

RAJIV GANDHI NATIONAL UNIVERSITY OF LAW



ZELUS 
5TH TO 8TH MARCH 2020

OFFICIAL RULEBOOK





ZELUS III
GENERAL RULES:

1. Each participant shall be allowed to participate in a maximum of 3 events, excluding athletics.
2. Contingent representatives/leaders are advised to explicitly provide us names of those participants who would be taking part in multiple events in 'Details of the participants' as provided in Annexure II to avoid any scheduling issues.
3. In the event of an overlap between two events of a participant, the contingent representative/leader shall duly communicate the same to the OC within a reasonable time after receiving the fixtures of the day.
4. In the event of an overlap or consecutive events, a maximum of 20 minutes rest may be accorded provided it does not cause scheduling delays.
5. The schedule of the events shall be provided at the time of registration and at any appropriate time thereafter.
6. In case of any dispute relating to an event, the OC shall be duly informed by the contingent representative/leader and the decision of the OC in this regard shall be final.
7. Conversely, the OC reserves the right to cancel any event in case of low participation or logistical problems. In such a case, the participation sum of the said event (for informal events) shall be refundable.
8. The decision of the OC shall be final with regards to the scheduling of events and on disputes relating to the rules. For further clarification, please refer to the Rulebook.



ATHLETICS

GENERAL RULES

1. All the standard IAAF Rules will be applicable.
2. Events: 100m, 200m, 400m, 800m, 1500m, 4x100m, 4x400m Relay, Long jump, High Jump, Triple Jump, Javelin Throw, Discus and Shot-put.
3. Participation in all the above mentioned events is open for both men and women.
4. Event will be held cancelled if there are less than four participants in that particular event.
5. In 4*100mRelay, will be held separately for boys and girls. There will be no mixed event this time.
6. An athlete can participate in multiple events as long as the timings are not in conflict with some other event. In this scenario, the decision of the Organizing Committee shall be final and binding.
7. Running is allowed only in Spike and Sport shoes, participant with bare feet will be disqualified.

I. TRACK EVENTS

Events: 100m, 200m, 400m, 800m, 1500m and 4x100m, 4x400m relay

Rounds and Heats

Preliminary rounds might be conducted, as per the discretion of the Organizing Committee, for the events where the situation will demand such, keeping in mind the number of participants. The athletes who qualify the preliminary rounds will be eligible to compete in the final round.

Foul Start

A foul start will result in immediate disqualification from the event as per the 'one-strike rule' of the IAAF. This rule is applicable for all the races.

Obstruction

Any competing athlete who jostles or obstructs another athlete, so as to impede his progress, shall be liable to be disqualified from that event. The decision of the Referee shall be final and binding. He may either allow the race to be re-held, excluding the disqualified athlete or may allow the athlete(s) seriously affected by jostling or



obstruction (other than any disqualified athlete), to compete in a subsequent round of event

Lane Infringement

An athlete is required to stay within his allocated lane from start to finish. Non-adherence of the same may result in disqualification or penalty.

Relay and Baton exchange

In relay races, one foul start is allowed per athlete. A subsequent foul start will result in disqualification of the athlete from the particular race. There will be an exchange zone within which the baton has to be exchanged. Dropping the baton will not lead to disqualification if no interference is made to the other teams while retrieving it.

II. LONG JUMP

Take-off Line

1. The distance between the take-off line and the far end of the landing area shall be at least 11m.
2. The take-off line shall be placed between 1m and 3m from the nearer end of the landing area.

An athlete fails if:

1. He, while taking off, touches the ground beyond the take-off line with any part of his body, whether running up without jumping or in the act of jumping; or
2. He takes off from outside either end of the board, whether beyond or before the extension of the take-off line; or
3. He employs any form of somersaulting whilst running up or in the act of jumping; or
4. After taking off, but before his first contact with the landing area, he touches the runway or the ground outside the runway or outside the landing area; or
5. In the course of landing, he touches the ground outside the landing area closer to the take-off line than the nearest break made in the sand; or
6. When leaving the landing area, his first contact by foot with the ground outside the landing area is closer to the take-off line than the nearest break made in the sand on landing, including any break made on overbalancing on landing which is completely



1. Javelin Throw

Specifications

The weight of the javelin will be 600gm for women and 700gm for men.

