

## **3A side Baddy**

### **Team Formation Rules:**

1. Girls and boys to form mixed teams.
2. There will be 3 players per team.
3. Team should comprise of players from minimum of 2 different batches.
4. MTech, Phd, MSc and Faculty will be considered different batches.
5. Maximum 1 pool player (girl or boy) in a team.

### **Game Rules:**

1. You can serve anywhere avoiding short serve.
2. One person cannot serve consecutively.
3. One person cannot hit the shuttle for continuously two times.
4. If the racket clashes 2 points are deducted from that team.
5. In the knockout phase the matches played will be of one set of 21 points. The quarter finals (final eight teams) will play matches of 3 sets (21 points each).

### **List of players to be included in the pool :**

1. Sunny Verma
2. Pranshul Saini
3. Suman Kumar Singh
4. Naman Bansal
5. Kanak Sharma
6. Aravind Damacharla
7. Barath Kanna
8. Sai Vishwanath
9. Varun Agarwal
10. Naman Jain
11. Tejas Mehta
12. Naveen Endla
13. Vaishnavi Patil
14. Saimani Prudhvi
15. Abhinav Singh
16. Ayush (Mtech)

PS : Criteria for choosing players for pool are all those who have represented college badminton team one or more than once and a few experienced players.

### **Organisers:**

1. Barath Kanna - 7043163145
2. Pragadeesh R. R. - 9788940494
3. Vidhi R. Solanki - 9619975411

### **Gully cricket Game Rules:**

- Keeping in mind that everyone should get a chance to bat, no batsman will be allowed to play more than 5 continuous balls (without rotating a strike), batsman doing so will be declared "Retired Hurt", which means, he/she can bat again, only after every other player of the team gets out(ALL OUT)
- 6 bonus runs will be awarded to the batsman hitting the ball in specified area (on straight). A POSTER will be used to define the scoring region.
- The batting team is allowed to take a "**Hallabol Over**", in which runs scored by the batting team will be doubled. At the same time, in this over the bowling team can dismiss the batsman by catching the ball on one bounce as well but in one hand. The decision of taking the "Hallabol Over" should be made before the start of the over. It's compulsory for every team to take "Hallabol Over". The batting team has to announce the HallaBol Over first and then the bowling may choose which bowler is going to bowl that particular over.
- All the normal international rules like, bye, leg bye, wide, no balls are ON.
- Only throw bowling will be allowed with speed restriction which will be looked after by the Umpire only.
- All the other rules are common and will be announced at the time of the match.

### **Team Formation Rules:**

- Separate teams for girls and boys.
- Team should comprise of players from minimum of 3 different batches.
- **Team composition for boys:** A team of 9 players can be formed, but only 7 players are actually involved in the game at any point of the match. So, while batting or bowling (& fielding), any 7 of the 9 players are chosen (So, the 8<sup>th</sup> & 9<sup>th</sup> player are like Super Sub, who can bat/bowl/field). A team can have **maximum of 2 inter-IIT cricket players**.
- **Team composition for girls:** A team of 6 players can be formed.

### **Organizers:**

- 1) Santosh Chauhan:
- 2) Sushant:
- 3) Heet Patel:

# Futsal:

## Game Rules:

- There will be 2 halves of 10 mins each with a half-time break of 5 mins in between.
- Normal football rules applicable with the exception of the off-side rule.
- A player can score a goal only after entering the opposite team's half of the court.
- A team committing a total of 5 fouls will be awarded a one-step penalty against them.
- The penalty has to be a one-step penalty taken from the centre of the court.
- A player awarded with a yellow card will have to be substituted for the next two minutes during the match.
- Any kind of disrespect to the game will be awarded with a yellow card.
- 2 yellow cards in one game will result in a red card, meaning the player will sit out and the team will have to play with one player less for the rest of the match
- In case of a draw, any 3 of the members of the team will participate in a penalty shoot-out (One-step penalties).
- The referee has the final say in any kind of conflict or confusion during the game.
- Rolling substitutions are allowed

## Team Formation Rules

- Girls and boys can form mixed teams.
- A team will comprise of (4+1) on-field players and 3 substitutes (A total of 8 per team).
- A team should comprise of players from minimum of 3 different batches.
- Staff and faculty can form their own teams without any batch restrictions.
- Each player of the team must play a minimum of 4 minutes.
- The entire college is divided into 3 pools namely 'A', 'B' & 'C'.
- Team can consist of at most 2 players from both pools 'A' & 'B' combined.
- Team with two players from pool 'A' must have a girl in their team, playing when both the pool 'A' players are playing on-field.
- Each team will have a Goal-keeper, who will be allowed to use his hands only if a girl is playing on-field from their team.

