

**GUJARAT NATIONAL LAW UNIVERSITY**

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# JUSTICE LEAGUE 2015

FEBRUARY 27 - MARCH 1

## RULE-BOOK



Gujarat National Law University

# AQUATICS

Rules of the **Swimming Federation of India** will be applicable.

1. Each lap shall be of 50 m.
2. The start of freestyle, breaststroke and butterfly shall be with a dive. The start of backstroke shall be from the water.



**Club Head: Mr. Varun Chauhan - +91-9879512607**

# ATHLETICS

For all events, standard **International Association of Athletics Federation (IAAF) Rules** will be followed.

## Shot Put

1. The athlete must enter and leave the throwing circle from the rear of the circle.
2. The shot must be released above the **SHOULDER**, using only one hand.
3. It will be considered a foul if the athlete throws a shot which falls outside the 35-degree throwing sector.
4. The athlete must not touch the top of the circle during their put or leave the circle before the ball has landed.
5. The athlete may touch the inside surface of the circle but must not touch the top or outside of the circle or the ground beyond the circle. Limbs may however extend over the lines of the circle in the air.
6. It will be considered a foul if the athlete lets the shot drop below his shoulder or outside of the vertical plane of his shoulder at any time during the throw.

## Discus Throw

1. The athlete must enter and leave the throwing circle from the rear of the circle.
2. The athlete must not touch the top of the toe-board during their put or leave the circle before the discus has landed.
3. The athlete may touch the inside surface of the circle but must not touch the top or outside of the circle or the ground beyond the circle. Limbs may however extend over the lines of the circle in the air.
4. Dropping of the discus outside of the circle during initial swings, before the turn and throw will be considered a foul.

5. It will be considered a foul if the discus lands on or outside of the sector lines.
6. The athlete should not leave the circle until the discus has touched the ground otherwise it will be considered a foul.

### **Javelin Throw**

1. The javelin must be held at its grip and thrown overhand, over the athlete's shoulder or upper part of their throwing arm.
2. For the throw to be measured the athlete must not cross the foul line, at any time
3. The athlete is prohibited from turning completely around such that his back faces the direction of throw.
4. The athlete may not leave the throwing area (the runway) until after the implement lands.
5. A throw is legal only if the tip of the javelin lands within this sector, and the tip strikes the ground before any other part of the javelin.

### **Long Jump**

1. The jumper must take off in front of the far edge of the takeoff board.
2. Somersaults are not permitted.
3. Jumpers must land in the sand pit.
4. Jumps are measured from the nearest impression made in the pit by any part of the jumper's body to the takeoff board.
5. A foul is committed, and the jump is not measured, if an athlete steps beyond the board.

## **Triple Jump**

1. Jumpers are to take off in the “hop” phase and land on the takeoff leg. They take one step onto the other foot (step phase), then jump.
2. The jumper must take off in front of the far edge of the takeoff board.
3. Somersaults are not permitted.
4. Jumpers must land in the sand pit.
5. Jumps are measured from the nearest impression made in the landing pit by any part of the jumper’s body to the takeoff board.
6. A foul is committed, and the jump is not measured, if an athlete steps beyond the board.

## **High Jump**

1. Jumpers must take off on one foot.
2. A successful jump is one in which the crossbar remains in place when the jumper has left the landing area.
3. Three consecutive missed jumps, at any height will eliminate the jumper from competition.
4. If two or more jumpers tie for the first place, the tie-breakers are:
  - a) The fewest misses at the height at which the tie occurred and;
  - b) The fewest misses throughout the competition.
5. If the event remains tied, the jumpers have a jump-off, beginning at the next greater height. Each jumper has one attempt. The bar is then alternately lowered and raised until only one jumper succeeds at a given height.

