**Rules For Basketball :-**

* 12 Players per team.
* All should be in proper kit.
* FIBA rules will be followed.
* All the players should have their college I-cards/bonafide certificate with them. I-cards/ bonafide certificate will be checked at the time of match.
* There will be two refrees in the match.
* The team should register first at the desk then only their entry will be made in the fixtures.
* In case of same color of jersey of both the teams, one will have to wear the Bibs provided by the organisers.
* The teams are requested to report half an hour before their match.

**Rules For Cricket:-**

* Duration: The bowling side needs to complete their 20 overs in 80 minutes. Strict penalties will be imposed on teams not completing their allotted 20 overs in the agreed time.
* Interval: The interval between innings shall be 10 minutes.
* Number of overs per bowler: A bowler can bowl a maximum of four overs. In a delayed or interrupted match, no bowler may bowl more than one fifth of the total overs allowed, unless such a number has been exceeded before the interruption.
* Scheduled hours of play: Games will be organized from 31st to 4th April 3 matches to be played per day. Morning matches start at 9:00 am .And afternoon matches start at 12:[30p.m. and](http://30p.m.and) evening matches at 3:30 pm.
* Free Hit: For every no ball the next ball shall be a Free Hit. For this ball, the batsman is not given out apart from being run-out. No fielding changes can be made for this Free Hit.
* Fixtures: If a fixture cannot be played due to bad weather, the fixture will not be rescheduled and the participating teams will each be awarded one point.
* Restrictions on the placement of fieldsmen: a) at the instant of delivery, there may be not more than 5 fieldsmen on the leg side. b) Additional fielding restrictions shall apply to the first 6 overs of each innings (Field Restriction Overs). During the Fielding Restriction Overs only 2 fieldsmen shall be permitted outside the field restriction area (marked area of the field) at the instant of delivery. During the remaining 14 overs (non-fielding Restriction Overs), no more than 5 fieldsmen shall be permitted outside this fielding restriction area.
* Timed out: Incoming batsman must be in a position to take guard or for his partner to be ready to receive the next ball within 2 minutes of the fall of the previous wicket. If this requirement is not met the incoming batsman will be given out, Timed out. The umpires shall be responsible for keeping strict control of the time elapsed.
* Ball: Standard white cricket balls are to be supplied by the OJASVAT
* The Result: Each side must have faced (or had the opportunity to face) five overs in order to constitute a match. If the game is interrupted by weather, a bowl-out should take place. 5 players should be nominated by each team and will bowl 2 balls each at a full set of stumps. In the case of a tie, further players must be selected to bowl on a sudden death format.
* Re-arrangement of overs: Teams have one hour 20 minutes to bowl 20 overs. In the first innings, the calculation of the number of overs to be bowled shall be based on one over for every 4 minutes in the total time available for play, up to the scheduled close of play. In the second innings of the match, overs shall be reduced at a rate of one over for every full 4 minutes lost, unless the first innings finished early/second innings started early in which case no overs are lost until the time that has been gained is subsequently lost. The match time will be on hold in the event of a ball being lost, and a replacement ball provided.
* Tie: If a Twenty 20 match ends in a tie (equal scores in 20 overs), the number of wickets do not matter, the outcome is decided by Tie deciders called Eliminator.
* Eliminator: Each team nominates three batsmen and one bowler to play a one-over per side “mini- match”, referred to as a One1. In turn, each side bats one over bowled by the one nominated opposition bowler, with their innings over if they lose two wickets before the over is completed. The side with the higher score from their over wins.
* Short pitched bowling: A bowler shall be limited to two fast short-pitched delivery per over. If a bowler delivers a third fast short pitched (above shoulder height) ball in an over, the umpire shall signal a no-ball and caution the bowler, and inform the captain of the fielding side, batsman, and the other umpire of what has occurred. This caution will apply throughout the innings. Should the bowler again bowl two fast short pitched deliveries in an over, he will be given a final warning. Should this transgression happen again, the bowler will be taken off and will not bowl again in the innings. Any balls remaining in the over shall be bowled by another bowler.
* Over Rate Penalties: If a team fails to bowl the requisite number of overs in the time set, the innings will end at the scheduled time and the average number of runs rounded to the next number and multiplied by the number of overs lost due to slow bowling will be added to its opponents score. The team batting second will only receive the number of overs it bowled calculated on 4 minutes per over. In case the team bowling second also bowls less number of overs the same procedure of adding the average runs per over multiplied by number of overs lost will apply. Example. Team A bats first, scores 60 Runs and game is stopped at 15 overs. Its average run rate is 4. Overs lost 5. Total runs added 20. Final score 80. Team B has to score 80 Runs in 15 Overs to be bowled in 60 minutes.
* Disputes: Umpires are the final authority as regards to the play including timings. The team Captain /Manager may complain to the tournament Director regarding any genuine complaint regarding the functioning of the game. All complaints will be in writing within 24 hours of occurrence and the Tournament Director (Arun Kumar) will give his decision on the same. The decision of the Tournament Director is final and not subject to recourse. The tournament will be played as per the rules given above read in conjunction with the Code of Conduct. Any contraventions of these rules /code of conduct will be strictly viewed and the Tournament Committee may impose Penalties which may include banning of players/teams for one or more matches or in the extreme case from the entire tournament
* Player Eligibility: Players must be registered students of their respective representing colleges/universities. Verification may be required at the request of the Tournament Organizer, to provide proof that a player is in fact a full playing member of their university.
* Offences: Any offences committed during the tournament will be judged by the Ojasvat T20 Cup Committee penalties will be based on those contained in the Offences and Penalties document included in this presentation. The ruling of the Committee will be final with no recourse for appeal. Any penalties which are given apply only to the Ojasvat T20 Cup competitions and not to other League and/or other competition matches.