Pool A	Pool B
Rajat Chand	Raj Shekhar
Hydar Ali	Muzammil Rawoot
Ojas Joshi	M Surya
Aditya Ganesh	Himanshu Bikonia
Vaibhav Joshi	Ankit Bhangе
Aditya Shah	Ramchandra Gawas
Prakash Gautam	Rohit Nanavati
Aniket Mazumder	Rushabh Desadla

Ahmad Zaki	Nishant Patel
Abhishek Ghatraj	Jugal Mehta
Ahamed Naji	Prasanna Raut
Alrick D'souza	Prathamesh Badve
Avinash Joy	Priyanshu
Parag Ramteke	Ayon Biswas
Anshul Yadav	Rajat Goel
Nirmal Jayaprasad	Dinesh Parmar
Puneet Rawat	Manu Pratap
	Shreejit Menon
	Nishant Nandan
	Harsh Gupta

# Foot Volley

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## General Rules

- Only one bounce is allowed every time ball crosses the net.
- Maximum touches allowed = 4
- 3 set game: (15-15-11)
- Every player has to play at least 1 set.
- Height of the net should be 4 ft.
- Consecutive touches by a player not allowed.

## Serve Rules

- Ball can be served by tossing and kicking it.
- A player can serve at max 2 times unless all other team-mates have also served twice.
- Service breaks if they lose the point, the same player can't resume the service when they win their next point.

### *Rules for Girls:*

- Can also use hands for service and playing.

# Team Formation Rules

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- Girls and boys can form mixed teams.
- Team composition: 5 (on field) + 3 (substitutes) – A total of 8 players.
- Team should comprise of players from minimum of 3 different batches.
- The entire college is divided into 3 pools: 'A', 'B', 'C'.
- Team can consist of at most 2 players from both pools 'A' & 'B' combined.
- If the team consists of two players from pool A, there must be a girl member in the team from pool C.
- Staff and Faculty can make their own teams.

Pool A	Pool B
Rajat Chand	Sanchayni Bagade
Hydar Ali	Nikita Patta
Ojas Joshi	Srija Vaddineni
Aditya Ganesh	Sindhu Namana
Vaibhav Joshi	Niharika Prasad
Aditya Shah	Sanjana Rajendran
Prakash Gautam	Pratyusha Challa
Aniket Mazumder	Ankita Joshi
Ahmad Zaki	Vidhi Solanki
Abhishek Ghatraj	Aketi Aparna
Ahamed Naji	Apurva Potturu
Alrick D'souza	Anmol Gaur
Avinash Joy	Maya Kumari
Parag Ramteke	Deepti Gautam
Anshul Yadav	Divya Chaudhari
Nirmal Jayaprasad	
Puneet Rawat	
Raj Shekhar	
Muzammil Rawoot	
M Surya	
Himanshu Bikonia	
Rohit Nanavati	
Rushabh Desadla	
Nishant Patel	
Jugal Mehta	
Prathamesh Badve	

Priyanshu  
Rajat Goel  
Dinesh Parmar  
Manu Pratap  
Shreejit Menon  
Nishant Nandan  
Harsh Gupta  
Abhimanyu Singh

# **HANDBALL**

## Team Formation Rules for Boys

- 10 Boys in one team (7 on-field players + 3 substitutes).
- There should be players from minimum 3 batches in each team.
- Maximum 4 inter-iit players (excluding TT, chess and swimming) are allowed in each team but only a maximum of 3 inter iit players can be on the field at the same time.
- MTech, Phd, MSc, M.A, Staff and Faculty will be considered different batches

