ECHIESTA
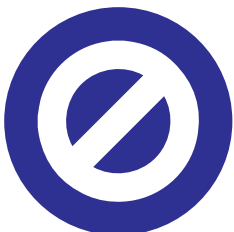## THE ANNUAL TECHNO-CULTURAL-SPORTS FESTIVAL

— EVENT RULES —

GENERAL RULES FOR ALL COMPETITIONS

Registration:

Participants must register before the deadline. No on–the–spot registrations will be accepted.

Time Limit:

Strict adherence to the time limit given for each performance. Exceeding the time will result in penalty points or disqualification.

Props:

Participants must inform the organizers about any props they plan to use. Dangerous or hazardous items are strictly prohibited.

Code of Conduct:

All performances should adhere to decency standards. Vulgarity, offensive language, or disrespect towards any community will lead to immediate disqualification.

Punctuality:

Participants must be present at the venue at least 30 minutes before their scheduled time.

Judging Criteria:

Creativity, execution, audience engagement, and adherence to theme (if any) will be major judging factors.

No Plagiarism:

The performances should be original, and any form of plagiarism will lead to disqualification.

Disqualification:

The judges or organizing team reserve the right to disqualify any team if any rules are violated.

— CULTURAL —
COMPETITION RULES

Fashionscape (Fashion Show)

- 20 members is the maximum limit for a team.
- Participants should bring their own props and backdrops if needed.
- Open theme fashion show.
- Team will be judged on the basis of walk, confidence and overall presentation.
- Minimum number of entries — 7

Rhythm and Movement (Dance Category)

Solo/Duo Dance:

- **Time Limit:** 2–3 minutes for solo, 3–5 minutes for duo.
- **Submission:** Music tracks must be submitted at least 1 week before the performance.
- **Costumes:** Participants should ensure their costumes are appropriate for public performances.
- **Judging Criteria:** Choreography, energy, expressions, synchronization (for duo), and overall impact.
- Minimum number of entries (solo) — 30
- Minimum number of entries (duo) — 15

Group Battle:

- **Team Size:** Each team can have maximum 5 participants.
- **Rounds:** The battle will consist of multiple rounds with the music being provided on the spot by the organizers.
- **Time per Round:** Each team gets 1–2 minutes per round to perform.
- **Judging Criteria:** Style, creativity, improvisation, and crowd interaction.
- Minimum number of entries — 10

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THE ANNUAL TECHNO-CULTURAL-SPORTS FESTIVAL

— CULTURAL —
COMPETITION RULES

Rhythm and Movement (Dance Category)

Group Dance:
- **Team Size:** Each team can have maximum 8–10 participants.
- **Music Submission:** Music tracks must be submitted at least 1 week before the performance.
- **Costumes and Props:** Participants should ensure their costumes and props are appropriate for public performances.
- **Time Limit:** 5–7 minutes maximum.
- **Judging Criteria:** Style, creativity, improvisation, and crowd interaction.
- Minimum number of entries — 10

Solo Battle:
- Individual event.
- **Rounds:** The battle will consist of multiple rounds with the music being provided on the spot by the organizers.
- **Time per Round:** Each participant will get 1–2 minutes per round to perform.
- **Judging Criteria:** Style, creativity, improvisation, and crowd interaction.
- Minimum number of entries — 6

Rhythm & Riffs (Music Category)

Solo/Duet singing:
- **Team Limit:** 3–5 minutes per performance.
- **Accompaniment:** Participants can perform with a karaoke track or live instruments. Pre–recorded vocals are not allowed.
- **Judging Criteria:** Voice quality, song selection, rendition, and stage presence.
- Karaoke must be submitted at least 1 week before the performance.
- Minimum number of entries (solo) — 30   • Minimum number of entries (duo) — 20

— CULTURAL —
COMPETITION RULES

Rhythm & Riffs (Music Category)

Battle of the Bands:
- **Band Size:** 3–8 members.
- **Performance:** 10–15 minutes (includes setup); at least 50% live instruments.
- **Genres:** All allowed; specify in advance.
- **Instruments:** Bands bring their own, except drums (can be provided).
- **Judging Criteria:** Originality (25%), Musicianship (25%), Stage Presence (20%), Audience Engagement (20%), Technical Skill (10%).
- If technical assistance is required, notify at least one week before the performance.
- Minimum number of entries — 10

