

THE ANNUAL SPORTS FEST



FEBRUARY

9th to 15th

**Archery • Athletics • Badminton
Basketball • Chess • Cricket
Football • Kabaddi • Kho Kho
Powerlifting • Pool • Snooker
Swimming • Table Tennis • Tennis
Throwball • Volleyball • Yoga**



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GENERAL RULES

- Alcohol, smoking, and the use of banned substances are strictly prohibited on campus.
- Single-use plastic is banned on campus.
- Players must report at least 15 minutes before the scheduled match time. Late arrivals may result in disqualification or a walkover to the opponent.
- Any form of cheating, unsportsmanlike conduct, or misbehavior towards referees, organizers, or fellow participants will result in immediate disqualification.
- In the event of any ambiguity or dispute, the umpire's decision will be final and binding.
- Players must respect event timelines and ensure smooth transitions between matches to avoid delays.
- Participants must follow campus decorum and respect university property. Any damage to property will lead to penalties or fines.
- Only registered players are allowed to participate. No last-minute substitutions or unauthorized changes to teams will be permitted.
- Teams must ensure fair play and good sportsmanship at all times.
- In case of unforeseen circumstances (e.g., weather conditions, technical issues), the organizing committee has the right to reschedule or modify matches as required.
- Accommodation is available at a charge of ₹400 per person per day on a first come, first serve basis with priority for remotely located institutions.
- All participants must carry their Aadhar card and college identity card for verification.
- All teams must present an officially signed and attested NOC from their institution, listing the details of their members.

ARCHERY



Event Type:
Outdoor Compound Archery

1. Shooting Distance: 50 meters.
2. Target Face: 80 cm Compound 6-ring face (scoring zones 10–5 only).
3. Ranking Round Format: 72 arrows per archer.
4. Ranking Structure: 12 ends of 6 arrows
5. Ranking Purpose: Total score determines seeding for elimination bracket.
6. Elimination Format: Head-to-head matches.
7. Match Structure: 15 arrows per match (5 ends of 3 arrows).
8. Winner Rule: Highest cumulative score wins the match.
9. Tie-Break: One-arrow shoot-off; closest to center wins.
10. Bow Limit: Maximum peak draw weight 60 lbs.
11. Sight Rules: Magnification allowed up to x2; no electronic or laser aids.
12. Arrow Rules: Identical arrows, max shaft diameter 9.3 mm
13. Safety Rule: Shooting only on official start signal; arrows retrieved only after "Range Clear".
14. Scoring Rule: Arrow touching higher ring scores higher value; late arrows score 0.

Age Limit: 22 years

ATHLETICS



General Guidelines:

1. Participants must report 30 minutes before their scheduled event. Failure to do so will result in disqualification.
2. Participants are required to wear proper athletic attire, including shoes suitable for track and field events.

Track Events:

100m, 200m, 400m, 800m, 1500m, 3000m:

- Each participant will run in their assigned lane. Switching lanes will result in disqualification.
- False starts will lead to warnings, and two false starts by the same participant will result in elimination.

4x100m and 4x400m Relays:

- Teams must consist of 4 members. Only registered substitutes can replace a team member in case of injury.
- Batons must be exchanged within the designated exchange zones. Dropped batons can be retrieved without hindering other teams.

Field Events:

1. Long Jump:

- Each participant will have three attempts to achieve their best jump.
- The jump must be initiated within the takeoff board. Overstepping the board will result in a foul.
- The measurement is taken from the closest landing mark to the takeoff line.

BADMINTON



- 1.BWF official rules are applicable throughout.
- 2.Yonex Aerosensa 2 Feather shuttles will be used to conduct all matches.
- 3.The teams will be separated into multiple pools where round robin will be played.
- 4.Top teams will then qualify for the elimination round.

Men Team Event:-

- 1.Each team can consist of minimum 4 and a maximum of 5 players. All.colleges are limited to 2 teams.
- 2.Every tie will be conducted as best 3 of 5 matches. Each match will be played as best of 3 sets. Each set will be of 21 points along with deuce.
- 3.There will be 2 doubles and 3 singles events between opposing teams. The order of the events will be:-
 - MS1,MS2,MD1,MS3,MD2
- 4.Any player can play at most 1 match of each format (i.e. the same player cannot play 2 doubles or 2 singles matches).