## Track Events

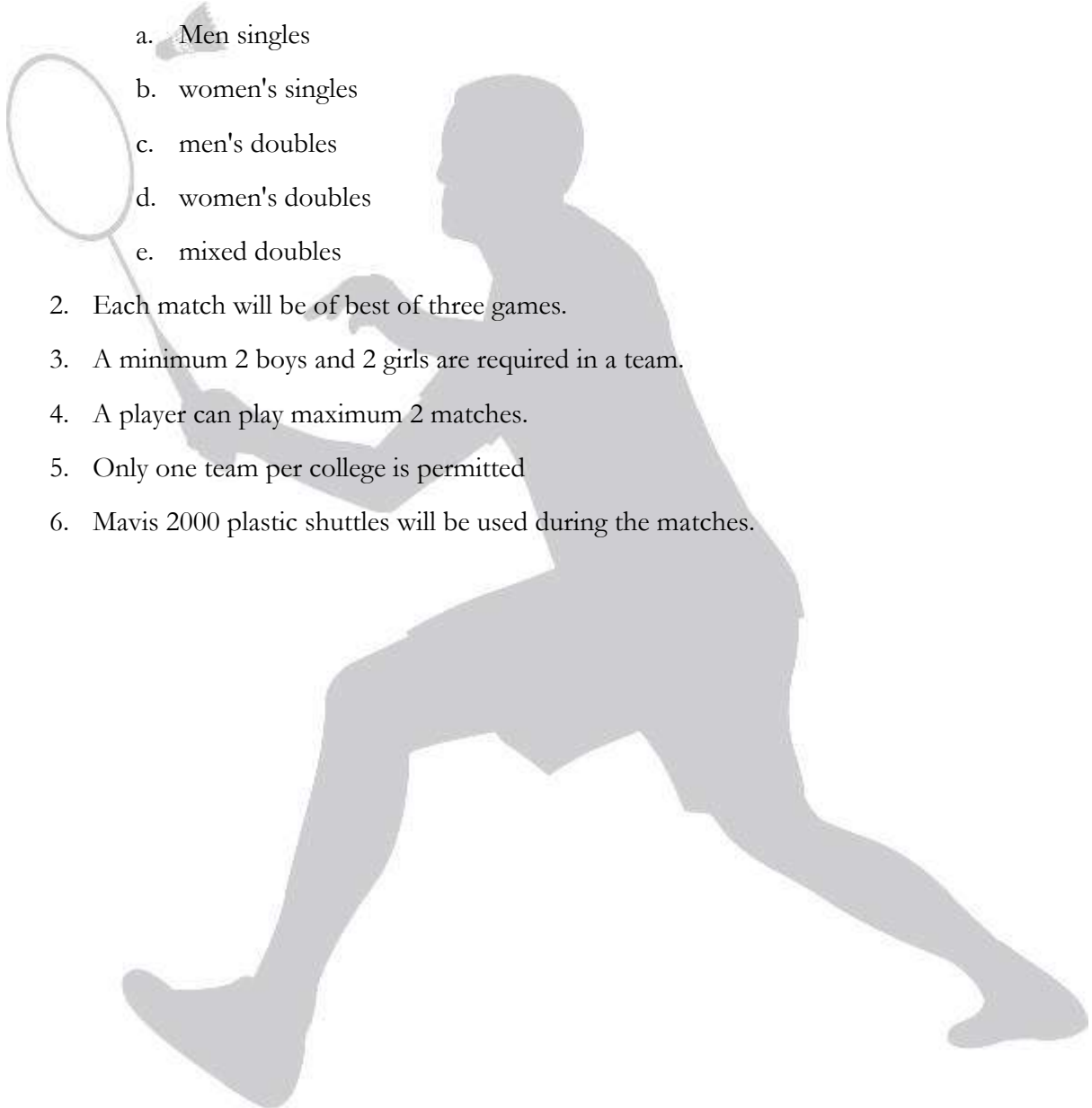
1. Track events consist of 100mtr, 200mtr, 400mtr, 4x100mtr relay, are for **both men and women**. 1600mtr and 3000mtr are **men's events only**.
2. Athletes are allowed only 1 foul start and this will be considered a common foul start for all. Thereafter if any athlete commits a foul start, he will be disqualified.
3. Changing of track is not allowed in any event (**except 1600m & 3000m**) and the same will result in disqualification of the athlete in that event.
4. In 1600mtr and 3000mtr, athletes make a bunched standing start and can break immediately for the inside.
5. In relay, the baton can only be passed within the exchange zone, which is 20 meters long. Exchanges made outside the zone, based on the position of the baton, and not either runners' feet, will result in disqualification of the team.
6. Passers must remain in their lanes after the pass to avoid blocking other runners.
7. The baton must be carried by hand only.
8. If the baton is dropped, the runner can leave the lane to retrieve the baton as long as the recovery doesn't lessen his/her total running distance. Runners are not allowed to wear gloves or place substances on their hands in order to obtain a better grip of the baton.
9. In case of **mixed relay**, 2 boys and 2 girls are mandatory.
10. Completion of the race is mandatory for deciding the winner in all events.

**Club Head: Mr. Suresh Kumar - +91-9924319056**

# BADMINTON

Standard **Badminton Association of India (BAI) Rules** will be applicable.

1. Badminton will be a mixed team event consisting of :
  - a. Men singles
  - b. women's singles
  - c. men's doubles
  - d. women's doubles
  - e. mixed doubles
2. Each match will be of best of three games.
3. A minimum 2 boys and 2 girls are required in a team.
4. A player can play maximum 2 matches.
5. Only one team per college is permitted
6. Mavis 2000 plastic shuttles will be used during the matches.



**Club Head: Mr. Smit Yadav - +91-9726281327**

# **BASKETBALL**

All regular **FIBA rules** are applicable to this format unless specifically stated hereunder.

## **1) Team Formation**

- i) Each team can have a maximum number of 12 players.

## **2) Match Officials**

- i) For each match, there will be 2 referees and a minimum of 2 officials at the table (1 timekeeper and 1 scorekeeper).
- ii) Officials at the table would either be Organizing Committee members or the other referees.
- iii) No other team member except the Captain or the Coach is allowed to approach the table when the game is in progress. The Captain and Coach too are allowed near the table only in the case of dead ball situations.

