



GLA
UNIVERSITY
MATHURA

Accredited with **A** Grade by NAAC

GLA UNIVERSITY, MATHURA



PRESENTS



MAITREE '20

28TH February - 1ST March



Accredited with

MAITREE' 20

MAITREE as its name symbolizes represents the environment of friendship combined with competition, sports, stamina, endurance and energized to be a winner. We aim at inculcating the spirit of sportsmanship and propagating the spirit of team work, harmony and peace.

MAITREE has been acclaimed for providing a podium for each person to show off his or her talents and attain the eternal heights of glory while infusing the thrill of a cut-throat competition and extending the colors of friendship among the participating teams. Over a span of 3 high-intensity days, the festival will hold a large number of game events like Cricket, Football, Volleyball, Table Tennis, Athletics, Basketball, Handball, Badminton, Chess and Kabaddi.

SCOPE OF EVENT

MAITREE is a national event i.e open to students from across the nation. With the sportsmanship being the heart of MAITREE, our aim is to encourage maximum participation from our region.. The footfall of the event would easily be over 1200 and combined with the residing population of GLA University itself, the outreach of the event would be over 15,000 people. This would allow us to successfully preach talent and sportsmanship, as an institution and concept.

Note:

- ☐ **The umpire decision will be considered as final and binding to all players and the team.**
- ☐ **No protests will be entertained against the umpire at all. If it happens, the team would be disqualified from the tournament.**
- ☐ **Tournament type i.e. knock-out/pool will be based on the no. of teams registered.**
- ☐ **A participant can represent his/her institute in maximum of two sport.**
- ☐ **For any protest against any player/team you have to submit the filled protest form at registration desk within two hours after the match. Protest form will be available at registration desk. (Protest charges will be Rs. 2000)**

Events:

- **Athletics (Boys & Girls)**

- ☐ 100 m
- ☐ 200 m
- ☐ 400 m
- ☐ 800 m
- ☐ 1500 m
- ☐ 5000 m (only Boys)
- ☐ 4*100 m Relay
- ☐ 4*400 m Relay
- ☐ 4*100 m Nitro
- ☐ Long Jump
- ☐ Shot Put
- ☐ Javelin Throw
- ☐ Discuss Throw
- Triple Jump (only Boys)
- High Jump (only Boys)
- Badminton (Boys & Girls)
- Basketball (Boys & Girls)
- Chess (Boys & Girls)
- Cricket (Boys)
- Football (Boys)
- Handball (Boys & Girls)
- Kabaddi (Boys)
- Power Lifting (Boys)
- Table Tennis (Boys)
- Volleyball (Boys & Girls)

Recreational Events:

- Futsal (Boys)
- Tug Of War

ATHLETICS

Rules:

- Maximum 2 competitors are allowed in an event from a college.
- An Athlete can participate in 4 events (2 individual and 2 relays).
- For Relay, an athlete can participate either in 4x100m relay or 4x400m relay and 4x100m Nitro relay (Boys and Girls mixed relay).
- All events will be conducted according to AFI rules.
- In situation of any foul in running events, only the athlete will be disqualified (in the first foul itself) not the whole event.
- If an athlete will not report on track, after a final call, he/she will be disqualified from that event.
- Any kind of interference/misconduct during the match will lead to disqualification of the team.
- No outside video, photo or any kind of media footage will be accepted for the change in the result of the events. Officials decision will be final.





Rules:

- ☐ The game will be played on the team basis.
- ☐ Number of Players in a team:
 - ☐ Boys: 5 Players
 - ☐ Girls: 4 Players
- ☐ Boys Matches will be played in the following manner:
 1. Singles
 2. Singles
 3. Doubles
 4. Reverse Single
 5. Reverse Doubles
- ☐ Girls Matches will be played in the following manner:
 1. Singles
 2. Doubles
 3. Reverse Singles
- ☐ Matches will be played according to BAI rules.
- ☐ Teams should report 15 minutes before their schedule matches else that team opposition will be declared winner by walkover.

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BASKETBALL



Rules:

- ❑ All matches will be played according to FIBA rules.
- ❑ The maximum team limit is 12 players.
- ❑ The teams should report at the venue 15 minutes before the game is scheduled to start, failing which a walkover will be given to the opposing team.
- ❑ Each team member should wear a proper kit with number printed on the front as well as on the back.
- ❑ Any kind of interference/misconduct during the match will lead to disqualification of the team.

Rules:

- ❑ Matches will be played according to the FIDE standard rules.
- ❑ Matches will be played single player only.
- ❑ The team must report at the venue 15 minutes before the game is scheduled to start, failing which a walkover will be given to the opposing player.
- ❑ It is a team event and team needs to comprise of 4 players.
- ❑ The pairing system will be of FIDE Swiss System.
- ❑ Arbiter's judgment will be considered as the final decision.
- ❑ Number of matches for each team is 6 which is subject to modification as decided by referee according to the available time.
- ❑ Depending upon number of entries, the event might be done on individual basis too.
- ❑ The points of the team as a whole will be considered for
 - ❑ Players are required to bring clock for their practice. No clock will be provided for practice.
- ❑ It is compulsory to write your moves in the score sheet till first 30 moves.