**Rules For Badminton:-**

Type of Tournament: - League, Pool or Knock­out, depending on the number of the teams participating.

1. A Team is to comprise of minimum of 4 and maximum of 5 players.
2. A Fixture shall consist of 2 Singles Match and 1 Doubles Match till semifinal in the order of single-double-reverse single and the final will be best of five (5) games in the order of single-double- single-double-single.
3. A Match shall involve 3 games of 21 points each.
4. The team winning 2 out of 3 matches wins the fixture till semifinal and 3 out of 5 matches wins the fixture in the final.
5. All the rules and regulations are according to guidelines set by the Badminton World Federation.

6.Shuttle to be used: - Yonex Mavis 350

**Rules For Football:-**

1. Total time for every match will be 1 hour i.e 25 minutes each half and 10 minutes half time break (time may change in semi-finals and finals).
2. There will be no extra time in case match results in a draw. There will be direct penalty shootout.
3. If any team doesn’t appear on time, match will be awarded to the next team immediately.
4. Team’s should have proper Jersey codes i.e all team members should have same jersey color and in case both teams to play have same color of Jersey , one has to wear BIBS that will be decided on toss.
5. Referee’s decision will be fair and final.
6. Only 3 substitutions will be allowed in a game.
7. Player red carded will miss the next game due to suspension.
8. Player yellow carded in two consecutive matches will miss next match due to suspension.
9. If any rules are broken, authority can disqualify that team any time.
10. Player’s should have proper ID cards and letter from the institution’s mentioning names of the player’s participating. Any defaulter will result in disqualification of the team.
11. Teams have to submit the names of 16 player’s and no changes will be made later.

**Rules For Table Tennis-**

**SINGLES EVENT**

* A game shall be won by the player or pair first scoring 11 points unless both players or pairs score 10 points, when the game shall be won by the first player or pair subsequently gaining a lead of 2 points
* The ball shall be placed on the palm of the free hand, which must be stationary and above the level of the playing surface.
* The matches will be best of 3 till quarter-finals, then from semi- final onwards the matches will be best of 5.
* The choice of ends and the right to be server or receiver in every match shall be decided by coin toss. The winner of the toss shall have the choice of either being server or receiver, or the choice of ends. The other player will then take the remaining choice.
* Each player serves two points in a row and then switch server. However, if a score of 10-10 is reached in any game, then each server serves only one point and then the server is switched. After each game, the players switch side of the table. In the final game (ie 5th game), the players switch side again after either player reaches 5 points.
* If the ball served, in passing over the net, touches it or its supports and is otherwise good, a let is declared and the point is re-played. A let is declared if the receiver is not ready to return the service and makes no attempt to strike at the ball. The rally is a let if the ball becomes split or otherwise fractured in play.
* The decision of referee will be final. Any misbehave with officials will make the team disqualified from the tournament

**Rules For Volleyball-**

**GAME PLAY**

Each team consists of six players. To get play started, a team is chosen to serve by coin toss. A player from the serving team throws the ball into the air and attempts to hit the ball so it passes over the net on a course such that it will land in the opposing team's court (the *serve*). The opposing team must use a combination of no more than three contacts with the volleyball to return the ball to the opponent's side of the net. These contacts usually consist first of the *bump* or *pass* so that the ball's trajectory is aimed towards the player designated as the *setter*; second of the *set*(usually an over-hand pass using wrists to push finger-tips at the ball) by the setter so that the ball's trajectory is aimed towards a spot where one of the players designated as an *attacker* can hit it, and third by the *attacker* who *spikes* (jumping, raising one arm above the head and hitting the ball so it will move quickly down to the ground on the opponent's court) to return the ball over the net.

**LIBERO**

The libero is a player specialized in defensive skills: the libero must wear a contrasting jersey color from his teammates and cannot block or attack the ball when it is entirely above net height. When the ball is not in play, the libero can replace any back-row player, without prior notice to the official.

**BASIC RULES OF THE GAME**

### DON’T LET THE BALL HIT THE FLOOR ON UR SIDE OF THE NET

### THREE CONTACTS/HITS PER SIDE

### NO PLAYER CAN HIT THE BALL TWICE CONTINOUSLY

### A PLAYER MUST NOT CAUSE THE BALL TO COME TO REST DURING CONTACT

### NO PART OF THE PLAYER’S BODY IS ALLOWED TO TOUCH THE NET

### 3- SET GAME IN LEAGUE MATCHES AND 5- SET GAME FURTHE.

### SUBSTITUTIONS-

### There are a set number of substitutions allotted per game. A player may substitute into the game only during dead ball situations. To enter the game, a coach or player must request a substitution from the official, after which substitute must enter the substitution zone and wait for the referee’s approval.