and Z. Order of play shall be:

1 <sup>st</sup> Match	A vs X
2 <sup>nd</sup> Match	B vs Y
3 <sup>rd</sup> Match	C vs Z
4 <sup>th</sup> Match	A vs Y
5 <sup>th</sup> Match	B vs Z

For WOMEN: Matches will be held on the basis of two singles and one doubles. The order of play shall be as follows:

1 <sup>st</sup> Match	A Vs X
2 <sup>nd</sup> Match	Doubles
3 <sup>rd</sup> Match	B Vs Y

# **Volleyball**

- 1. Every team shall submit a list of players, not exceeding 12.
- 2. The tournament shall be played on league cum knockout basis. All the matches to be played on the best of 5 sets men, and best of 3 sets for women.
- 3. The following points system will be followed for the matches played on league basis. Match Won: 3 points. Match Lost: 0 points. Technical forfeit: 1 point.
- 4. Any team refusing to play match without justification will be eliminated from the competition and the results of the matches already played will be cancelled.
- 5. 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.
- 6. Any disciplinary violation by any member of the team will lead to disqualification of the team.
- 7. Teams must report on time to the court and no extra time will be given for warm up, if late.
- 8. All participants need to come in proper kit shorts ( no three-fourths, denim short, tracks etc. are allowed). If any player does not come in proper kit or shoes, the player won't be allowed to play the match.
- 9. Teams must bring their own adequate volleyballs for practice, No balls will be provided from the institute for practice. However ball will be provided for the match.

The decision of the referees and the umpires will be final and binding. No protests would be entertained. Therefore, any team leaving the field of (lay as a mark of protest and conceding a walkover shall be deemed to have lost the fixture and will be eliminated from rest of the event.)

# **Weightlifting**

- 1. Weightlifting competition will take place in 5 categories:
  - a) Up to 56 kg
  - b) Up to 62 kg
  - c) Up to 69 kg
  - d) Up to 77 kg
  - e) Over 77 kg
- 2. Each college/club can send maximum two entries for each category.
- 3. A minimum of 4 or more participants will participate in a category: otherwise SPIRIT reserves the right to cancel the event.
- 4. The progression after every successful attempt for the same weightlifter must be a minimum of 1Kg.
- 5. The competition hall be conducted under the International Weightlifting Federation Rules as adopted from time to time by the Weightlifting Federation of India, unless otherwise modified.
- 6. Each college will be submitting a complete team list (2 participants) of participants with the weight category in which they will be participating before the weighing in on the first day, irrespective of whether the competition for that weight category is being held on that day, irrespective of whether the competition for that weight category is being held on that day or not.
- 7. Participants will be supposed to perform two lifts, clean and jerk and snatch. Each participant will be given 3 attempts for each lift. Max of these 3 attempts for each of the 2 lifts will be added. The positions will be decided on this basis.

### **CONTACT US**

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