



PIERING EDUCATION  
PARADIGMS



**6 - 9 FEBRUARY, 2025**  
**ANNUAL SPORTS FESTIVAL**

**RULES  
AND  
GUIDELINES**

FOR THE ENTIRETY OF THE MATCHES HELD IN ARENA '25

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# GENERAL RULES

## ALL THE TEAMS PARTICIPATING IN ARENA' 25 MUST OBEY THE FOLLOWING RULES AND REGULATIONS:

- All participants must have their Aadhar cards and College Identity Cards with them at all times, and they must be able to produce them on demand.
- Every Contingent should carry a signed and attested **Bonafide Certificate**, with the contingent details from their respective colleges.
- Every participant needs to bring **2 PASSPORT-SIZE photographs** mandatorily.
- Consuming alcohol, other intoxicants, or PERFORMANCE-ENHANCING substances is banned and will result in a fine of Rs 2000.
- Entry of private vehicles on campus is strictly prohibited.
- The event team disclaims any liability for participant belongings lost or stolen. During your visit, please take care of your valuables.
- Any disobedience or misbehavior during the festival will result in severe disciplinary measures taken on the offending contingent.
- Any security-related issue must be immediately brought to our attention. In this case, the (Security cells) and the ARENA' 24 Team's judgment shall be definitive and conclusive.

### CONTACT

**ASHUTOSH : 8457822783**

**VAIBHAVA : 9573827377**

# CODE OF CONDUCT

## FOR THE PARTICIPANTS:

- It is important to follow all the games' and events' rules and regulations.
- The appropriate behaviour expected of a sportsperson should be shown.
- The judgment of the referees/umpires and the game coordinators shall be final in case of any dispute. If any complaints, the right procedure should be followed to address them.
- To run the games peacefully, participants should cooperate with the security teams and security officers stationed at the arenas.

## FOR SPECTATORS:

- There should be no type of hooting by spectators. Negative or offensive comments made about a person or team will not be permitted, and the offending contingent will face serious punishment.
- Fans should act appropriately and refrain from engaging in any behavior that could disrupt the game or their fellow fans.
- In order to ensure that the games are conducted properly, spectators must cooperate with security personnel and guards by adhering to their instructions and rules.

## CONTACT

**ASHUTOSH : 8457822783**

**VAIBHAVA : 9573827377**

## **CODE OF CONDUCT AT THE PLACE OF ACCOMMODATION:**

- No smoking, drinking or the use, storage, or transportation of any intoxicating substances at the place of accommodation.
- The female participants will not be allowed to enter the accommodation for male participants, and vice versa.
- The participants should not damage the property of the accommodation provided.
- Participants should cooperate with the respective hostel executive committees.
- The Security cell's and ARENA 25's (Secretariat) judgment shall be definitive and indisputable.
- The faculty quarters and Academic Block are out of bounds for all visiting participants
- Respect the policies and guidelines of the specific accommodations.
- Strict action will be taken against the offending team and contingent, including confiscating security deposits and disqualifying the team/contingent if any of the codes mentioned above are broken.

### **CONTACT**

**ASHUTOSH : 8457822783**

**VAIBHAVA : 9573827377**

# ACCOMMODATION GUIDELINES

1. Accommodation will be provided to teams in the hostel standard rooms on a first-come-first-serve basis.
2. Accommodation: Rs. 1300 per head for the duration given below
3. Accommodation will be provided from 6TH February at 6 pm to 9th February at noon.
4. Only Mattresses will be provided at the accommodation during the stay (NO BEDSHEETS).
5. BITS Hyderabad is not responsible for any loss of belongings of any participant
6. Girls will not be allowed to enter the boys' hostels and vice versa.
7. Food is not included in the accommodation provided, one may use mess facilities, food outlets, or food stalls provided by the college.
8. A caution deposit of Rs. 100 will be issued per head, and will be fully refunded only when the Entry Cards of the participants are submitted to the Organising Committee.
9. The caution deposit is used as a fee in case a person fails to follow the mentioned rules and guidelines for the entirety of the tournament. The caution fee is refundable and the refund can be exercised after the student has officially departed from ARENA'25, while abiding by the rules and regulations set by the Organising Committee of ARENA'25.

# REGISTRATION GUIDELINES

1. The registration, as mentioned earlier, fees are exclusive of GST, and GST will be applicable on the same during registration.
2. A bonafide attested by the institution (physical copy) must be submitted upon reaching the venue.
3. All participants **must** carry their student ID cards and accommodation cards at all times.
4. Players must fill the details and upload documents on registration website after paying the amount for Age verification , Once filled the details of players **cannot** be changed.

# CRICKET

## ELIGIBILITY:

All undergraduate students under the age of 25 as of 1st February are allowed to participate.

1. Maximum of 16 players are allowed per team and the organizing committee must be informed about any changes made to the squad.
2. Tournament will be played in T-20 format with a red ball and all standard ICC rules apply.
3. Tournament comprises of a Group stage, Quarter-finals, Semi-Finals and Finals.
4. Tie in the game will be resolved by a super over.
5. Tie in case of points or wins will be resolved by comparison of ' net run rates of all the matches ' played by the team.
6. Teams should report 30 minutes before the scheduled time. After 20 minutes from the reporting time (i.e. 10 minutes before the scheduled starting time), one over will be deducted every four minutes from the batting inning of the team coming late.
7. The bowling team has to complete its quota within 1 hour 30 minutes.
8. If the 1st bowling team fails to complete the 20 overs in the stipulated time, then they will be penalized and have to chase the score in the number of overs they have bowled in the specified time. The second innings time will be adjusted accordingly.

## CONTACT

**VILOHIT KALAVALAPALLI : 6309582504**

# CRICKET

9. If the team fielding second fails to complete 20 overs within 90 minutes, then the CRR (Current Run Rate) \* overs left will be added to the team batting second and the remainder of the overs also need to be bowled in the second inning.
10. Decision of Umpires and Organizing Committee shall be final and binding.(in case of conflict between the two organizers decision shall be final)
11. DLS method will be applied in case of rains and the organizers will decide when to stop the match.
12. ICC rules will be applied in every situation.
13. Organizers and umpires decision will be final and organizers decision will be held final in cases of clash between the two.
14. Metal spikes are not allowed on the ground.
15. The cricket matches are scheduled to commence on the **4th of February**. So prepare your Accommodation and Travel accordingly.

