



## **RULEBOOK**

### **GENERAL RULES:**

1. All participants are required to show a **Photo ID Proof** (Aadhar/Passport/ PAN Card), a **University ID card**, **2 Passport-sized photographs** and a **University document Proof (Bonafide Certificate/Fee receipt)** at the registration desk. This would be to confirm your age and affiliation with a registered University. (Concessions will be made on a case-by-case basis.)
2. Every participating team must represent a single college, i.e. all team players should be students of the same college, and individuals must be currently enrolled in that college.
3. Organizers may ask the players to wear paraphernalia (stickers/headbands/wristbands) for promotional purposes. The videos taken by the Organizing Committee during the event are the intellectual property of Surge and cannot be used for personal promotion.
4. The decisions made by the referees during any event are final and non-contestable. If accounts of misconduct during a sport are reported by players, the Organizing Committee has the authority to pull the team out of running.
5. Any act of misconduct enacted by a player on the grounds of Shiv Nadar IoE will be penalized according to what the Organizing Committee deems fit.
6. The registration fee is non-refundable, non-transferable and non-negotiable.
7. Prize money will be given according to the number of people registering for the sport. It is not negotiable.
8. Consumption and/or possession of any smoking/alcoholic/tobacco substance in any form is not allowed inside the Shiv Nadar IoE campus.
9. If damage to any institutional property is caused by any player, the expenses shall be borne by the player.
10. All players should report to the registration desk 1 hour prior to their match starting time (applicable for the first match during the tournament).
11. All players should report to the court/field 20 minutes prior to their match starting time. If the team is delayed by more than 15 minutes after the match time, a walkover will be given to the other team.
12. If any of the rules are not followed by a player/team, then the entire team will be disqualified from playing any sport for Surge 2023.
13. Besides the above-mentioned, all rules and regulations, as directed by the Shiv Nadar IoE administration, are to be followed.

14. Rules and schedules are subject to change in the spirit of the game and the festival. The final decision rests with the SURGE organizing team.

### **BADMINTON *Men AND Women***

- Badminton will be played on a round-robin cum knock-out basis.
- All players should come in proper kits (shorts, t-shirts).
- Players must have **clean, non-marking shoes** which are to be used only on the court.
- Maximum Players: for Men: 07, for Women: 5
- Minimum Players: for Men: 5, for Women: 3
- A player can play a maximum of two matches, i.e. 1 singles and 1 doubles.
- A tie should be submitted to the referee 10 minutes before the match.
- The team should report to the badminton court 20 minutes before the match.
- Any kind of interference/misconduct during the conduction of the game will lead to the team's disqualification.
- All the rules and standards, apart from those mentioned above, are according to BAI (Badminton Association of India).

### **FORMAT OF MATCHES:**

- The format of the match for Men will be a team event having 3 SINGLES & 2 DOUBLES.
- The format of the match for Women will be a team event having 2 SINGLES & 1 DOUBLES.
- Two Repetitions are allowed. (Two players can play in two events only singles and doubles)

Order of matches for **Men** will be as follows:

- 1st singles
- 2nd singles
- 3rd doubles
- 4th singles
- 5th doubles

Order of matches for **Women** will be as follows:

- 1st singles
- 2nd doubles
- 3rd singles

Any player participating in two matches is entitled to a maximum interval of 15 minutes between them.

### **SCORING SYSTEM :**

- 21 points best of three games will be played, with an extension of up to 30 points.



**BASKETBALL *Men AND Women:***

- FIBA rules applicable.
- Maximum Players: for Men: 12, for Women: 12
- Minimum Players: for Men: 8, for Women: 8
- Each quarter will be of 10 minutes with a 2-minute break between the quarters and 5 minutes at half time.
- Every team member should carry their participant ID. These shall be presented to the event coordinator before the scheduled start of the match.
- If the score is tied at the end of the fourth period, the game shall continue with as many extra periods of 5 minutes as necessary to break the tie.
- If two teams are tied after the group stage, the head-to-head winner between the two teams will advance.
- In case of a triple tie, the point difference will be considered to determine the placing, taking into account the results of the games between those teams that have tied.
- The referees' decision will be considered final and the organizing committee has the right to disqualify a team.

**CHESSE *Mixed*:**

- The game will be played for 60 minutes, i.e., each player gets 30 minutes. ( no increment)
- Each team will have 4 - 5 players ( 4 vs 4 format; 1 reserve player allowed per team but not compulsory)
- In each round, pairing would be done such that each team gets 2 of its players to play with white pieces.
- POINTS SYSTEM: One single player winning his/her match wins 1 point, draw wins 0.5 points and losing wins 0 points for that round.
- Scoring 2.5 or more points by players in a round gives the team 1 point, scoring 2 points gives the team 0.5 points and scoring 1.5 or less points gives the team 0 points for that round.
- THE TEAM WITH THE MAXIMUM SCORE AT THE END OF THE TOTAL ROUNDS WOULD BE WINNER.

