



GENERAL RULES- IISM 2023

A) COMMON RULES:

1. We have Synthetic (Basketball, Badminton, and Kabbadi) courts on the concrete floor, clay court (Volleyball and KhoKho) in our campus, so players need proper non-marking gum sole shoes and outdoor non-marking shoes for the clay court(Volleyball), kho-kho will be played barefoot. Otherwise, the player will not be allowed to participate.
2. The tournament is based on a league cum knockout basis.
3. The referee's decision shall be final and binding in all events.
4. Due to unforeseen circumstances, the schedule of the matches might change. Some events/games may be canceled at short notice for reasons beyond our control such as unfavorable weather.
5. Kindly abide by the rules of IISER TVM.
6. Every player should have a valid Institute ID card. Failure to provide an ID card will result in disqualification of the player.
7. If someone doesn't have an ID card due to unexpected reasons like delay in completion of a project then a bonafide certificate issued by the dean's office will be considered after review from our authorities. For the above mentioned students the institute shall send us the bonafide certificate in advance.

B) MARCH PAST GUIDELINES:

March Past accounts for a considerable amount of points so ,we have made well defined rules for it this year. Every team is required to get their trained members to participate in March Past.

Following are the rules:

1. March past of each institute should be led by their Sports Captain andVice-Captain.
2. The Captain and Vice-Captain are evaluated for their marching.

3. Each March Past team must have a minimum of 30 and maximum of 40 participants.
4. Each March Past team must have a minimum of 15 girls and 15 boys.
5. The March Past will be graded on the basis of coordination, command, synchronization, attendance, marching, discipline, appearance and dispersal.
6. The Institute that comes first will be awarded 800 points, second will get 640, the third will get 480 and the fourth institute will be awarded 320 points.

C) POINTS AWARDED DURING A LEAGUE MATCH:

1. 3 Points for a win.
2. 1 Point for Technical Forfeit and draw.
3. 0 Point for a lost match.

D) POINT SYSTEM:

	GOLD	SILVER	BRONZE	4th
Athletics ,Table Tennis Singles	100	80	60	40
Relay(4*100M And 4*400M) Lawn Tennis(Mixed doubles)	300	240	180	120
Badminton, Carrom, Chess, Lawn Tennis(Team event), Table Tennis(-Mixed doubles and Team) (Team size 5-9)	500	400	300	200
March Past	800	640	480	320
Basketball, Cricket, Football, Kabaddi, Kho-Kho, Volleyball(Team size 10-18)	1000	800	600	400

For the team events, the third and fourth position will only be given if there will be at least eight participating teams.

Justification of point system :

- We are taking team size as the criteria for normalizing the point system.
- Athletics is altogether a different sport event thus we have a different point system. This is also normalized according to the point system of team events.
- Relay races accounted for the only team event in athletics. Thus considering it as an intermediate between both we have chosen the point system for the relay

E) SEMI FINAL SCENARIO:

1. In the case of a 4-3-3 pool split, the team at the top of the table from each group, after all the matches have been played, will qualify for the semi-finals. The top two teams will be selected from the group that has four teams.
 2. In the case of a 3-3-3 pool split, the team with the highest points in each group will qualify. The fourth qualifying team will be chosen from those that finished 2nd in each group with the highest points.
 3. If only two groups exist, the top two teams from each group will qualify for the semi-finals.
 4. Semi's will be played between 1st and 3rd, 2nd and 4th placed teams.(1-3 and 2-4)
 5. The Loser's final will be played to decide the third and fourth place.
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1. ATHLETICS

1. 100 M (Men and Women)
2. 200 M (Men and Women)
3. 400 M (Men and Women)
4. 800 M (Men and Women)
5. 1500 M (Men and Women)
6. 3000 M (Women)
7. 5000 M (Men and women)
8. 10000 M (Men)
9. 4X100 M Relay (Men and Women)
10. 4X400 M Relay (Men and Women)
11. Long Jump (Men and Women)
12. Shot Put (Men and Women)
13. Discus Throw (Men and Women)
14. Javelin Throw (Men and Women)
15. Triple Jump (Men and Women)

1. An athlete can participate in (2 tracks, 1 field event) or (1 track, 2 field events) and any number of relays.
2. Each institute can send a maximum of three participants for events (Men & Women).