## **3) Beginning of the Game**

- i) Both teams shall report to the table at least 20 minutes prior to the match.
- ii) The teams can warm-up on the spare court next to the venue.
- iii) Failure to report to the court on time with at least 5 players shall result in forfeiture of the match in the opponents' favour (Organizing Committee's discretion).

## **4) Playing Time**

- i) Regular playing time shall consist of 4 quarters of 10 minutes each. The clock shall be stopped during dead-ball situations and free-throws. The clock shall start again as soon as the ball is in the hands of the offensive team.
- ii) In case of a potential overtime, there will be an additional playing period of 5 minutes which shall start 1 minute after regular play stops. The clock will not stop during dead ball situations but will stop during free-throws. The team with the higher score at the end of overtime shall be proclaimed the winner of the contest.

## 5) Stalling

- i) 24 second shot clock is applicable. The referees shall inform the teams during the last 10 seconds in order to avoid a violation by the teams.

## 6) How the ball is played

- i) The ball shall always be checked with the referee in case of any dead ball situation.
- ii) A player is considered to be “behind the arc” when neither of his feet are inside or on the 3-point arc.

## 7) Substitutions

- i) Substitutions are allowed by teams during dead ball situations.

## 8) Time-outs

- i) Each team is entitled to 2 time outs in the first half and 3 time outs in the second half. Each time out shall have a duration of 60 seconds.
- ii) An additional 30 second timeout shall be available to each team in the case of a potential overtime.

## 9) Technical Fouls

- i) Foul language and fighting during the course of play shall not be tolerated. Technical fouls shall be awarded for the same.
- ii) A player who commits 2 technical fouls shall be ejected from the match immediately. It is also notified that the referee may debar the player from future matches depending on the severity of the foul committed.
- iii) Technical fouls shall not be counted as personal fouls.

The referees' decision shall be final in case of any conflict and no arguments with the referees or the match officials shall be entertained. Any misbehavior with the officials will result in disqualification of the team.

**Club Head: Mr. Nachiket Yagnik - +91-9824751543**

# CARROM

## 1. General rules

Boys- Each league game will be of “best of 3 boards”, each semi-final will be a “game of 15 points” and the Finale will be of a “game of 25 points”. The Queen carries 3 points and others carry 1 point each.

Girls- Every game will be a game of “best of 3 boards”. The weightage of coins will be same as above.

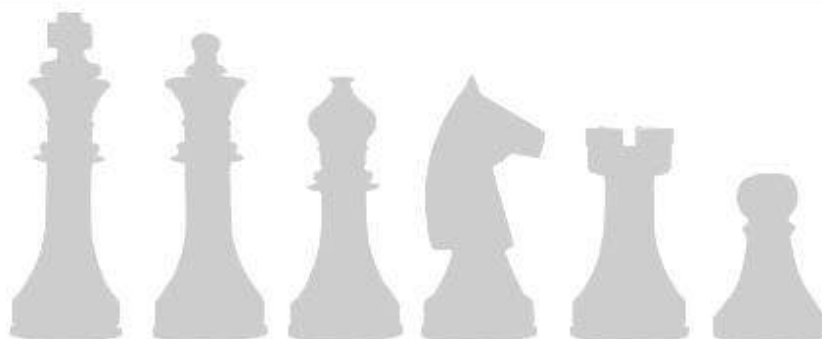
- a) All the games will be in the format of **“black and white”**.
- b) Thumbing is not allowed in any format of the game.
- c) Once the coin/ coins fly out of the board it has to be placed at the centre by the referee. If any coin is residing at the centre already then it has to be displaced by the referee carefully.
- d) Once foul is committed the opponents has the discretion to place the fouled coin within the circle at any place but not by disturbing any other coin. If he disturbs then it will have a penalty of single foul.
- e) While handing over the striker players are cautioned to do it carefully without disturbing the coins. If he fails to do the same a single foul can be taken from his with the discretion of the opponents.
- f) **Century board- if the opponents clear their board before a single coin been pocketed by the player it will make the opponent win the whole game of carrom even without playing the next games.**
- g) You cannot pocket the Queen before pocketing one of your own coins.
- h) In any kind of disputes the decision of the club head and the Sports Committee will be final and binding.
- i) **Any other general rules as per the All India Carrom Federation norms will be followed.**

