

RULEBOOK: SPORTS

FOOTBALL

1. Players without their respective college/university issued ID card will not be allowed to play under any circumstance(s).
2. The game is played in 2 halves consisting of 25 minutes each. The half time interval must not exceed more than 10 minutes. At the discretion of the referee more time is allowed to compensate for any stoppage during play e.g. Due to substitutions or care and attention of injured players.
3. Players must wear a jersey, Shorts, stockings, shinguards and footwear.
4. There shall be rolling substitutes.
5. The composition of the team shall not be in excess of 16 members.
6. If a player is awarded RED card then he shall not be allowed to play in the next match.
7. If a player is awarded YELLOW card in two consecutive matches then he shall not be allowed to play in the next match.
8. FIFA rules shall be followed.
9. The decision of the referee shall be final and binding.

CRICKET

1. Players without their respective college/university issued ID card will not be allowed to play under any circumstance(s).
2. NIVIA RED TENNIS (Approved by Tennis Cricket Association) ball will be used for the match
3. 16 overs per inning.

4. 3 bowlers can bowl 4 overs and for the remaining bowlers, 3 overs is the limit.
5. First 4 overs power play compulsory- 2 fielders outside the inner circle.
6. 1 over batting power play and 1 over bowling power play- 3 fielders outside the inner circle.
7. 1 bouncer allowed in one over.
8. Free hit for no ball (step out).
9. Minimum 4 fielders should be in the inner circle in normal overs.
10. Umpire decision shall be final and binding.
11. Team should reach field before 30 minutes of the match otherwise their overs will be deducted as penalty which would be decided by the organizing committee.
12. Teams shall bring their own kit.
13. Team should be in proper jersey.
14. Remaining normal T20 ICC rules.

VOLLEYBALL

1. Players without their respective college/university issued ID card will not be allowed to play under any circumstance(s).
2. The composition of the team shall not be in excess of 10 members.
3. There shall be 3 sets and the tennis point system shall be followed.
4. On serve the ball should be released properly.
5. The rotation system shall be followed.
6. The decision of the referee shall be final and binding.

LAWN TENNIS

1. Each team shall consist of minimum 2 and maximum 4 players.
2. There shall be 2 singles competition and doubles competition followed by a tiebreaker if necessary.
3. Each match shall be of 1 set.
4. In cases of dispute AITA rules shall prevail.
5. There is no team cap and each university/college is allowed to form any number of teams.

THROWBALL

(Rules of Throwball as Per International Throwball Federation)

1. Players without their respective college/university issued ID card will not be allowed to play under any circumstance(s).
2. Each team should consist of seven (7) Players at time of play and 5 Substitutes.
3. The match should be played for best Of 3 sets for 25 Points in each set with rally Score.
4. Any ball to be released should be released from above the Shoulder Line only.
5. The ball has to be caught with both the hands and returned in one hand only.
6. Service ball should not touch the net and double touch is not allowed for receiving the Service Ball. The ball should be served after the whistle & within 5 Seconds and should be served only from the Service- Zone & without crossing the end line. Any ball falling on the box line or in the Dead Zone is a foul.
7. Any Ball After Catching (During Rally) Should Be Released Within 3 Seconds.
8. During the rally, ball can touch the net a player should have contact with the ground at time of receiving the ball, and can jump and return the ball. Also a player can jump and serve the ball.
9. Body touch during catching or releasing the ball is not allowed.

10. The ball should be caught simultaneously with both the hands without any sound and any movement of the ball in the hand. 2. Two players cannot catch the ball simultaneously. The players should stay in 2-3-2 position at the time of service.

12. Shifting the ball from right to left or left to right is not permitted.

13. Team should be in proper jersey.

BASKETBALL

1. Players without their respective college/university issued ID card will not be allowed to play under any circumstance(s).

2. The composition of the team shall not be in excess of 10 members.

3. Duration of each quarter shall be 8 minutes.

4. A player in excess of four personal fouls will have to sit out for the remaining match.

5. On the occurrence of two technical fouls, the team would be disqualified.

6. If a team commits 5 fouls in one quarter, the other team will be allowed 2 free throws.

7. The decision of the referee shall be final and binding.

Street Soccer

1. Players without their respective college university issued ID card will not be allowed to play under any circumstance(s).

2. The composition of the team shall not be in excess of 8 members. Maximum 5 players shall be allowed on the court that includes 4 outfield players and 1 goalkeeper.

3. Rolling substitutes system shall be followed.

4. Duration of the match shall be of 20 minutes with each half of 10 minutes and a break of 5 minutes.

5. A goalkeeper must not score goals. The goalkeeper must not leave the penalty area. The goalkeeper must not hold the ball longer than necessary in his penalty area (beyond for time”).

6. The goalkeeper must distribute the ball from his hands underarm (below shoulder height). If the goalkeeper does not distribute the ball underarm a free kick will be awarded to the other team at the halfway line.

7. A goalkeeper must not leave the penalty area.

8. A pass back rule applies. If a goalkeeper picks the ball up with his hands after receiving a pass back from a team mate the other team is awarded a penalty.

