

SPJIMR
presents



the annual b-school sports fest

RULE BOOK

JAN 12th to 14th

GENERAL RULES:

1. Each college will have a maximum contingent size of 50 members.
2. SPRINT 2017 will follow an Olympic style of points' tally, with the team earning the maximum number of points being declared as the overall champion. Further to that, teams finishing second and third overall in the points table shall also be awarded.

POINTS SYSTEM

The points for each event will be as per the table given below. Points of the various events for men and women will be combined to determine the overall champions.

Position s	Individual Events /Sports	Team Events / Sports
1 st	5	10
2 nd	3	6
3 rd	2	

The final schedule will be circulated latest by 19th January depending on the turnout of the registered teams.

3. All the sports will be played as per the standard rules except a few changes as mentioned later in the document.
4. Decisions made by the referee and the officials will be final and no arguments will be entertained on the same.
5. Teams are advised to bring their own kits (Racquets, Bats, etc.) for the games they are participating in. Only consumables (Balls, Shuttles etc.) will be provided by SPJIMR.
6. Every player must carry a valid College ID Card, which will be verified at the SPJIMR Campus.
7. The format of the event may change (league to knockouts or vice-versa), based on the number of registrations.
8. The decision of the SPRINT organizing committee would be final in case of scheduling matches, handing walkovers and disqualifications, if any. It is expected that every team obliges to the same.
9. Any violation of the mentioned rules or improper conduct on the part of the participating teams may lead to disqualification from the concerned event.
10. Accommodation for the contingents will be provided on sharing basis. Women's & Men's accommodation will be separate. No special requests will be entertained.
11. Smoking, Alcohol and other illegal substances are banned on the campus. People found in the possession of these substances will be reported to the appropriate authorities.
12. An event will be called off in case there are less than 5 registered participants and/or teams.

TABLE OF CONTENTS

Athletics (Men & Women)	4
Badminton (Men & Women)	5
Basketball (Men & Women)	6
Carrom (Men & Women)	7
Chess (Men & Women)	8
Cricket (Men)	9
Football (Men)	10
Futsal (Men)	11
Lan Gaming	12
Tennis	17
Throwball	18
Table Tennis (Men & Women)	19
Throwball (Women)	20

ATHLETICS

MEN:

Individual Events: 100m, 200m, 400m, 800m, Long Jump, Shot Put

Group Events: 4 X 100m Relay

WOMEN:

Individual Events: 100m, 200m, 400m

Group Event: 4 X 100m Relay

Rules -

1. Each athlete can participate in a maximum of FOUR individual events.
2. Each institute can have a maximum of 2 participants in each of the individual track and field events.
3. One team per institute for the relay events.
4. Best of three attempts will be considered for the final standings in Long Jump and Shot Put.
5. Based on the participation, the organizers may or may not decide to have the heats for track and field events.
6. All other standard rules of the game apply.

BADMINTON

FORMAT

Men's singles, Women's singles, Men's doubles, Mixed doubles, Men's singles

RULES

1. Maximum 2 players can play 2 matches
2. No player can play 2 singles or 2 doubles.
3. Players are requested to come in proper attire (t-shirts, shorts, and Gum sole shoes)
4. Matches will be played on Indoor wooden courts therefore Gum sole shoes are mandatory
5. Matches will be played with feather shuttles
6. All the matches will be knockout based
7. All matches will be best of 3 sets of 21 points each including the finals
8. Standard badminton rules will apply
9. Referee's decision will be deemed final in any case of controversy and that will stand above any challenge by a team

SPOC: Nitin Samanta : 9008836569

Amruta Kadoo: 7709254374



BASKETBALL

Rules-

MEN:

1. Only ONE team per institute comprising a max of 10 players (5 players + 5 subs).
2. Match will be a full court one consisting of 4 quarters (10 minutes each). There will be a break of 1 min between quarters.
3. 1 timeout is allowed per team per quarter (30 seconds duration).
4. Standard FIBA rules apply to all the games.
5. Format will be either round robin or knockout depending on the number of participant teams.
6. Referee's decision will be final and no protests against the same will be encouraged.