Instrumental Competition:
- **Categories:** Solo (5–7 mins).
- **Genres:** Open to all.
- **Instruments:** No pre–recorded tracks; ensure proper tuning. Should bring their own instruments.
- **Judging Criteria:** Technical Skill (30%), Expression (25%), Originality (20%), Stage Presence (15%), Audience Reaction (10%).
- Minimum number of entries — 20

Rapp:
- **Performance Time:** 10 min.
- **Content:** Freestyle or written; no discriminatory or offensive language.
- **Music Submission:** Music tracks must be submitted at least 1 week before the performance.
- **Judging Criteria:** Flow (25%), Creativity (25%), Delivery (20%), Punchlines (20%), Crowd Reaction (10%).
- Minimum number of entries — 15

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THE ANNUAL TECHNO-CULTURAL-SPORTS FESTIVAL

— CULTURAL —
COMPETITION RULES

Curtain Call (Drama Category)

Nukkad:
- **Team Size:** 8–15 participants per team.
- **Time Limit:** 8–12 minutes per performance.
- **No Props:** Only portable props are allowed except music instruments. No mics, speakers, or stages will be provided.
- **Judging Criteria:** Script, acting, message conveyed, and audience engagement.
- If technical assistance is required, notify at least one week before the performance.
- Minimum number of entries — 7

Stage Play:
- **Team Size:** 5–10 participants.
- **Time Limit:** 15–20 minutes per play.
- **Props and Sets:** Basic props and set pieces are allowed but should be set up and dismantled within 5 minutes.
- **Judging:** Acting, direction, script, and overall impact.
- If technical assistance is required, notify at least one week before the performance.
- Minimum number of entries — 7

Monologue:
- **Team Size:** 3–4 minutes.
- **Costumes and Props:** Participants should ensure their costumes and props are appropriate for public performances
- **Judging:** Acting, direction, script, and overall impact.
- If technical assistance is required, notify at least one week before the performance.
- Minimum number of entries — 15

— CULTURAL —
COMPETITION RULES

Creative Canvas (Drawing Category)

Face Painting:
- **Team Size:** 2 participants — one as the painter and the other as the model.
- **Time Limit:** 45–60 minutes.   ● **Themes:** The themes will be given on the spot.
- **Judging Criteria:** Creativity, technique, and adherence to theme.
- Material should be bought by the participants only.
- Minimum number of entries — 10

Sketching/Still life:
- Individual Event.   ● **Time Limit:** 1 hour.
- **Themes:** The theme will be provided at the start of the event.
- **Judging:** Creativity, relevance to the theme, and presentation.
- Material should be bought by the participants only.
- Minimum number of entries — 20

Rangoli:
- **Team Size:** 2 Members.   ● **Time Limit:** 1 hour.
- **Themes:** The theme will be provided at the start of the event.
- **Judging:** Creativity, relevance to the theme, and presentation.
- Material should be bought by the participants only.
- Minimum number of entries — 15

T–shirt Painting:
- **Team Size:** 2 participants — one as the painter and the other as the model.
- **Time Limit:** 45–60 minutes.   ● **Themes:** The themes will be given on the spot.
- **Judging:** Creativity, technique, and adherence to theme.
- Material should be bought by the participants only.
- Minimum number of entries — 10

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— CULTURAL —
COMPETITION RULES

Capture & Create

Reel & Reveal (THE REEL COMPETITION):
- Time limit of the reel should be 15–40 seconds.
- Original content should be made.
- Theme will be provided on the spot.
- Reel will be judged based on creativity and content presentation.
- Minimum number of entries — 50

Snap & Showcase (THE PHOTOGRAPHY COMPETITION):
- No photos should be taken from social media or web.
- Theme will be provided on the spot.
- Pictures will be judged on the basis of creativity, originality and adherence to the theme.
- The time limit will be provided on the spot.
- Minimum number of entries — 50

Raso Vaisa (Cooking Event)

Fireless Flavors (Cooking without fire)
- Food should be made without fire.
- The time limit to make food is 30 mins.
- Participants should bring their own equipments and raw materials.
- No offence with sharp objects(like knife or fork) should be entertained and in such cases, the participant will be disqualified
- Minimum number of entries — 15

— LITERARY —
COMPETITION RULES

Note: For all Literary events If number of participants will be 10 then 1st Prize will be awarded and if no of participants increased upto 15 then 2nd prize will also be awarded.

