

**AGNEL POLYTECHNIC, VASHI**

**Presents**

# **ZEST**

## **25-26**

**Power - Passion - Play**

**20TH, 22TH & 23RD DECEMBER**



# ABOUT ZEST

ZEST, the prestigious annual sports event of Agnel Polytechnic, Vashi, is a dynamic celebration of athletic skill, teamwork, and student spirit. The event brings together participants from various departments, creating an atmosphere filled with energy, determination, and friendly competition. With a diverse lineup of sports such as volleyball, cricket, football, athletics, and indoor games, ZEST provides a platform for students to showcase their talent, discipline, and passion for sports.

The event also highlights the strong organizational capabilities of the student committees and staff, who ensure smooth coordination and an engaging experience for all. Over the years, ZEST has grown into a cherished tradition, symbolizing enthusiasm, perseverance, and the vibrant college culture of Agnel Polytechnic. It stands as a reminder that sports are not just games, but powerful experiences that inspire growth, resilience, and lifelong memories.



# GENERAL RULES

- Wearing the **official jersey is mandatory** for every event.
- **Participants must carry their college ID for verification.**
- All players must report 15 minutes before their event or risk disqualification.
- Only registered players are allowed to participate.
- All players must show respect to officials, opponents, and teammates.
- **The umpire or referee's decision is final and cannot be argued.**
- Abusive, disrespectful, or unacceptable behavior leads to immediate disqualification.
- Players must bring their own equipments which are approved by the umpire or referee.
- No unsafe play, pushing, or physical misconduct is allowed.
- Any injury must be reported to officials immediately.
- Unauthorized players entering the field will result in penalties or disqualification.
- No tampering with equipment, court markings, or match setup.
- Players must cooperate with official photography and videography during the event.

# REGISTRATION

- All payments must be made online on the official website: [apvcouncil.in/zest/](http://apvcouncil.in/zest/)
- **After completing the payment, students must keep a screenshot of the payment along with the transaction ID.**
- For team events, only the team leader must make the payment for the entire team.
- For individual events, each participant must pay their own registration fee separately.



**Join our WhatsApp community**  
(Click on the Image)

**LAST DATE FOR REGISTRATION: 13TH DECEMBER**

# PURCHASE JERSEY

- Wearing the **official ZEST jersey is compulsory** for all participants for all events.
- Jerseys must be ordered only through the official link: [apvcouncil.in/zest/jersey](https://apvcouncil.in/zest/jersey)
- Players must wear the jersey during reporting, warm-ups, and matches.
- Not wearing the official jersey will lead to instant disqualification.
- No other jersey or sportswear will be accepted in place of the official one.

**LAST DATE FOR PURCHASING JERSEY: 13TH DECEMBER**



# INAUGURATION

The inauguration of ZEST – the Annual Sports Event of Agnel Polytechnic – will be held in the Agnel Polytechnic Foyer, marking the official start of this year's sports celebrations. The ceremony brings together students, faculty, and organizers, promoting sportsmanship, teamwork, and healthy competition.

We proudly welcome everyone to join us as we commence ZEST and begin an energetic and memorable sports festival.

**DATE: 20<sup>TH</sup> DECEMBER 2025**

**TIME: 08:30 AM - 09:00 AM**

**VENUE: DIPLOMA FOYER**

# SPORTS EVENTS

**Day  
01**

Cricket(Boys)  
Futsal (Girls)  
Table Tennis  
Carrom & Chess  
E-Sports (BGMI & Valo)

**Day  
02**

Football (Boys)  
Kabaddi (Boys & Girls)  
Badminton  
Box - Cricket (Girls)

**Day  
03**

Athletics  
Basketball (Boys & Girls)  
Volleyball (Boys & Girls)  
Tug of War (Boys & Girls)

# CRICKET (BOYS)

DAY 1



CIDCO Ground



09:00 am to 04:00 pm



[apvcouncil.in/zest/cricket](http://apvcouncil.in/zest/cricket)



11 + 4 Subs

- Each team has 11 players on the field with 4 substitutes allowed.
- Every match is played for 4 overs per side, only finals will be of 5 overs.
- The first over is Powerplay with only 2 fielders allowed outside the 30-yard circle.
- LBW is not applicable (no leg-before outs).
- Byes are allowed if the ball goes behind the stumps.
- Wide balls give an extra run and must be bowled again.
- No-ball gives a free hit on the next delivery.
- Overthrow runs are counted.
- Four different bowlers must bowl one over each in matches, except in the finals where one bowler is allowed to bowl two overs.
- Fielders must follow Power play field restrictions in the first over.
- Fielding and bowling must follow basic cricket rules and fair play.



