THADOMAL SHAHANI
TSEC
ENGINEERING COLLEGE

HSNC
WHERE IDEAS COME TO LIFE
HYDERABAD (SIND)
NATIONAL COLLEGIATE BOARD

TSEC STUDENTS' COUNCIL PRESENTS

SHAZAM

GET YOUR GAME ON

SHAZAM '23

SCHEDULE

EVENT	DAYS	DATE	VENUE	ENTRY FEE
SPRINT	1 DAY	27TH JAN	KHAR GYMKHANA	50 (100 M) 200 (RELAY)
CRICKOUT	2 DAYS	27-28TH JAN	HOME TURF KANDAVLI EAST	2100
OFFSIDE	2 DAYS	29-30TH JAN	ANDHERI SPORTS COMPLEX	2100
SMASH	1 DAY	30TH JAN	ANDHERI SPORTS COMPLEX	200
CHECKMATE	1 DAY	31ST JAN	DECATHLON ANDHERI	25
STRIKE	1 DAY	31ST JAN	DECATHLON ANDHERI	50

GENERAL RULES

1. In the event of an emergency, a qualified First Aider is always on duty at the reception desk.

2. Decision of the Umpire/Refree/Judge will be final.

3. In case of any dispute/crisis/issues, the say of the organizing committee for the fest will be final.

4. The organizing committee has the right to change the schedule/procedures for the events due to unexpected consequences during the fest.

5. Decency should be maintained. No vulgarity will be tolerated in the event.

6. All participants should abide by college guidelines and SHAZAM fest rules. Inappropriate behaviour and failure to report on time shall lead to direct disqualifications.

7. In any of the complaints or matters of regard, one is expected to get in touch with the organizing committee, i.e. The Organizers Of Shazam.

8. Cleanliness and decorum of the event should be maintained.

9. Any form of cheating resulting in unfair gameplay is strictly prohibited any such act will result in immediate disqualifications.

10. Identification proof of the respective college is compulsory.

11. ALL PARTICIPANTS ENROLLING FOR A PARTICULAR EVENT MUST BE FROM THE SAME COLLEGE.

ATHLETICS

PRIZE POOL : RS. 10,000/-

1. 100 Meters
(For both girls and boys)

1. Participants will be divided into batches of 8 participants each.

2. Each batch will be alloted a time slot, participants not present at their allocated time will be directly eliminated.

3. Runners must remain in their assigned lane for the entire race. If a runner crosses into another runner's lane and is caught, officials will disqualify him/her from the race.

4. Runners may not obstruct other runners' paths with any parts of their bodies.

5. Race begins when the starter fires a starter, if a runner starts before, it is a false start and the race will be halted.

6. Top 2 participants that reaches the finish line from each batch will qualify for further rounds.

7. A runner finishes the race only after his/her trunk crosses the finish line.

8. Jumping the gun can lead to disqualification from the game.

2. 400 Meters (Relay)
(Only for boys)

1.Four teams consisting of four participants each will race at a time.

2.Time slot will be alloted to each team, team should be present at the alloted time otherwise not allowed to participate.

3.Runners must remain in their assigned lane for the entire race.

4. Race begins when the starter fires a starter, if a runner starts before, it is a false start and the race will be halted.

5. Each player has to run 100 metres holding a baton in his hand. When one runner passes the baton to another runner, then another runner starts to run to reach the next player.

6. Top two teams are qualified for the next round.

<u>Rules for Passing of the Baton:</u>

1. The participants should exchange the baton within the exchange zone, and the baton must be carried with bare hands throughout the race.

2. Passers should remain in their lanes after passing the batons so that other runners may not find difficulty.

3. The baton should not be dropped during the race or while passing the baton which would result in disqualification of the team.

4. The baton is exchanged in two methods Over-hand and under-hand.

5. The baton should be held in his right hand while running.

CRICKET (7V7)

PRIZE POOL : RS. 20,000/-

GENERAL INSTRUCTIONS :

- Each team must consist of 7 players (1 GIRL COMPULSORY).
- Matches are to be held in knockout format.
- Setting up wicket keeper is optional.

LOCATION:

Home Turf, Thakur Village Rd, beside Gaurav Shikar CHS Ltd, Kandivali, Huzefa Nagar, Kandivali East, Mumbai, Maharashtra 400101

- Reporting time for all the teams: 8:30 am

Matches will commence from 9 am
27th-28th January 2023

BOWLING:

- Ball type – Tennis.
- 5 overs – Underarm
- A player can bowl only once.
- 1 over mandatorily to be bowled by a girl.
- Sidearm action not allowed.
- Fast objection shall be considered by the batsman on strike.
- Taking Run-ups not allowed.