## CONTACT

**VILOHIT KALAVALAPALLI : 6309582504**

# FOOTBALL BOYS

## **ELIGIBILITY:**

All undergraduate students under the age of 25 as of 1st February are allowed to participate.

## **BOYS**

Each team can register a maximum of 18 players for the entire duration of the tournament. Once registration of the players is done, no new players can be inducted into the squad during the tournament. College ID cards necessary.

2. The matches will be the usual 11 vs. 11 format.

3. Each team has a maximum of 3 substitutions per match and once a player is brought off he cannot be substituted back into the game.

4. Each match will last for 40 minutes, played in two halves of 20 minutes each. The finals and semi finals match (es) will be of 60 minutes, played in two halves of 30 minutes.

5. The basic rules of the game shall remain the same and the offside rule is applicable.

6. If a player receives a red card or two yellow cards in the same match, he shall be dismissed from the game and will not be allowed to play in the subsequent match.

## **CONTACT**

**SIDDHANT SINGH MAHLA : 9650866535**

# FOOTBALL BOYS

## **ELIGIBILITY:**

All undergraduate students under the age of 25 as of 1st February are allowed to participate.

## **BOYS**

7. All yellow cards will be carried forward upto the semi-final round of the tournament and any player who accumulates 3 yellows shall be out of contention for the next match.

8. The match officials will be of the highest authority and their decision will be undisputed and final.

9. Each team should arrive for their matches at least half an hour prior to kick-off.

10. If any team fails to show up for their match on time, the opposition will be awarded a walkover and be declared the winner of the said match.

11. In the group stage of the match each team shall play against every other team in their group. The following rounds will be played in a knock-out fashion.

## **CONTACT**

**SIDDHANT SINGH MAHLA : 9650866535**

# FOOTBALL GIRLS

## **ELIGIBILITY:**

All undergraduate students under the age of 25 as of 1st February are allowed to participate.

## **GIRLS**

1. Each team can register a maximum of 15 players for the entire tournament. Once the players are registered, no new players can be inducted into the squad during the game. ID cards are necessary.

2. The matches will be in a seven vs seven format.

3. Each team may have rolling substitutes.

4. Each match will last 35 minutes, played in Two halves of 15 minutes each, with a halftime break of 5 minutes.

5. The game's basic rules shall remain the same, and the offside rule is not applicable.

6. If a player receives a red or two yellow cards in the same match, she shall be dismissed from the game and not allowed to play in the subsequent match.

7. All yellow cards will be carried forward up to the tournament's semi-final round, and any player who accumulates three yellows shall be out of contention for the next match.

## **CONTACT**

**SAMYA : 7056111090**

# FOOTBALL GIRLS

## **ELIGIBILITY:**

All undergraduate students under the age of 25 as of 1st February are allowed to participate.

## **GIRLS**

8. The match officials will be the highest authority, and their decisions will be undisputed and final.

9. Each team should arrive for their matches at least half an hour before kick-off.

10. If any team fails to show up for their match on time, the opposition will be awarded a walkover and declared the match winner.

11. In the match's group stage, each team shall play against every other team. The following rounds will be played in a knock-out fashion.

## **CONTACT**

**SAMYA : 7056111090**

# BASKETBALL BOYS

## **ELIGIBILITY:**

All undergraduate students under the age of 25 as of 1st February are allowed to participate.

## **BOYS**

1. FIBA rules applicable.
2. Ten minutes each quarter with two 2-minute breaks between the quarters and 5 minutes at half time (unless otherwise stated).
3. Teams should report to the basketball court half an hour before their match.
4. All team players should have the same jersey colour with printed numbers.
5. Using abusive or foul language during the play can lead to technical fouls or expulsion, depending on the referee and the organizing committee.
6. No player should have anything on their hand or neck (wristwatch, necklace, ring, kada, bracelet, etc.). Jewellery of any kind is not allowed, and nails have to be cut.
7. A maximum of 12 players are allowed in a team.

## **CONTACT**

**KOMMASANI LALITH REDDY : 7093908787**

# BASKETBALL GIRLS

## ELIGIBILITY:

All undergraduate students under the age of 25 as of 1st February are allowed to participate.

## GIRLS

1. FIBA rules applicable.
2. The match will be standard four quarters, each quarter being 10 minutes. (unless mentioned otherwise)
3. Teams should report to the Basketball court half an hour before their match.
4. Using abusive or foul language during the play can lead to technical fouls or expulsion, depending on the referee and the organising committee.
5. Players should not have anything on their hands or neck (wristwatch, necklace, ring, bracelet, etc.). Nails should be cut.
6. A maximum of 12 players are allowed in a team.

## CONTACT

**SIMRAT KAUR SEKHON : 9676578852**

# ULTIMATE FRISBEE

## **ELIGIBILITY:**

All undergraduate students under the age of 25 as of 1st February are allowed to participate.

## **Game time**

1. 60 minutes or game to 15, 2 minutes half at 8 goals.
2. One timeout per team per half; timeouts will be 1 minutes each.

## **Game Rules**

1. Standard WFDF rules.

## **Squad Size and Game Ratio**

1. Squad size for each team should be minimum 12 which shall include 3 girls.
2. The squad must have 1 team captain and 1 spirit captain.
3. Games will be played with a constant 5 boys : 2 girls ratio.
4. Both teams will play with the same ratio on a given line.
5. In extraordinary circumstances, the ratio can be changed.

## **CONTACT**

**AADITYA MENON : 7028848726**

**SIDDHI : 7045808084**

# ULTIMATE FRISBEE

## **ELIGIBILITY:**

All undergraduate students under the age of 25 as of 1st February are allowed to participate.