Women Team Event:-

- 1.Each team can consist of minimum 2 and a maximum of 3 players. All
- 2.colleges are limited to 2 teams.
- 3.Every tie will be conducted as best 2 of 3 matches. Each match will be

4. played as best of 3 sets. Each set will be of 21 points along with deuce.
5. There will be 2 singles and 1 doubles events between opposing teams.
6. The order of the events will be:-
 - WS1, WD1, WS2
7. Any player can play at most 1 match of each format (i.e. the same player cannot play 2 doubles or 2 singles matches).

Mixed Doubles Event:-

1. Every match will be played as best of 3 sets. Each set will be of 21 points along with Deuce.

Age Limit: 22 years

BASKETBALL



1. FIBA rules applicable.
2. Teams should report to the basketball court half an hour before their match.
3. All the players of the team should have the same color of jersey with printed numbers.
4. Use of abusive or foul language during the play can lead to technical fouls or expulsion depending on the referee and the organizing committee.
5. No player should have anything on his/her hand or neck (wrist watch, necklace, ring, kada, bracelet etc.) jewelry of any kind is not allowed and nails have to be cut.
6. Maximum 12 players are allowed in a team.

Age Limit: 22 years

CHESS

Rapid (mixed individual event) –

1. Time control – 10 + 5 (10 minutes + 5 seconds increment)
2. Individual Event
3. Eligibility – Undergraduate student
4. Win Condition – 1 point awarded for a win, 0.5 in case of a tie and 0 for a loss. There will be 7 rounds. (subject to number of entries)
5. The tournament will follow Swiss format. (subject to number of entries)
6. It is an unrated tournament.
7. All fide rules apply unless exclusively stated.
8. In case of a tie, a tie breaker will be held in rapid time format (5 minutes + 5 second increment)

Classical (mixed team event) –

1. Time control – 30 + 5(30minutes + 5 second increment)
2. Team Event – A team must consist of minimum of 4 members.
3. Eligibility – Undergraduate student
4. Win condition – Win is awarded 1 points, tie is awarded 0.5 and a loss is awarded 0, team with a combined total of 2.5 point or above wins the round.
5. 4 boards are laid per table, marked 1-4 and alternating in colour
6. Board order has to be submitted before the round starts.
7. The tournament will follow Swiss format. (subject to number of entries).
8. It is an unrated tournament.
9. All fide rules apply unless exclusively stated.
10. In case of a tie for a position, the team with highest butch and the overall rating will win.
11. Official FIDE rated players have to submit their fide ratings prior the tournament.

CRICKET

1. Maximum of 16 players are allowed per team.
2. All matches will be played with the White ball
3. Tournament will be played in T-20 format and normal T-20 rules apply.
4. Tournament comprises of a Group Stage, Quarter-finals, Semi-Finals and Finals.
5. Tie in the game will be resolved by a super over.
6. Tie in case of points or wins will be resolved by comparison of net run rates of all the matches played by the team.
7. 1 hr 30 mins time limits – Bowling teams are forced to complete their 20 overs within 90 minutes.
8. Each innings is expected to last in the region of 90 minutes, and fielding penalties are often given against the bowling side if they have failed to complete the overs in the required time. This means they can lose one fielder from the outside of the 30-yard circle (used for powerplay) for the remainder of the innings. DL method will be applied in case of rains and the organizers will decide when to stop the match.
9. ICC rules will be applied in every situation.
10. In case of a catch out new batsman has to face the next ball .
11. Organizers and umpires' decision will be final and organizers decision will be held final in cases of clash between the two teams.
12. Impact players are allowed
13. Only players who have played in the League stage can play in the Knockout stages. Team will be disqualified if they add any such players.
14. Universities with multiple branches can't play for the same team.

Age Limit: 22 years text

FOOTBALL



MEN'S TEAM

(11-a-side), Duration of the Game: 40 minutes

Leagues:

- The match length will be 40 minutes, 20 minutes for each half
- Injury time may be added under the purview of the on-field referee to compensate for stoppages.
- A permitted squad with a maximum of 18 players is to be registered at the start of the tournament.

NOTE: Replacements and/or transfer of players during the tournament are strictly prohibited and may lead to disqualification.

- Either of the two teams reporting late will reduce the match duration depending on the delay caused. A walkover will be given for a no-show on a given day.
- If two teams end up with the same points after all games are played, then their goal difference will be checked, if the goal difference is also the same, the goals scored will be looked at, if goals scored are also the same, the goals against will be looked at, if that is also the same then we will look at head-to-head. If head to head is draw, we'll look at yellow cards accumulated in the group stages, whichever team has lesser will go through.