# FUTSAL(GIRLS)

DAY 1



Foyer Area



09:00 am to 10:00 am



[apvcouncil.in/zest/futsal](http://apvcouncil.in/zest/futsal)




5 + 2 Subs

- Each team has 5 players on court (4 outfield + 1 goalkeeper)
- Rolling substitutions are allowed at any time.
- Match duration is 10 minutes per half with a 5-minute break in between.
- There is no offside rule in futsal.
- Kick-ins replace throw-ins when the ball goes out.
- The goalkeeper must release the ball within 4 seconds.
- A goal is awarded only if the ball fully crosses the goal line.
- A goal cannot be scored directly from a kick-in.
- If a knockout match ends in a draw, it goes to a penalty shootout.
- Sliding tackles are not allowed for safety reasons.
- A red card forces the team to play with one fewer player for 2 minutes.

# TABLE TENNIS

DAY 1

 Agnel Sports Complex  11:00 am to 12:00 pm

 [apvcouncil.in/zest/tabletennis](http://apvcouncil.in/zest/tabletennis)

- We have Men's Singles, Men's Doubles, Women's Singles, Women's Doubles, and Mixed Doubles events.
- All matches follow official professional table tennis rules, and the umpire's decision is final.
- Matches are played as best of five games.
- Each game goes to 11 points, and players must win three sets to win the entire match.
- Players alternate serves every two points, and after deuce, serve alternates every one point.
- The serve must be thrown straight up and bounce once on each side.
- Doubles partners must hit the ball alternately during rallies.
- A point is lost for failing to return, double-hitting, or letting the ball bounce twice.
- Players change ends after each game, and at five points in the final game.
- Doubles teams must follow the correct serve and receive order throughout the match.



# CARROM

DAY 1



Seminar Hall



11:00 am to 01:00 pm



[apvcouncil.in/zest/carrom](http://apvcouncil.in/zest/carrom)

- Players must strike from the baseline, keeping at least one finger on the board.
- The first break is decided by a toss; the winner chooses to break or choose a color.
- The player who pockets the first coin claims that color for the rest of the game.
- The queen can be pocketed only after pocketing at least one of your own coins and must be covered by pocketing another coin immediately.
- If the queen is not covered, it returns to the center.
- Pocketing the striker results in a foul and a penalty coin being returned to the board.
- If a player pockets the opponent's coin, one of their own previously pocketed coins is returned to the board.
- Dues and fouls must be cleared before the next turn begins.
- The game ends when one player pockets all their coins and covers the queen (if taken).

# CHESS

DAY 1



Drawing Hall



11:00 am to 01:00 pm



[apvcouncil.in/zest/chess](http://apvcouncil.in/zest/chess)

- All matches will follow official FIDE Laws of Chess.
- All games will be played offline on physical boards.
- Preliminary rounds, Semi-finals and finals will use a 5-minute time control (5+0 Blitz).
- No external assistance or coaching is allowed during any match.
- Any form of abusive behavior or unacceptable conduct will lead to disqualification.
- In case of disputes, the arbiter's/organizer's decisions are final and binding.
- Touch-move rule applies: if you touch a piece, you must move it (unless the touch was clearly accidental).
- A game is considered finished when a player is checkmated, resigns, flags (runs out of time), or an arbiter declares a result based on FIDE rules.



# ESPORTS (BGMI)

DAY 1



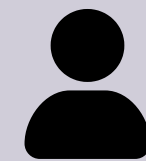
Classroom



12:00 pm to 03:00 pm



[apvcouncil.in/zest/bgmi](https://apvcouncil.in/zest/bgmi)



4 only

- The tournament has Qualifiers followed by Grand Final.
- Teams are divided into Lobby A and Lobby B based on total entries.
- Each lobby plays one qualifier match.
- Top 5 teams from each lobby qualify for the Grand Final (10 teams total).
- The Grand Final winner is decided ONLY by the Chicken Dinner (no points system).
- Qualifier maps: Erangel for Lobby A and Erangel for Lobby B.
- Grand Final map: Erangel only.
- Match settings: TPP, Squad Mode, Asia Server, Red Zone Off, Airdrops On.
- Only organizers can use spectator slots.
- Players must join the room 5 minutes before the match.
- Emulators, teaming, hacking, or illegal tools are strictly prohibited.