## **Spirit and Match Awards**

1. Each team will fill out the spirit score form after every match.
- 2.1 MVP and 1 MSP awards per team (no separate male and female awards).
3. MSP can't be given to the whole team.
4. Games should be enjoyed and followed by a healthy discussion.

## **CONTACT**

**AADITYA MENON : 7028848726**

**SIDDHI GADODIA : 7045808084**

# VOLLEYBALL

## **ELIGIBILITY:**

All undergraduate students under the age of 25 as of 1st February are allowed to participate.

## **Spirit and Match Awards**

1. All standard FIVB rules are applicable.
2. Maximum players allowed in a team-12.
3. For BOYS, The "Rotation" rule will be followed during all matches unless both teams agree to play "fixed".
4. For GIRLS, "Rotation" will be followed only if both teams agrees or else "fixed".
5. The tournament's format will be decided upon the registration of several teams.
6. All league matches will be best out of 3 sets. The first two sets will be 25 points, and the final set will be 15.
7. The tournament schedule will be provided to the teams upon their arrival and is subject to change at any point, so the teams are requested to check the notice board regularly.
8. In any dispute during the match, the referees' decision will be considered final and binding.
9. Any disciplinary violation by any team member will lead to disqualification of that team.

## **CONTACT**

**ARYAN POLA : 7659890 196**

**KANDIKONDA HARSHITA : 970593 1975**

# VOLLEYBALL

## Spirit and Match Awards

1. All the players will be required to show their ID cards before the beginning of the match, failing which the defaulting individual will not be allowed to play.
2. Teams should report to the court half an hour before their match.
3. If a team arrives more than 15 minutes late, it will be awarded a 2-0(25-0, 25-0) loss.
4. Teams should bring their balls for practice. Match balls will be provided for the matches.
5. It shall be final if there are any issues with the match decision of the umpires and the organising team.

## CONTACT

**ARYAN POLA : 7659890 196**

**HARSHITA : 970593 1975**

# BADMINTON

## **ELIGIBILITY:**

All undergraduate students under the age of 25 as of 1st February are allowed to participate.

## **BOYS**

1. Each team comprises a minimum of four and a maximum of five players.
2. It will be best 3 of 5 matches. Each match comprises of best 2 of 3 sets. Each set will be 21 points, along with a deuce (if any) up to 30.
3. There will be two doubles and three singles events between opposing teams, out of which the team who wins any three events first wins the game.
4. Any player can play at most 1 match of each format (i.e. the same player cannot play two doubles or two singles matches).
5. Yonex Aerosensa-2 Feather shuttlecocks will be used to conduct badminton matches in the tournament.

## **CONTACT**

**JATHINN K : 9381711746**

# BADMINTON

## ELIGIBILITY:

All undergraduate students under the age of 25 as of 1st February are allowed to participate.

## GIRLS

1. Each team comprises a minimum of two and a maximum of three players.
2. It will be **best** 2 of 3 matches. Each set will be 21 points, along with a deuce (if any) up to 30.
3. There will be one doubles and two singles events between opposing teams, out of which the team that wins any two events first, Wins the game.
4. The same player cannot play two singles matches.
5. Yonex Aerosensa-2 Feather shuttlecocks will be used to conduct badminton matches in the tournament.

## CONTACT

SOHINI KAYAL : 8618401989

# BADMINTON

## MIXED

1. Each team comprises two players(1 boy and one girl in each team).
2. No player can be part of 2 pairs.
3. Each match comprises of best 2 of 3 sets. Each set will be 21 points, along with a deuce (if any) up to 30.
4. It will be of knockout format; the pair that wins the match will advance to the next round.
5. Yonex Aerosensa-2 Feather shuttlecocks will be used to conduct badminton matches in the tournament.

## CONTACT

JATHINN K : 9381711746

SOHINI KAYAL : 8618401989

# CHESS

## **ELIGIBILITY:**

All students under the age of 25 as of 1st February, who are currently enrolled in the same school or college, are allowed to participate.

## **Classical Team Event (Open)**

1. Each team will consist of four players and one reserve.
2. The Rounds will be held in a Swiss System.
3. All FIDE basic gameplay rules are applied, i.e. Touch to Move, Castling, etc.
4. Each match in the tournament will be played over four boards.
5. The time control will be 60|30.
6. Walkover rules will be explained at the venue.
7. A list of the players in the team with their respective board numbers should be provided to the Organiser before the Pairings.
8. The Role of the Team Captain is as mentioned in FIDE Competition Rules (12).
9. In case of a Tie-Break, FIDE Tie-Break Rules will be applied.
10. Average Standard FIDE Rating of Top 4 players of a team should not exceed 1880.
11. Board order shall be according to Standard FIDE Ratings of the players with the highest rated player being on Board 1.

## **CONTACT**

**KARANDEEP SINGH SODHI : 9511410088**

**00JASV G 9767584947**

# CHESS

## **ELIGIBILITY:**

Participation is open to everyone, regardless of age or affiliation.

## **Blitz Individual Event (Open)**

1. FIDE Blitz rules are applied.
2. The tournament will be scheduled for Day 4.
3. Swiss System to be followed.
4. Time Control will be 3|2.
5. Tie-break rules as per the FIDE Rule Book.

## **CONTACT**

**KARANDEEP SINGH SODHI : 9511410088**

**OOJASV G 9767584947**

# HOCKEY

## **ELIGIBILITY:**

All undergraduate students under the age of 25 as of 1st February are allowed to participate.

## **Players do's and don'ts**

1. A match is played between two teams with up to 11 players (including a Goalkeeper) and five rolling substitutes of each team on the field simultaneously.
2. Players on the field must hold their stick and not use it dangerously. Players must refrain from lifting their sticks over the heads of other players.
3. Players must not touch, handle or interfere with other players or their sticks or clothing.
4. Players must not intimidate or impede another player.
5. Players must not play the ball with the back of the stick.
6. Players must not hit the ball hard on the forehand with the edge of the stick. This does not prohibit the use of the edge of the stick on the forehand in a controlled action in a tackle when raising the ball in an excellent way over an opponent's stick or over a goalkeeper or player with goalkeeping privileges who is lying on the ground or when using a long pushing motion along the ground. Using the edge of the stick on the backhand has developed as a technical skill and is permitted subject to danger.