WOMEN:

1. Only ONE team per institute comprising a max of 10 players (5 players + 5 subs).
2. Match will be a half court one consisting of 4 quarters (6 minutes each). There will be a break of 1 min between quarters.
3. 1 timeouts are allowed per team per quarter (30 seconds each).
4. Standard FIBA rules apply to all the games.
5. Format will be either round robin or knockout depending on the number of participant teams.
6. Referee's decision will be final and no protests against the same will be encouraged

SPOCs: Himamshu HS – 9036617006

Shruti Narkhede – 7208658490

CARROMS

Rules-

1. Only 1 team (atleast 4 players) per institute would be allowed
2. Every round will be eliminative in nature and will consist of 3 singles and 2 doubles match for every team (similar to the Davis Cup format)
3. All international rules will be followed as per the Carrom Federation website (<http://www.carrom.org/>)
4. The decision for who gets to start the game would be taken by the help of a coin toss
5. The person who starts the game will also be given the liberty to set the pieces on the board
6. Referee's decision will be final and no protests against the same will be entertained

SPOC: Saurabh Sinha: 9825179269

CHESS

Rules-

1. This is a mixed event (No separate Girls team). An institute can field only one team comprising of 3 players, irrespective of the gender.
2. Each match to comprise of 3 games i.e. each player will play against a player from the opponent team.
3. Chess clocks will be used during the matches and each player will get 20 minutes of play time.
4. All the international rules will be applicable.
5. All teams would have a fixed board order during the matches which the captains need to submit before the start of the match.
6. In case of no result within stipulated time, the player whose time runs out first will be declared as the loser.
7. Players need to press the clock with the same hand with which they moved the piece. The opponent team/player may ask the opponent to wait 5 seconds if this rule is violated.
8. Touch to move will be followed strictly. The opposing player can force the opponent to move the same piece that was touched. Once the touched piece is placed at a different position, then the move cannot be taken back (except for illegal moves).
9. Illegal moves are not allowed & the opposing player may ask for time penalty of 20 seconds.
10. Other team members are not allowed to talk to any player during the game & must communicate through the organizers.
11. In case of any discrepancy the organizers may use their judgment to make the final call to which all players should abide by.

SPOC: Pallav Joshi (9662678208)

CRICKET

Rules-

1. There will be only ONE team per institute. The maximum squad size is 15.
2. The matches will be of 12 Overs a side, with the finals being of 15 overs per side.
3. Powerplays
 - a. For all matches except finals, powerplay will be of 4 overs. First 2 overs of mandatory powerplay, 1 over batting powerplay & 1 over bowling powerplay.
 - b. For Finals, powerplay will be of 5 overs. First 3 overs mandatory powerplay, 1 over batting powerplay & 1 over bowling powerplay.
 - c. For mandatory and bowling powerplay, only 2 fielders are allowed outside the 30-yard circle. For batting powerplay, only 3 fielders are allowed outside the 30-yard circle.
 - d. For all non-powerplay overs, a min of 4 fielders are required to be inside the 30-yard circle.
4. For bowling
 - a. For all matches except finals, 2 bowlers can bowl a maximum of 3 overs each and 3 bowlers can bowl a maximum of 2 overs each.
 - b. For finals, 5 bowlers can bowl a maximum of 3 overs each.
5. Runners while batting will not be allowed.
6. The matches will be played with Red leather ball.
7. The participating teams are to bring their own playing kits. It would also include respective team jerseys, track pants and shoes.
8. Game will happen from one end only.
9. In case of a tie, the winner will be decided on the basis of super over.
10. In each game, Man of the Match will be awarded with a trophy and a certificate.
11. The umpires' decision would be considered as final and every team has to abide by the decisions.
12. Other Standard rules apply.

SPOCs: Abhiman Talwar: 80042874160

Abhratanu Datta: 8777630535

FOOTBALL

Rules-

1. An institute can field only one team for the tournament, comprising of 8 on-field players with a maximum of 3 rolling substitutes
2. The matches would be Round-Robin or knockout depending on the number of participating teams
3. The match duration would be of 45 minutes, split in to two halves of 20 minutes each with a 5-minute break in between
4. Extra time (applicable from the semi-final stage) will be of 10 minutes, split in to two halves of 5 minutes each. This will be followed by a penalty shootout if scores remain even.
5. The Offside rule shall not be applicable
6. Standard Yellow & Red Card rules are applicable as per the FIFA regulations.
7. The Referee's decision is final. Arguments with the referee might lead to yellow cards
8. All other standard FIFA rules shall be applicable
9. Gross violations / serious misbehaviour on the field can lead to the entire team being disqualified from the tournament