Best Athlete:

The best athlete will be decided on the basis of the following priority order:

- First points would be calculated according to the table given below:

Gold medal	Silver medal	Bronze medal
5 Points	3 Points	1 Point

- If points calculated are the same, then priority order will be: No. of gold > No. of silver > No. of bronze

2. BADMINTON (MEN,WOMEN AND MIXED)

1. The tournament will adhere to the standard Badminton World Federation (BWF) rules.
2. It is mandatory for players to wear **non-marking indoor shoes** designed for badminton.
3. There are three categories. (Men's team event, Women's team event and mixed doubles)
4. Each men's and women's team can have a maximum of six players, with at least four players required to participate against an opposing team.
5. **An event comprises three games:** singles, doubles, and reverse singles. Points are awarded to a team winning two out of the three matches in that event.
6. Prior to the commencement of the first match, both teams must submit the names of their players in the order of singles, doubles, and mixed doubles.
7. In the event of a player sustaining an injury during their match, it will be counted as a forfeit.
8. **Only one pair** from each institute is allowed to participate in mixed doubles.
9. During the **play-off stage**, teams will compete in a best-of-three format, involving two singles matches and one doubles match. To win the play-off, a team must secure victory in at least two out of three matches. This format applies separately to both men's and women's categories.
10. The order of matches is singles, doubles, and reverse singles. Matches consist of three sets of 21 points each [**subjected to time constraints**] with best of three, for singles, doubles, and mixed doubles.
11. The **head-to-head** rule will be considered in the event of two teams winning the same number of matches.
12. Initially, all three categories will follow a league format with matches in **three pools**. Pools with three teams will have only one team advancing, while pools with four teams will have two teams progressing to the next round.
13. The decision of the umpire/referee is final.

3. BASKETBALL(MEN AND WOMEN)

1. Standard International Basketball Federation (FIBA) rules will be applied throughout the tournament.
2. A team consists of at most 12 players, out of which 5 will play in a given match. Substitution rules apply.
3. The game shall consist of 4 quarters of 10 minutes each.
4. During matches, if the score is the same after the end of the scheduled time, basketball federation rules will be applied, i.e the game shall continue for an extra 5 minutes until the tie is resolved.
5. Forfeiting 2 matches in the tournament will lead to dismissal of the team from the tournament and the gains of that team will be dismissed.
6. If a team forfeits the game by either refusing to play or not being able to have 5 players on the court even after 15 min. At the start of the match, the FIBA rules will be applied and the team will lose that match.
7. On completion of league matches, If two or more teams are on the same points, then the tie shall be resolved according to the rules of Standard International Basketball Federation(FIBA).
8. All players are required to remove any jewelry accessories or ornaments and should keep their nails trimmed to a reasonable length before entering the court to prevent any injury to other players .

4. CHESS(MIXED)

1. This is a team event for both boys and girls (mixed).
2. Teams of 5 (4 + 1 substitute) from each institute will play.
3. The team must submit their general team order at the start of the tournament. They also must submit the team order before each round. Reserve players can only play on board 4.
4. There will be a time control of 60 min each with a 30-sec increment.
5. For any dispute, Standard FIDE rules of gameplay will be followed.
6. In case of a tie, it will be resolved as follows:
 - I. Board points in total.
 - II. Points obtained by tying teams against each other.
 - III. Board count will be decided as follow:
 - Win on board 1 – 4 points
 - Win on board 2 – 3 points
 - Win on board 3 – 2 points
 - Win on board 4 – 1 points
 - Win on board 5 – 1 point.

- IV. In the case of draw games, these points will be shared. If the board count results are in no victory for either side then the boarding point of board 4 is canceled and so on upward until. The tie is broken.
- V. The tying teams will play a match against each other at a fast time rate (15 min per player with sudden death).
- VI. The winner will be decided by drawing lots.

5. CRICKET

- 1. Standard ICC T-20 rules will be followed.
- 2. The squad can be extended to 16 (Maximum) members. However, 15 names will be submitted as part of the team before the start of the match.
- 3. All Matches will be 20 overs where each bowler can bowl a maximum of 4 overs.
- 4. The match ball will be white. Team jerseys will be colored.
- 5. Matches will be played on matted pitches.
- 6. Each innings has to be completed in 90 minutes. This will be the responsibility of the fielding team. If a team exceeds this time limit they will be penalized by allowing only four fielders outside the 30 yard circle.
- 7. If the play is interrupted by rain then following rules will apply:
 - The match is suspended without a ball being bowled then each team will be awarded one point
 - The first innings of the match is done and it rains before the first 5 overs of the second innings then each team will be awarded a point each.
 - If one innings is done and it rains after 5 overs are completed in the second innings, then the DLS method will be applied.