## **CONTACT**

**SPARSH MATHUR : 9986154128**

# HOCKEY

## **ELIGIBILITY:**

All undergraduate students under the age of 25 as of 1st February are allowed to participate.

## **Players do's and don'ts**

7. Players may stop, receive and deflect or play the ball in a controlled manner in any part of the field when the ball is at any height, including above the shoulder unless this is dangerous or leads to danger.

8. Players must refrain from playing the ball dangerously or in a way which leads to dangerous play. A ball is also considered dangerous when it causes legitimate evasive action by players. The penalty is awarded where the action causing the danger took place.

9. Players must not intentionally raise the ball from a hit except for a shot at goal. An increased hit must be judged explicitly on whether or not it is submitted intentionally. It is not an offence to raise the ball unintentionally from a hit, including a free hit, anywhere on the field unless it is dangerous. If the ball is inflated over an opponent's stick or body on the ground, even within the circle, is permitted unless judged dangerous. Players can raise the ball with a flick or scoop, provided it is not difficult. A movie or scoop towards an opponent within 5 metres is considered hazardous. If an opponent runs into the shot or the attacker without attempting to play the ball with their stick, they should be penalised for dangerous play.

## **CONTACT**

**SPARSH MATHUR : 9986 154 128**

# HOCKEY

## **ELIGIBILITY:**

All undergraduate students under the age of 25 as of 1st February are allowed to participate.

## **Dimensions of field (91feet \*55 feet )**

## **Players do's and don'ts**

10. Players must only approach within 5 metres of an opponent receiving a falling raised ball once it has been received, controlled and is on the ground. The initial receiver has a right to the ball. If it is unclear which player is the initial receiver, the team player who raised the ball must allow the opponent to receive it.

11. Field players must not stop, kick, propel, pick up, throw or carry the ball with any part of their body. It is not always an offence if the ball hits a field player's foot, hand or body. The player only commits an offence if they gain an advantage or position themselves to stop the ball in this way. It is not an offence if the ball hits the hand holding the stick but would otherwise have hit it.

12. Players must not obstruct an opponent attempting to play the ball. Players block if they:  
- back into an opponent - physically interfere with the stick or body of an opponent - shield the ball from a legitimate tackle with their stick or any part of their body.

## **CONTACT**

**SPARSH MATHUR : 9986154128**

# HOCKEY

## **ELIGIBILITY:**

All undergraduate students under the age of 25 as of 1st February are allowed to participate.

## **Dimensions of field (91feet \*55 feet )**

### **Players do's and don'ts**

13. A stationary player receiving the ball is permitted to face in any direction. A player with the ball can move off with it in any direction except bodily into an opponent or into a position between the ball and an opponent who is within playing distance of the ball and attempting to play it. A player who runs in front of or blocks an opponent to stop them legitimately playing or trying to play the ball is obstructing (this is third-party or shadow obstruction). This also applies if an attacker runs across or blocks defenders (including the goalkeeper or player with goalkeeping privileges) when a penalty corner is being taken.

14. Players must not tackle unless in a position to play the ball without body contact. Reckless play, such as sliding tackles and other overly physical challenges by field players, which take an opponent to the ground and which have the potential to cause injury, should attract appropriate match and personal penalties.

15. Players must not intentionally enter the goal their opponents are defending or run behind either goal.

16. Players must not change their stick between the award and the completion of a penalty corner or Penalty stroke unless it no longer meets the stick specification.

## **CONTACT**

**SHUBHANKAR SINGH : 8263943807**

# HOCKEY

## **ELIGIBILITY:**

All undergraduate students under the age of 25 as of 1st February are allowed to participate.

## **Players do's and don'ts**

17. Players must not throw any object or equipment onto the field, at the ball, or at another player, umpire, or person. Following a penalty corner, if the ball hits any discarded equipment, such as a hand protector, knee pads or a face mask, a free hit should be awarded if this occurs outside the circle, and a penalty corner should be granted if this happens inside the circle.

18. Players must not delay play to gain benefit by time-wasting.

19. All other rules will be in accordance with the FIH Official Rulebook.

20. The tournament format will be decided per the no. of registrations.

## **Umpire:**

If the ball strikes an umpire, an unauthorised person or any loose object on the field, play continues (except as specified in the guidance to Rule 16 above).

*For an offence during the taking of a penalty corner:*

a) the player taking the push or hit from the back-line does not have at least one foot outside the field: the penalty corner is taken again.

## **CONTACT**

**SHUBHANKAR SINGH : 8263943807**

# HOCKEY

## Players do's and don'ts

b) A defender, other than the goalkeeper, crosses the back-line or goal line before permitted, the offending player is required to go beyond the centre-line and cannot be replaced by another defender: the penalty corner is taken again

Personal penalties

1 For any offence, the offending player may be:

- a) cautioned (indicated by spoken words)
- b) warned and temporarily suspended for 2 minutes of playing time (indicated by a green card)
- c) temporarily suspended for a minimum of 5 minutes of playing time (indicated by a yellow card)
- d) permanently suspended from the current match (indicated by a red card).

Bully: move hands alternately up and down in front of the body with palms facing each other.

Rule 1: A defender intentionally plays the ball over the back line, and no goal is scored. If it is clear that the action is intentional, umpires should not hesitate to award a penalty corner.

Rule 2: Obstruction. Umpires should penalise shielding the ball with the stick more strictly. They should also look out for a tackling player who pushes or leans on an opponent, causing them to lose possession of the ball.

Rule 3: Ball stationary at a free hit. Umpires sometimes need to be more relaxed about requiring the ball to be fixed, albeit very briefly, for a free hit, especially if it is taken using a self-pass.

e) In case of any dispute during the match, the referees' decision will be considered final and binding.