Knockouts:

- Points 1 to 4 of the Leagues' rules stand for Knockouts. If the match is tied in regulation, the match will be decided on penalties.
- The request for added time will only be considered by the on-field referee upon mutual agreement between the captains after considering various factors, majorly the time restriction due to upcoming fixtures. The referee's call will be final in this situation.

Age Limit: 22 years. text

WOMEN'S TEAM

1. The match will be 30 minutes, 15 minutes for each half.
 2. Injury time may be added under the purview of the on-field referee to compensate for stoppages.
 3. A permitted squad with a maximum of 11 players is to be registered at the start of the tournament.
- NOTE: Replacements and/or transfer of players during the tournament are strictly prohibited and may lead to disqualification.
4. Either of the two teams reporting late will reduce the match duration depending on the delay caused. A walkover will be given for a no-show on a given day.
 5. If two teams end up with the same points after all games are played, then their goal difference will be checked, if the goal difference is also the same, the goals scored will be looked at, if goals scored are also the same goals against will be looked at, if that is also the same then we will look at head-to-head.

Knockouts:

1. Points 1 to 4 of the Leagues' rules stand for Knockouts.
2. If the match is tied in regulation, the match will be decided on penalties. The request for added time will only be considered by the on-field referee upon mutual agreement between the captains after considering various factors, majorly the time restriction due to upcoming fixtures. The referee's call will be final in this situation.

Age Limit: 22 years.

KABADDI



1. Each team shall consist of minimum 7 and maximum 12 players.
2. For Men: A player must not exceed a weight of 85 kgs.
3. For Women: A player must not exceed a weight of 75 kgs.
4. The duration of the match 10 – 10 minutes each.
5. In the Semifinal and Final matches, the halves would be of 20 minutes
6. Each Team shall be allowed to take two "Time Outs" of 30 seconds each in each half.
7. In case of any violation, a technical point shall be awarded to the opponent.
8. We are following the rules set as prescribed in Pro Kabaddi.

Age Limit: 23 years (Btech+Mtech)

KHO KHO



1. Team Composition: Maximum of 12 players are allowed per team.
2. Tournament Format: The format will be knockout
3. Match Duration:
 - All knockout matches will consist of two innings.
 - Each inning will have 7 minutes of chasing and 7 minutes of defending.
 - In case of a tie, extra time or a deciding round will be conducted.

Age Limit: 22 years

POOL

Game winning scenario

1. A player legally pockets the 8-ball into the designated pocket after clearing all their object balls.
2. The opponent illegally pockets the 8-ball, such as:
 - Pocketing it before clearing their object balls.
 - Pocketing it in a pocket other than the designated one.
 - The opponent knocks the 8-ball off the table.
 - The opponent commits a foul during a shot that pockets the 8-ball, such as scratching the cue ball or knocking it off the table.

FOULS

1. Failing to strike one's own object balls (or the 8-ball if it's the only one left).
 - Exception: A "split shot" where the cue ball hits both a shooter's and opponent's object balls simultaneously is allowed.
2. No ball contacts a cushion or is pocketed after legal cue ball contact.
3. The shooter does not keep at least one foot on the floor (unless exempt due to disability or lack of a mechanical bridge).

The cue ball is:

- Shot before all balls come to a complete stop.
- Struck more than once during a shot.
- Jumped over an obstructing ball with an illegal jump shot.
- Pushed slowly (not struck cleanly).

The shooter:

- Touches the cue ball with anything other than the cue tip.
- Touches any ball (with body, clothing, or equipment), except when moving the cue ball during a ball-in-hand scenario.
- Knocking a ball off the table.
- Shooting out-of-turn.

On a break shot:

- No balls are pocketed.
- Fewer than four balls touch the cushions (opponent can demand a re-rack or ball-in-hand behind the headstring).

Additional Rules

1. If a ball bounces out of a pocket and lands on the ground, it is considered pocketed, but the striker loses their turn, and the opponent gets ball-in-hand.
2. If the 8-ball is pocketed on the break: The breaker may request a re-rack or have the 8-ball spotted and continue.
3. If the breaker scratches while pocketing the 8-ball, the opponent can request a re-rack or have the 8-ball spotted, starting with ball-in-hand behind the headstring.
4. If the striker is left with only the 8-ball, they are not penalized for fouls committed by the opponent, provided the opponent has remaining object balls.

Tournament Format

- The tournament will follow a knockout format.