SPOCs: Subrat Sharma: 8989474084

Yash Mathur: 9868820296



FUTSAL

Rules-

1. An institute can field only one team for the tournament, comprising of 5 on-field players with a maximum of 5 rolling substitutes.
2. The match duration would be of 35 minutes, split into two halves of 15 minutes each with a 5-minute break in between.
3. Penalty shoot outs shall be used to determine the winner in case of a draw in the group stages.
4. Standard Futsal penalty rules are applicable
5. Standard Yellow & Red Card rules are applicable as per the FIFA regulations.
6. Substitutions are rolling and can be done even when the ball is in play with prior information to the referee.
7. A player can come in and go out any number of times during the match.
8. The Referee's decision is final. Arguments with the referee might lead to yellow cards.

SPOCs: Ashish Arora: 8805765660

Gaurav Patel: 9674526424



LAN GAMING

Rules-

1. A student cannot be a part of multiple teams
2. All the members of the team should be Full time MBA students
3. All the participants should belong to the same institute
4. All players should follow the instructions of the event-heads and the coordinators.
5. Any player found using cheat-codes will be immediately eliminated from the tournament.
6. PLAYERS ARE REQUIRED TO BRING THEIR OWN LAPTOP, KEYBOARD, MOUSE AND ANY OTHER GAMING ACCESORY REQUIRED
7. If a player wishes then that player can get his/her own accessories like joysticks, Headphones, and other peripherals to simulate their own best playing environment (optional).
8. In case of any problems while playing, the players should report to their respective event-heads.

Counter Strike

Game Version: Counter Strike 1.6

Tournament format: 5 vs. 5 (Team Play, 5 players per team)

A game consists of 2 periods, each period including 3 rounds. A round lasts 4.00 minutes. One period as terrorists and the other as counter-terrorists for each team.

Winning a round:

1. In general, team that kills all the members of the opposition team wins the round. But if terrorists successfully bomb a base then they win the round and if bomb is successfully defused then Counter Terrorists win the round.
2. Disallowed weapons: D3/AU1 for terrorists and Tactical Shield for Counterterrorist's.
3. A single map will be used for all rounds and it will be decided through coin toss between the teams. A first knife round will decide which team gets to play Terrorist/Counter Terrorist first.
4. A limited amount of time will be given to configure the system to your liking.
5. Once you are dead you cannot prompt your team members.

Game Settings:

- Start money \$800
- Spectate is off, fadetoblack is on.
- Map time: 4 Min
- C4 timer: 45 sec
- Freeze time: 5 sec
- Buy time: 25 seconds
- Friendly Fire: On
- Map List: de_dust2, de_inferno, de_train, de_nuke (Group Stage)
Dust_1, Assault, Headshot, Snow (Initial Rounds)

Cheating and Rule Violation:

1. The Server Admin has the right to disqualify and dismiss any registered player from the tournament, at their discretion, at any stage of the tournament, for any reason, with no prior warning to the player.
2. Any protests or disagreements with tournament rulings must be made directly to the Server Admin in Reasonable manner at the time of the incident, at which time a prompt decision will be made. The Server Admin's decisions are final.
3. Any competitor or team attempting to use any exploit in a map shall be immediately disqualified and may be removed from the event.
4. Any form of cheating, including but not limited to intentional disconnects, ping flooding, server crashing, etc. Will result in immediate disqualification of the competitor and/or team.
5. The below items are considered as cheating:
 - Using cheat software;
 - Intentional disconnection;
 - Using any settings other than standard and permitted;
 - Using game map bugs;
 - Using scroll bind for duck.
6. The Tournament Organizers reserves the right to cancel or modify the tournament rules if fraud, technical failures or any other factor beyond reasonable control, impairs the integrity of the tournament.
7. The decisions of the organizers of the contest will be final and binding on all the participants.