**CONTACT**

**SHUBHANKAR SINGH : 8263943807**

# KABBADI

## ELIGIBILITY:

All undergraduate students under the age of 25 as of 1st February are allowed to participate. (Under 95 KG)

- Kabaddi is a high-intensity contact sport where the objective is to enter the opponent's half of the court, tag their players and successfully return.
- The sport is contested by two teams consisting of **seven players** each. Each team starts the game with seven players on the court and **five substitutes** on the bench.
- Each Kabaddi match spans 20 minutes, comprising events called raids. (That may change accordingly)
- A raid starts when a player enters the opposition court. A player who enters the opposition half of the court for a raid is called a raider.
- A player from the opposition team who tackles or has the opportunity to tackle a raider is called a defender.
- The maximum duration of each raid is 30 seconds, and during the raid, the raider has to keep chanting "Kabaddi Kabaddi", known as the Cant.

## SCORING SYSTEMS

### Raid Point (Touch, Bonus)

- When a raider enters the opposition half for a raid, he has two means to score points:
- a. Bonus Point -With six or more defenders on the court, the raider gets a bonus point if a raider crosses the bonus line with the trailing foot in the air.
- b. Touch Point -When a raider initiates a touch on one or more defenders and returns to the midline, he gets touch points equivalent to the number of defenders he has touched. Those defenders are forced out of play, and an equal number of players from the raiding team who are OUT get revived.

## CONTACT

V S SAI VINAY VISWANADULA : 93463 162 18

BALIJEPAI PRAVALIKA : 73866 84506

# KABBADI

## SCORING SYSTEMS

### Tackle Point

When defenders prevent the raider from returning to the mid-line within 30 seconds of the raid, a tackle point is awarded to the defending team. The raider is forced out of play, and a player from the defending team who is OUT gets revived.

### All Out

When all team players are forced out of play, an All-Out is said to be inflicted upon them, with the opposition team being awarded two additional points. The play is started by reinstating all the team's seven players back on the court.

## RAID CYCLE

### Raid Duration & Cant

A raid starts when a raider enters the opposition court. The maximum duration of each raid is 30 seconds, and during the raid, the raider has to keep chanting the "Kabaddi Kabaddi" Cant.

### Legitimate on crossing Baulk line

A raider must first cross the baulk line to make the raid legitimate.

### Bonus/Touch Point

Then, the raider can claim a bonus point by crossing the bonus line if there are six or more defenders on the court. However, in this process, while one foot of the raider has to be between the bonus line and the end line, his trailing foot has to be in the air.

OR

The raider can initiate a touch on any of the defenders. Once a touch has been created, the raider has to return to the mid-line without breaking the Cant within 30 seconds of raid duration to make the raid successful.

## CONTACT

V S SAI VINAY VISWANADULA : 93463 162 18

BALIJE PALLI PRAVALIKA : 73866 84506

# KABBADI

## THE FIELD OF PLAY

- **COURT** means the area where Kabaddi matches shall be conducted, measuring 13 meters x 10 meters.
- **END LINE** means the four boundary lines forming the court together. If any player (raider or defender) crosses this line during a raid, then the referee will remove that player from the field of play and be sent to the bench. A point is awarded to the opposing team for each player removed from the court.
- **LOBBY** means the strips on both sides of the court. During a raid, if the raider or defender enters the lobby without any contact between the raider and the defenders, then those players will be removed from the field of play by the referee and sent to the bench.

A point is awarded to the opposing team for each player removed from the court for entering the lobby illegally.

**MID LINE** means the line that divides the court into two halves. It is the line a raider crosses to begin a raid by entering the opposing team's half of the court. Within 30 seconds, the raider must come back and cross the midline, having either scored a point or returned empty-handed. If the raider doesn't cross the middle line within 30 seconds, he is called 'Out' and is sent to the bench. A point is also awarded to the opposing team.

**BAULK LINE** means each line in the court parallel to the midline. The distance of the baulk line from the midline is 3.75 meters.

This is an important line. When the raider begins a raid by crossing the midline, he must first and foremost cross the baulk line. The baulk line legitimises a raid; hence, if the raider fails to cross the baulk line during a raid and crosses the midline to return into his team's half, the raider will be called 'Out'. A point is awarded to the opposing team.

## CONTACT

**V S SAI VINAY VISWANADULA : 93463 162 18**

**BALIJEPALLI PRAVALIKA : 73866 84506**

# KABBADI

- **BONUS LINE** means the line between the baulk and end lines.
- The bonus line allows the raider to score a point in his raid without touching a defender through a Bonus point.
- The raider can claim a bonus point by crossing the bonus line if there are six or more defenders on the court. However, in this process, while one foot of the raider has to be between the bonus line and the end line, his trailing foot has to be in the air.

## **TIME OUT:**

Each team is allowed to have “one” time out during the match. The clock is frozen during this time out, and the team can consult their coach/manager. The time-out is for “90” seconds only.

## **Coach Consultation:**

The coach is allowed to give the instructions to the team only during the timeout or at the end of half-time. If the coach or the Manager tries to provide instructions to his/her team during the match, the Referee may take action against such team, and a penalty of points may be awarded.

## **TOURNAMENT POINTS SYSTEM**

In the group stages, the winning team will score five league points, and the losing team will score zero points if the margin of victory is more than 7 points. In the group stages, the winning team will score five league points; the losing team will score 1 point if the margin of victory is seven or less than 7 points. In case of a tie, both teams will score three league points each.

In case of a tie, during the group stages, the team that qualifies for the semi-final will be decided by the differential score calculated as the difference between total points won and total points conceded. The team with a higher differential score will qualify for the semi-final.