# ESPORTS (BGMI)

DAY 1



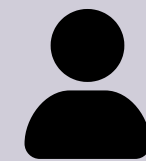
Classroom



12:00 pm to 03:00 pm



[apvcouncil.in/zest/bgmi](https://apvcouncil.in/zest/bgmi)



4 only

- Matches will not be restarted for individual player disconnects.
- Restarts only happen for server-related issues.
- Organizer decisions are final and binding, including map or lobby changes.



# ESPORTS (VALO)

DAY 1



Room No: 208



12:00 pm to 03:00 pm



[apvcouncil.in/zest/valorant](http://apvcouncil.in/zest/valorant)



5 only

- All matches will be played in a custom closed lobby.
- The match mode will be Standard.
- The map played will be the one chosen in the pick/ban phase.
- Cheats must remain OFF at all times.
- Tournament Mode OFF and Overtime Win by Two OFF.
- Players must maintain proper and respectful language and disregarding it will lead to direct disqualification.
- Desktop players must bring their own mouse, keyboard, headset, etc.
- Laptop players must bring their laptop, charger, and accessories.
- The Grand Final will be played as a Best of 3 series.
- The team winning 2 out of 3 maps wins the tournament.

# FOOTBALL

DAY 2



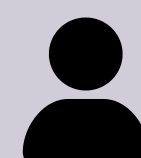
Astro Turf



08:30 am to 03:00 pm



[apvcouncil.in/zest/football](http://apvcouncil.in/zest/football)



11 + 4 subs

- Each team fields 11 players, including 1 goalkeeper, with only 4 rolling substitutions allowed.
- Each match has two halves of 20 minutes with a short halftime break of 5-10 minutes.
- Substitutions can happen only during stoppage of play with referee approval.
- Yellow cards are warnings; two yellows is one red. A red card removes the player and the team continues with fewer players.
- Violent conduct, abusive language, or denying a clear goal chance are red-card offences.
- Matches are refereed by 1 referee and 2 assistant referees, and the referee's decision is final.
- If a knockout match ends in a draw, it goes directly to penalties (no extra time).
- Knockout games use a 5-penalty shootout, followed by sudden death if still tied.



# FOOTBALL

DAY 2



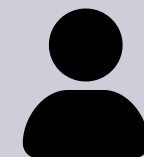
Astro Turf



08:30 am to 03:00 pm



[apvcouncil.in/zest/football](http://apvcouncil.in/zest/football)



11 + 4 subs

- Only players on the field at full time can take penalties; goalkeepers must stay on the line.
- Free kicks must be taken from the exact spot of the foul, with defenders 5 meters away.
- Teams must arrive 20 minutes before kickoff and be ready with line-ups.

# KABADDI (BOYS & GIRLS)

DAY 2

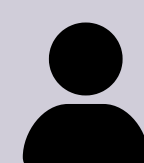
 ITI Ground



11:00 am to 04:00 pm



[apvcouncil.in/zest/kabaddi](http://apvcouncil.in/zest/kabaddi)



7 + 5 Subs

- Each team has 7 players on court and 5 substitutes and may use only use 5 substitutions per match.
- The match lasts for forty minutes with a twenty-minute half, a five-minute break, and another twenty-minute half for men.
- Women's matches may be played for fifteen minutes, followed by a five-minute break, and another fifteen minutes.
- The court size for men is 13m x 10m.
- The court size for women is 12m x 8m.
- Each raid has a time limit of thirty seconds.
- Touching a defender gives the raiding team one point.
- A bonus point is given only when six or more defenders are on court.
- A successful tackle gives the defending team one point.
- An All-Out awards two extra points to the opponent.



# KABADDI (BOYS & GIRLS)

DAY 2



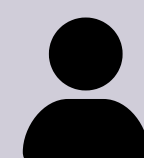
ITI Ground



11:00 am to 04:00 pm



[apvcouncil.in/zest/kabaddi](http://apvcouncil.in/zest/kabaddi)



7 + 5 Subs

- A player is out if they are touched, caught, or step out of the boundary.
- Each point scored revives one player in order.
- Fouls include pulling hair or clothes, twisting joints, stepping out deliberately, not chanting, or delaying play.
- If the match ends in a tie, it is decided by Extra Time, then Golden Raid, then Super Raid Round, and finally a Toss if still tied.