**CRICKET Men:**

- Each college team should have a squad consisting of a maximum of 15 players and each player should carry a valid college ID. (Minimum Players - 13)
- The tournament will be played on a knockout basis.
- No requests will be entertained to change the fixtures or the timings of the matches. All teams are requested to make themselves available for all the days of the fest.
- Finals will be 20 overs and all other matches will be 15 overs per innings.
- The matches will be played according to the Standard ICC rules.
- No spiked shoes will be allowed as the matches will be held on a Turf wicket.
- The umpire's decision during the match is final and bound.
- In case of heavy rain, decisions taken by umpires will be final.
- Matches will be conducted with white balls. Teams have to play their matches in coloured kits.

### **FOOTBALL *Men*:**

- The game will be played in accordance with the rules established by FIFA.
- Each team must register a minimum of 14 players and a maximum of 16 players to participate. Each team will be allowed to field a maximum of five substitutes per match.
- In case a team is given a walkover they are awarded a win in that match with a 3-0 scoreline.
- A player who receives two yellow cards or a red card in a match will be suspended for the next match as well. A player who picks up an aggregate of two yellow cards during the tournament will be suspended for the next match. No yellow card(s) will be carried into the semifinal.
- The game will be played in two halves. Each half will be 25 minutes.
- A break of 10 minutes will be given in between the two halves.
- 4 pools will be formed and the top two teams will qualify for the next round. ( The next round fixtures will be decided by the SURGE organizing team. )
- In the group stage the team would be awarded 3 points for a win and in case of a draw 1 point would be awarded to each team.
- In case there are two or more teams with the same number of points , the team with a higher goal difference would qualify for the next round. If they are tied even on goal difference then a penalty shootout would be held between the tied teams. The referees will take out the draws for the penalties in the presence of the captains.
- During the knockout stages in case of a draw the winner will be decided by a penalty shootout. Extra time will not be played.
- The decisions taken by the referee will be the final.

### **DISCIPLINARY REGULATIONS:**

- A player Red carded during a match will be suspended for the entire current match and will not be allowed to play the following match.
- A player sent off for serious foul play, foul and abusive language or repeated serious offenses to the game may be suspended for the rest of the tournament.
- The Usage of Yellow and Red Cards:

#### **Yellow card:**

- The referee shows the yellow card to a player who demonstrates unsportsmanlike behavior, reacts in a bad way with words or gestures, violates the rules of the game, delays the commencement of the game or abandons or enters the ground without the referee's permission.

#### **Red card:**

- The referee shows a red card and subsequently expels an athlete from the competition ground if they are playing in an unsportsmanlike manner, are demonstrating unbecoming behavior, hit an opponent outside the scope of play, stop the ball with their hands and obstruct the opposing team or get a second yellow card in the same game.



### **FUTSAL Women:**

- Maximum Players: 9
- Minimum Players: 7
- 5 players vs. 5 players, one of which will be the goalkeeper.
- A maximum of 4 substitutes will be allowed in each match which will be rolling.
- Teams should arrive at the indicated premises no later than 15 minutes before the start of the match. If a team arrives for a match later than the prescribed time limit, the present team will be awarded a 3-0 result victory over the absent team.
- If both teams fail to arrive at the field before the prescribed time of their match and time limit, the match will be declared a draw with a 0-0 score, henceforth giving 1 point to each team.
- Duration of matches: 40 minutes (2\*20 minutes)
- A break of 10 minutes will be given in between two halves
- Drawn games in the knockout stages will be decided by 5-penalty kicks to each team, followed by sudden death.
- The decision of the referee in all matters pertaining to the playing rules of an individual game is final. The referees along with the organisers, also decide on the winners of the prizes available, and this decision is final.
- The organisers reserve the right to forfeit games or disqualify teams from the Competition as a whole in front of incidences of indiscipline, poor sportspersonship or behaviours threatening the continuation of the tournament from either players or supporters.
- Standard rules of 5-aside apply for the whole duration of the tournament.