## Team Formation Rules for Girls

- 7 Girls in one team (5 on-field players + 2 substitutes).
- Maximum of 4 Inter-IIT (2014) players (excluding TT, chess and swimming) in one team.
- There should be players from minimum 3 batches in each team.
- MTech, Phd, MSc, M.A, Staff and Faculty will be considered different batches

## Game Rules

Two teams of seven players (six field players plus one goalkeeper) take the field and attempt to score points by putting the game ball into the opposing team's goal. In handling the ball, players are subject to the following restrictions: After receiving the ball, players can pass, keep possession, or shoot the ball. If possessing the ball, players must dribble (similar to a basketball dribble), or can take up to three steps for up to three seconds at a time without dribbling. No attacking or defending players other than the defending goalkeeper are allowed to touch the floor of the goal area (within six metres of the goal). A shot or pass in the goal area is valid if completed before touching the floor. Goalkeepers are allowed outside the goal area, but are not allowed to cross the goal area boundary with the ball in their hands. The ball may not be passed back to the goalkeeper when they are positioned in the goal area.

- **Playing field**

Handball is played on a court 40 by 20 metres (131 ft x 66 ft), with a goal in the center of each end. The goals are surrounded by a near-semicircular area, called the zone or the crease, defined by a line six meters from the goal. A dashed near-semicircular line nine metres from the goal marks the free-throw line.

- **Duration**

A standard match for all teams has two periods of 15 minutes with an interval of 5-10 minutes. Semifinals and Finals will have two periods of 20 minutes each.

- **Draw**

In case of a draw during regular time, there will not be any overtime or extra time. The match will be decided by 3 penalties.

- **Field player**

Field players are allowed to touch the ball with any part of their bodies above and including the knee. As in several other team sports, a distinction is made between catching and dribbling. A player who is in possession of the ball may stand stationary for only three seconds, and may take only three steps. They must then either shoot, pass, or dribble the ball. Taking more than three steps at any time is considered travelling, and results in a turnover. A player may dribble as many times as they want (though, since passing is faster, it is the preferred method of attack), as long as during each dribble the hand contacts only the top of the ball. Therefore, carrying is completely prohibited, and results in a turnover. After the dribble is picked up, the player has the right to another three seconds or three steps. The ball must then be passed or shot, as further holding or dribbling will result in a double dribble turnover and a free throw for the other team. Other offensive infractions that result in a turnover include charging, setting an illegal screen, or carrying the ball into the six-meter zone.

- **Awarded throws**

The referees may award a special throw to a team. This usually happens after certain events such as scored goals, off-court balls, turnovers and timeouts. All of these special throws require the thrower to obtain a certain position, and pose restrictions on the positions of all other players. Sometimes the execution must wait for a whistle blow by the referee.

- **Throw-off**

A throw-off takes place from the center of the court. The thrower must touch the middle line with one foot, and all the other offensive players must stay in their half until the referee restarts the game. The defending players must keep a distance of at least three meters from the thrower. A throw-off occurs at the beginning of each period and after the opposing team scores a goal. It must be cleared by the referees.

- **Throw-in**

The team which did not touch the ball last is awarded a throw-in when the ball fully crosses the side line or touches the ceiling. If the ball crosses the outer goal line, a throw-in is awarded only if the defending field players touched the ball last. Execution requires the thrower to place one foot on the nearest outer line to the cause. All defending players must keep a distance of three meters. However, they are allowed to stand immediately outside their own goal area even when the distance is less than three meters.

- **Goalkeeper-throw**

If the ball crosses the outer goal line without interference from the defending team or when deflected by the defending team's goalkeeper, or when the attacking team violates the D-zone as described above, a goalkeeper-throw is awarded to the defending team. This is the most common turnover. The goalkeeper resumes the play with a throw from anywhere within the goal area.

