



UDYATVA-2020

1. Aims and Objectives

- Main Objective of Udyatva is to organize sports competitions in selected recognized events, to encourage sportsmanship, to promote and create better harmony, understanding and friendly interaction among the students of the IIITs as well as to establish a close association among them.
- To create awareness on physical fitness and sports and games in day to day life.
- To equip students with skills not only in sports, games and exercises but also to handle real life situations.
- To raise the standard of sports in IIIT-Bhagalpur and to work for the development of character and values through sports among the students of IIIT-Bhagalpur.

2. General Rules of Events

- The order of events/fixtures will be fixed and notified well in advance to all participants.
- If needed, this rule book can be updated. The maximum number of players in all sports will be according to the following table.

Event	Max. Strength
Cricket	13/team
Football	14/team
Volleyball	8/team
Kabaddi	10/team



3. Events

The Following events are to be conducted.

ATHLETICS

- The competition shall be conducted under the International Athletics Federation Rules as adopted from time to time by AFI unless otherwise modified in these rules.
- As far as possible changes, if any, should be intimated fifteen minutes before the start of the event. Lots for lanes will be drawn as soon as the first call is given.

Track Events:

- 100m
- 200m
- 400m
- 1500m
- 4 X 100m(relay)
- 4 X 100m(mixed)

Field Events:

- Long Jump
- High Jump
- Javelin Throw
- Discuss Throw
- Shotput Throw



Badminton

- Tournament will be conducted on knockout basis.
- A player can play maximum of 2 matches, i.e. 1 singles and 1 doubles.
- Teams must report 30 minutes prior to the match along with their individual ID CARDS in hard copy, if failed to do so the opposition would be awarded with walkover.
- Any kind of interference/misconduct during the conduction of the game will lead to disqualification of team.
- Decision of referee will be final.
- The order of events shall be as follows:
 - MEN: 1 singles /1 doubles
 - WOMEN: 1 singles / 1 doubles
- All the rules and standards apart from above mentioned are according to the World Badminton Federation's rule book [WBF HANDBOOK II (LAWS OF BADMINTON & REGULATIONS) 2010/2011].



CRICKET

- Matches shall be played according to the ICC rules in force, as adopted from time to time by the Board of Control for Cricket in India, unless otherwise modified.
- All the matches will be conducted on knock out basis (league games can also be played according to the number of team registered) and each side is allowed to complete 12 overs in league stage, unless the opposing team is dismissed earlier.
- Two of the bowlers can bowl a maximum of 3 overs in 12 overs match.
- The finals will be conducted for 12 overs. Each bowler can bowl a maximum of 3 overs.
- Matches will be conducted in matting pitch only.
- The bowling team is given 1:00 hours for 12 overs to complete the innings.
- The penalty for every short over will be decided by the umpires/officials of the match.
- If there is a tie, super over will be played in knock out stages.
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- 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 for the team batting second will not be reduced if the team batting first has been dismissed in fewer than agreed number of overs.
- 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 will decide whether the ground is fit for play or not.

FOOTBALL

- The 11-a-side matches will be played for a half – length of 30 minutes followed by a half-time break of 10-15 minutes followed by another half of 30 minutes.
- In the worst case a single match can last up to one and a half hours while also accounting for miscellaneous delays caused on the pitch.
- The teams will be informed of their matches' start times a few hours prior to the beginning of their match.



- The teams should report at least 20-30 mins prior to match commencement in order to avoid any delays due to warm-up time required by the players.
- Any team that fails to report within 15 mins of their match commencement time shall forfeit the said match on account of disrupting the competition schedule.
- Each team is expected to have a squad of at least 11 players and at most 14 players which will be consistent throughout the entire competition.
- The competition will be on League cum Knockout basis.
- Teams will be awarded points on the basis of the outcomes of the matches they play.
- On winning a single match a team will be awarded 3 points.
- On losing a match, a team will be awarded 0 points.
- In case a match is tied, both the teams will be awarded 1 point each.
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- In case of a tie in terms of accumulated points, the Goal Difference of the two teams will be considered for determining the group standing.
- All other standard Football rules apply.



VOLLEYBALL

- The rules of the International Volleyball Federation (FIVB) as adopted from time to time by the Volleyball Federation of India (VFI) shall be followed unless otherwise modified.



CARROM

- The rules of the International Carrom Federation (ICF) as adopted from time to time by the All India Carrom Federation (AICF) shall be followed unless otherwise modified.
- The Carrom tournament will be played on knock out basis.
- The order of play for both men and women shall be:
1 Singles/1 Doubles.



CHESS

- FIDE rules will be followed all over the tournament.
- The tournament will be Knockout type.
- Time control: 15+5 minutes.

TUG OF WAR

- According to the rules of tug of war, each team can accommodate a maximum of 8 members. However the combined weight of these members should not exceed the weight determined for the particular category.
- The centre of the rope should align with the centre marked on the ground. As soon as the referee blows the whistle, each team can start pulling the rope into their territory. The objective of the game is for each team to pull the rope along with the members of opposition team to their side. As soon as the second mark on the rope from the centre red mark crosses over to centre line, the team to pull the rope to their area wins the game.
- There are 3 different commands that the judge gives to the players. The judge first announces "Pick up the rope", he then says "Take the string", and finally he tells the players to "Pull". Once the pull command is said out the teams start pulling the rope. If a member of the team falls down that member is given a caution. Each team is allowed two cautions before getting disqualified.
- There is a particular technique that needs to be applied while playing this game, if not then there will be a foul



UDYATVA-2020

which can call in for disqualifications. For e.g. lowering your elbow below the knee level while pulling the rope is considered to be a foul and is called 'locking'.

Touching the ground for a longer period of time is also considered as a foul.

KABADDI

- The rules of the International Kabaddi Federation (IKF) as adopted from time to time by the Amateur Kabaddi Federation of India (AKFI) shall be followed unless otherwise modified.

4. OFFICIALS FOR THE MEET

- The organizing committee will be responsible for selecting competent umpires/referees whose decisions on all points of fact shall be final and binding.
- The panel of umpires/referees shall be drawn up by the organizing team well in advance.