FIFA

Game Version: FIFA 14

Competition Method: 1 vs. 1

Game Mode: Match mode, LAN play

General Settings:

1. Player can only PAUSE the game when the ball is out of play during his own possession.
2. In case of a draw, it will be decided by a penalty shootout and not extra-time.
3. No player will get a second chance or a trial chance so only one chance is given to all players.
4. All rounds are elimination rounds so only the winner will advance to the next round.
5. Consoles are allowed; initially console players will be matched against console opponents and keyboard vs. keyboard, but in later stages of competition console vs. keyboard matches would be done according to admin's wish in case no other opponents of same type are available.
6. Player changes and strategy changes are limited to 3 times during the game. (The changes before the start of first and second half are not included in this count.)
7. The teams and players abilities cannot be modified arbitrarily.
8. Players on both sides must select the options before they begin the game. The match result will be accepted even if the players, during or after the match, find out each other's settings were different from the official settings.

Game Settings:

- Custom Formations: Allowed
- Custom Tactics: Allowed
- Half-length: 6minutes
- Game Speed: Normal
- Multiplayer Camera: Any (unless a specific camera angle must be used for stage matches). If the players cannot agree on which camera angle to use, a referee shall decide it for them.
- Injuries: On
- Offside: On Bookings: On SubsOnBench: 5 Radar: 2D
- Time/Score Display = ON
- CONTROLLER SETTINGS: Players are allowed to choose any controller settings they prefer.

Disconnects:

- Disconnection: Any connection loss between opponents due to system, network, PC, and/or power problems/issues.
- Intentional disconnection: any connection loss between opponents due to a player's actions.
- Upon judgment by the referee, the offending player may be charged with a default loss.

If a disconnection occurs:

- Admin will confirm the exact score to that point (even if the ball is about to cross the goal line, the goal shall not count), and restart the match.
- Admin will inform the players on exactly how many minutes must still be played in order to complete the match.
- Any players sent off the field (red card) shall count as a goal each for the opponent when the match resumes.
- The Tournament Organizers reserves the right to cancel or modify the tournament rules if fraud, technical failures or any other factor beyond reasonable control, impairs the integrity of the tournament.
- The decisions of the organizers of the contest will be final and binding on all the participants.

NFS

Game Version: NFS Most Wanted

Tournament format: (LAN Play, 4 players per round)

A game consists of 3 rounds, each round being in 2 Sprint and 1 Circuit races. In the incident of a tie, there will be a tie breaker match

Winning a round:

1. Participants who comes first wins the round.
2. Every participant will be provided a set of cars to choose from. No profile cars allowed.
3. Number of rounds increases as the tournament progresses. This information will be announced before the start of each Match.
4. A limited amount of time will be given to configure the system to your liking.

General Game Settings:

- Medium Traffic
- No Performance Impact Setting
- Police Interference as per the consent of the players
- Cheating and Rule Violation
- Disqualification: Intentionally hitting or blocking other participant will lead to disqualification and result in a restart of that round.
- The Server Admin has the right to disqualify and dismiss any registered player from the tournament, at their discretion, at any stage of the tournament, for any reason, with no prior warning to the player.
- Any protests or disagreements with tournament rulings must be made directly to the Server Admin in Reasonable manner at the time of the incident, at which time a prompt decision will be made. The Server Admin's decisions are final.
- Any competitor or team attempting to use any exploit in a map shall be immediately disqualified and may be removed from the event.
- Any form of cheating, including but not limited to intentional disconnects, ping flooding, server crashing, etc. Will result in immediate disqualification of the participant and/or team.
- The below items are considered as cheating:
 - Using cheat software;
 - Intentional disconnection;
 - Using any settings other than standard and permitted;
 - Using game map bugs
- The Tournament Organizers reserves the right to cancel or modify the tournament rules if fraud, technical failures or any other factor beyond reasonable control, impairs the integrity of the tournament.
- The decisions of the organizers of the contest will be final and binding on all the participants.

SPOCs: Rahul Gupta 8295800295

Ankit Yadav 7093322302

TENNIS

Rules-

1. In case of injury or incapacity to play occurs during a match, no replacement will be allowed, and if the player refuses to play (retires hurt), the match will be deemed won by the opponent. Also, the player will be counted as having played that game
2. The break between points can maximum be of 20 seconds and the break between games can maximum be of 90 seconds
3. Breaks / Time-outs will not be allowed during the game
4. 'Dead rubbers' will not be played in the interests of paucity of time to organize remaining events in the meet
5. The order of players proposed to play games should be pre-decided and submitted to Organizing Committee before the beginning of the fixture and cannot be changed thereafter
6. Players need to carry their own racquets. Balls will be provided by the organisers