Rules

1. The javelin shall be held at the grip with one hand only. It shall be thrown over the shoulder or upper part of the throwing arm and shall not be slung or hurled. Non-orthodox styles are not permitted.
2. A throw shall be valid only if the metal head strikes the ground before any other part of the javelin.
3. Until the javelin has been thrown, an athlete shall not at any time turn completely around, so that his back is towards the throwing arc.
4. If the javelin breaks during a throw or while in the air, it shall not count as a failure, provided the trial was otherwise made in accordance with this Rule. Nor shall it count as a failure if an athlete thereby loses his balance and as a result contravenes any part of this Rule. In both the cases, the athlete shall be awarded a new trial.
5. Each athlete is given four chances.

2. Shot Put

Specifications

The weight of the shot will be 4 kilograms for women and 6 kilograms for men.

Rules

Upon calling the athlete's name, they have sixty seconds to commence the throwing motion.

1. Use of gloves or taping of individual fingers shall not be allowed.
2. The athlete must rest the shot close to the neck, and keep it tight to the neck throughout the motion.
3. The shot must be released above the height of the shoulder, using only one hand.
4. The athlete may touch the inside surface of the circle or stopboard, but must not touch the top or outside of the circle or stopboard, or the ground beyond the circle. Limbs may however extend over the lines of the circle in the air.
5. The shot must land in the legal sector of the throwing area.
6. The athlete must leave the throwing circle from the back.
7. Each athlete is given four chances.



Foul throws occur when an athlete:

1. Does not pause within the circle before beginning the throwing motion.
2. Allows the shot to drop below his shoulder or outside the vertical plane of his shoulder during the put.
3. During the throwing motion, touches with any part of the body (including shoes) to the top or ends of the stop board, the top of the iron ring, anywhere outside the circle.
4. Throws a shot which either falls outside the throwing sector or touches a sector line on the initial impact.
5. Leaves the circle before the shot has landed.
6. Does not leave from the rear half of the circle.

3. Discus Throw

Specifications

The weight of the shot will be 1 kilogram for women and 2 kilograms for men.

Rules

1. The discus can only be thrown by an athlete when he or she will stand inside a circle which has a diameter of 2.5m.
2. During the course of throw, the athletes are prohibited from touching the top of the rim. However, they can touch the inner part of the rim.
3. An athlete cannot touch the ground beyond the circle.
4. If the athlete leaves the circle before the landing of the disc on the ground, then it will be considered as a foul throw.
5. Each athlete is given four chances.
6. There is particular boundary of landing of the disc. If the disc lands outside that zone then that throw is considered invalid.



EVENTS

BADMINTON

There shall be the following categories of events—

- (a) Men's Singles
- (b) Women's Singles
- (c) Men's Doubles
- (d) Women's Doubles
- (e) Mixed Doubles

*The event categories may be modified as per the discretion of the Organizing Committee.

GENERAL RULES

1. A match shall consist of the best of three games of 21 points each.
2. A game shall be won by the side which first scores 21 points.
3. The side winning a rally shall add a point to its score. A side shall win a rally, if the opposing side commits a "fault" or the shuttle ceases to be in play because it touches the surface of the court inside the opponent's court.
4. If the score becomes 20-all, the side which gains a two point lead first, shall win that game.
5. If the score becomes 29-all, the side scoring the 30th point shall win that game.
6. In a correct service:
 - Neither side shall cause undue delay to the delivery of the service once the server and the receiver are ready for the service;
 - The server and the receiver shall stand within diagonally opposite service courts without touching the boundary lines of these service courts;
 - Some part of both feet of the server and the receiver shall remain in contact with the surface of the court in a stationary position from the start of the service until the service is delivered;
 - The server's racket shall initially hit the base of the shuttle;
 - The whole shuttle shall be below the server's waist at the instant of being hit by the server's racket;
 - The shaft of the server's racket at the instant of hitting the shuttle shall be pointing in a downward direction;