# BADMINTON

DAY 2

📍 Agnel Badminton Court ⌚ 11:00 am to 03:00 pm

👉 [apvcouncil.in/zest/badminton](http://apvcouncil.in/zest/badminton)

- We have Men's Singles, Men's Doubles, Women's Singles, Women's Doubles, and Mixed Doubles events.
- Odd-Even rule will be followed for every match.
- Preliminary round matches are played to 11 points, single set, and the winner advances.
- Semi-finals and finals are played to 15 points, Best of 3 sets.
- Side change occurs after every set, and at 8 points in the 3rd set.
- A maximum of 3 deuces is allowed; after the 3rd deuce, the next point becomes Golden Point.
- A point is won on every rally (Rally Point Scoring System).
- The serve must be below the waist, and the shuttle must be hit in one continuous motion.
- In doubles, the serve must be played diagonally into the correct service box.



# BOX CRICKET (GIRL)

DAY 2



Parking Lot



10:00 am to 12:00 pm



[apvcouncil.in/zest/boxcricket](http://apvcouncil.in/zest/boxcricket)



7 + 2 Subs

- Six runs are allowed only in the long-off region.
- Four runs are allowed from any valid scoring area.
- LBW is not allowed under any circumstance.
- Only underarm bowling is permitted, and the bowler must deliver from inside the box.
- The bowler must clearly call the side (leg side or off side) to the umpire before bowling.
- A direct hit outside the boundary results in the batter being out, except in the long-off region.
- The ball must have only one bounce after crossing the no-ball line; more than one bounce is a no-ball.
- Each team will have 7 players on the field with two substitutes allowed.
- Only direct catches will result in the batter being out.
- One-D and Two-D runs (running between wickets within the box) are allowed.
- Byes are allowed and runs will be awarded accordingly.

# ATHLETICS

DAY 3



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09:30 am to 11:00 am



[apvcouncil.in/zest/athletics](http://apvcouncil.in/zest/athletics)

- Boys events : 100m, 200m, 400m, 800m, Shot Put, and Long Jump.
- Girls events : 100m, 200m, Shot Put, and Long Jump.
- Relay events : Men's 400m Relay, Women's 400m Relay, and Mixed 400m Relay.
- Athletes must stay in their assigned lanes during lane-based running races.
- A race starts only after the official starter's signal.
- Obstructing, pushing, or blocking other runners is strictly not allowed.
- Top finishers qualify for the next round according to event rules.
- In relays, the baton must be exchanged within the exchange zone, and if dropped, it may be picked up as long as no other athlete is obstructed.
- In long jump, athletes must take off before the take-off board; overstepping is a foul.



# ATHLETICS

DAY 3



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09:30 am to 11:00 am



[apvcouncil.in/zest/athletics](http://apvcouncil.in/zest/athletics)

- Long jump will be measured from the nearest landing mark to the take-off line.
- In shot put, the shot must be pushed (not thrown), and the athlete must stay inside the circle until it lands.
- Standard rules will apply for both Long Jump and Shot Put.
- Shot Put weight for boys will be 7.26 kg, and girls 4 kg.

# VOLLEYBALL (BOYS & GIRLS)

DAY 3



ITI Ground



11:00 am to 03:00 pm



[apvcouncil.in/zest/volleyball](http://apvcouncil.in/zest/volleyball)



6 + 3 Subs

- Each team has 6 players on the court with maximum 3 substitutions allowed.
- Volleyball uses the rally point scoring system.
- Matches are best out of three sets.
- All sets are played to 15 points with a minimum two-set lead (8 points in the 3rd set)
- The serve must be taken from behind the end line, and the ball may legally touch the net.
- Each team is allowed 3 touches before returning the ball, and no player can touch the ball twice consecutively.
- A block does not count as one of the team's three allowed touches.
- The ball can be played with any part of the body.
- Players cannot touch the net; only follow-through or blocking after an attack is allowed.
- A ball is IN if it touches the boundary line and OUT if it lands outside the lines.