Note: DLS will be calculated by Umpires from Kerala Cricket Association (KCA) and hence players should abide by it.

6. CARROMS

General rule:

- A team consists of 5 members (2 doubles pairs and 1 for singles.)
- A team should consist of at least one woman.

Note: Rules of the carrom varies from region to region and we are following the below mentioned rules:

Preparation:

To decide who goes first, one player should hold a piece concealed in one hand. If the opponent guesses correctly on which hand, the opponent chooses who goes first, otherwise, the player concealing the piece chooses. The person who plays first aims to pocket the white pieces. The game is played by two opponents sitting opposite each other. To begin, the Queen is placed in the center of the board. Six pieces are put around the Queen directly in a circle, each touching the Queen and their neighbors. The remaining twelve pieces are positioned around the inner circle of six pieces so that each outer piece touches the inner circle. Both circles should have pieces alternating in color. The two circles are oriented so that the Queen, a white piece from the inner circle and a white piece from the outer circle lies in a straight line pointing towards the center of the side of the board where the player who will play first is sitting.

Objective:

Players take turns to play. A turn consists of one or more strikes. A player wins by pocketing all of the pieces of their chosen color first. However, neither player can win until one or the other player has "covered the Queen". To cover the Queen, a player must pocket one of her own pieces immediately after pocketing the queen. If the Queen is pocketed but not covered, the Queen is returned to the board (by the umpire). Both players normally try to cover the Queen in addition to trying to win the game because a player who wins and also covers the Queen receives 5 bonus points.

Striking:

- For each strike, the player must position the striker within the baseline OR on one of the two circles at either end of the baseline. Only 30 seconds will be given per strike.
- A striker within the baseline must touch both the front line and the rear line.
- The striker may not "cut the moon" - be placed partially within the baseline and partially within the circle.
- The player must flick the striker with one finger or with the help of two fingers so that it crosses the front baseline - it is not permitted to flick backward or horizontally.
- A piece that is on or behind the front baseline must not be struck by the striker until the striker has crossed the front baseline.
- In striking, the player's hand or arm must not cross the diagonal foul lines at either end of the baseline.

Basic rules:

- For the very first turn, the player is allowed one attempt to "break"
- It doesn't matter which piece the striker hits first and it doesn't matter if the striker hits no pieces.
- If a striker pockets the Queen and/or one or more pieces of her own colour, the player retrieves the striker and takes another strike.
- If the player pockets no pieces or commits a foul, the turn finishes.
- If a player pockets the last coin of the opponent before covering the queen, the opponent wins.

Covering the Queen:

- A player may only pocket and cover the Queen if that player has already pocketed at least one piece of that player's color.
- Should a player pocket the Queen before being permitted to cover it, the turn continues but the Queen is returned to the center at the end of the turn.
- If a player pockets the Queen and one of his/her own pieces in the same turn, this count is considered as the player has covered the Queen. Such a player must have already pocketed at least one piece of his/her own.
- When a player pockets the Queen but does not cover it, the Queen is returned as near as possible to the center circle by the umpire.

- If the player pockets the queen and one of the opponents coin together, the player gets a chance to cover their own coin to cover the queen while the opponent's coin is considered as covered
- If the winner gets the queen, 5 bonus points will be added to the score of the winner.
- If the player pockets the queen and one of the opponents coins as follow coin, the queen will be returned back to the board and the opponent's coin is considered covered.
- If the player pockets the queen and the opponent's last coin the opponent wins.

Other Rules:

- Pieces returned to the center cannot be placed on top of other pieces within the main circle (done by umpire only).
- If pieces come to rest standing on their edge or overlapping another piece, they are left as they are until they move again in the normal course of play.
- If the striker comes to rest under another piece, the striker should be removed with as little disturbance to the covering piece as possible by the umpire.