- The movement of the server's racket shall continue forwards from the start of the service until the service is delivered;
 - The flight of the shuttle shall be upwards from the server's racket to pass over the net so that, if not intercepted, it shall land in the receiver's service court (i.e. on or within the boundary lines); and
 - In attempting to serve, the server shall not miss the shuttle.
7. The server shall not serve before the receiver is ready. However, the receiver shall be considered to have been ready if a return of the service is attempted.
 8. Serving and receiving courts:
 - The players shall serve from, and receive in, their respective right service courts when the server has not scored or has scored an even number of points in that game.
 - The players shall serve from, and receive in, their respective left service courts when the server has scored an odd number of points in that game.
 9. Scoring and serving:
 - If the server wins a rally, the server shall score a point. The server shall then serve again from the alternate service court.
 - If the receiver wins a rally, the receiver shall score a point. The receiver shall then become the new server.

DOUBLES

1. Serving and receiving courts

- A player of the serving side shall serve from the right service court when the serving side has not scored or has scored an even number of points in that game.
- A player of the serving side shall serve from the left service court when the serving side has scored an odd number of points in that game.
- The player of the receiving side who served last shall stay in the same service court from where he served last. The reverse pattern shall apply to the receiver's partner.
- The player of the receiving side standing in the diagonally opposite service court to the server shall be the receiver.
- The players shall not change their respective service courts until they win a point when their side is serving.
- Service in any turn of serving shall be delivered from the service court corresponding to the serving side's score.



2. Order of play and position on court:

- After the service is returned, in a rally, the shuttle may be hit by either player of the serving side and either player of the receiving side alternately, from any position on that player's side of the net, until the shuttle ceases to be in play.

3. Scoring and serving:

- If the serving side wins a rally, the serving side shall score a point. The server shall then serve again from the alternate service court.
- If the receiving side wins a rally, the receiving side shall score a point. The receiving side shall then become the new serving side.

4. No player shall serve or receive out of turn, or receive two consecutive services in the same game.

5. Either player of the winning side may serve first in the next game, and either player of the losing side may receive first in the next game.

SERVICE COURT ERRORS

1. A service court error has been made when a player:

- Has served or received out of turn; or
- Has served or received from the wrong service court;

2. If a service court error is discovered, the error shall be corrected and the existing score shall stand.

FAULTS

1. It shall be a "fault":

- If a service is not correct;
- If, in service, the shuttle:
 - a) Is caught on the net and remains suspended on its top;
 - b) After passing over the net, is caught in the net; or
 - c) Is hit by the receiver's partner;

2. If in play, the shuttle:

- Lands outside the boundaries of the court (i.e. not on or within the boundary lines);
- Passes through or under the net;
- Fails to pass over the net;
- Touches the ceiling or side walls;
- Touches the person or dress of a player;



- Touches any other object or person outside the court;
- Is caught and held on the racket and then slung during the execution of a stroke;
- Is hit twice in succession by the same player. However, a shuttle hitting the head and the stringed area of the racket in one stroke shall not be a "fault";
- Is hit by a player and the player's partner successively; or
- Touches a player's racket and does not travel towards the opponent's court;

3. If, in play, a player:

- Touches the net or its supports with racket, person or dress;
- Invades an opponent's court over the net with racket or person except that the striker may follow the shuttle over the net with the racket in the course of a stroke after the initial point of contact with the shuttle is on the striker's side of the net;
- Invades an opponent's court under the net with racket or person such that an opponent is obstructed or distracted; or
- Obstructs an opponent, i.e. prevents an opponent from making a legal stroke where the shuttle is followed over the net;
- Deliberately distracts an opponent by any action such as shouting or making gestures;

4. If a player is guilty of flagrant, repeated or persistent offences, the match officials and/or Organizing Committee shall reserve the right to take appropriate action against the offender.

INTERVALS

1. Not exceeding 60 seconds during each game when the leading score reaches 11 points;
2. Not exceeding 120 seconds between the first and second game, and between the second and third game shall be allowed in all matches.