# VOLLEYBALL (BOYS & GIRLS)

DAY 3



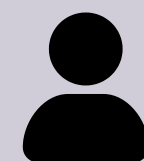
ITI Ground



11:00 am to 03:00 pm



[apvcouncil.in/zest/volleyball](http://apvcouncil.in/zest/volleyball)



6 + 3 Subs

- Back-row players cannot attack from in front of the attack line, and serves cannot be attacked.
- Common faults include double hits, carries, net touch, crossing the center line, and out-of-bounds hits
- A serve must be received and cannot be directly caught, carried, or blocked.
- There will be no player rotation in volleyball for this event.

# BASKETBALL (BOYS)

DAY 3

 Agnel Basketball Court  09:00 am to 01:00 pm

 [apvcouncil.in/zest/basketball](http://apvcouncil.in/zest/basketball)  5 + 5 Subs

- Players can be substituted only during stoppages.
- A field goal inside the arc is worth two points, and a shot behind the three-point line is worth three points.
- Each free throw is worth one point.
- Games are played in four quarters, following standard timing rules.
- If the game ends in a tie, overtime is played.
- Players must dribble while moving; double dribble and carrying the ball are violations.
- Traveling occurs when a player takes more than two steps without dribbling or moves the pivot foot illegally.
- Personal fouls involve illegal physical contact, and shooting fouls award free throws.
- After a team reaches the foul limit, opponents receive bonus free throws.
- Teams must attempt a shot within twenty-four seconds (shot clock rule).



# BASKETBALL (BOYS)

DAY 3

 Agnel Basketball Court  09:00 am to 01:00 pm

 [apvcouncil.in/zest/basketball](http://apvcouncil.in/zest/basketball)  5 + 5 Subs

- Offensive players cannot stay in the paint for more than three seconds.
- A backcourt violation occurs if the ball crosses mid-court and then returns to the backcourt.
- The ball is out of bounds if it touches anything outside the court, and possession goes to the opponent.
- Free throws must be taken behind the line within ten seconds, and players cannot enter the key until the ball is released.

# BASKETBALL (GIRLS)

DAY 3

 Agnel Basketball Court  09:00 am to 01:00 pm

 [apvcouncil.in/zest/basketball](http://apvcouncil.in/zest/basketball)  3 + 3 Subs

- The match will be played on a half court with one basket.
- After gaining possession, the ball must be cleared beyond the arc before starting an attack.
- Field goals inside the arc are worth one point; shots behind the arc are worth two points.
- After a made basket, the defending team takes possession and must clear the ball.
- Players must dribble while moving; double dribble and carrying are not allowed.
- Traveling occurs if a player takes too many steps or moves the pivot foot illegally.
- Physical contact such as pushing, holding, or hitting is considered a foul.
- Shooting fouls award the offensive team one free throw worth one point.
- After non-shooting fouls, the fouled team keeps possession at the top of the arc.
- Offensive players cannot stay in the paint for more than three seconds.



# TUG OF WAR

DAY 3



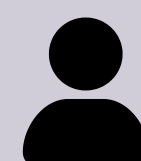
Balbhavan Road



12:30 pm to 02:00 pm



[apvcouncil.in/zest/tugofwar](http://apvcouncil.in/zest/tugofwar)



7 + 2 Subs

- Each team must have an equal number of players on the rope.
- The rope will have a center mark and two side marks to judge the winner.
- The match begins only on the referee's whistle or signal.
- Teams must hold the rope with both hands only.
- No sitting, locking feet, or digging heels into the ground is permitted.
- Players must not touch or cross the center line during the pull.
- Pulling sideways, jerking, or sudden dangerous movements are not allowed.
- Any player who falls must stand up immediately without letting go of the rope.
- A round is won when the opponent's side mark crosses the center line.
- Best of 3 pulls decides the winner of the match.

# PRIZE DISTRIBUTION

The Prize Distribution Ceremony will feature a variety of awards to honor outstanding performances. Winners will receive gold, silver, and bronze medals, along with achievement certificates for both team and individual events.

Rolling trophies will be awarded to champion departments and will continue to represent departmental pride each year.

Winners from every category will be honored for their achievements, and special awards will be presented to recognize exceptional talent, teamwork, and spirit. All participants, faculty members, and guests are invited to join and applaud the efforts of our athletes.

**DATE: 23RD DECEMBER 2025**

**TIME: 03:00PM ONWARDS**

**VENUE: DIPLOMA FOYER**



# **CONTACT US**

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