2. **FOULS** (fouls will be carried over to next hand if it cannot be paid in that hand only)
- a) Pocketing the striker alone will have a foul of single coin.
  - b) Pocketing the striker with the coin has two consequences.
  - c) If you want to retain hand then you have to give foul of two coins.
  - d) If you do not want to retain hand, then you have to pay the foul with a single coin.
  - e) Arrow fouls- A player cannot touch the coins directly if that coin is lying on any of the two arrows of his side.
  - f) Touching opponents coins without disturbing any of your own coins will have penalty of one foul.
  - g) Touching the last coin directly will have penalty of single foul.
  - h) Stopping/ diverting/ disturbing the moving striker will have penalty of single foul.
  - i) Disturbing the coins at the time of launching the striker by fingers will have penalty of single foul. ( discretion of referee shall be final)
  - j) Pocketing any of the last coins by any of the players playing in the match without pocketing the queen will make the opponents victorious.**
  - k) Not touching the base lines by your striker while launching it will have penalty of single foul.
  - l) Half/ partial circle play will have a penalty of single foul.
  - m) If the striker is pocketed along with the Queen then the hand continues for the same player and foul will be collected only after the cover shot. If the cover shot pockets any of the **relevant** coins of the player then it will be taken as if the Queen is pocketed finally.

**Club Head: Mr. Ajay Singaria - +91-9724009046**

# CHESS

1. Limit on number of players: 4 (2 + 2 reserve).
2. The board order of players should be given beforehand to the committee.
3. In case of a 1-1 draw between the playing team in Knockout rounds, One Rapid match will be played between the best players of the teams.
4. Captains of both the teams will report the name of the player for the Rapid and Blitz to the organizer confidentially.
5. In case of further draw, a final Blitz match will be held.
6. A player or his/her team can be disqualified if his/her conduct in the tournament hall is not found satisfactory.
7. Walkover would be given to the player if his/her opponent does not turn up in 15 minutes after the round has started.
8. Mobile or any other electronic gadget is not permitted inside the tournament hall.
9. All the matches will be played according to the FIDE rules.
10. The decision of the Sports Committee shall be final.



**Club Head: Mr. Atishay Ajmera - +91-9887458557**

# CRICKET

## Boys' Cricket

1. **Duration:** The bowling side needs to complete their 20 overs in 80 minutes. Strict penalties will be imposed on teams not completing their allotted 20 overs in the agreed time. Each team should report 30 minutes prior to their match on the ground.
2. **Interval:** The interval between innings shall be 20 minutes.
3. **Number of overs per bowler:** A bowler can bowl a maximum of four overs. In a delayed or interrupted match, no bowler may bowl more than one fifth of the total overs allowed, unless such a number has been exceeded before the interruption.
4. **Free Hit:** If the bowler bowls a no-ball as a result of overstepping, the next ball shall be a Free Hit. For this ball, the batsman is not given out apart from being run-out. No fielding changes can be made for this Free Hit unless the batsman crossed ends.
5. **Fixtures:** If a fixture cannot be played due to bad weather, the fixture will not be rescheduled and the result will be decided by an Eliminator if the weather permits, if not, then by the Toss of a coin.
6. **Restrictions on the placement of fieldsmen:**
  - a) At the instant of delivery, there may be not more than 5 fieldsmen on the leg side.
  - b) Additional fielding restrictions shall apply to the first 6 overs of each innings (Field Restriction Overs). During the Fielding Restriction Overs only 2 fieldsmen shall be permitted outside the field restriction area (marked area of the field) at the instant of delivery. During the remaining 14 overs (Non Fielding Restriction Overs), no more than 5 fieldsmen shall be permitted outside this fielding restriction area.
7. **Timed out:** Incoming batsman must be in a position to take guard or for his partner to be ready to receive the next ball within 2 minutes of the fall of the previous wicket. If this requirement is not met the incoming batsman will be given out, Timed out. The umpires shall be responsible for keeping strict control of the time elapsed.
8. **Ball:** Standard **red** cricket balls are to be supplied by the organizers.
9. **The Result:** Each side must have faced (or had the opportunity to face) five overs in order to constitute a match. If the game is interrupted by weather, an Eliminator should take place. If weather does not permit either of the above two, then the result will be decided by the toss of a coin.