BASKETBALL (Men and Women)

TEAM COMPOSITION

1. Each team shall consist of no more than 12 team members entitled to play, including a captain. There shall be 5 on field players and 7 substitutes.
2. Each team member shall wear a shirt numbered on the front or back with plain numbers, of a colour contrasting with the colour of the shirt.

MATCH OFFICIALS

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

GENERAL RULES

1. The official FIBA rules (Official Basketball Rules 2017, as approved By FIBA Central Board) shall apply to the basketball event at Zelus, so far as they are not in conflict with the rules mentioned herein.
2. Referees appointed to officiate a match shall give the final decision on the interpretation of an official FIBA rule and the same is final and binding on all competing teams.
3. Players shall not wear equipment (objects) that may cause injury to other players. The following are not permitted
 - Objects that could cut or cause abrasions (fingernails must be closely cut).
 - Hair accessories and jewellery.
4. *Playing time:* The game shall consist of 4 periods of 10 minutes each for boys and 8 minutes each for girls.

Failure to report to the court 20 minutes prior to the scheduled time of the match with at least 5 players shall result in forfeiture of the match in the opponents' favour (Organizing Committee's discretion).

If the score is tied at the end of the fourth period, the game shall continue with as many extra periods of 5 minutes as necessary to break the tie.



5. *Intervals:* There shall be an interval of play of 20 minutes before a game is scheduled to begin.

There shall be interval of play of 2 minutes after the end of first and third quarter and 5 minutes after completion of half time. Additionally, there shall be 2 minutes interval before each extra period.

6. *Timeout:* Each team may be granted:

- 2 time-outs during the first half
- 3 time-outs during the second half with a maximum of 2 of these time-outs in the last 2 minutes of the second half
- 1 time-out during each extra period

Each time-out shall last 1 minute.

7. *Substitution:* A substitute becomes a player and a player becomes a substitute when:

- The official beckons the substitute to enter the playing court.
- During a time-out or an interval of play, a substitute requests the substitution to the scorer.

Article 19 of the FIBA Rules 2017 may be referred for the rules regarding substitution.

8. *Violations:* Rule V and Rule VI of the FIBA Rules 2017 will be followed with respect to violations and fouls respectively. The decision of the referee shall be final and binding.

A player who has committed 5 fouls shall be informed by an official and must leave the game immediately. He must be substituted within 30 seconds.

A team is in the team foul penalty situation when it has committed 4 team fouls in a period.

9. *Injury:* In the event of injury to a player(s), the officials may stop the game. But, if the ball is live when an injury occurs, the official shall not blow his whistle until the team in control of the ball has shot for a field goal, lost control of the ball, withheld the ball from play or the ball has become dead. If it is necessary to protect an injured player, the officials may stop the game immediately.



CARROM

GENERAL RULES

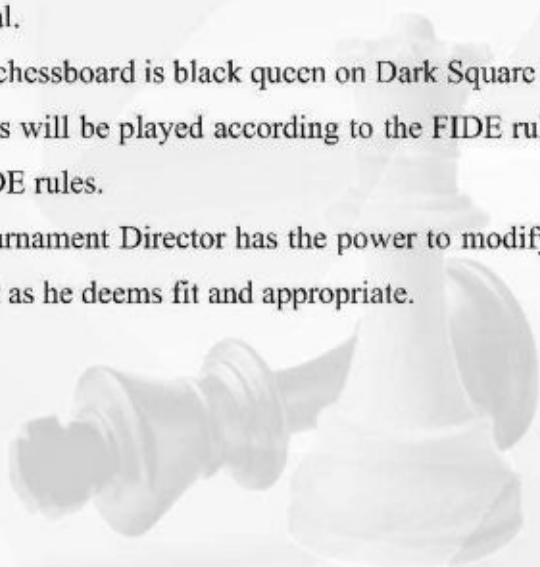
1. Member per college - 2 i.e. a team consisting two members.
2. There shall be a toss by the referee at the commencement of each match. The toss shall be by spin of coin or by means of calling the Carrom man. The either player/pair, winning the toss, shall have the choice of side or the option to strike first. If the winner decides to have the choice of side, he shall communicate the same to the referee, who shall instruct the loser to sit first.
3. Both the players are supposed to play their matches individually.
4. The individual matches will be of "BEST OF THREE".
5. If both the individual players of the same team win their individual matches, they will qualify for the next round.
6. If one of them loses the match and the other wins in their individual game, this will lead to the team match event, i.e. two-on-two.
7. The winner of that match will qualify for the next level.
8. Player has to call the foul and let the referee know about the same.
9. The rules will be instructed by the referee at the time the event.