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C R I C K E T

Rules:

- ❑ A minimum of 11 members and maximum of 15 members are allowed in a team.
- ❑ Every player has to come in proper kit (Colored dress) otherwise the team will be disqualified.
- ❑ All the matches will be played by white leather ball.
- ❑ All International rules will be followed.
- ❑ All the matches will be played on pre- scheduled time.
- ❑ Teams are requested to report 15 minutes before commencing of the match.
- ❑ There will be no change in team in any circumstances after registering the team.
- ❑ In case of tie, there will be a super-over. If super-over is also tied then there will be a ball out deciding winner.
- ❑ Umpire decision will be final and bound to every player.



Rules:

- ❑ Games will be played according to the usual rules laid down by FIFA.
- ❑ Maximum number of players allowed per team=16 (11 playing+5 extras).
- ❑ Every team should be present at least 30 minutes before the scheduled starting time of the match, failing which a walkover will be given to the opposing team.
- ❑ All players should come in proper kit.
- ❑ The decision of referee will be final.
- ❑ The duration for the match is 40-10-40.



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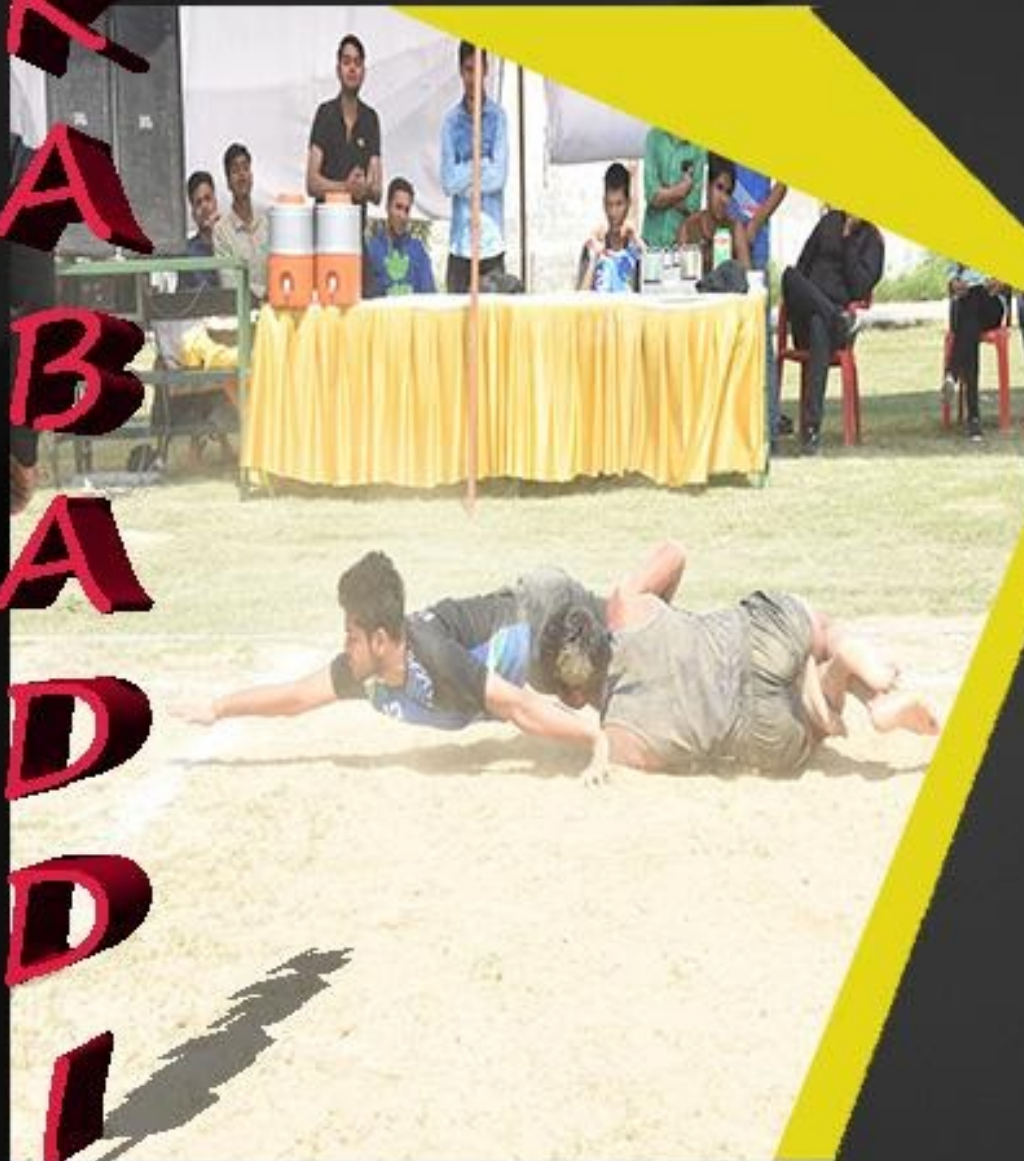
H A N D B A L L