- **Free-throw**

A free-throw restarts the play after an interruption by the referees. It takes place from the spot where the interruption was caused, as long as this spot is outside of the free-throw line of the opposing team. In the latter case, the throw is deferred to the nearest spot on the free-throw line. Free-throws are the equivalent to free-kicks in association football

- **Seven-meter throw**

A seven-meter throw is awarded when a clear chance of scoring is illegally prevented anywhere on the court by an opposing team player, official, or spectator. It is awarded also when the referees have interrupted a legitimate scoring chance for any reason. The thrower steps with one foot behind the seven-meter line with only the defending goalkeeper between him and the goal. The goalkeeper must keep a distance of three meters, which is marked by a short tick on the floor. All other players must remain behind the free-throw line until execution. The thrower must await the whistle blow of the referee. A seven-meter throw is the equivalent to a penalty kick in association football; however, it is far more common and typically occurs several times in a single game.

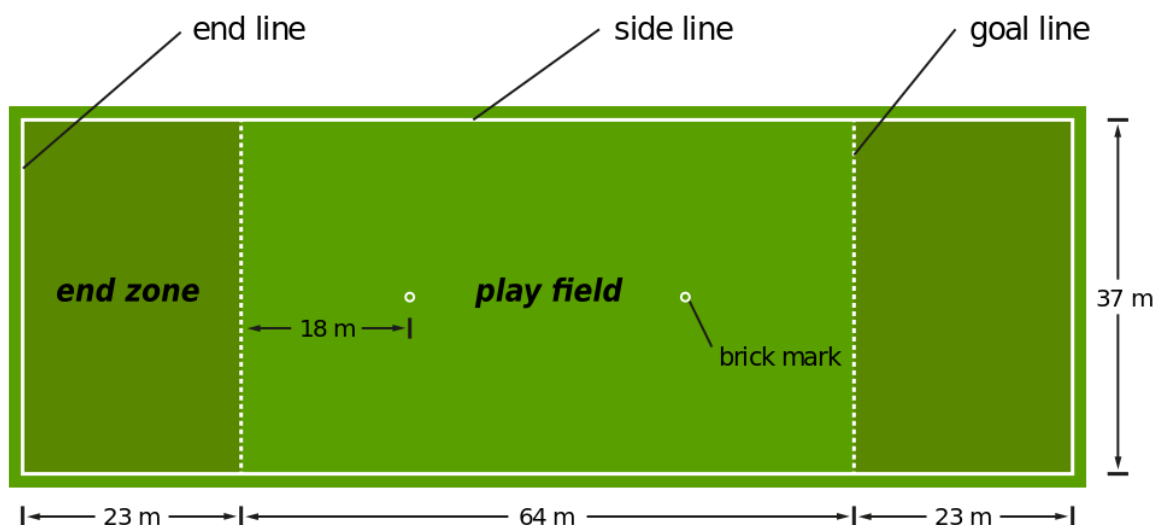
- **Penalties**

Penalties are given to players, in progressive format, for fouls that require more punishment than just a free-throw. Actions directed mainly at the opponent and not the ball (such as reaching around, holding, pushing, hitting, tripping, and jumping into opponent) as well as contact from the side, from behind a player or impeding the opponent's counterattack are all considered illegal and are subject to penalty. Any infraction that prevents a clear scoring opportunity will result in a seven-meter penalty shot. Typically the referee will give a warning yellow card for an illegal action; but, if the contact was particularly dangerous, like striking the opponent in the head, neck or throat,



the referee can forego the warning for an immediate two-minute suspension. A player can get only one warning before receiving a two-minute suspension. One player is only permitted two two-minute suspensions; after the third time, they will be shown the red card. A red card results in an ejection from the game and a two-minute penalty for the team. A player may receive a red card directly for particularly rough penalties. For instance, any contact from behind during a fast break is now being treated with a red card. A red-carded player has to leave the playing area completely. A player who is disqualified may be substituted with another player after the two-minute penalty is served. After having lost the ball during an attack, the ball has to be laid down quickly or else the player not following this rule will face a two-minute suspension. Also, gesticulating or verbally questioning the referee's order, as well as arguing with the officials' decisions, will normally result in a two-minute suspension. If this is done in a very provocative way, the player can be given a double two-minute suspension if they do not walk straight off the field to the bench after being given a suspension, or if the referee deems the tempo deliberately slow. Illegal substitution (that is, any substitution that does not take place in the specified substitution area, or where the entering player enters before the exiting player exits) is also punishable by a two-minute suspension. Modern handball introduced the "fast throw-off" concept; i.e., the play will be immediately restarted by the referees as soon as the executing team fulfills its requirements. Many teams leverage this rule to score easy goals before the opposition has time to form a stable defense line.