GENERAL RULES

CHESS

1. It would be an individual event, any number of players from any participating university can take part provided they pay their event registration fees separately.
2. Total number of rounds will be decided on the spot according to participants.
3. Time Limit: 20 mins each opponent (total length of game: 40 mins).
4. Walkover would be given to the player if his/her opponent does not turn up in 10 minutes after the round has started.
5. In case of any dispute during the game the decision of the arbiter/co-ordinator is to be considered final.
6. Setting up the chessboard is black queen on Dark Square facing another white queen.
7. All the matches will be played according to the FIDE rules. It is highly recommended to go through FIDE rules.
8. The Chess Tournament Director has the power to modify the RULES and regulations of the tournament as he deems fit and appropriate.





CRICKET

GENERAL RULES

1. The squads for this event will comprise of a total of 15 players and the playing 11 that will feature in the match will have to be declared and submitted to the sports in charge before the toss in each match.
2. The number of overs for the group stage and the knockout matches will be intimated to the participating teams before the start of every such stage. No. of overs shall vary according to the rounds and time constraints.
3. The guidelines for maintaining the prescribed over-rate shall be issued before every stage and strict adherence to these guidelines is required, otherwise penalty resulting in adjustment of the target to be chased or number of allotted overs will be imposed on the team violating the time limit.
4. The matches will take place with Red Hard Tennis Balls. Other equipment such as Cricket Bats, Batting Gloves, Wicket keeping Gloves etc. are required to be taken care of by the participating teams and the same will not be provided by the organizers.
5. The decisions made by the match officials will be binding. In case of any dispute the sports in charge will settle the dispute taking into account the rules laid down by the Marylebone Cricket Club and the latest amendments to the rules of cricket.
6. The fielding side can position 2 fielders outside the inner circle in the mandatory power play, after the end of the power play the team will have to position at least 4 fielders inside the inner circle at all times.
7. No player shall wear shorts on the field of play. Sticking to the dress code is mandatory.
8. Sledging in any form is strictly prohibited, and any such act might lead to penal actions against the team involved in such an act which might range from penalty on number of allotted overs, target to be chased, bonus runs or suspension of the player involved.
9. Leg before wicket is not a mode of dismissal in the tournament. There shall be runs for byes.
10. In case of a tie, super over will be conducted to decide the winner of the match. The standard rules for super over will apply.



FOOTBALL Women (5-a-side)

GENERAL RULES

1. Each team consists of 5 active players and a maximum of 4 substitutes.
2. There will be 2 halves of 15 minutes each*. The Final match will be of 20 minutes per each half. Any added time would be as per the discretion of the referee. If the match ends in a draw, Penalty Shootout will take place to decide the winner. Extra-time format will not be used.
3. Each team should report at the venue 30 minutes prior to the match.
4. The team that scores the highest number of goals wins.
5. No Player is allowed to use their hands or arms, including the goalkeeper, at any point during the match. There shall be a penalty for doing so.
6. Unlimited substitutions can occur throughout a match but this change can only take place during a stoppage in play and from within the match squad submitted to the match officials.
7. The last defender/goal keeper is required to stay outside the prescribed D area if the ball in play has crossed the half line on his own team's offence.

BALL IN AND OUT OF PLAY

1. At kick-off, all players must be in their own half and opposition players must be at least 3 metres from the ball until it is played.
2. The ball is only considered out of play if it has completely crossed the goal or touchline or play has been stopped by the referee's whistle.
3. At all other times the ball is in play, including rebounds from the goal post/crossbar, the barricades around the playing area or even off the referee.
4. A kick-in shall restart the play in case the play is stopped by the referee or the ball crosses the side lines. The ball has to be stationary on the touchline for the kick to be taken.