FORMAT:

MEN:

1. There will be only ONE team from the institute comprising of Minimum 2 and Maximum 4 players per team
2. The event will be played in day/under lights following Standard Tennis rules
3. Each tie will have 3 matches – 2 singles & 1 doubles
4. Order of matches will be 1 singles, 1 doubles & 1 singles
5. Each player can play maximum of 2 matches (1 singles & 1 doubles)
6. Each match will be of 1 set with a tiebreak at 6-6

MIXED DOUBLES:

1. There will be only ONE team from the institute
2. The event will be played in day/under lights following Standard Tennis rules
3. Each match will be of 1 set with a tiebreak at 6-6

Note: Players can represent both Men's and Mixed doubles formats

SPOCs: Pratik Joshi 9423963558

Kartik Chibber: 9001850454



THROW BALL

Rules-

1. There will be only one team representing the institute comprising a maximum of 10 players (7 active players + 3 substitutes)
2. The matches will be played as best of 3 sets of 15 points each. Semi-final and final will be played as best of 3 sets of 25 points each. Service change is counted as a point.
3. 2 time outs allowed per set
4. The ball must be thrown above shoulder (no side arms/under arm allowed)
5. The ball must be caught with 2 hands and thrown with one hand only
6. The ball cannot touch any part of the body beyond the palm
7. Shifting of ball from one hand to another is not allowed
8. The ball must be released within 3 seconds of catching
9. All other standard rules of the game apply

SPOC: Vartika Upadhyay: 8298183308



TABLE TENNIS

Rules-

MEN:

1. An institute can field only one team, comprising of a minimum of 4 players and a maximum of 7 players.
2. The order of the matches would be as follows:
 - 1st Men's singles
 - 2nd Men's singles
 - Men's doubles
 - 3rd Men's singles
 - 2nd Men's Doubles
3. Each of the singles and doubles matches will be the best of 3 games (i.e. a team needs to win 2 out of 3 games to win a match) till Quarter finals and best of 5 games subsequently.
4. Each game will be played for 11 points.
5. Each player can play a maximum of 2 matches (including singles and doubles)
6. A player can play only 1 singles match
7. Participants are required to carry their own racquets. However, the balls will be provided.
8. All standard rules of the game apply.

WOMEN:

1. An institute can field only one team, comprising of a minimum of 2 players and a maximum of 7 players.
2. The order of the matches would be as follows:
 - 1st Women's singles
 - Women's doubles
 - 2nd Women's singles
3. Each of the singles and doubles matches will be the best of 3 games (i.e. a team needs to win 2 out of 3 games to win a match) till Quarter finals and best of 5 games subsequently.
4. Each game will be played for 11 points.
5. Each player can play a maximum of 2 matches (including singles and doubles)
6. A player can play only 1 singles match
7. Participants are required to carry their own racquets. However, the balls will be provided.
8. All standard rules of the game apply.

SPOCs: Sidhant Malhotra: 7022250565

Anurag Arora: 8750276175

VOLLEY BALL

Rules-

1. An institute can field only one team of 9 players, comprising of 6 on field players and 3 substitutes. Formation will be of 3 players in 2 rows.
2. Rotation is not mandatory.
3. Service rotation is compulsory: Minimum 3 players should serve in a round robin fashion
4. Each match will consist of 3 sets (except the finals). Each set will be played in the rally scoring format to 25 points with a must win difference of 2 points.
5. Final match will consist of 5 sets. If there is 2-2 tie going into the 5th set, the teams will only play to 15 points (with a lead of at least 2)
6. The rally will start with the player in the rear right of the court who serves the ball.
7. The opponent will have 3 hits to return the ball.
8. Each team may request up to 2 timeouts of 30 seconds each in a set.
9. All game interval will be of 3-minute duration during which teams will be changing the sides. Interval time extension is at the discretion of organiser.
10. The ground is of standard size and the matches will be played in the day as well as under lights
11. Participants are required to carry their own volleyball for any practice prior to the match.
The volleyballs for the match will be provided by the organizers
12. The decision by the referee is the final and no arguments are allowed
13. Team Captain shall be the single Point of Contact for all communication.

Warmup time: Max 6 minutes on the game court. Extended warmup time is at the discretion of Referee.

SPOCs: Bhavna Sharma: 9711367610

Trishla Choudhury: 7093800365