Debate

- The participant can speak either in English.
- The participant will choose either for or against the motion.
- The participant is required to speak on the topic for duration of 5 minutes. 3 minutes for speaking and 2 minutes for conclusion.
- The participants will be marked negatively for hesitating, repeating words frequently (conjunctions, pronouns excluded), deviating from the topic and blabbering irrelevant stuff.
- After 5 minutes, other participants can challenge the speaker i.e., contradict any point mentioned, ask for clarification on deviating from topic or on any point or fact spoken.
- If the challenger is proven correct he/ she will have the point –1 else +1.

DECLAMATION:

- Time limited allotted is 5 minutes.
- Judges decision would be considered as final.
- The language of the Declamation speech competition is English.
- The time limit of the competition will strictly enforce. First warning bell will ring at 3 minutes and the final at 5 minutes.
- Introductory or welcoming part is included in the time limit of 5 minutes.
- The speaker is expected to memorize their speech, and is not allowed to read any part of the speech from papers, notes, or cards.

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— LITERARY —
COMPETITION RULES

Note: For all Literary events If number of participants will be 10 then 1st Prize will be awarded and if no of participants increased upto 15 then 2nd prize will also be awarded.

Debate

DECLAMATION:

● The contestants may keep in view the following points while delivering their speech:

1. Greeting & introduction of the subject.
2. Exposition of the main theme (Conciseness & clarity of message, originality/points of interest, Incorporation of Personal References, Quotations etc).
3. Conclusion.
4. Memorization (evaluated by pauses).
5. Language of delivery should be same as that of original speech Verbal Clarity (Pronunciation of words, voice strength and projection).
6. Presentation/Speaking style (Mannerisms, Audience contact and voice modulation, ability to keep the audience engaged by their speaking style.

JUST A MINUTE (JAM Session)

● The participants have to speak in English.

● Only one member can participate in JAM.

● Each participant will be given a topic on the spot, with 30 second preparation time and the speaking time shall be 1 minutes.

● Topics would be picked by the participants from a bowl of chits.

● The participants will be judged on spontaneity, method, content and fluency.

● The participants will be marked negatively for hesitating, repeating words.

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— LITERARY —
COMPETITION RULES

Note: For all Literary events If number of participants will be 10 then 1st Prize will be awarded and if no of participants increased upto 15 then 2nd prize will also be awarded.

Ad Mad Show

- The participants can speak in either English or Hindi.
- Maximum number of participants per team can be 3.
- In this event participants will have to produce advertisement for a product in a proper way which is quite appealing to audience.
- Product would be provided on the spot.
- 30 second preparation time will be given to each team.
- Judging is done on the basis of team's creativity, customer appeal and stage presence, coordination, on stage presentation and overall appeal of the advertisement.

Poetry

- **Language:** Participant can speak either in hindi or in english language.
- **Originality:** The poetry should not be available on an online platform or any other.
- **Book:** It should be self made.
- **Topic:** Participants are free to choose any topic for their poetry.
- **Time Duration:** Total maximum time to perform is 2 min 30 sec.
- Participants are allowed to present only one poetry, the winner will be announced based on poetry.

—TECHNICAL—
COMPETITION RULES

General Rules for All Competitions Registration:

1. Participants must register before the deadline.
2. No on-the-spot registrations will be accepted.
3. Strict adherence to the time limit given for each event.

HACK SPLASH 2.0

● **Team Formation:** Participants can form teams of 2 to 5 members.

● **Project Scope:** Teams can work on any project within the given theme or problem statement. The scope can be limited to a specific technology or platform based on the event's guidelines.

● **Time Limit:** The Hackathon will have a specific time limit.

● **Code Ownership:** All code developed during the Hackathon should be the original work of the team. Participants cannot use code or assets created by someone else without proper permissions or licenses.

● **Collaboration:** Teams are encouraged to collaborate and seek help from mentors or organizers, but cross-team collaboration is not allowed during the competition.