Match lengths:

- Early Rounds: Best of 3 (BO3).
- Semifinals: Best of 5 (BO5).
- Finals: Best of 7 (BO7).

Age Limit: 22 years

POWERLIFTING



(THIS COMPETITION INCLUDES ONLY CLASSIC POWERLIFTING)

WEIGHT CLASSES FOR MEN:

- 59-66
- 66-74
- 74-83
- 83-93
- 93+

WOMEN'S CATEGORY: OPEN

- Wilks Calculator will decide the winners

EQUIPMENT ALLOWED:

- Non-supportive suit(singlet)
- Lifting belt
- Lifting shoes
- Knee sleeves
- Wrist wraps
- Chalk and baby powder
- Ammonia powder (not in front of the audience)

EQUIPMENT NOT ALLOWED:

- Knee wraps
- No chalk to the equipment (only to the lifter)
- Wrist straps
- Supportive lifting suit/shirt

SQUAT:

1. Squat begins with a “squat” command and visual hand sign upon the nod of the lifter who is ready to squat.
2. Depth: The top surface of the leg at the hip joint is lower than the center of the knee joint.
3. Stand up and lock your knees.
4. Rack the bar when the “rack” command is given.

Causes for disqualification of a squat:

- Failure to observe the Referee's signals
- Double bouncing at the bottom of the lift
- Downward movement during ascent
- Failure to reach the depth
- Contact of elbows or upper arms with the legs
- Dropping or dumping the bar after the lift

BENCH:

1. Begin with a "start" command (lifter's arms should be locked)
2. Once the bar is motionless on the chest, a "press" the command will be given out.
3. Once the arms are locked out, the judge will give "rack" command.

Causes for disqualification of a bench press:

- Failure to observe the Referee's signals
- Any raising movement of the head, shoulders, or buttocks from the bench during the lift
- Sinking the bar into the chest after it is motionless for an easier lift.
- Downward movement during the ascent
- Bar is not lowered to the chest or is touching the belt
- Failure to lock the arms at the completion
- Lifting of the feet or if the feet are not flat on the platform
- Failure to lower the underside of both elbow joints' level with or below the top surface of the shoulder joint

DEADLIFT:

1. Pick up the bar without any command and stand erect.
2. Knees should be locked and shoulders back.
3. Wait for the "down" command.
4. The lifter should stay with the deadlift until it is back to the ground.
5. Any raising of the bar or deliberate attempt to do so counts as an attempt.

Causes for disqualification of a deadlift:

- Any downward movement of the bar before it reaches the final position
- Failure to lock the knees or stand erect with shoulders back
- Supporting the bar on the thigh
- Stepping forward or backward or laterally during the lift
- Lowering the bar before the Referee's signal
- Dropping the bar after the lift

NOTE: -

- Any misbehavior during the event shall not be entertained.
- The final judgment of the referees will be considered.
- To pass the lift you need a good lift from at least two referees.

Age Limit: 22 years

SNOOKER

General Overview

1. Equipment and Setup:

- Snooker is played on a baize-covered table with pockets in all four corners and in the middle of the long side cushions.

2. The game uses:

- white cue ball.
- 15 red balls, worth 1 point each (can also be played with 10 red balls).
- 16 colored balls:
- Yellow (2 points), Green (3), Brown (4), Blue (5), Pink (6), and Black (7).

Objective:

1. A player or team scores points by potting red and colored balls using the cue ball.
2. The player or team with the highest score wins the frame (individual game).
3. A match is won by achieving the best-of score from a predetermined odd number of frames (to prevent ties).

Common Fouls:

1. Potting the white cue ball (in-off).
2. Hitting a ball other than the white cue ball with the cue.
3. Making any ball land off the table.
4. Touching the cue ball with anything other than the cue tip (except when positioning the cue ball "in-hand").
5. Playing a "push shot" (cue ball in simultaneous contact with the cue tip and another ball, except when moving it away from a "touching ball").
6. Playing a "jump shot" (cue ball leaves the table's surface and jumps over a ball before striking another ball).
7. Playing a shot with both feet off the ground.
8. Frame-Ending Situations

Foul on the Black:

- When the black is the only ball left, the frame ends after a foul.
- The player with the highest score (after penalty assessment) wins the frame.

Failure to Hit a Ball "On" Three Times:

- If a player misses the ball "on" three consecutive times while having a clear shot, the opponent is awarded the frame.
- The rule does not apply if the player is snookered.

