

# **Crescendo 2025**

## **Rules for Sportz Events**

### **1. Box Cricket:**

Rules:

- Team Composition: 6 players and 2 extras.
- The matches will be played with tennis ball.
- Knockout matches will be of 4 overs each.
- Semi-final and final match will be of 6 overs each.
- During first round and quarter-final matches, only one bowler can bowl 2 overs and during semi-final and final, only two bowlers can bowl 2 overs each.
- All the teams will have to bring their own bats.
- The organizers will provide only the ball and stumps.
- In case of a tie, super over will be bowled to decide the winning team. Rules of Super over will be described at the time of Super Over
- The team members will have to wear preferably same coloured T-Shirts to represent their college/club.
- Team members should carry their college/club I-cards & report 30 minutes before their match.
- Umpire's decision will be the final decision.
- Teams engaging in any kind of quarrel or argument with the organizers or umpires will be disqualified.
- All teams are required to report at scheduled time, else the opposite team will be given a walk-over.
- Organizers will have all the rights and power to make changes in rules and schedule in case any case such requirement arises

**Entry Fees: Rs. 600 per team**

### **2. Football (Futsal)**

Rules:

- Team Composition: 5 members and 3 substitutes.
- The tournament will be conducted on a knockout basis.
- Each knockout match will be of 20 minutes and The semi-final and final match will be of 30 minutes.

- The organizers will provide the football (Size No. 5).
- Teams should report at least 1 hour before the scheduled match time.
- If a team does not report on time, walkover will be given to the other team.
- The teams are requested to be in proper football gear (kit) and carry ID cards.
- The organizing committee will not be responsible for any injuries that may occur during the match.
- Any indiscipline will lead to disqualification of the team.
- Referee's decision will be final.
- The other relevant rules of the game will be explained at the time of the event.

**Entry Fees: Rs. 500 per team**

### **3. LAN GAMING**

#### **A. FIFA**

Rules:

- Individual Player Game.
- Participants are required to bring their own headphones if needed.
- Already saved games are not permitted.
- It is the responsibility of all players to be familiar with the controller's functions and mode of operation.
- Each round will be a knockout round.
- Half-length: Knockout matches – 4 min, Semifinals - 5 min. (2 legs), Final –8 min.
- Matches will be played in classic mode

**Entry Fees: Rs. 200 per participant**

#### **B. BGMI**

Rules:

- Team composition: 4 Members per team
- All the participants must carry their own mobile phones.
- Participants have to use their own internet connection, Wi-Fi connection will not be provided from the college,
- Participants cannot use MOD versions of the game.

**Entry Fees: Rs. 200 per team**

### C. Battleship/ Stumble Guys

Rules:

- All the participants must carry their own mobile phones.
- Participants are required to bring their own headphones if needed.
- Each round will be a knockout round.

**Entry Fees: Rs. 100 per participant**

### 4. Snakes and Ladder

Rules:

- General rules of the game will be followed.
- Individual player game: 4 individual players will play a game at a time
- If the game exceeds the given time limit, the player having reached the square box at the highest number shall be considered as the winner.
- Decision of the Organizers will be final.

**Entry Fees: Rs. 50 per participant**

**Maximum Teams: As many as possible**

**In-charge: AW, SM**

### 5. Tug of War

Rules:

- **Team Composition:** Maximum 8 members per team, with up to 2 extra players permitted within the same weight category.
- **Weight Limits:** For boys: Maximum team weight is 560 kg and for Girls: Maximum team weight is 450 kg.
- **Player Equipment:** All teams must bring their own gear (T-shirts, lowers, sports shoes, etc.).
- **Footwear Restrictions:** Sports shoes are mandatory. Shoes with spikes, studs, or heels are not allowed.
- **Match Format:** Each match will consist of up to three rounds. The winner will be determined on a "Best of 3" basis.
- **Player Weigh-In:** All players will be weighed before the match to ensure compliance with weight limits.

- **Use of Extra Players:** Extra players can only be substituted in the event of an injury to a team member.
- **Team Consistency:** Once a match begins, the team lineup cannot be changed in subsequent matches.
- **Time Management:** Teams must report on time for their matches. Failure to do so will result in a walkover being awarded to the opposing team.
- **Safety and Liability:** The organizing committee will not be held responsible for any injuries sustained during the match.
- **Final Authority:** The referee's decision will be final and binding.

**Entry Fees: Rs. 500 per team**

## 6. Arm Wrestling

Rules:

- Participation: Individual
- Participants will be categorized according to their weights. The three categories will be: -
  - a) Weight 60-75 Kg
  - b) Weight 76- 90 Kg
  - c) Weight 91 Kg & above.
- The competition will be held in a league format.
- Start will be with a "GO" just after standard gripping position.
- To win, you must touch your opponent's hand to the touchpad.
- Other general rules of arm wrestling will prevail.

**Entry Fees: Rs. 200 per team**

## 7. Pickle Ball

Pickleball is a paddle sport that combines elements of tennis, badminton, and table tennis.

Rules:

- Court: Matches will be played on the court provided by the organisers
- Serving Rules: Following are the rules of serving-
  - ✓ Underhand Serve: The serve must be hit underhand, with the paddle below the waist.

- ✓ Diagonal Serve: The serve must go diagonally across the court to the opposite service box.
- ✓ Behind the Baseline: The server must stand behind the baseline and within the sidelines when serving.
- ✓ No Bounce on Serve: The ball must be served in the air without a bounce.
- ✓ One Serve Attempt: Each player has one serve attempt per turn, except if the ball hits the net and lands in the correct service area (a "let" serve).
- Scoring Rules
  - ✓ Points can only be scored by the serving team.
  - ✓ Games are typically played to 11 points, and a team must win by 2 points.
- Faults: A fault occurs if:
  - ✓ The ball is hit out of bounds.
  - ✓ The ball does not clear the net.
  - ✓ The player volleys the ball from inside or while stepping into the non-volley zone.
- Line Calls
  - ✓ A ball is considered in if it lands on any part of the line.
  - ✓ Umpires are responsible for making their own line calls.
- Winning the Game
  - ✓ The first team to reach the required points (usually 11) with a 2-point lead wins the game.

**Entry Fees: Rs. 200 per team**

## **8. Carrom**

Rules:

- Team Composition: 2 Members per team (Doubles)
- The elimination round will be of 15 points.
- The semi-final and final will be of 29 points.
- The organizers will provide striker but the teams can bring their own striker, if they wish to.
- Other general rules of carrom shall prevail.

**Entry Fees: Rs. 200 per team**

## 9. Chess

Rules:

- Participation: Individual
- Each match will be played for 20 minutes.
- Every participant will have to make a move within 30 seconds.
- Standard rules of the game will be applicable.
- Players have to bring their own chess boards and pieces.
- 'N-pass' rule will be applicable.
- Any participant making 3 illegal moves will be disqualified.
- In case of a tie, the Arbiter's decision (based on game played so far) will be final.
- Use of mobile phones & other electronic devices inside the tournament hall is prohibited.
- Arbiter's decision will be binding and final.

**Entry Fees: Rs. 200 per team**