## **CONTACT**

**V S SAI VINAY VISWANADULA : 93463 162 18**

**BALIJEPAI PRAVALIKA : 73866 84506**

# KABBADI

## **EXTRA TIME (SEMI-FINALS & FINALS)**

- During the semi-finals and the finals, if the scores are tied at the end of 20 minutes, Extra Time is announced.
- Extra Time of 5 minutes shall be awarded to decide the result of the match.
- Extra Time of 5 minutes will be divided in 2 halves of 2 minutes each with a break of 1 minute in between the two halves.
- The teams will have a fresh start with seven players of their choice (from out of the playing 12) on each side.
- Only one substitution will be allowed to each team during the extra time. Teams may substitute players during the break time of 1 minute, which will not be counted as part of the one substitution permitted during game time of 4 minutes.
- If the game is still tied at the end of an extra 5 minutes, the Golden Raid rule will apply as follows.

## **GOLDEN RAID**

In the event of a tie at the end of Extra Time, the Golden Raid comes into play-

The referee will conduct a fresh toss. The team that wins the toss will have the chance to perform a GOLDEN RAID: A winner-takes-all raid, where the team that scores more points than the other in that single raid will be declared the winner.

Both the teams will field 7 Players in the Half.

The baulk line shall be treated as a Bonus Line, and all the Bonus point rules shall be followed.

If there is a tie after the first Golden Raid, then the opponent team will get a chance for the Golden Raid.

If the game is still tied after both teams have been given a chance for Golden Raid, a toss will decide the winner.

The out or revival rule will not be applicable; only points scored will be counted.

## **CONTACT**

**V S SAI VINAY VISWANADULA : 9346316218**

**BALIJEPALLI PRAVALIKA : 73866 84506**

# CARROM

## **ELIGIBILITY:**

All undergraduate students under the age of 25 as of 1st February are allowed to participate.

## **GENERAL:**

- All standard ICF (Indian Carrom Federation) rules are applicable for the entirety of the tournament.
- In case of any further discrepancies, the captain's decision stands final.

## **TEAM:**

- Each team comprises of minimum 5 players.
- Each match up between 2 teams will consist of 3 singles and 2 doubles.
- Each match consists of 8 boards, or 25 points (whichever comes first).

## **INDIVIDUAL:**

- Each match consists of 8 boards, or 25 points (whichever comes first).

## **CONTACT**

**PRANEETHI: 9989033202 TRIVIKRAMA: 6302590325**

# SQUASH

## **ELIGIBILITY:**

All undergraduate students under the age of 25 as of 1st February are allowed to participate.

## **PSA rules applicable**

### **TEAM:**

- Each team comprises of 3 players
- An additional 4th player (Substitute) is optional
- Each match consists of 3 games; a team must win at least two games to win the match
- Each game consists of 5 sets; a player must win at least three sets to win the game
- Each set will be of 11 points, along with deuce (if any)
- 

### **INDIVIDUAL:**

- Each game consists of 3 sets; a player must win at least two sets to win the game
- Each set will be of 11 points, along with deuce (if any)
- The finals will consist of a game with five sets, a player must win at least three sets to win the game

## **CONTACT**

**KRISHNA KANT JAIN : 9162437959**

**VIDHI JAIN : 8929173150**

# ATHLETICS

## **ELIGIBILITY:**

All undergraduate students under the age of 25 as of 1st February are allowed to participate.

## **Men**

Track Events: 100m, 200m, 400m, 3k , 5k, 4\*100m Relay

## **Women**

Track Events: 100m, 200m, 1.5k, 3.5K , 4\*100m Relay

## **Mixed**

Track Events: 4\*100m Relay

## **Rules:**

- Heats will be conducted only for 100m and 200m races, based on which participants will be selected to compete in the final race.
- All other races will have no heats. The participants will be timed, and the results will be decided accordingly.
- Maximum 3 participants from each college in any particular event are allowed (excluding relays, which require 4 per college team).
- An individual can participate in a maximum of three events.
- An event may stand cancelled in case of insufficient participation.
- The decision of the Referee/Event Manager is final in case of any discrepancy.

## **CONTACT**

**KAMAL.B : 9043789109**

**MEERA BARVE : 9175939730**

# POWER LIFTING

## ELIGIBILITY:

All undergraduate students under the age of 25 as of 1st February are allowed to participate.

### Boys

#### Weight categories (revised) :

Below 59kg  
59-65 kg  
65-71 kg  
71-78 kg  
78-85 kg  
Above 85 kg

### Girls

#### Weight categories (revised) :

Below 55 kg  
55-62 kg  
62-69 kg  
69+kg

1) Allowed equipment: Wrist supporters, Weightlifting Belt, Knee Sleeves, Chalk, Squat shoes, Compression wear (includes athletic supporter).

NOTE: Elbow sleeves & lifting straps are strictly NOT allowed

2) Any equipment can be declared not allowed at the discretion of the captains and the referee. (Prior permission is given if it is not mentioned in the above list. )

3) Squat suits, Deadlift suits, Bench shirts are NOT allowed.

4) All other rules will be followed as per IPF

## CONTACT

SIDDHARTH S : 9176680014 DEEKSHA THAKUR : 9113959454

# SNOOKER

## **ELIGIBILITY:**

All undergraduate students under the age of 25 as of 1st February are allowed to participate.

Snooker is a cue sport played on a baize-covered table with pockets in each of the four corners and in the middle of the long side cushions. It is played using a cue and snooker balls: one white cue ball, 15 red balls worth one point each (can also be played with fewer red balls, often 10), and six balls of different colours: yellow (2 points), green (3), brown (4), blue (5), pink (6), black (7). A player (or team) wins a frame (individual game) of snooker by scoring more points than the opponent(s), using the cue ball to pot the red and coloured balls. A player (or team) wins a match when they have achieved the best-of score from a pre-determined number of frames. The number of frames is always odd to prevent a tie.