Tie After the Final Black:

- If scores are tied after the final black is potted, the black is "respotted," and the cue ball is placed "in-hand."
- The referee tosses a coin, and the winner of the toss decides who takes the first shot.
- Play continues until the black is potted or another frame-ending scenario occurs.

Tournament Format

1. The format is knockout with 6-ball frames.
2. Match lengths:
 - Early Rounds and Semifinals: Best of 3 frames (BO3).
 - Finals: Best of 5 frames (BO5).

Age Limit: 22 years

SWIMMING



Categories:

1. Men's Events: Freestyle, Backstroke, Breaststroke, Butterfly, Medley(50m,100m,200m)
2. Women's Events: Freestyle, Backstroke, Breaststroke, Butterfly, Medley(50m,100m,200m)
3. Relay Events: 4x50m Freestyle Relay, 4x50m Medley Relay

General Rules:

1. Official FINA rules apply to all events.
2. Participants can enter 2 individual events and 1 relay event.
3. Colleges can register up to 6 swimmers per gender and 1 relay team per event.
4. Proper swimming attire is mandatory (swim caps required). No performance-enhancing gear is allowed.
5. Participants must report to the poolside 30 minutes before the start of their respective event. Late reporting may result in disqualification.

Event Format:

1. Heats and Finals: Top 8 swimmers/teams from heats qualify for finals. Ties will result in a swim-off.
2. Scoring- to determine best team: Top 6 finishers earn points (1st: 10, 2nd: 8, 3rd: 6, 4th: 4, 5th: 2, 6th: 1). Relay events have double points.

Additional Guidelines:

1. Safety: Lifeguards and medical assistance will be available on site. Participants must follow all safety instructions.

Age Limit: 22 years

TABLE TENNIS



1. A minimum of 3 and a maximum of 4 players per team.
2. Each team match will be best of five individual matches.
3. Order of play of each of these individual matches is as follows:
 - 2 Singles; 1 Doubles; 2 reverse-singles in the standard ABC vs. XYZ format i.e., A-X, B-Y, C-Z, A-Y and B-X.
4. Each individual match will be played best of 5 sets of 11 points each.
5. All matches would be played with Stag 3 star Supreme white plastic balls.
6. For any in-game arguments, the referee's call would be final.
7. Ranking Format for Both Events (in case of a tie in the group stages):
 - In case 2 teams have the same number of victories at the end of the group stage, the team with the least sets lost will be ranked higher.
 - If the above criterion is still not sufficient, the team with the least points lost will be ranked higher.
8. Individuals may be conducted after completion of team events (or simultaneously with team events) depending on time left and number of entries.
9. MEN'S: Single matches in group stage will be best of 3 till quarters and best 5 in semi finals and finals.
10. WOMEN'S: Each match will be best of 5 till finals
11. 6 singles are allowed from each college.

Age Limit: 22 years

TENNIS



Team Eligibility:

- A team must consist of a minimum of 2 players and a maximum of 4

Tournament Format:

- The tournament will follow a league cum knockout format. Each teammatch will consist of a series of singles, singles and doubles in Davis cup format.
- Matches will be best of 15 Games subject to change based on the number of registrations.

Categories:

1. Men's Group Event
2. Women's Group Event

General Rules and Regulations:

1. This is an open, group event.
2. This is a non-ranking tournament.
3. Rackets should be brought by the participant. Balls will only be provided for the matches. A warm-up time of 5 minutes will be given to players before the match.
4. Draws will be communicated in advance. All rules of the International Tennis Federation will be followed unless specified otherwise.

Game Rules:

1. Winning Requirements – First to win 8 games.
2. Every match has only a two-point deuce (except for doubles, which will have a one-point deuce).
3. At a tied score, a tiebreaker will decide the winner. (First to 7 points with a difference of 2).
4. Please note all match formats are subject to number of entries and will be finalised prior to match day.

Age Limit: 22 years

THROWBALL

Team Composition

1. Number of Players:

- A team consists of 7 main players on the court.
- Up to 5 additional players may be registered as substitutes.

2. Substitutions:

- A maximum of 3 substitutions is allowed per set.

3. Positions:

- Players are arranged in a rotational order.
- Rotations occur in a clockwise manner upon gaining service.

Match Format

1. Sets:

- Matches are played as best of 3 sets.
- The first two sets are played to 25 points.
- The final set (if required) is played to 15 points.

2. Timeouts:

- Each team is allowed 2 timeouts per set.
- Each timeout lasts 30 seconds.