- 10. Re-arrangement of overs:** Teams have 1 hour 20 minutes to bowl 20 overs. In the first innings, the calculation of the number of overs to be bowled shall be based on one over for every 4 minutes in the total time available for play, up to the scheduled close of play. In the second innings of the match, overs shall be reduced at a rate of one over for every full 4 minutes lost, unless the first innings finished early/second innings started early in which case no overs are lost until the time that has been gained is subsequently lost. The match time will be on hold in the event of a ball being lost, and a replacement ball provided.
- 11. Tie:** If a Twenty 20 match ends in a tie (equal scores in 20 overs), the number of wickets do not matter, the outcome is decided by Tie deciders called Eliminator.
- 12. Eliminator:** Each team nominates three batsmen and one bowler to play a one-over per side “mini- match”. In turn, each side bats one over bowled by the one nominated opposition bowler, with their innings over if they lose two wickets before the over is completed. The side with the higher score from their over wins.
- 13. Short pitched bowling:** A bowler shall be limited to one fast short-pitched delivery per over. If a bowler delivers a second fast short pitched ball in an over, the umpire shall signal a no-ball and caution the bowler, and inform the captain of the fielding side, batsman, and the other umpire of what has occurred. This caution will apply throughout the innings. Should the bowler again bowl two fast short pitched deliveries in an over, he will be given a final warning. Should this transgression happen again, the bowler will be taken off and will not bowl again in the innings. Any balls remaining in the over shall be bowled by another bowler.
- 14. Over Rate Penalties:** If a team fails to bowl the requisite number of overs in the time set, the innings will end at the scheduled time and the average number of runs rounded to the next number and multiplied by the number of overs lost due to slow bowling will be added to its opponents score. The team batting second will only receive the number of overs it bowled calculated on 4 minutes per over. In case the team bowling second also bowls less number of overs the same procedure of adding the average runs per over multiplied by number of overs lost will apply. Example. Team A bats first, scores 60 Runs and game is stopped at 15 overs. Its average run rate is 4. Overs lost 5. Total runs added 20. Final score 80. Team B has to score 80 Runs in 15 Overs to be bowled in 60 minutes.
- 15. Disputes:** Cricket Club has the final authority as regards to the play including timings. The tournament will be played as per the rules given above read in conjunction with the Code of Conduct. Any contraventions of these rules /code of conduct will be strictly viewed

and the Cricket Club may impose Penalties which may include banning of players/teams for one or more matches or in the extreme case from the entire tournament.

- 16. Player Eligibility:** Players must be registered student of a bona fide University/College. Teams may be required at the request of the Tournament Organizer, to provide proof that a player is in fact a registered student of their University/College.
- 17. Offences:** Any offences committed during the tournament will be judged by the Cricket Committee. Strict Discipline and Code of Conduct is to be followed by every team and each player, non-compliance of the same may result in disqualification of a team/player.
- 18. Dress Code:** All players have to mandatorily wear **white** during the course of the match.

### Girls' Cricket

1. It will be a 12 over match played with a tennis ball.
2. General Cricket rules will be applicable.

**The Girls' event will only be conducted if the requisite number (atleast four) of teams register.**

**Club Head: Mr. Gunit Singh Marwah - +91-7600628448**

# FOOTBALL

## (9-a-side)

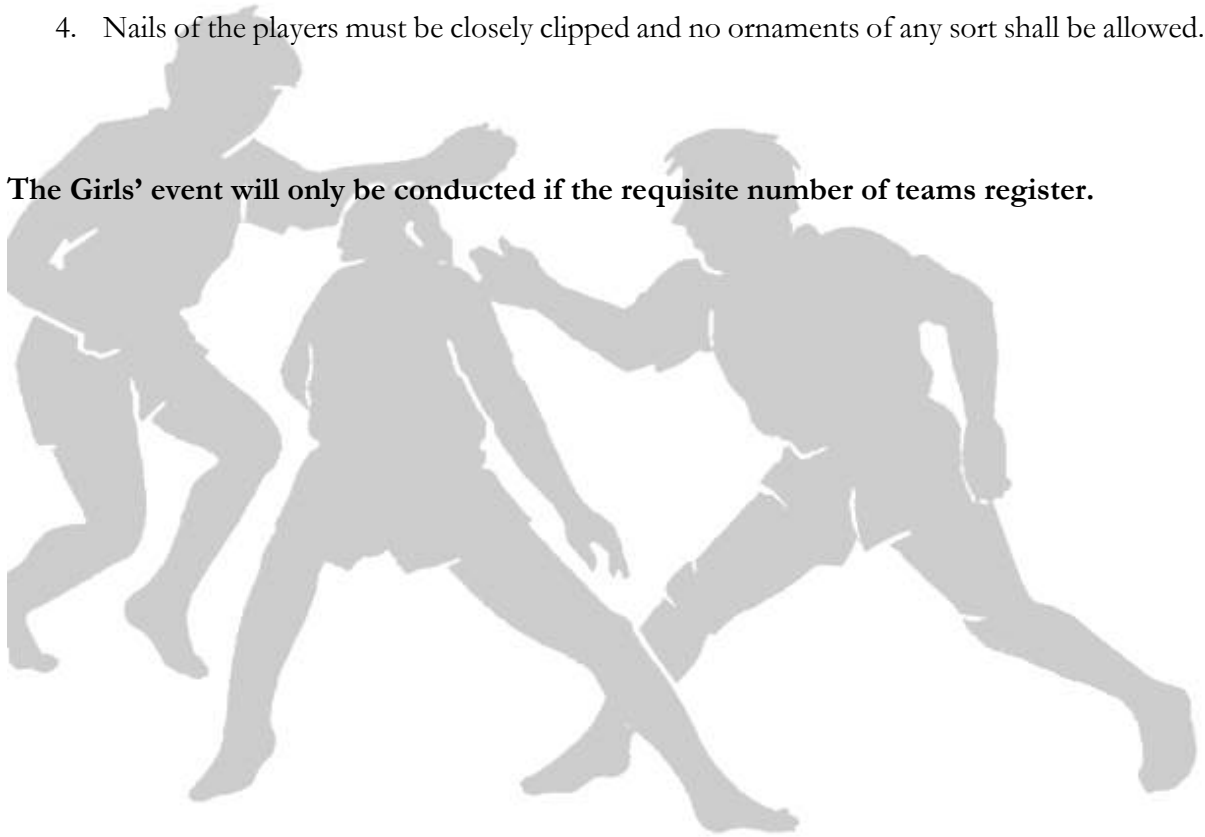
1. Each team shall field 8 onside players and a Goal Keeper, with 5 substitutes, making a squad of 14.
2. There is **NO offside** rule.
3. Rolling substitution is allowed.
4. In case of a walkover, the reporting team shall be awarded a 3-0 victory.
5. In case teams are level on points, group position shall be judged in the following order of criteria:
  - a) Head to head
  - b) Goal Difference
  - c) Goals scored
  - d) Goals conceded
6. Win = 3 points, Draw = 1 point and Loss = 0 points
7. Decision of referee is final
8. 3 yellow cards 1 match suspension 1 red card 1 match suspension
9. Shins-stockings is compulsory
10. For girls in case of a draw, there shall be extra time and if the draw continues, there shall be penalties.
11. In case of boys, (**from quarter finals**), in case of draw there shall be extra time and if the draw continues there shall be penalties.