Fouls:

When a player commits a foul, the turn comes to an end immediately and a penalty is incurred. The penalty is that one pocketed piece is returned to the board by the opponent anywhere within the main circle. Any other pieces required to be returned to the board are also placed within the main circle by the opponent. It is normal for pieces to be positioned in order to confer an advantage for the opponent.

A foul is recorded in the following situations:

- The striker is pocketed.
- If striker and queen pocketed simultaneously in one strike then the queen will come at the centre (will be kept by the umpire) and a penalty piece will come (will be kept by the opposition).
- The striker or any other piece leaves the board (the piece which went out of board during striking will come to the centre as much as possible near centre moon by the umpire, in case of multiple pieces, the remaining pieces will be kept opposite to the next player touching the first piece by umpires but foul will be kept by the opponent only).
- Pieces that leave the playing area and then come back to the playing area by touching foreign objects will be considered as it happened naturally and no foul

will be taken but the coin will return to the centre as much as possible closer to the centre moon by the umpire.

- The player is not supposed to directly strike any of the opponent's coin and will be considered a foul unless it touches one of their own coins or the striker touches the opponent's coin after getting hit from one of the boundaries.
- A player contravenes the rules for striking
 - A player touches any piece in play, other than the striker.
 - The first player to strike fails to break the counters in three attempts. Where a penalty is incurred but no pocketed pieces exist to return, the penalty is "owed" until a piece becomes available. If a penalty is owed, when a piece becomes available due to being pocketed, the piece is returned to the center by the opponent at the end of the turn.

Should the opponent forget to do this before the start of the next turn, any owed penalties are lost.

- Other unusual playing activity can cancel the board at any time and the action will be decided by the umpires on the spot.

Other Fouls:

- Repositioning the chairs (little bit unintentional vibrations are okay but major displacement recognised by the umpires can lead to a foul)
- If the player's striking hand crosses the imaginary diagonal partition.
- If the player talks with his partner or any other person, however, he can ask about the rules or any complication that occurred to the umpire.
- **Arguing with umpires can lead to disqualification from further rounds of the tournament.**

Scoring:

- At the end of the round, the winner scores 1 point for each opponent's piece left on the board. The total score for three rounds is therefore 12 points.

Note: The timing and scoring of each match will be finalised by the umpire at the time of the event.

Doubles:

- Carrom is played by four people just as often as by two. For the doubles game, partners sit opposite one another and turn to proceed in clockwise order. Other than that, play is exactly the same as for the singles game.

NOTE : *If any other situation occurred regarding the rules then the decision of the umpire will be followed.*

7. FOOTBALL

7.1 FOOTBALL MENS

1. Each squad should consist of 18 players (11 playing + 7 substitutes)
2. Each team member, playing or substitute should have stockings, shins and football shoes on them.
3. Goalkeepers should have a distinct colored jersey. Bibs will be available, but it's recommended that everyone gets their own team jersey.
4. Each match will have 30 min halves with a 10 minute break.
5. Standard FIFA rules apply (with exceptions stated as below).
6. The teams will either be split into 3 groups containing 4-3-3 teams or 3 groups containing 3-3-3 teams depending on the number of teams registering.
7. Each team in each group will play a single match against every other member of that group.
8. A team will be only allowed to make 5 substitutions in 3 different occasions only.
9. Point System:
 - ❖ 3 points for a win
 - ❖ 1 point for a draw
 - ❖ 0 point for a loss
 - ❖ 1 point for a technical forfeit
10. In the case of equal points, the following things will be compared in this order

Criteria (ranked priority wise)
I)Goal difference (higher G.D wins)
II)Goals scored (teams which scores more goals in the league stage)
III)Fair play standings (highest fair-play score wins, refer to the table below)

Event [Fair Play points]	Points
First Yellow Card to any Player	-1
Second Yellow Card to any Player (leading to a Red card)	-3
Straight Red to any Player	-4

- *Please note that the same criteria will be followed to decide the group toppers in the case of equal points.*
- *Red card at any stage of the tournament will give you a ban for the next match.*
- *No cards are carried to the next match except the red card.*
- *If two teams are still tied on all of these counts, then there would be penalties between them to decide the dispute as to the last option.*
- *If more than two teams are tied on all counts listed above, we will have to resort to a random pick.*
- *The result of Semifinals and Finals if tied will be decided by playing 20 minutes extra time (total) and then, a penalty shootout, if required*

