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COLOSSUS

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Rules manual

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 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 for care and attention of injured players.
3. Players must wear a Jersey, Shorts, Stockings, Shinguards and Football Shoes.
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 are 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 shall apply.

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 and if needed, a doubles for a tiebreaker.
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 he 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 With In 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.
11. Shifting the ball from right to left or left to right is not permitted.
12. 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 time penalty area. The goalkeeper must not hold the ball longer than necessary in his penalty area (playing for time”).
6. The goalkeeper must distribute the ball from his hands underarms (below shoulder height). If time 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 teammate, 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. Football shoes are not allowed. Only sport shoes shall be used.
12. The decision of the referee shall be final and binding.



Carrrom

1. Players without university issued ID card will not be allowed to play under
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 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 till the opponent's side.
6. The decision of the referee shall be final and binding.



Kabaddi

1. Each team will consist of Maximum 12 players and Minimum 10 players. 7 players shall take the ground rest as substitutes.
2. The team that wins the toss shall have the choice of the court or the raid. In the second half, the court shall be changed and the team which had not opted for raid shall send their raider first.
3. A player shall be out if any part of his body touches the ground outside the boundary but during the struggle a player this rule is not applies.
4. If an anti who has gone out of bounds holds a raider, the raider shall be declared safe and a point shall be declared against the anti.
5. A raider shall continue to chant "KABADDI" as the approved chant. If he is not keeping the approved cant or he looses the chant in the opponent court or takes more than 30 seconds duration, he shall be ordered back and the opponent will be given one point and chance to raid.
6. A raider must start his chant before he touches the opponent's court. If he starts the chant late, he shall be ordered back by the Umpire or Referee.
7. If a raider goes out of turn the Umpire or Referee shall order him to go back and one Technical Point will be given to opponent team.
8. The duration of match will be in two halves of 20 minutes in case of boys and a break of 5 minutes will be given in between. In case of girls the game will be of 2 halves of 15 minutes and 5 minutes will be provided between two halves
9. Rules of IKF will be followed.



General Rules for Athletic Events

1. In all field events besides the high jump:
 - I. The best distance out of all attempts will be counted.
 - II. With eight or more competitors, each athlete shall be allowed three trials. The top eight finishers (or nine if the track has enough lanes) will be allowed three additional trials.
 - III. If there are eight or fewer athletes (or nine if the track has enough lanes) all will be allowed six trials. In non-championship competitions and at the judgment of the games committee, the number of trials may be reduced to four.
2. All throws and jumps must be measured immediately after each attempt.
3. Distances in field events will be measured in meters. If the distance measured is not a whole centimeter, the number will be recorded to the nearest 0.01m below the distance.

Long Jump

1. The length of the run is unlimited.
2. The takeoff must occur on or before the board.
3. The jump is measured from the takeoff line to the nearest break in the landing area made by any part of the body.



Strength Events

1. Except for in the javelin, the throw must start from a stationary position inside the circle.
2. Except in the javelin, the athlete is allowed to touch the inside of the board or stop board.
3. Fouls occur when an athlete:
 - I. Does not start from a stationary position within the circle.
 - II. Touches the top of the iron board, stop board, or painted circle.
 - III. Touches anywhere outside of the circle.
 - IV. Improperly releases the implement.
 - V. Leaves the circle improperly or before the implement has landed.
4. In the javelin throw, the athlete must come to a stop before a line marking the end of the runway, regardless of where the athlete releases the implement.
5. Tape on the wrist alone is allowed and must be shown to the chief judge before the event starts.
6. Gloves are only allowed to protect the hands during the hammer throw.
7. All hammer and discus throws must be conducted inside an enclosure/cage to ensure the safety of the spectators, officials, and athletes.

(NOTE : Rules are subject to change on the discretion of organising committee if necessary)



CULTURAL EVENTS

Cat Walk

1. Teams must carry a pen drive with their respective music.
2. 10 minutes will be allotted to each team to showcase their work.
3. Any form of vulgarity will lead to disqualification.
4. Preferably theme based shows.
5. Teams must take care of their respective costumes and styling.
6. Props maybe used.

Just A Minute

1. This is an open event of creativity and talent.
2. JAM master's decision will be final.
3. Any form of vulgarity will lead to disqualification.

What's the Good Word

1. Team Event with each Team comprising of 2 participants.
2. There is no bar on the number of teams per institution.
3. Each team will get 120 seconds to guess as many 'good words' as possible.
4. A general clue will be given regarding the nature of the words.



5. Specific clues will be provided with the progress of the event
6. The team that guesses the most number of words the earliest will win.

Mad Ads

1. This is a team event with each team comprising of participants
There is no limit on the number of team per institution
2. Teams will be given a theme on the spot.
3. Each team will be allotted 20 minutes as preparation time.
4. Each team's skit must be 3 minutes or longer.

Art Attack

1. This is an event of two members. The first member will be provided 15 minutes and a theme.
2. Second member will not be aware of the given theme, and have to complete the painting.
3. Paints and other art supplies will be provided.
4. The participants will have a maximum of 30 minutes to complete the painting combined.



Taboo

1. This is a team event with each team comprising of 2 members.
2. There is no limit on the number of teams per university/college.
3. Each team will get 120 seconds to guess as many words as possible.
4. The participants will be required to guess the words without mentioning any of the 'Tabooed' words. Any mention of the tabooed word will result in point penalty.
5. Acting out the word is not allowed.
6. As the event progresses, more specific clues will be given.
7. The team that guesses the most number of words will win.

Open Quiz

1. This is a team event with each team comprising of 2 members.
2. Event is open to everyone regardless of age and qualification.
3. Ten teams shall qualify for Finals.



Game of Thrones Quiz

1. This is a team event with each team comprising of 2 members.
2. One team is allowed to register per institution.
3. Questions shall deal with Game of Thrones fandom only.
4. Ten teams shall qualify for Finals.

Scrabble

1. This is an individual event.
2. Two persons can participate per institution.
3. Prelims shall consist of one person facing off against three.
4. 8 people shall proceed to the semis; 2 to the finals.



The Battle of Bands

a) Composition of the Bands

- I. The band must consist of a minimum of two members.
- II. The band members can all belong to the same college or to different colleges.

b) Rules for the Finals

- I. All the bands will have to report at the venue for registrations before 1:00 pm on the day of the event.
- II. Bands will be provided with basic stage gear i.e. drum kit, monitors and Mics. Bands will have to inform the organizers for any other additional requirements beforehand.
- III. Each band will be given 15 minutes to perform their songs. The time period given is in addition to 5 minutes for set up (Total time 15+5=20)
- IV. The criteria for judging will be based on: Technicality, Originality, Creativity, Presentation and Stage Presence and any other criteria depending upon the discretion of the judges.

Note: The decisions of the organizers are final and binding. Any further queries regarding Battle of the Bands has to be sent via email to colossus@hnl.u.ac.in.