**Club Head: Mr. Karan Patel - +91-9824030777**

# **KABADDI**

1. General Rules of the Amateur Kabaddi Federation of India for Men and Women will be followed. The rules for the Junior Men, Junior Women, Sub-junior boys and sub-junior girls will not be applicable.
2. Each team shall consist of minimum 10 and maximum 12 Players. 7 Players shall take the ground at a time and the remaining players are substitutes.
3. Application of oils or any other soft substances to the body shall not be allowed
4. Nails of the players must be closely clipped and no ornaments of any sort shall be allowed.

**The Girls' event will only be conducted if the requisite number of teams register.**



**Club Head: Mr. Sugnesh Chudasama - +91 8128684329**

# LAWN TENNIS

Standard **All India Tennis Association (AITA)** rules will be applicable

1. Only sportswear and non-marking tennis shoes or sneakers are permitted.
2. Teams must report at the court 30 minutes before their scheduled time. Arriving 10 minutes after their scheduled time will result in a walkover.
3. The format for both boys and girls is: two mandatory singles matches and one doubles match.
4. Two singles matches will be played, with best-of-seven-games for girls and best-of-nine-games for boys. If one team wins both, no doubles match shall be conducted. In the event of a tie, a best-of-nine-games doubles match will be conducted.
5. After the boys' preliminary matches, the top teams from each group shall face each other in the final.
6. After the girls' preliminary matches, the top two teams shall face each other in the final.
7. Food and gum is not permitted on the court.

**Club Head: Mr. Rishabh Parikh - +91-9824018679**

# TABLE TENNIS

Table Tennis will be a team event for men and women.

1. **Team** - Each team will consist of 4 players. Name of the players have to be submitted at the beginning of the event and throughout the event players cannot be replaced. Out of 4 players names of three players have to be submitted by captain before every team match.
  
2. **Scheme of the match**
  - a) Each team match consists of five individual matches and shall end when one team has won a majority of the possible individual matches. Each individual match shall be the best of three games but in the semifinal and final it will be of best of five games. Each game will be of 11 Points.
  - b) A team match consists of two singles matches followed by a doubles match, followed, if necessary, by one or two singles matches, until a team wins three matches.
  - c) For each team match, the captain shall nominate the players who will play the first two singles matches. The third player will play in the doubles match (match number 3) with either of the two players who played the first two matches, selected by the captain after the second singles match is completed. The remaining matches (if necessary) will be set in a way to ensure that each player plays a maximum of two matches according to the following system.

Order	Type	ABC Team	XYZ Team
1.	Singles	A	X
2.	Singles	B	Y
<b>Captain chooses DBL pair. 5 minutes break</b>			
	Doubles	C+A or B	Z+X or Y
Five Minutes Break			
	Singles	A or B (Non-Playing Doubles)	Z
	Singles	C	X or Y (Non-Playing doubles )

- a) Before the start of the match, the team that wins the toss shall choose to be either the ABC team or the XYZ team
- b) After choosing ABC or XYZ team, the captain shall nominate players in position A, B, C or X, Y, Z.
- c) After the captain hands over the nomination sheet for doubles (once the 2 first singles matches have been played), the match order of the 4th and 5th matches is automatically decided.
- d) The team competition will follow a knockout (single elimination) format or League format that will depend on the entries we got.

### **3. Flow of the Match**

Each player serves two points in a row and then switch server. However, if a score of 10-10 is reached in any game, then each server serves only one point and then the server is switched. After each game, the players switch side of the table.

### **4. Service**

The ball must rest on an open hand palm. Then it must be tossed up at least 6 inches and struck so the ball first bounces on the server's side and then the opponent's side.