BATTING:

- Batting Rules of turf to be explained on the same day of the event to the team leaders.
- Players can bring their own bats.
- Fibre bats are not allowed.
- No LBWs will be awarded.
- No leg byes

FOOTBALL

PRIZE POOL : RS. 20,000/-

1. FIXTURES :

The named Team Organizer will be responsible for ensuring that his team fulfils all the fixtures at the correct times and for advising his players of their match times/dates. If for any reason, a team cannot fulfil a fixture, the League Coordinator should be informed at least 2 days in advance.
Failure to turn up for a match at the stated time will result in an automatic defeat. they wil be withdrawn from the league. Itis not possible to rearrange any fixtures.
The first round of Day 1 will be the group stage where all the teams will be segregated into groups of 4. Each team will play a total of 3 matches on Day 1. The top two teams of every group will further move ahead to the round of 16 which will be held on day 2. Every match after the RO16 will be a direct knockout system until a winner has been crowned.

2. SQUAD :

Teams can name a squad of up to 7 players, all of whom can play during a match. Only 5 players may play at any one time, one of whom must be a goalkeeper. Teams can use an unlimited number of rolling substitutions throughout the game. Players must enter and leave the field of play from behind their own goal line. Players may only play for one team in the Competition.
All questions of eligibility of players or interpretation of the rules should be referred to the opposing team captain, or in the final instance, to the League Co-ordinator, whose decision shall be final.

3. TIME :

Day 1:
Each match will be played for 14 minutes with each half consisting of 7 minutes each with a 2-minute break between each half time during which teams must change ends. Teams will be allowed 5 minutes warm up before each match, Captains should toss a coin to decide ends and kick off. All matches must start at the stated time.
Day 2:
Each match will be played for 20 minutes with each half consisting of 10 minutes each with a 2-minute break between each half time during which teams must change ends. Teams will be allowed 5 minutes warm up before each match, Captains should toss a coin to decide ends and kick off. All matches must start at the stated time.

4. PLAYING KIT AND FOOTBALLS :

All players within a team must wear shirts of identical or similar colours. Bibs can be provided if there is a clash in colours on any occasion. Footballs will be provided at the reception desk.

5. START OF PLAY:

Each half of the game will start with a kick off from the centre spot. Captains should toss a coin to decide ends and kick off. After a goal is scored the game will be restarted by the opposing team from the centre spot.

BADMINTON

MIXED DOUBLES

PRIZE POOL : RS. 5,000/-

1. Before starting the game, the opponents toss a coin with the winner choosing:
   a. to serve first to receive first
   b. the side

2. In subsequent games, the winning side serves first.

SCORING SYSTEM:

1.Match consists of 3 games of 7 points each, team winning 2 out of 3 games wins the match.

2. Every time there is a serve - there is a point scored.
   a. A rally is won when a shuttle is hit over the net and onto the floor of the opponent's court.
   b. A rally is lost if the shuttle is hit into the net, or over the net but outside of the opponent's court. A rally is also lost if the shuttle touches the player's clothing or body, or if it is hit before it cross over the net.

3.The side winning a rally adds a point to its score.

DURING THE SERVE, IT IS A FAULT IF :

1.The shuttle is contacted above the server's waist or the racket head is above any part of the hand.

2.The shuttle does not fall into the diagonally opposite service court.

3.Some part of both feet of the server and receiver are not in contact with the appropriate court until the shuttle is contacted by the server.Touching a line with the foot is considered out of the court.

4.It is illegal for a player to hold up his /her racquet to block a return at the net. However, he she may hold it up to protect his/her face or if he she is returning it from within the appropriate receiving court.

5.Any accidental hindrance is considered a "let" and there will be a re-serve. For example, a player or shuttle from another game entering the court.

All Other General Rules For Serving, General Play And Faults Are Applied.

INTRA COLLEGE EVENTS

CHESS

PRIZE POOL : RS. 2,500/-

Note : All General Rules For Board Setup, Piece Movements For Pawn, Knight, Bishop, Rook, Queen, King And Check, Checkmate Are Applied.