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**TABLE TENNIS *Men AND Women:***

- The Surge Table Tennis tournament will be played on a single-league basis.
- For Men: Maximum players:5; Minimum players: 4
- For Women: Maximum players: 5; Minimum players: 4
- The format of the match for Men will be a team event having 2 SINGLES, 1 DOUBLES, and 2 REVERSE SINGLES.
- The format of matches for Women will be a team event having 2 SINGLES, and 1 DOUBLES.
- Repetition of players is not allowed for Men's matches. However, for Women, one player per team may play in 1 singles and 1 doubles.
- No substitution of player/pair shall be permitted under any circumstances once the team is nominated for the competition.
- A tie should be submitted to the referee 20 minutes before the match.
- The order of matches for Men will be as follows:

1<sup>st</sup> SINGLES

2<sup>nd</sup> SINGLES

3<sup>rd</sup> DOUBLES

4<sup>th</sup> REVERSE SINGLES

5<sup>th</sup> REVERSE SINGLES

The order of matches for Women will be as follows:

1<sup>st</sup> SINGLES

2<sup>nd</sup> SINGLES

3<sup>rd</sup> DOUBLES

Acceptable sporting clothing(T-shirt and short pants) suitable for table tennis must be worn at all times in games; white T-shirts to be avoided

- Team Captains will be held responsible for the actions of their team members.
- AIU(Association of Indian Universities) Rules will be followed for the tournament.
- The decision made by the chief referee will be considered as final.





**VOLLEYBALL *Men AND Women:***

- All league matches will be of 3 sets. In the case of a 1-1 tie, the deciding 3rd set is played to 15 points. The semi-finals and final will be of 5 sets. In the case of a 2-2 tie, the deciding 5<sup>th</sup> set is played to 15 points. The rest of the sets would be of 25 points each.
- A team that, without any justifiable reason, does not appear on the playing court on time will lose the chance of playing and the points will be awarded to the opponents.
- A valid reason has to be put forward to the OFFICIALS OR JUDGES and their decision remains final.
- However, the team can continue participating in the competition.
- Before the start of each set the coach or the captain would present the starting lineup of his/her team on a line-up sheet.
- Once the line-up sheet has been submitted no changes can be made without a regular substitution.
- If two or more faults are committed successively only the first one is considered.
- If faults are committed by both teams simultaneously, then the point becomes void, i.e., it is a common point.
- Total number of players 12, including the Libero.
- Each team can request a maximum of 2 time-outs and 6 substitutions per set.
- The “Rotation” rule will be followed during all the matches unless both teams agree to play “fixed”.
- There must be a completed rally between two separate substitution requests by the same team.
- Time-out requests must be made by showing the corresponding hand signal when the ball is out of play and before the whistle for service.
- All requested time-outs last for 30 seconds.
- The referee’s decision would be the final decision.
- Other international laws would be followed according to FIVB rules.

**SQUASH *Men AND Women:***

- Rules of the Squash Rackets Federation of India shall apply unless otherwise modified in these rules.
- The tournament shall be played in singles only and on a league- cum knock-out basis. The knock-out system shall be followed only amongst the first four teams.
- A team may consist of a maximum of 6 and a minimum of 3 players.
- Each university shall clearly state the ranking order of its team while sending the entry. The reserves shall be ranked at the bottom. '
- In the event of inability of a playing member to participate, the ranking order shall be changed in such a way that only the player following him in the ladder takes his place and subsequently, the ranking status of the other players shall be affected in the same way.
- Each game shall be decided as the best of five sets.
- Not more than six merit certificates shall be awarded to a team.

## **ATHLETICS *Men AND Women:***

### **General**

- Bibs will be distributed to all athletes; they are to keep the bibs safe and wear them in front. The bib should be clearly visible. Any athlete without a bib will not be allowed to participate.
- Any protest by an athlete/college should be raised by the team captain before the start of the next session. The officials will make the final decision.
- Event schedule will be released a day prior to the start of Surge. There might be a change in the same depending on weather conditions.
- Standard World Athletics Rules will be followed.
- Any event with less participation may be cancelled by the organising committee.
- Prizes: Gold, Silver and Bronze medals will be given for each event. There will be an Overall Champion and Runner Up Trophy for both Men's and Women's Teams. There will be trophies for Best Male and Best Female athlete declared. Cash prizes will only be awarded to the top 2 athletes/relay teams in each event.

### **List of Events**

- Men: Sprints- 100m, 200m, 400m, 4X100m, 4X400m;  
Middle- 800m, 1500m, 5000m  
Throws- Shot Put, Discus Throw
- Women: Sprints- 100m, 200m, 400m, 4X100m, 4X400m;  
Middle- 800m, 1500m  
Throws- Shot Put, Discus Throw

### **Points System**

An athlete's ranking in an event will determine the points to be added to the athlete's college team in the Men's/Women's Team Athletics Championship. The distribution of points is as follows:

1st Place- 5

2nd Place- 3

3rd Place- 2



#### 4th Place- 1

Points will be doubled for relays.