If the serve is legal except that it touches the net, it is called a let serve. Let serves are not scored and are reserved.

5. **Equipment** - The paddle should have a red and a black side.

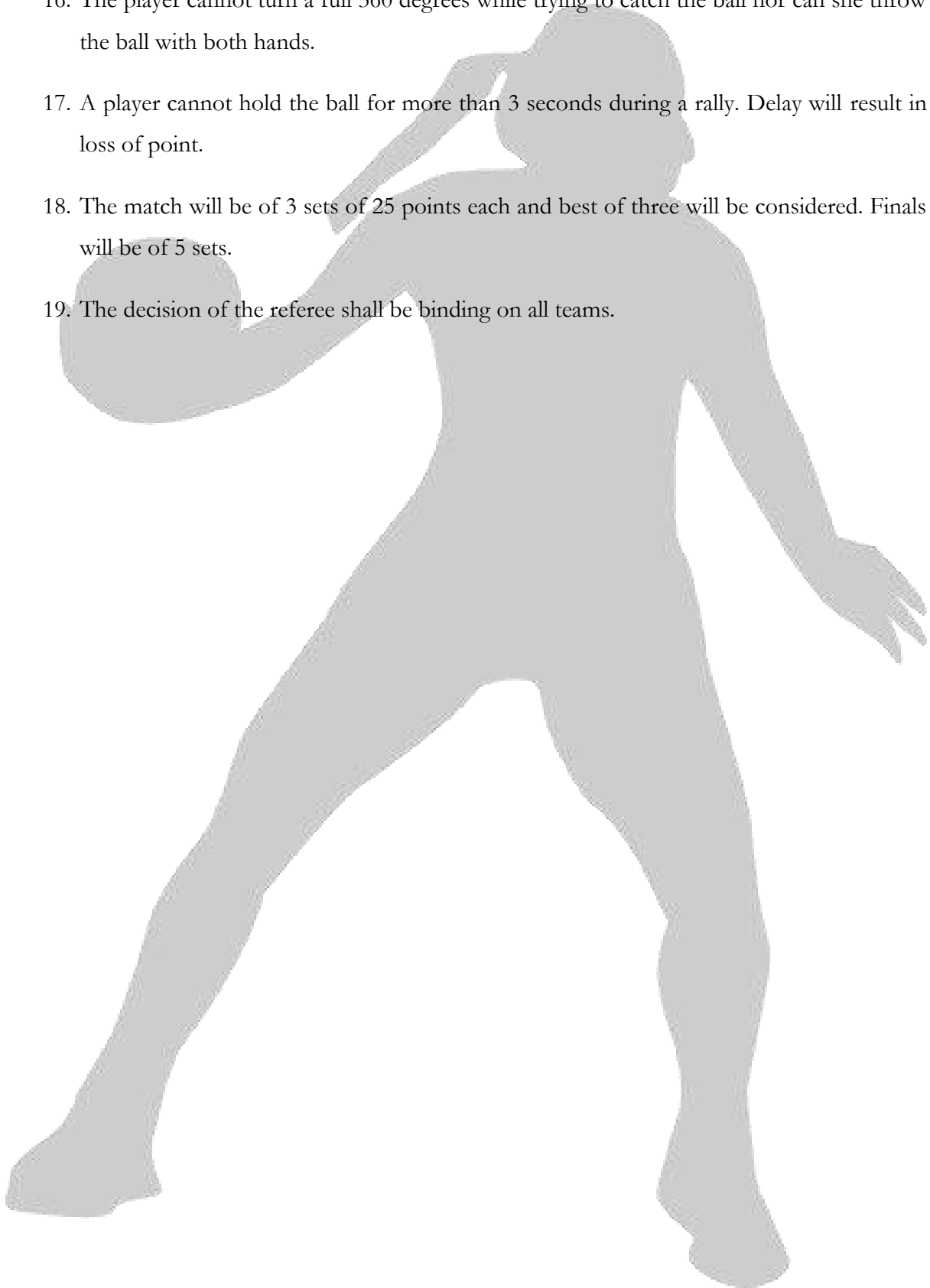
**Club Head: Mr. Hari Mohan Meena - +91-9428396798**

# THROWBALL (Girls only)

Standard **TFI** rules will be applicable

1. Each team shall consist of maximum 12 player and minimum 7 players.
2. Matches will be 7 a side.
3. Service only from the right hand corner, outside the court and only over-arm service is allowed.
4. Service must take place within 5 seconds of the whistle of the referee and not any time before or after. Default will result in loss of point to the team.
5. The server is not allowed to touch the line during service and is allowed to enter the court only after the ball has crossed the net. Default will result in loss of point to the team.
6. Net touch during service is not allowed. However, net touch during rally is allowed.
7. Rotation is compulsory and will be immediately after the service has been broken.
8. In case of improper rotation, one warning will be given by the referee. A second offence will result in loss of point.
9. Double touch, shifting and fumbling of the ball is not allowed.
10. If a player touches the ball but is unable to catch it, another player of the team is allowed to catch it. This is only allowed up to 2 players.
11. If the ball is caught on the left side, it has to be thrown from the left hand and if caught on the right side it has to be thrown from the right side. Is the ball is caught in the centre, it can be thrown from any side.
12. Jumping when catching the ball is not allowed. However, spot jumping is allowed while throwing the ball.
13. No step can be taken after the ball has been caught. However, the player can move only after the service and before the ball is caught.
14. The player cannot step inside the dead zone to catch the ball and can nether throw the ball in the dead zone. Default will result in loss of point to the team.