7.2 FOOTBALL WOMENS

1. Each squad should consist of 10 players (7 playing + 3 substitutes)
2. Each team member, playing or substitute should have stockings, shins and football shoes on them.
3. Goalkeepers should have a distinct colored jersey. Bibs will be available, but it's recommended that everyone gets their own team jersey.
4. Each match will have 15 min halves with a 7 minute break.
5. Standard FIFA rules apply (with exceptions stated as below).
6. The teams will either be split into 3 groups containing 4-3-3 teams or 3 groups containing 3-3-3 teams depending on the number of teams registering.
7. A team is allowed to make rolling substitutions.
8. There will be no offside rule in the game.
9. Point System and comparison in case of equal points will be the same as mentioned in men's football (7.1) except that if the result of Semifinals and Finals if tied will be decided by playing 15 minutes extra time (total) and then, a penalty shootout, if required

8. KABADDI

1. Amateur Kabaddi Federation of India (AKFI) rules will be followed.
2. The duration of the match is 40 minutes, which will be divided into two halves of 20 minutes with a 5-minute break in between.
3. The weight of each participant must be below 85 Kg or equal to 85 Kg.
4. A squad shall consist of at most 12 members, out of which 7 will be part of a team for a given match. Substitution rules apply.
5. The substitution of players is not allowed during the tie-break and golden raid plays.
6. There will be a do or die raid
7. In the case of a tie, both the teams are given five raids by different raiders to raid alternatively.
8. If the tie still persists, then a Golden Raid will be given after a toss
9. All players are required to remove any jewelry accessories or ornaments and should keep their nails trimmed to a reasonable length before entering the court to prevent any injury to other players
10. One point will be given to the raider for crossing the bonus line if there are at least 6 players on the ground. When 5 players or less are on the ground, bonus points are not awarded.
11. A team will be awarded 3 points for a win, 1 for a draw and 0 for a lost match.

9. KHO-KHO (MEN AND WOMEN)

1. Kho-Kho Federation of India (KKFI) rules will be followed.
2. A squad shall consist of at most 12 and at least 9 members, out of which 9 will play at a time. Substitution rules apply.
3. The chasing side will score 1 point after they get one runner out each time. So, the total score of the chasing team is equal to the number of defenders who got out.
4. There will be two innings each of 14 minutes duration. In each inning, a team will chase for 7 minutes and defend for 7 minutes. There will be a 5 minute break after each running/chasing.
5. Each innings in the semi final and Final matches will be of 9 minutes.
6. If there is a draw in the semi finals or finals, one more innings will be played. If the draw still persists, winners will be determined by sudden death.
7. A team will be awarded 3 points for a win, 1 for a draw and 0 for a lost match

10. LAWN TENNIS (MEN AND WOMEN)

1. Standard International Tennis Federation rules will be followed.
2. The team shall have at most 5 players, and at least 3 will play in a match. Substitution rules apply.
3. The league matches shall be best of 17 games if it becomes 8 all then the 17th game will be a tie-breaker.
4. Best-of-three play-off (2 singles and a doubles match) among the teams in each group. Order of matches followed will be singles, doubles and the reverse singles. These constitute the team event . Points awarded for gold, silver ,bronze and fourth are 500,400,300 and 200 respectively.
5. For Mixed doubles best of 17 games will be followed and it will be a knockout event. Points awarded for gold, silver ,bronze and fourth are 300,240,180 and 120 respectively.
6. Final matches would be best of 3 sets unless both teams negotiate to play a best of 17 instead.

11. TABLE TENNIS (MEN AND WOMEN)

1. The table tennis contingent of a particular college can consist of a maximum of 4 players for the men's events and 4 for the women's events. There are going to be three separate events.

A. Team Event:

- A team can consist of 4 players at the most, of which any of the 4 players can play in a particular round.
- All team matches shall be played on the ITTF Rule with a maximum of 5 singles matches. The first team to win 3 out of the 5 will be considered the winner.
- Points awarded for winning Gold, silver ,bronze and 4th position are 500,400,300 and 200

Team Match Systems:

Best of 5 Matches (New Swaythling Cup system i.e., 5 singles)

Match Number	Team 1	Team 2
1	A	X
2	B	Y
3	C	Z
4	A	Y

5	B	X
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- Each of these ties will be played as a best of 5 games, each game won by the first player to eleven points (the 10-10 case will be decided by the first player to win two consecutive points after 10-10).
- Teams on either side will be asked to nominate three players as either A, B, and C or X, Y, and Z (ABC/XYZ will be decided by a toss).
- Assuming that team 1 wins the toss and chooses ABC, the sequence of the 5 subsequent matches is as follows

B. Mixed Doubles:

- A team shall consist of 2 players from a single college. Any given college can field a maximum of 3 teams.
- All matches will be played on the best of five bases.
- Seeding shall be decided based on previous (table tennis) performances of the college being represented.
- The points awarded for winning Gold, Silver, Bronze, and fourth are 500,400,300,200, respectively.