Rules :

1. All The Qualifier Games Are Rapid 10+0 minutes (10 minutes with no increment).
2. Every game is a Knockout Game.
3. Number of Rounds will be dependent upon the number of registrations.

4. Touch and Move
   i. If a player touches the piece he has to move it, He cannot move another piece.
   ii. When castling, the king shall be touched and moved first. Players will receive a warning for the first violation of this rule. Thereafter, if the rook is touched before the king, castling is not allowed and the rook must move (if legally possible).
   iii. The touch move rule applies to every player.

5. Clocks
   i. Every player has to download a Chess Timer app prior to the game. Make sure that the timer has a 10+0 setting available on the downloaded app.
   ii. Players must make their move and press the clock with the same hand. Clocks may not be picked up or moved during the game.

6. Won games

A game is won:

i. By checkmate.

ii. If the opponent resigns.

iii. If the opponent runs out of time, provided the following conditions are met: To claim a win on time, a player must notify a tournament official and have mating material. Claiming a win on time is invalid after a checkmate or stalemate has been played, or after a player has resigned or agreed to a draw.

iv. If the opponent plays 3 illegal moves like moving another piece while the player is in check or a move which would put the player king in Check.

7. Drawn games

A game is drawn:

i. By stalemate;

ii. By agreement of the players during the game.

iii. By three-fold repetition (see paragraph below);

If a player has insufficient mating material (lone K, only K+B, or only K+N) and the opponent runs out of time.

iv. Claiming a draw in a position that "cannot be won by normal means" is not allowed with the 5 second delay time control.

1. THREE-FOLD REPETITION:

1. A player may claim a draw if an identical position has appeared on the chessboard at least three times. A game score or the witness of a tournament official is required if there is a disagreement about the claim.

2. There is no penalty for an incorrect claim of three-fold repetition and a tournament official will observe the next 6 moves of the game.

3. A tournament official will declare the game a draw if they witness an identical position has appeared on the chessboard at least five times.

2. EN PASSANT :
En passant is a special movement for pawns attacking pawns. It only applies if your opponent moves a pawn two spaces, and its destination space is next to your pawn. You can take the opposing piece by moving forward diagonal to your pawn's attacked square.

If a game is drawn

1. Players have to play a Blitz Game which will be 3+0.
2. If a blitz game ends up in a draw then players will play a Bullet Game which is 1+0.
3. (ONLY FOR SEMI FINALS AND FINALS)
If a Blitz game ended up in a draw then Armageddon game will be played
In Armageddon, Black has draw odds, meaning that if Black draws the game, then they win, and Black starts with less time on the clock than White.
Here, Black will have 4+0 on the clock whereas white will have 5+0 on the clock.

Dispute resolution And Appeals:

1. Scorers, arbiters and the tournament director are tournament officials and may make any rules claims as stated above.
2. Tournament officials may seek guidance or advice from other tournament officials.
3. Appeals made by a player against a decision of a scorer must be made immediately at the time of decision. The scorer will get an arbiter (or tournament director if an arbiter is not available) to make a decision.
4. Appeals made by a player against a decision of an arbiter must be made immediately at the time of decision. The scorer will get the tournament director to make a decision.
5. The decision of the tournament director is final.

6. Scorers and arbiters are assigned to groups to reduce potential conflict or bias (such as family or students) as best as possible.
7. The tournament director shall defer their power of final decision to another knowledgeable chess player, board member or arbiter if a potential conflict or bias (such as family or students) exists, to the best of their ability.

NOTE:

The above-mentioned rules & regulations are to be strictly followed by the team. If there is any disobedience with regards to the rules & regulations by any team. It may result in a fine, disqualification or both.

CARROM

PRIZE POOL : RS. 2,500/-

1. Sinking the striker costs you one piece and your turn. But, if you sink a piece in the same shot, then two come up and you shoot again.

2. After sinking the striker, your opponent places the due piece(s) within the center circle. If you haven't sunk one yet, you owe one.

3. If while shooting for the queen you also sink one of your pieces, the queen is automatically covered, no matter which went first.

4. If a piece jumps off the board, it is placed on the center spot. If pieces land on end or are overlapping, they are left that way.

5. If the center spot is partially covered when replacing the queen or a jumped piece, the piece should cover as much red as possible. If totally covered, the piece is placed opposite the next player behind the red spot.

6. If you sink your opponent's piece, you lose your turn. If you sink their last piece, you lose the game.

7. If you sink your last piece before the queen, you will lose the game.