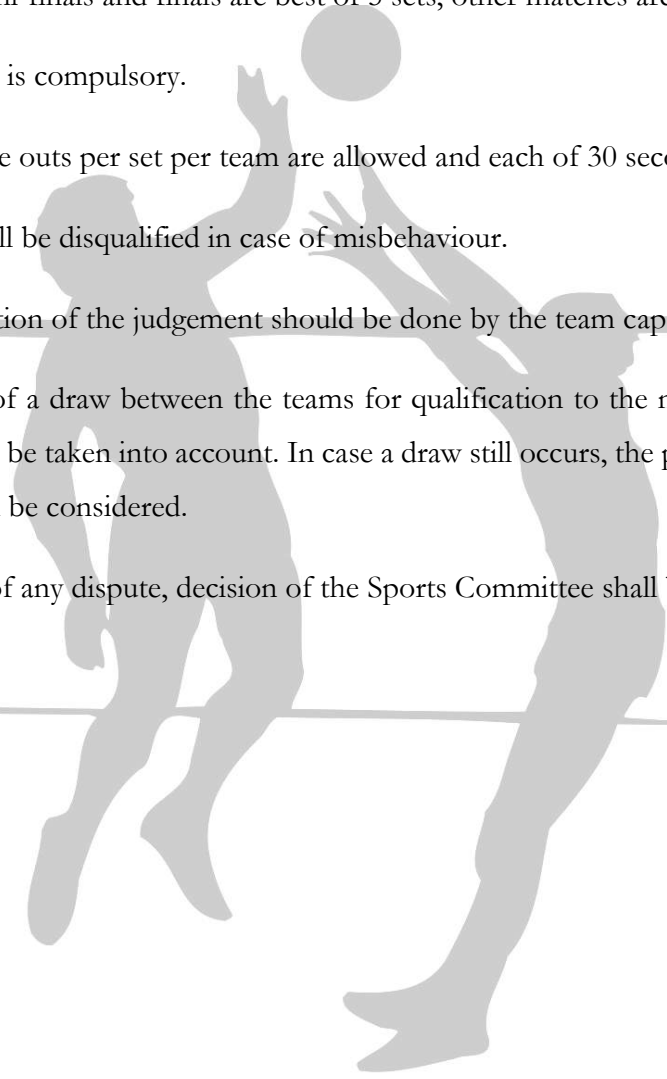
15. If the ball is caught below knee level, it must be thrown from there.
16. The player cannot turn a full 360 degrees while trying to catch the ball nor can she throw the ball with both hands.
17. A player cannot hold the ball for more than 3 seconds during a rally. Delay will result in loss of point.
18. The match will be of 3 sets of 25 points each and best of three will be considered. Finals will be of 5 sets.
19. The decision of the referee shall be binding on all teams.



**Club Head: Ms. Pratiksha Agrawal - +91-7600641194**

# VOLLEYBALL

1. All standard **FIVB rules** will be applicable.
2. The referee's decision will be final.
3. Teams should report 30 minutes prior to start of match.
4. Only semi-finals and finals are best of 5 sets, other matches are best of 3 sets.
5. Rotation is compulsory.
6. Two time outs per set per team are allowed and each of 30 seconds.
7. Team will be disqualified in case of misbehaviour.
8. Clarification of the judgement should be done by the team captain only.
9. In case of a draw between the teams for qualification to the next round, no. of winning sets shall be taken into account. In case a draw still occurs, the point difference of winning sets shall be considered.
10. In case of any dispute, decision of the Sports Committee shall be final and binding.



**Club Head: Ms. Sonam Arya - +91-7567836148**

## **NOTE:**

The Club associated to the respective sport reserves the right to change any timings/schedule of the matches. The decision taken by the Sports Committee in consultation with the match officials shall be final and binding upon the teams in case of any dispute.

The fixtures will be drawn by the Sports Committee and will not be changed on any ground.

The players will be informed about the match well before the match time and if the player fails to reach by the scheduled time, the opponent may be handed over a walkover.

The playing conditions can be arranged with the consent of the participants, but the final discretion will be in the hands of the Sports Committee.

In case of any further queries in relation to the Sport or event, kindly contact the respective club heads only, the contact numbers of whom have been mentioned after every sport.