FOULS AND MISCONDUCT

1. A direct free kick is awarded to the opposing team if a player commits any offences or acts in a manner considered by the referee to be careless, reckless or using excessive force. The referee's word is final.
2. Penalty kicks are awarded if any of these infringements occur in the penalty area.



PENALTY SHOOTOUT

1. Each team shall be awarded 5 penalty shots, subsequent to which sudden death format will be adopted till a winner is decided.
2. The penalty kicks shall be taken from the centre spot of the playing field.
3. There will be no goal-keeper or defenders preventing the goal.
4. A single player cannot take more than one shot in the initial 5 penalty shots.
5. Penalty shoots can only be taken by the players last playing on the field, including the goal keeper.
6. In the event of a sudden death situation, only the players last playing on the field shall be allowed to take penalty kicks. The teams shall have the discretion to change the line-up of the penalty takers.
7. The player gets a single touch. If the ball is touched more than once by the player, the shot will be disqualified.
8. The team with the highest number of goals wins.





TEAM COMPOSITION

Each team can comprise of sixteen players and eleven on field players.

DURATION OF THE GAME

There will be 2 halves of 25 minutes each*. The Final match will be of 30 minutes per half. Any added time would be as per the discretion of the referee. In case a knock-out format is followed, Penalty Shootout will take place to decide the winner in case the scores are level after the expiry of the regulation time. Extra-time format will not be used.

RULES

1. The relevant FIFA rules of football apply subject to the rules below.
2. Yellow cards do not carry over to the next match.
3. A straight red card would include a player missing the remainder of the match in which he receives the red card as well as the next game.

RULES FOR QUALIFICATION FROM GROUP STAGE TO THE KNOCK-OUT ROUNDS

1. In the Group Stage, the winning team of each match will be awarded 3 points. In case of a draw, 1 point shall be awarded to each team.
2. 'Goal Difference' will be the primary criteria used for deciding the teams that will qualify from each group.
3. If teams finish with same points and same goal difference, 'Goals Scored' shall be used as the criteria. The team which has scored the maximum number of goals will qualify from each group.
4. If any further unforeseeable situations arise causing difficulty in deciding the qualification of teams, the Organizing Committee reserves the right to decide the criteria for qualification.

*The duration of each half may be reduced if Group Stage format is followed.



KHO-KHO (Men and Women)

TEAM COMPOSITION

1. Each team shall consist of 12 team members entitled to play, including the captain. There shall be 9 on-field players and 3 substitutes.
2. Each team member shall wear a shirt numbered on the front or back with plain numbers, of a colour contrasting with the colour of the shirt.

MATCH OFFICIALS

1. For each match, there will be 1 referee, 2 umpires and a minimum of 2 officials at the table (1 timekeeper and 1 scorer).
2. Officials at the table would either be Organizing Committee members or the other referees.

GENERAL RULES

1. The official rules of Kho- Kho formulated by the 'Kho-Kho Federation of India' shall apply to the Kho-Kho event at Zelus, so far as they are not in conflict with the rules mentioned herein.
2. Referee and Umpires appointed to officiate a match shall give the final decision on the interpretation of the official rules and the same is final and binding on all competing teams.
3. Players shall not wear equipment (objects) that may cause injury to other players. The following are not permitted
 - Objects that could cause any injury (fingernails must be closely cut).
 - Hair accessories and jewellery.
4. *Playing time:* Each match shall consist of two innings which will consist of simultaneous chasing and defense turns of 7 minutes each. Failure to report to the court 20 minutes prior to the scheduled time of the match with at least 9 players shall result in forfeiture of the match in the opponents' favour (Organizing Committee's discretion).
5. *Intervals:* There shall be an interval of 6 minutes between the innings and an interval of 3 minutes between the turns.



