



THADOMAL SHAHANI
TSEC
ENGINEERING COLLEGE



TSEC STUDENTS' COUCIL PRESENTS

SHAZAM

GET YOUR GAME ON

SHAZAM'23

SCHEDULE

EVENT	DAYS	DATE	VENUE	ENTRY FEE
ATHLETICS	1 DAY	27 TH JAN	KHAR GYMKHANA	50 (100 M) 200 (RELAY)
CRICKET	2 DAYS	27-28 TH JAN	HOME TURF KANDAVLI EAST	2100
FOOTBALL	2 DAYS	29-30 TH JAN	ANDHERI SPORTS COMPLEX	2100
BADMINTON	1 DAY	30 TH JAN	ANDHERI SPORTS COMPLEX	200
CHESS(INTRA)	2 DAYS	29 & 31 ST JAN	Decathlon Andheri West	50
CARROM(INTRA)	1 DAY	31 ST JAN	Decathlon Andheri West	50

ATHLETICS

1. 100 Meters

(For both girls and boys)

1. Participants will be divided into batches of 8 participants each.
2. Each batch will be allotted 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)

Team should consist participants from same college.

1. Four teams consisting of four participants each will race at a time.
2. Time slot will be allotted to each team, team should be present at the allotted 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. Team that finishes first is qualified for the next round.

Rules for Passing of the Baton:

- 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.**

BADMINTON

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.

FOOTBALL

Team should consist participants from same college.

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 will be withdrawn from the league. It is 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.

CRICKET (7V7)

Team should consist participants from same college.

GENERAL INSTRUCTIONS

- Each team must consist of 7 players (1 girl compulsory).
- Matches are to be held in knockout format.

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 - 4 pm
27th-28th January 2023

- Setting up wicket keeper is optional.

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.
- 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