C. Singles(Men and Women):

- Each college shall nominate 6 players (3 men and 3 women) from its table tennis contingent to take part in this event.
- Rounds lower than the semifinals shall be played as a best of five and from the semifinal, matches will be played on a best of seven basis.
- Seeding shall be decided based on previous (table tennis) performances of the college being represented.
- The points awarded for winning Gold, Silver, Bronze, and fourth are 100,80,60,40, respectively.

Some General rules(According to ITTF):

- **THE RACKET:-**
 1. The racket(blade and rubber) should be in good condition.
 2. The rubber should extend up to but not beyond the limits of the blade.Slight deviations from continuity of surface or protective fittings may be allowed provided that they do not significantly change the characteristics of the surface.
 3. Before the start of a match and whenever he or she changes his or her racket during a match, a player shall show his or her opponent and the

umpire the racket he or she is about to use and shall allow them to examine it.

- **THE SERVICE:-**

1. Service shall start with the ball resting freely on the open palm of the server's stationary free hand. Toss and service contact must be behind the table surface (not over).
2.)The server shall then project the ball nearly vertically upwards, without imparting spin, so that it rises at least 16 cm after leaving the palm of the free hand and then falls without touching anything before it is struck.

- **MISBEHAVIOUR:-**

Players or coaches or any other advisors shall refrain from behavior that may affect an opponent, offend spectators, or bring the sport into disrepute, such as abusive language, deliberately breaking the ball or hitting it out of the playing area, kicking the table or surrounds and disrespecting the match officials.

- **TIMEOUT:-**Players or pairs are allowed to claim one time-out period of up to one minute during an individual match. The request for a time-out can be made by the player or pair or by the designated adviser in an individual event, by the team captain in a team event.
- If the ball hits the white line or the top edge of the table, it is considered "in" and the play continues. However, if the ball hits the vertical side of the table, it is considered "out" and the point goes to the opponent. It is important to note that the vertical sides of the table are not part of the playing surface.
- If a table tennis ball hits you and it did not bounce on the table and was past the end line, you will get the point. If the ball was over the table's playing surface, you will lose the point.
- The ball can hit the player's finger or the net as long as it lands on the other side of the table.
- Players are allowed to hit the ball around the net as long as it lands on their opponent's side of the table.
- Players should maintain a proper dress code and wear non-marking shoes(preferred) or any proper sports shoes.

12. VOLLEYBALL (MEN AND WOMEN)

1. Standard International Volleyball Federation(FIVB) rules will be followed.
2. A team shall consist of at most 12 players, out of which 6 will be part of a team for a given match. Substitution rules apply.
3. Each match shall be played on the basis of best of 3 sets and the finals shall be played on the basis of best of 5 sets.
4. For league matches, a team shall be awarded 3 points for a win, 1 technical forfeit and 0 for a lost match.
5. Any team refusing to play a match without any justification will be eliminated from the competition and the result of the matches already played will be canceled.
6. The teams will be split into 3 groups containing 4,3,3 teams.
7. Each team in each group will play a match against every other member of that group. The team at the top after all the matches have been played will qualify for the semi-finals.
8. In the case of teams having equal points, the ranking will be decided by the following criteria:
 - The total number of sets won divided by the total number of sets lost.
 - The total number of winning points divided by the total number of losing points.
 - Two teams involved: The team winning the match in which they played against each other will be ranked higher.
 - The tally of all matches played in a league fixture will be considered. In no case, an extra match will be played to determine the rank.
9. The libero (if present) should have a distinct colored jersey than the entire team.

Everyone is requested to strictly abide by the prescribed set of rules and guidelines that have been formulated here. We wish all the participants good luck and implore everyone to play fairly and at your level best.