6. *Substitution:*

- Chasers: Any number of substitutions can be allowed by the referee at any time during the match.
- Defense: Substitution allowed only before they enter the field for defense.

7. *Fouls:*

- If the action of uttering the word KHO precedes the action of touching by hand, then it shall deem as Foul.
- Uttering the word 'KHO' or any word resembling 'KHO' by any of the Chasers will be treated as Foul.
- Any deliberate action by a Chaser towards the Defender, causing obstruction shall be treated as foul.





EVENTS

LAWN TENNIS

There shall be the following categories of events—

- (f) Men's Singles
- (g) Women's Singles
- (h) Mixed Doubles

Provided that the organizing committee may, at its discretion, cancel all or any of the abovementioned events on grounds of insufficient participation or inconvenience.

1. The ITF Rules of Tennis, 2017 shall be applicable to all matches conducted and will operate subject to the rules and conditions hereinafter contained.

SINGLES EVENTS (MEN/WOMEN)*:

- (a) Each participating institution may nominate up to two players for the singles events.
- (b) The match-ups shall be decided by draw of lots or any other means deemed fit by the organizing committee.
- (c) Rounds shall be held in a knock-out basis or following round robin method, as notified by the organizing committee before the event begins. In case the round robin method is followed, all players will be divided into two groups and the top two players with the most number of wins in each group shall qualify for the semi-finals. In case two or more players have the same number of wins, the player who has lost lesser number of games in the event shall be preferred. In case a tie between players still subsists, the organizing committee shall determine the means by which the matter is to be settled, and may, for that purpose, conduct a coin toss.
- (d) In case of matches conducted in a knock-out basis, the player who wins the **best of three sets** shall win the match, and in case of matches conducted in a round robin basis, the player who first wins at least **eight games** with a difference of two games shall win the match. In case of the latter, a tie-break shall be played in case both players win eight games each and the winner of the tie-break shall win the match.



MIXED DOUBLES*:

- (a) Each participating institution may nominate one team comprising of two players belonging to opposite sexes, to participate in the mixed doubles event. The match-ups shall be determined by draw of lots or any other means deemed fit by the organizing committee.
- (b) All matches shall be held on knock-out basis and each match shall be won by the first team to win **eight games** with a difference of two games, provided that a tie-break shall be held in case both teams win eight games each and the winner of the tie-break shall be the winner of the match.
2. In all the events, each team/player must be present at the venue ten minutes before the scheduled time for the match, failing which, the organizing committee may declare a win by walk-over against the team/player which fails to report at such time.
3. Each match shall be supervised by a referee appointed by the organizing committee, and the decision of the referee as to all match-related aspects shall be final. The organizing committee may, at its discretion, disqualify any team/player for misbehaving with the referee or not following his/her directions. The Organizing Committee may also disqualify any team/player if it finds that such team/player is intentionally flouting rules of the event or of the fest.
4. Notwithstanding anything contained in these Rules, the Organizing Committee may, at any time, by notification to participants, amend or otherwise modify the rules set herein and all teams shall be bound to abide by the same.
- * The Organizing Committee reserves the right to cancel any of the aforementioned events based on low participation or any other criteria it deems fit. The Organizing Committee reserves the right to change the herein mentioned format of the event before the start of the event.



SNOOKER

GENERAL RULES

1. Each team must consist of minimum of 2 players.
2. Each team match consists of three individual matches played in singles-singles doubles format.
3. The team match shall end when one team has won a majority of the individual matches.
4. A match shall consist of one game/3set only.
5. There would be 15ball snooker game.
6. There is no rule of fix pockets.
7. General nuances and rules will be explained by the referee.
8. The Referee shall have power to disqualify a player from a match, an event or a competition for seriously unfair or offensive behaviour.





EVENTS

TABLE TENNIS

There shall be the following categories of events—

- (i) Men's Team Event
- (j) Women's Team Event
- (k) Mixed Doubles

TEAM COMPOSITION

Team Event: The team shall comprise of minimum 2 and a maximum of 4 members.

Mixed Doubles Event: The team shall comprise of one boy and one girl member.