3. Match Format and Tournament Structure:

- The tournament format (league/knockout) will be decided based on the number of teams registered.

4. Final Decisions:

- In case of ambiguity or disputes, the umpire's decisions are final and binding.

Gameplay Rules

1. Service:

- The ball must be served from behind the service line.
- A service should be done within 5 seconds when the whistle is blown.

2. Ball Contact:

- The ball must be caught cleanly and thrown in one motion.
- No hand shifting should be done after catching the ball.
- Double touches or holding the ball for too long are considered fouls.

3.Scoring:

- Rally scoring system is used (points can be scored on every serve).
- A team wins a set by reaching the required points with a minimum lead of 2 points.

4.Rotations:

- Players must rotate positions after gaining service from the opponent.

Fouls

1.Service Faults:

- Stepping over the service line.
- Ball touching the net during service.

2.Play Faults:

- Ball not crossing the net.
- Catching the ball with two hands or improper throwing technique.
- Players stepping out of the court during play (except the server).

3.Rotation Faults:

- Failure to rotate positions correctly.

Age Limit: 22 years.

VOLLEYBALL



General rules:

- 1..All standard FIVB rules are applicable.
- 2.Maximum players allowed in a team-12.
- 3.For MEN, the "Rotation" rule is mandatory.
- 4.For WOMEN," Rotation"will be followed only if both teams agree or else "fixed."
- 5.The tournament's format will be decided upon by the number of teams registered.
6. All league/knockout matches will be best out of 3 sets. The first two sets will be 25 points, and the final set will be 15.
- 7.Number of timeouts: the regulation allows requesting two timeouts per set to each team, with a duration of 30s.

Age Limit: 22 years

YOGA

1. Holding time for each asana will be 30 seconds (excluding Surya namaskar).
2. Optional asanas will be as per the choice of the competitor but holding time will remain 30 seconds.
3. Only those who qualify in the first round will be competing in the final round.
4. The judge will be free to move around in order to observe the different aspect of the posture from different angles during the retention period.
5. He/She can ask any competitor to perform any Yogic exercise again.
6. The efficiency of Yogic exercise will be judged on the basis of degree of flexibility required in each exercise, duration of retention of the position, calmness and final position maintained their in.

Age Limit: 22 years

Marks

1. Surya Namaskar 10 marks
2. Compulsory Asanas 50 marks (part A 25 & B 25 marks)
3. 10 marks for optional asanas.

Format:

1. 12 Surya namaskars (with chanting of mantras) in group
2. Round A: 5 compulsory asanas and 1 optional asana
3. Round B: 5 compulsory asanas and 1 optional asana

Round A Compulsory Asanas:

1. Setubandhasana
2. Gomukhasana
3. Ushtrasana
4. Parsvottanasana
5. Ardamatsendrasana

Round B Compulsory Asanas:

1. Dhanurasana
2. Garudasana
3. Karnapidasana
4. Halasana
5. Chakrasana

CONTACTS

Archery

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Athletics

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Badminton

Venkrish Reddy : 9110789884

Keerthana Penkula : 9959610641

Basketball

Ruchir Ranganaini : 7032238989

Laasya Dasari : 8790850728

Chess

Ankit Parupalli : 7674842007

G Pushkar Saketh Mihir : 6281814032

Geetika: 99493 74580

Cricket

Mokshajna Kantamani : 9116677567

Football

Hamza Babukhan : 9948020004

Zauq : 8919103345

Kummathi Moksha : 9790771344

Kabaddi

M. Dhanush : 7386302958

Pranav Reddy Paltolla : 8688233172

Sahasra Reddy : 6301364639

Kho Kho

Vamshi : 7981349413

Akshitha : 8121163173

Powerlifting

Nikhil Sai : 8790867843

Niharika : 9908090804

Snooker/Pool

Srikanth Reddy : 9032619775

Varun : 6300412831

Swimming

Arjun : 9849975000

Varun P : 9502796152

Praharsita : 7989522774

Table Tennis

Sadwik : 8179713091

Pooja Khajandar : 9160770005

Tennis

Nekkanti Nikhil : 7997145777

Tamoghna Das : 9830553537

Nethra Reddy : 9849763319

Throwball

Nirmal : 9398224737

Karri Hasini : 8688014323

Reha Prasad : 7899241304

Vyshnavi : 7036016696

Volleyball

Nabhi Varma : 7995619905 Girls:

Aaradhana:

Yoga

Vamshi Krishna : 9032486789

Vaishnavi Nelluta : 9090169393