## **Common fouls:**

- potting the white (in-off)
- hitting a ball other than the white with the cue
- making a ball land off the table
- touching the cue ball with anything other than the tip of the cue (except while positioning the cue ball "in-hand"; while "in-hand" the cue ball may be touched by anything except the tip of the cue)
- playing a "push shot" - a shot where the cue ball is in simultaneous contact with the cue tip and another ball (except when playing the cue ball away from a "touching ball"; for this purpose, a "touching ball" may refer to any ball, "on" or not.). You can just release the cue ball away from it; it doesn't matter if it doesn't touch any other ball.
- playing a "jump shot" - a shot where the cue ball leaves the bed of the table and jumps over a ball before first hitting another ball.
- Playing a shot with both feet off the ground.
- Playing snooker behind a free ball
- Playing snooker behind a nominated colour ball (six reds snooker)

## **CONTACT**

**ARNAV CHOBE : 9373537730**

# SNOOKER

There are three less common ways to end a frame:

- A foul on the black when the black is the only ball left. It is sometimes wrongly assumed that play continues after a foul on the black if fewer than seven points are between the scores. This is not the case: the player who is in the lead following the assessment of a penalty after a foul when only the black remains is the winner.
- Failure to hit a ball "on" thrice in a row if the player clearly sees the ball. The referee will warn a player after a second such miss that a third miss will mean that the opponent will be awarded the frame. This rule does not apply if the player is snookered. As missing due to avoiding a direct shot on a ball is usually a tactical, rather than skill-related, outcome, this rule is rarely invoked, as a player will simply hit the ball directly on the third shot.
- If the score is tied after the final black is potted, the black is "respotted", and the cue ball is put "in hand". The referee will then toss a coin, with the player winning the toss choosing who will take the first strike at the black. Play then continues generally until the black is potted or another frame-ending situation occurs.

## CONTACT

ARNAV CHOBE : 9373537730

# 8 BALL POOL

## **ELIGIBILITY:**

All undergraduate students under the age of 25 as of 1st February are allowed to participate.

## **Any of the following results in a game win:**

1. A player legally pockets the eight ball into a designated pocket after all of that player's object balls have been pocketed
2. The opposing player illegally pockets the eight ball (e.g. before clearing all of that player's object balls, does so on the same shot as the last such object ball or the 8 falls into a pocket other than the one that was designated)
3. The opposing player knocks the eight ball off the table.
4. The opposing player commits any foul, including scratching the cue ball into a pocket or knocking it off the table during a shot that pockets the eight ball.

## **FOULS:**

The shooter fails to strike one of their object balls (or the eight balls, if all of them are already pocketed) with the cue ball before other balls (if any) are contacted by the cue ball. This excludes "split" shots, where the cue ball simultaneously strikes one of the shooter's and one of the opponent's object balls.

- No ball comes into contact with a cushion or is pocketed after legal cue ball contact with the (first) object ball (or eight ball, if shooting for the 8).

The shooter does not have at least one foot on the floor (this requirement may be waived if the shooter is disabled in a relevant way or the venue has not provided a mechanical bridge).

1. The cue ball is shot before all balls have come to a complete stop from the previous shot
2. The cue ball is struck more than once during a shot
3. The cue ball is jumped entirely or partially over an obstructing ball with an illegal jump Shot that scoops under the cue ball.

## **CONTACT**

**RUSHI PATEL : 9327272801**

# TENNIS

## **ELIGIBILITY:**

All undergraduate students under the age of 25 as of 1st February are allowed to participate.

## **Boys**

1. Team Event. Minimum two and maximum four players in one team.
2. Each match up will have three matches, two singles matches, and one decider doubles match in case of a draw in singles.
3. Player match-ups – Players 1 and 2 of a team will play the corresponding players 1 and 2 in the singles. Teams can decide on player one and player two before every tie. Doubles players can be selected after the singles.
4. Round 1 of the competition will be a group stage, and the top two teams from every group will advance to the knockout stage.
5. If two teams have the same points in a group, the number of singles won will be considered to settle the difference. If the singles won are the same, head-to-head results will be considered.
6. All rounds except the finals will be a best of 15 games, eight to win. The finals will be a best of 3 sets.

## **CONTACT**

**SHYAM KOLEGUDU : 8310612245**

# TENNIS

## **ELIGIBILITY:**

All undergraduate students under the age of 25 as of 1st February are allowed to participate.

## **Girs**

1. Team Event. Minimum two and maximum four players in one team.
2. Each match up will have three matches, two singles matches, and one decider doubles match in case of a draw in singles.
3. Player match-ups – Players 1 and 2 of a team will play the corresponding players 1 and 2 in the singles. Teams can decide on player one and player two before every tie. Doubles players can be selected after the singles.
4. Round 1 of the competition will be a group stage, and the top two teams from every group will advance to the knockout stage.
5. If two teams have the same points in a group, the number of singles won will be considered to settle the difference. If the singles won are the same, head-to-head results will be considered.
6. All rounds except the finals will be a best of 15 games, eight to win. The finals will be a best of 3 sets.

## **CONTACT**

**MOLIKA AGRAWAL : 9975736096**

# TABLE TENNIS

## **Boys and Girls Team Event**

1. Each team must have at least 3 unique players participating in the lineup.

2. Team matches will follow the ABCD vs. XYZW format, consisting of:

Singles Matches:

A vs. X

B vs. Y

Doubles Match:

CD vs. ZW

Reverse Singles Matches:

A vs. Y

B vs. X

\*which means, D can be same as A, W can be same as X

4. All matches would be played with Stag 3 star balls approved by ITTF.

## **Boys and Girls Singles Event:**

1. Each individual match will be played as the best of 3 sets of 11 points each. Quarter finals and above will be best of 5 sets (Finals may be best of 7 sets if time permits).

2. All matches will be played with Stag 3-star balls.

3. The format, i.e., whether the matches will be knockouts or group stages, will be decided based on the number of entries. The number of players qualifying for knockouts from each group will also depend on the number of entries and will be communicated well before the start of the event.

## **CONTACT**

**SRIHARISH RAVICHANDRAN : 9148048657**

**MAAHII JAIN : 7021249054**

# TABLE TENNIS

## Events (In case of a tie in the group stages):

1. If two teams have the same number of victories at the end of the group stage, the team with the **most miniature sets lost** will be ranked higher.

2. If the above criterion still needs to be increased, the team with the most minor points lost will be ranked higher.

3. Individuals may be conducted after the completion of team events (or simultaneously with team events) depending on the time left and the number of entries.