9. The referee can award a penalty against a team which is persistently time-wasting after

the team has been first warned about its conduct.

10. Players must wear a jersey.

11. Boots are not allowed. Only sport shoes shall be used.

12. The decision of the referee shall be final and binding.

POOL

1. Players without their respective college/university issued ID card will not be allowed to play under any circumstance(s).

2. There shall be only one team from each college/University.

3. The composition of the team shall not be more than 2 members.

4. The 1st player who starts (breaks the rack to start a game) is determined randomly. The break will then alternate between players in future games at the same table, regardless of who won that last game. The player who breaks must strike the rack with the cue ball. Otherwise, the break becomes illegal and the turn switches to the opponent. Any balls pocketed on the break remain pocketed.

5. If during a break the player pockets a ball, other than the 8-ball or cue ball, the turn continues. If no balls are pocketed on the break, the turn switches to the next player. Regardless of whether a ball is pocketed or not on the break, the table is still considered "open" (i.e., the choice of playing solids or stripes is still up for grabs).

6. The choice of stripes or solids is not determined on the break. The choice is determined only when a player legally pockets the first ball after a break. If the player pockets both a solid and a stripe in the same shot, he/she must choose which group of balls they wish to play. If the table is open and a player strikes the 8-ball first, this is considered a foul and the turn rotates to the next player who gets ball in hand. If any balls were pocketed on this foul, they remain pocketed and the table is still considered "open." If the 8-ball is pocketed when it is not a legal shot the game ends and the player who illegally pocketed the 8-ball loses the game. Once solids and stripes have been assigned, it's considered a foul to strike the other player's ball before your own. If this happens, the player's turn is over and any balls pocketed remain pocketed.

7. A player loses the game by making any of the following errors:

- Foul when pocketing the 8-Ball.
- Pocketing the 8-ball in a pocket other than the one he/she designated.
- Pocketing the 8-Ball when it is not the legal object ball.

• Pocketing the 8-ball Oil the same shot as the last of the player's group of balls.

8. The decision of the Judge shall be final and binding.

CARROM

1. Players without university issued ID card will not be allowed to play under

2. There shall be only one

3. The composition of the team shall not be more than 3 members.

4. The decision of the Judge shall be final and binding.

CHESS

1. Players without their respective college/university issued ID card will not be allowed to play under any circumstance(s).

2. There shall be only one team from each college/University.

3. The composition of the team shall not be more than 4 members.

4. The decision of the Arbiter shall be final and binding.

5. Every participant will get 30 minutes.

BADMINTON

1. Players without their respective college/university issued ID card will not be allowed to play under any circumstance(s).

2. There shall be only one team from each college/University.

3. The composition of the team shall not be more than 3 members.

4. The decision of the referee shall be final and binding.

TABLE TENNIS

1. Players without their respective college/university issued ID card will not be allowed to play under any circumstance(s).

2. There shall be only one team from each college/University.

3. The composition of the team shall not be more than 3 members.

4. 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.

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

6. The decision of the referee shall be final and binding.

Counter Strike

1. The composition of the team shall not exceed 5 members.

2. No cap on number of entries.

3. Game version - Half-Life Counter-Strike Condition Zero.

4. The Tournament Organizers reserves the right to cancel or modify the tournament rules if fraud, technical failures or any other factor beyond reasonable control impairs the integrity of the tournament.

5. A game consists of 2 periods, each period including 5 rounds. A round lasts 2 minutes. One round as Terrorists and the other as Counter-Terrorists for each team.

6. In the first round - match

7. In the second round - unwanted maps.

8. A knife-round vs Counter-Terrorist and which team plays Terrorist. The winner of the knife-round picks their role before the first half of the match. Roles switch in the second half of the match.

9. If a team is not present on the tournament server at the start of the scheduled time. the other team chooses map and the side (CT or T).

10. Team members may not communicate (speak) when he or she is "dead" in the game. The only exception is when all team members are eliminated in the game.

11. Only the team captain is allowed to send public messages (messagemode1 or "y") during the game. The rest of the players are not allowed to use messagemode1: failure to meet this rule would lead to team penalties. The players can send only team messages (messagemode2 or "u") during the match.

12. The decision of the Judge shall be final and binding.

NEED FOR SPEED

1. The tournament will be knock out.
2. The player who wins their 1st stage match advances to the next stage.
3. There will not be any match played for the third spot.

Match Format

1. Sprint Races will be played by 4 players in the preliminary matches.
2. Players getting the 1st position in the sprints shall qualify for the next round. Game

Settings

1. Courses: Diamond, Dunwich Bay, Heritage Heights, Bay Bridge, EastPark, Forest Green, Heritage and Diamond and Seaside & Leimox.

2. Car Settings: All 32 cars are available.

3. Race Mode Options:

* Nitrous: On

* Collision Detection: on

* Performance Matching: Off

4. Player Mode Options:

* Game Moment Camera: Off

* Car Damage: Off

* Rear View Mirror: Player's own discretion

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