# Ultimate Frisbee



## TEAM FORMATION

- For Boys- 11 members: 8 on field, 3 substitutes
- For Girls- 7 members : 5 on field, 2 substitutes
- Minimum of 4 batches in each team
- Max inter-IIT players- 4(4 on field player are allowed)
- Inter-IIT players for Table Tennis, Chess and Aquatics won't be counted as an inter-IIT player
- Every player have to play at least 4 minutes

## GAME RULES

- **Starting the Game:**
  - A coin toss allots the two teams as offense (in possession of the disc) and defence (not in possession of the disc).
  - Players from both teams take positions on the D-lines of their respective goals.
  - Initially the defence has the possession of the frisbee.
  - The defence throws the frisbee to the offense and the game starts.
  - When the offense score, the offense becomes the defence team and switch sides.
- **Passing:**
  - On the first throw of the game or on a throw after any goal scored, a defence player cannot possess the frisbee on first flight. Even if the frisbee touches the ground, offense gets the first possession.
  - Disc can be passed in any direction.
  - If the disc goes beyond the borders on the field, it is considered an outside and the possession switches.

- If a player drops the disc, the possession switches
- A defence player has to maintain a minimum distance of 1 arm length from the offense player in possession of the disc. If not so, will be considered as a foul.
- Offense player is not allowed to run from the position where he/she caught it with the disc still in hand. If so, will be counted as a foul.
- Offense player has only 10 seconds to throw the disc. If not so, will be counted as a foul.
- If a defence player taps the disc while it is in flight, the possession switches, defence becomes offense and vice-versa.
- If a defence player taps the disc while it is in the hands of an offense player, it is counted as a foul.
- In case of any of the fouls mentioned above, the possession switches immediately to the opposite team.
- If a player does 3 fouls, he is out of the game for the whole 30 minutes

### **Scoring:**

- A point is scored when one team catches the disc in the opposing team's end zone.

### **Physical Contact:**

- No intentional physical contact is allowed between the players (referee's decision will be final in this regard, no arguments allowed). If so, it will be counted as a foul and a penalty will be awarded to the opposition wherein they can take a shot from the Free-throw-line at the nearest goal post. The game resumes irrespective of a goal scores or not and the possession remains with the opposition.

### **Substitutions:**

- The total game time is 30 minutes with 2 halves of 12 minutes each and a gap of 6 minutes between the two halves. Substitutes may replace players on field either after a goal is scored or during an injury timeout or in the second half.

### **Organizers**

- Rajesh Meena - 7874929742
- Kartik Mandlekar – 9979897463

# **DODGEBALL**

## Game Rules:

- Each Match will consist of two Games.
- The first game will be conventional Dodgeball of 2 minutes.
- The second game will be of duration 1 minutes with 2 balls.
- In case of draw the second game will be replayed.
- Points will be awarded on the basis of no. of people getting out.
- A player is out if:
  1. He/She gets hit by the ball on any part of the body other than the head
  2. He/She crosses over the circle.
  3. If a throwing team member crosses the circle then that throw is nulled, i.e. the dodging team member can't be eliminated on that throw.
- On the elimination of the whole team during a round, the game will be paused for 15 seconds while the players re-enter the court.
- The Team which eliminates the maximum no. of players will win.

## Team Formation:

Team Formation is completely random.