● **Presentation:** Each team will have to present their project to the judging panel. The presentation should demonstrate the functionality and features of the project, as well as any unique or innovative aspects.

● **Judging Criteria:** The judging criteria for the Hackathon will be clearly communicated to the participants before the event. The result by the judge will be final. It may include aspects such as innovation, technical implementation, user experience, scalability, and relevance to the theme.

● **Intellectual Property:** Participants retain full ownership of the intellectual property rights to their projects. However, organizers may request participants to share their code or project details for promotional or showcase purposes.

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THE ANNUAL TECHNO-CULTURAL-SPORTS FESTIVAL

—TECHNICAL—
COMPETITION RULES

HACK SPLASH 2.0

- **Disputes and Arbitration:** In case of any disputes or concerns, the decision of the organizers and judging panel will be final. Any disagreements or issues should be resolved through an arbitration process outlined by the organizers.

- **Liability:** The organizers and sponsors of the Hackathon hold no liability for any damages, losses, or injuries incurred during the event. Participants are responsible for their own safety, equipment, and actions.

- **Changes to the Rules:** Organizers reserve the right to make changes to the Hackathon rules, format, or prizes at any time. Any modifications will be communicated to the participants in a clear and timely manner.

- Minimum no. of participant Teams: 30

IDEATHON

- Team size should be a minimum of 2 and a maximum of 5. There will be a preliminary online round. For preliminary rounds, teams should submit a report upto 3 pages with a maximum font size of 12 (Times Roman), single–spaced.

- Minimum no. of participant Teams: 25

ROBORACE (HURDLES & LINE FOLLOWERS)

- This is a racing event so the fastest and most balanced robot will win.

- The robot should be as per the given specifications.

- Each team can have a maximum of three members. Students from different institutes can form a team.

- Each team member must contain the identity card of his/her respective institute.

- The robot should not damage the arena.

- No test practice will be allowed in the arena.

- Minimum no. of participant Teams: 25

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—TECHNICAL—
COMPETITION RULES

LAN GAMING

- The initial rounds of the tournament will be pure knockout.
- The course and direction will be decided by the referee.
- Players have to check the controls before playing the match.
- Complaints about the change of control will not be entertained.
- Minimum no. of participant Teams: 25

CODING BATTLE

- No smartphone/smart band/smart watch will be allowed during the contest.
- You can bring your own laptop if you prefer.
- Participants are ranked by score. If two or more participants achieve the same score, then the tie is broken by the total time taken to submit the last solution resulting in a higher score.
- Minimum no. of participant Teams: 25

TECHNICAL QUIZ

- The Quiz Will Be MCQ Type which will include topics from the latest Technological changes, Output Based, Basic OS, Computer Hardware.
- The Quiz will comprise 3 rounds. Each Round Will be of 15 mins.
- Any team that is not ready at the specified time will be automatically disqualified from the competition.
- The decision of the judges will be final and binding in any circumstance.
- Minimum no. of participant Teams: 25

BUSINESS SIMULATION

- Form teams of 3–4 students. Each team acts as a company in a Strategic thinking, decision–making, and financial management competitive market.
- Use simulation software to decide on pricing, marketing, and production strategies.
- Assess the financial and market outcomes at the end of each round.
- Minimum no. of participant Teams: 25

ECHIESTA
THE ANNUAL TECHNO-CULTURAL-SPORTS FESTIVAL

— SPORTS —
COMPETITION RULES

General Rules:

1. Registration:

a)– Online by QR, by link, by official website.

b)– On the spot registration is allowed but before the deadline (7AM To 9AM) on the main gate of college.

2. Punctuality:

a)– 10 min waiting time after the announcement of the team name.

b)– After 3rd call player/team will be disqualified.

c)– Follow the rule book for the particular game time duration.

d)– Referee decision will be the final decision.

e)– Miss behaving with referee or any sports coordinator will result to be disqualified.

f)– Bring boxing shoes, boxing gloves and boxing dress for boxing.

g)– Mat shoes are compulsory for kabbadi.