**WALKOVERS MAY BE GIVEN TO A TEAM, IF THE OPPOSING TEAM IS NOT ABLE TO REACH THE VENUE, WITHIN 10 MIN OF THE SCHEDULED TIME.**

**THE DECISION OF THE ORGANIZING COMMITTEE SHALL BE CONSIDERED FINAL IN ALL REGARDS.**

## CONTACT

**SRIHARISH RAVICHANDRAN : 9148048657**

**MAAHII JAIN : 7021249054**

# SWIMMING

## **ELIGIBILITY:**

All undergraduate students under the age of 25 as of 1st February are allowed to participate.

## **Men & Women**

### **Events:**

#### **Freestyle**

- 50m Freestyle (Boys/Girls)
- 100m Freestyle (Boys/Girls)
- 200m Freestyle (Boys/Girls)

#### **Backstroke**

- 50m Backstroke (Boys/Girls)
- 100m Backstroke (Boys/Girls)

#### **Breaststroke**

- 50m Breaststroke (Boys/Girls)
- 100m Breaststroke (Boys/Girls)

#### **Butterfly**

- 50m Butterfly (Boys/Girls)
- 100m Butterfly (Boys)

#### **Individual Medley (IM)**

- 200m IM (Compulsory for Boys)

#### **Relay Events**

- Freestyle Relay (Boys/Girls)
- Medley Relay (Boys)
- Mixed Relay (Boys and Girls together)

#### **Swim-Run Events (Only for Boys)**

- 1km Run + 500m Swim + 1km Run

## **CONTACT**

**RAGHAV AGARWAL : 6264861235**

**NANDINI TOMAR : 95583 67404**

# SWIMMING

## **Rules:**

Swimming competition shall be conducted under FINA rules adopted from time to time by the Swimming Federation of India unless otherwise modified in these rules.

Heats will be conducted only for 50m and 100m (depending on number of participants) based on which participants will be selected to compete in the final race.

All other races will have no heats. The participants will be timed, and the results will be decided accordingly.

An individual can participate in max 4 events excluding relay.

**An event may stand cancelled in case of insufficient participation.**

**The decision of the Referee/Event Manager is final in case of any discrepancy.**

## **CONTACT**

**RAGHAV AGARWAL : 6264861235**

**NANDINI TOMAR : 95583 67404**

# SKATING

**ELIGIBILITY:**

All undergraduate and postgraduate students and club teams with players under the age of 24 are allowed to participate

**Race Format:**

Two races will be conducted – one Short Race and one Long Race.

**Race Types:**

1. The Short Race will be conducted as a time-trial event. Each skater will race individually against the clock to determine their timing for the specified short distance.
2. The Long Race will be a proper race among the top candidates (e.g., top 10 based on timing) from the Short Race. These participants will race together for the specified long distance.
3. For boys, there will be two categories, i.e., Inlines and Quads, and for girls there will be only one category, i.e., both inlines and quads mixed

**Competition Format:**

Short races will be time-trial events. Long races will be a proper race against the top candidates in short race.

**Timing and Winner Determination:**

The participant with the best timing in each race will be declared the winner of that specific race. The overall winner will be the participant with the best-combined timing from the Short Race and Long Race.

**Rules:**

1. Skaters must adhere to standard skating rules and regulations.
2. To ensure accuracy, timers will be used during each race. Multiple timers will record the timing for each participant. The average time from these timers will be considered the official time for that participant in each race.

**CONTACT**

**NANDAM VIVEKANANDA : 7306850865**

**RADHA MYTHRI : 6309865194**

# SKATING

## **Rule Modification Authority:**

The organising committee reserves the right to modify, update, or change the rules and regulations as deemed necessary for the fair and smooth conduct of the skating races. Any changes will be communicated to participants promptly, ensuring transparency and equal opportunity for all skaters. Participants are expected to adhere to the most recent version of the rules, and the committee's decisions regarding rule modifications are final.

**It is compulsory to have the necessary sports gear (Helmet)**

## **CONTACT**

**NANDAM VIVEKANANDA : 7306850865**

**MYTHRI REDDY : 6309865194**

# THROWBALL

## ELIGIBILITY:

All undergraduate students under the age of 25 as of 1st February are allowed to participate.

1. Court dimensions: standard throwball 12.2m x 18.3m with a neutral box at either side of the centre measuring 1m. A net is placed across the centre of the court at a height of 2.2m.

2. Each team consists of twelve players, seven of whom can be active on the pitch at any time. The remaining five players are substitutes.

3. A match shall consist of 3 sets for 21, 21 and 15 points respectively. The team that first wins 2 out of 3 sets wins the game.

4. The right to choose the initial order of serving, receiving, and ends shall be decided by toss, and the winner may choose to serve or to receive first or to start at a particular end.

5. Double touch (juggling the ball in both hands) is not allowed while receiving the service ball.

6. Players cannot catch the ball with the assistance of body or legs.

7. The ball should be served after the whistle and within 5 sec.

8. The ball should be served without crossing the service line with a single hand.

9. Any ball after catching should be released within 3 seconds.

10. During the service, the ball cannot touch the net.

## CONTACT

GURUPRIYA D DEVANAND : 9043111547

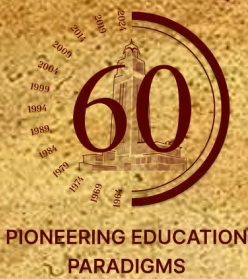
SWAMANTH : 8919888861

# THROWBALL

11. A player can jump when throwing the ball or while serving but cannot jump and catch the ball.
12. Players cannot touch the net during the play, but the ball can touch the net.
13. while releasing the ball, a player cannot rotate (360 degrees) or turn around to throw the ball.
14. During catching or releasing, the ball should not touch any part of the body except the palm.
15. Two players cannot catch the ball simultaneously.

## CONTACT

GURUPRIYA D DEVANAND : 9043111547 SWAMANTH : 8919888861



PIONEERING EDUCATION  
PARADIGMS



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