Rules:

- **The Playing Court:** The court measures 20 meters by 40 meters. The goal opening is 2 meters by 3 meters.
- **Number Of Players:** There are seven players on each team (six court players and one goalkeeper). A maximum of 12 players may dress and participate in a game for each team. Substitutes may enter the game at any time through own substitution area as long as the player they are replacing has left the court.
- **Uniform Of the Players:** Uniform shirts and shorts are of same color. The goalkeeper must wear a different color shirt from the teammates and opponents. No jewellery is allowed.
- **Referees:** There are two referees, a court referee and a goal . Referees will have complete authority. Their decisions are final. The referee are assisted by a timer and a scorer.
- **Duration Of the Game:**
 - Two 15-minute halves and 5-minute half time break. This is running time except for injury or one team time-out(1 min) per half. Extra time consist of two 5-minute periods.



KABADDI



Rules:

1. All the matches should be played according to the rules of PRO KABADDI LEAGUE.
2. The matches will be played on the mat.
3. The team shall report 15 minutes prior before their scheduled match.
4. Each half will be of 15 minutes. In semi final and final each half will be of 20 minutes.
5. Each team must have atleast 9 players. 7 playing and 2 reserve.
6. Any type of interference or misconduct during the match will lead to disqualification of team.
7. No outside, photo or any kind of media photage will be accepted for the change in the results of the match.
8. Each team shall have their own proper kit.
9. Officials decision will be final.

Rules:

1. There will be an individual game.
2. Maximum 2 player are allowed from a college
3. Matches will be played according to TTFI rule.
4. Males and females match will be played separately
5. The player shall be reach the game venue 15 minutes before the game scheduled to begin, failing which a walkover will be given to the opposing player
6. Referee's decision will be final
7. This is knock out tournament





Rules:

- ❑ A minimum of 6 members and maximum of 12 members are allowed in a team with libero if required.
- ❑ Matches will be played Best of Three and final match will be played Best of Five.
- ❑ All players should come in proper kits (shorts, t-shirts).
- ❑ Teams should report 15 minutes before their scheduled matches else the opposition team will be declared winner by walkover.
- ❑ Any kind of interference/misconduct during the conduction of the game will lead to disqualification of the team.
- ❑ All the rules and standards to be followed, apart from above mentioned are according to FIVB.
- ❑ Libero kit should be of different color.
- ❑ Rotation is mandatory.

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FUTSAL

Rules:

- ☐ Teams may call one one-minute timeout per half (when in possession of ball, ball out of play).
- ☐ The duration of the match is 15-5-15.
- ☐ There is no overtime, injury time or stoppage time.
- ☐ Teams are comprised of 4 outfield players, 1 goalkeeper and 3 substitutes.
- ☐ The goalkeeper must wear a different colour jersey than the outfield players.
- ☐ There is no off- sides in futsal.
- ☐ All substitutions are on the fly, this includes goalkeeping substitutions.





A. List of Events:

- a. Squat
- b. Bench Press
- c. Deadlift

Body Weighing Categories:

Weight Category	Male (in Kg)
I	Upto 53
II	53.01-59
III	59.01-66
IV	66.01-74
V	Above 74

B. Rules :

- a. Only 2 participants would be allowed in each category from a college.
- b. Each competitor is allowed three attempts on each lift. The lifter's best valid attempt on each lift counts toward his competition total.
- c. Once the highest value has been collected for each lift, the total weight lifted in squat, bench press and deadlift added up. The lifter with the highest combined weight lifted becomes the champion. In the case of a tie, the lifter whose body weight is less becomes the champion.
- d. The weight of an athlete's first lift determines their place in the starting order. If they choose to go for a lightweight, they will go earlier in order.
- e. Weighing of players will be started before 2 hours from competition.
- f. During the weighing player must mention his first lift for squat , bench press and deadlift to referee.

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TUG OF WAR

Rules:

1. No inappropriate language will be tolerated toward the judges, fans, or fellow competitors.
2. No competitors will be permitted to compete barefoot.
3. Gloves may be worn.
4. No glue of any kind on hands or rope will be permitted.
5. No wrapping the rope around any body part during the pull unless you are the team's anchor.
6. The first team to pull the mid-rope marker 6 feet beyond the mid-line is the winner.
7. Each competitor will be best-out-of-3. After each pull, teams will change sides.
8. A 15-minute time limit will be set for each game.
9. Teams will have 3 minute between each competition to prepare themselves for the next pull. During that time, competitors may drink water, towel-dry their hands and body, eat, talk strategy etc.