3. Team:

a)– Only one coach is allowed with each team or player.

b)– Team name is compulsory.

c)–Follow the rule book for the number of players and extras in a particular game.

d)–Dress/kit is mandatory for each player/team.

e)–Dress code is mandatory for every team.

f)–No protest in any game.

g)–Details of every player is mandatory that is given by the team captain.

4. Documentation:

a)– Aadhar card is mandatory for all players.

b)– College Id card (for college students).

c)– Medical by a MBBS doctor.

5. Distribution of medals and prizes:

a)– Distribution of medals and prizes will be occur after the final of the game.

b)– Every team game have minimum 8 entries to eligible for the cash prize.

c)– Every individual game have minimum 15 entries to eligible for the cash prize.

Note: The minimum number of teams required for each sports event is 10

— SPORTS —
COMPETITION RULES

Table Tennis Rules

1. Match Format: Matches are usually played to 11 points, best of three.
2. Player must win by atleast 2 points.
3. Only solo matches will be played, so it is not mandatory to play diagonal serve.
4. If the ball touches the net on a serve but lands in the correct service box, it's a "let" and the serve is retaken.
5. Service: The server must toss the ball vertically at least 16 cm before striking.
6. Scoring: Points are scored when the opponent fails to return the ball correctly.
7. Rally: Players must return the ball after one bounce on their side.
8. Faults: A point is lost for hitting the ball out of bounds or failing to serve correctly.
9. 10 minutes waiting time after player name announcement.
10. Proper kit is mandatory.
11. One coach is allowed with the player.
12. Referee decision is final decision.

BASKETBALL

Match format: Two teams of 5 players each are on the court at any time. Players may be substituted throughout the game.

1. Team Composition
 - Five players per team on the court at any time.
 - 10 minutes waiting time after team name announcement.
 - Proper kit is mandatory.
 - Team name is mandatory.
 - Only five extras are allowed with team.
 - One coach is allowed with the team.
 - Substitutions can occur at any stoppage in play.
 - Referee decision is final decision.
 - Adhar card is mandatory for all players.

— SPORTS —
COMPETITION RULES

BASKETBALL

2. Scoring
- Field goal (2 points): A shot made inside the three–point line.
- Three–point shot (3 points): A shot made from beyond the three–point arc.
- Free throw (1 point): Awarded for certain fouls; taken unopposed from the free–throw line.

3. Game Duration
- FIBA: 4 quarters of 10 minutes each.

4. Venue
- College basketball court.

VOLLEYBALL

1. Match format:
- Each team consists of 6 players on the court at any time: 3 in the front row and 3 in the back row.
- Players rotate clockwise after their team wins the serve from the opponent.

2. Scoring
- Rally scoring: Every rally results in a point, regardless of which team served.
- A set is won by the team that first scores 21 points(must win by at least 2 points).
- A match is typically the best of 3 sets. The deciding set (3rd set) is played to 15 points.

3. Serving
- The serve must be made from behind the end line.
- The server cannot step over the line until after making contact with the ball
- The ball must be hit over the net into the opponent's court; if it touches the net but goes over, the serve is still valid.

— SPORTS —
COMPETITION RULES

VOLLEYBALL

4. Team composition.
- Six players per team on the court at any time.
- 10 minutes waiting time after team name announcement.
- Proper kit is mandatory.

5. Venue
- College volleyball ground.

KABADDI

1. Team Composition
– Each team consists of 7 players on the court at any time.
– Teams also have 5 substitutes, and substitutions can be made during the match.
– 10 minutes waiting time after team name announcement.
– Proper kit is mandatory.
– Team name is mandatory.
– Only three extras are allowed with team.
– One coach is allowed with the team.
– Substitutions can occur at any stoppage in play.
– Referee decision is final decision.
– Adhar card is mandatory for all players.

2. Court Dimensions
– The court is a rectangular field, with different dimensions for Mens
– Men's: 13m x 10m

3. Scoring
– Raid Points: A raider earns 1 point for each defender they successfully tag and return to their side.

— SPORTS —
COMPETITION RULES

KABADDI

3. Scoring
 – Bonus Points: In some cases, a raider can earn a bonus point by touching the bonus line with their foot, provided at least 6 defenders are on the field.
 – Tackle Points: Defenders can score points by tackling a raider and preventing them from returning to their half

4. Venue
 – College kabaddi ground.

Scan for Registration

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