FORMAT*

- 1) Each match shall be a best of three games match till the Quarter-Final Round. From the Semi-Final Round onwards, each match shall be a best of five games match. Every game shall consist of eleven points where a game is completed by a difference of 2 or more points.
 - 2) The sequence for the team event shall be as follows:
 - a) 1st Match: 1st Singles
 - b) 2nd Match: 2nd Singles
 - c) 3rd Match: Doubles
 - d) 4th Match: 1st Reverse Singles
 - e) 5th Match: 2nd Reverse Singles
 - 3) The mixed doubles event shall be one round best of three/five (as the case may be) match.
 - 4) The team that secures three match wins first shall be declared as the winning team.
- * The Organizing Committee reserves the right to cancel any of the aforementioned events based on low participation or any other criteria it deems fit. The Organizing Committee reserves the right to change the herein mentioned format of the event before the start of the event.



THROWBALL (Women)

TEAM COMPOSITION

The match shall be played between two teams, each consisting of 7 active players and a maximum of 5 substitutes.

GENERAL RULES

1. All standard TFI Rules will be applicable. In case of conflict between the TFI rules and the rules stated herein, rules stated herein shall prevail.
2. The match will be of 3 sets of 21 points each and best of three will be considered. Finals will be of 5 sets.
3. Two time-outs of thirty seconds each are permitted for each set.
4. Only 1 person can be substituted at a time up to a maximum of 3 substitutes per set.
5. The decision of the referee shall be binding on all teams.

SERVICE

1. Service is done within 5 seconds after the referee's whistle at the start of the game and after a point is scored. It is done from behind the back line towards any area of the opposition's half. Default will result in loss of point to the team.
2. 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.
3. The ball should not touch the net during service. However, ball touching the net during rally is a good ball.
4. Rotation is compulsory and will be done immediately after the service break. In case of improper rotation, one warning will be given by the referee. A subsequent offence will result in loss of point.




DURING RALLY

1. Any ball, after being caught, shall be released within three seconds. Delay will result in loss of point.
2. The ball shall be released validly only if the release is from above the shoulder/shoulder-line.
3. The ball has to be caught with both the hands and returned with one hand only.
4. During catching or releasing the ball, it should not touch any part of the body except the palm.
5. A player should have contact with the ground at time of receiving the ball; and can jump and return the ball. Spot jump is allowed while throwing the ball to the opponent court after stepping jump is not allowed.
6. A player, after receiving the ball, is permitted to move only one step forward or backward.
7. Two players cannot catch the ball simultaneously. 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.
8. Any ball falling on the box line or in the dead zone is a foul. When a player is returning the ball to the opponent court, no part of the body shall touch the box line.
9. Juggling and double contact is not allowed.
10. Shifting the ball from right to left or left to right is not allowed. Catching or throwing the ball from the centre of the body is not allowed.
11. Any ball (service/rally) falling on the side-line or the end-line is a good ball.
12. The player cannot turn a full 360 degrees while trying to catch the ball.
13. If the ball is caught below knee level, it must be thrown from there.



VOLLEYBALL

GENERAL RULES

1. Each team shall consist of a maximum of 12 players (6 playing & 6 substitutes).
2. Player rotation is mandatory in the game. Rotation shall take place in a clock-wise manner.
3. Team list must be submitted before the match starts. No player would be allowed to play apart from the players mentioned in the team list. 
4. Every match will be “best-of-three” games, with first two sets of 25 points and final set of 15 points. All matches will follow the rally point system.
5. Final match will be “best of five” games, with first 4 sets of 25 points and final set of 15 points. All matches will follow the rally point system.
6. There will be two time outs of 30 seconds available to each team in each set.
7. The rules regarding service, faults etc. would be clarified before the match starts.
8. Referee’s decision would be the final. The Referee shall have power to disqualify a player from a match, an event or a competition for seriously unfair or offensive behaviour.
9. In the case of any ambiguity the organizing committee would consult with the referee(s) and no other team would be allowed to do so and the referee’s clarifications would be binding.
10. Rest of the rules regarding service, faults etc. would be clarified before the match starts.