-Himanshu Chauhan

7874768961

# **No Dribble Basky**

- Game time: 15 minutes (2 halves)
- 4 timeouts per team \*\*

Team formation:

- (3+1) players per team, maximum 1 pool player
- Minimum 2 batches per team

Playing rules:

- Will be played in half court
- Minimum three passes before shot

Score:

- If the player is inside the no charging zone, then +1 point along with 2 free throws
- If a Non-pool scores then the team gets an extra point i.e. +2 otherwise +1.
- Only one-on-one defense.
- Penalty on 5 fouls per quarter. \*\*

Pool Players:

Sakshi

Suman

Aashka

Swathi

Neeraj

Sampada

Gayatri

Ashwini

**Organizer:**

*Suman (7600953158)*

*Prerna (9727825828)*

## **TUG OF WAR**

### **Game rules:**

- Two teams will participate in a match and will be holding rope from two ends.
- The aim of the team is to pull the rope towards their side.
- Whichever team pulls the rope for distance of 2 mts (line marked) toward them first will be declared as winner.

- Only one person is allowed to anchor the rope and should be last member on the rope.
- Rope has to be pulled with palms of hands. Wrapping rope around the hand is not allowed (except for anchored person).
- Every participant has to be barefoot throughout the match.

#### **Team formation rules:**

- Total weight of team members should not exceed 560 kg.
- 20 kgs will be subtracted from each girl member's weight.
- Maximum 2 girls are allowed per team.
- Team should have members from atleast 3 different batches.(Staff, Mtech PhD,MSc and faculty together will be considered one batch)

#### **Organizers:**

- 1) Ravi Teja: 9725727970
- 2) Dev Meena:

## **7-Stones**

#### **GAME RULES:**

- • Each player in a team has maximum two chances of throwing.
- • Each team has to score out minimum 3 players of the opponent team (with no girl) and 4 in case of a girl in opponent team, to get their chance of throwing.
- • Player has to leave the court if he/she is out and if he/she doesn't, it is considered a foul.
- • Whole team is considered to be out if opponent catches the throw that hits the stones.
- • Maximum time for each game will be 20 minutes ,and a team will have to start within 90 seconds after the opponent team completes their satoliya ,otherwise that will be considered a foul and the other team will get the chance.
- • Line cut is a foul.

- • Blocking is not allowed, that may be considered a foul if referee feels it.
- • One point will be deducted for three fouls.
- • In case of Tie, decision depends on the number of fouls that do not count for point deduction.
- • Underarm throwing is not allowed.
- • Umpires decision would be final.

### **Team Formation Rules:**

- • Total number of players in a team = 7.
- • There should be players from minimum three batches.
- • MTech, Phd and Faculty will be considered different batches.

### **Organizers:**

- 1) Bhupendra
- 2) Sowill Dave
- 3) Uday Reddy

## **Kho-kho**

### **Team formation rules:**

1. Girls and boys to form mixed teams.
2. No. of players is 10(8+2).
3. Team should have representation from minimum of three batches.
4. A team with 4 or more post graduate students should have minimum of two batches.
5. Maximum of 5 Inter- IIT players. (excluding TT, chess and swimming)
6. Maximum of 2 Pool A players and 3 Pool B players can be a part of same team.

### **Game rules:**

1. General Kho-Kho rules will apply.
2. There'll be two innings of 10 min.(5min chasing + 5min running, running=> being chased)

3. Both the substitute players must play atleast one inning.
4. NO special incentives are present if girls are a part of the team.

**Organizers:**

- 1) Muzammil Rawoot - 9727696008
- 2) Jitendra Gehlot - 7600176546
- 3) Rajendra Singh - 7359925961

Pool A : Naveen Endla, Mangi Lal, Hydar Ali, Muzammil Rawoot, Rajendra Singh, Lokeshwar Naik, Jitendra Gehlot, Deyyam Avinash, Vijay Bharath, Sai mani pridhvi, Arun Penumaka, Yashwanth Kumar, Nitesh Kumar, Koda Dinesh Kumar

Pool B: Rajat Chand, Nirmal Jayaprasad, Narendra Saraswat, Dipen Somani, Shashank Gautam, Himanshu Bikonia, Alok Singh, Raj Shekhar, Ajmeera Venkanni, Aditya Shah, Ojas Joshi, Nikhil Sharma, Sushil Kumar, Navdeep Prakash, Himanshu Goswami, SSS Ravi Theja, Santosh Chauhan, Pawan Kumar, Venu Agarwal