In case of a tie, equal points shall be given to the athletes and colleges involved in the tie by taking the average of the total points in those rankings. Example: 2 athletes tied for 1st place, points given to each college=  $(5+3)/2=4$

The college with the most points at the end will be the overall winner, and the college with 2<sup>nd</sup> highest points will be the runner-up. In case of a tie, the college with more golds (relay counts as 1 medal) will be placed higher; if they are the same, then silver, bronze and finally, 4<sup>th</sup> place finishes will be used as a tiebreaker.

Maximum number of Events allowed per athlete: 3 Individuals + 2 relays

Each college can have up to 3 athletes in each event and 1 relay team in relay events. The host team can have up to 5 athletes/event and 2 relay teams in relay events.

Best Athlete (Male and Female) will be decided by the total number of individual points won. In case of a tie, the number of gold, silver and bronze medals will be given preference in that order.

### **Track Events**

- A 200m Grass track will be used for 200m and above events. 100m straight will be used for the 100m sprint event.

#### **Sprints (100m, 200m, 400m, 4X100m, 4X400m):**

- Only 4-point sitting starts are allowed; athletes/colleges can bring their own starter blocks and use them if required. The host university will try but cannot guarantee providing starter blocks to external athletes/colleges.
- **Qualification Criteria:** Heats will be conducted depending on the number of athletes/relay teams, qualification will be based on time trials, i.e., the fastest times across all heats will qualify. No qualification round will be done for the 4X400 relay, the result will be based on time trials.
- **Lane Allotments for sprints:** In heats, all available lanes may be used and allotment for both heats and lanes will be done by athletes pulling lots. In the finals, lanes will be allotted based on heat times.

#### **Middle Distance (800m, 1500m, 5000m)**

- These races will have direct finals or time trials if the number of participants in an event is higher than feasible in a single race.

### **Field Events**

- **Shot Put:** Women's - 4Kg, Men's - 7.26Kg ; 3 throws each for all athletes, after which 3 additional throws will be provided to the top 8 athletes.



- **Discus Throw:** Women's - 1Kg, Men's - 2Kg ; 3 throws each for all athletes, after which 3 additional throws will be provided to the top 8 athletes.

Please refer to the World Athletics Rulebook:

<https://www.worldathletics.org/download/download?filename=0400178d-ce56-43ff-aa9c-6b4433aafcea.pdf&urlslug=Competition%20%26%20Technical%20Rules%20%E2%80%93%202020%20Edition>

## **TENNIS BOYS AND GIRLS:**

### **Format**

- Teams will be divided into pools and each pool will have matches in a round robin fashion. \*
- The **top two teams** from each pool, at the end of the league stage will qualify to the **semifinals**. \*
- The first-place team from one pool will play the second-place team from the second pool in the semifinals, and vice versa.
- Each match will be played in a one short sets format.
- A short set is played to **four** games instead of six.
- A short tiebreak (to seven) will be played in case the score is 3-3 in the short set.
- A regular two-point deuce will be played in all matches.
- For a win, a team will be awarded two points. In case a match is abandoned due to any unforeseen circumstances, a point each will be awarded to both teams.
- Semifinals match will be played in a one full sets format.
- A single point deuce will be played in all semifinals matches and the receiving team will have the flexibility to choose to receive on Deuce court or Ad court.
- Finals match will be played in a best of three full sets format. all matches in the final fixture will have a regular one-point deuce. The last set will have a super tiebreak.
- A super tie break is just like a regular tiebreaker, but played to 10 points instead of 7.
- In case of a tie in points due to equal number of fixtures won, the number of matches won will be used to break the tie. In case the tie persists, the number of matches lost will be used to break it, and then the number of sets won, and sets lost, if required.

\* - Subject to change depending upon number of teams and other unforeseeable circumstances.



**General**

- Fixtures will start at the scheduled time. Teams are required to warm-up and practice before the start time of their fixture. Each TEAM needs to have **at least three and at most four players**.
- In case a team is not present on court at the start time of their fixture, a walkover will be awarded to the opposition team, in case prior information is not given.
- There will be a 10-minute changeover between matches within a fixture, and players are required to finish warm-up and practice within this time period. Delaying the proceedings may result in penalty points.
- At the beginning of a fixture, a team is required to submit a list of **3-4 players** who will be playing that fixture to the referee, which cannot be changed later.
- Before each match, teams are expected to submit the name(s) of the player(s) who will be playing that match to the referee.
- At times, matches will be running on both courts. Players are expected to behave in a manner that does not in any way disrupt the flow of the match on the other court.
- AITA rules will be followed.
- The decisions of the referees shall be final and binding.

\* - Subject to change depending upon number of teams and other unforeseeable circumstances.