

# Fest à la Fiesta



# LAKSHYA

January 25-29  
AIIMS BHUBANESWAR



**GOLAZO**  
Football



**BATTLEDORE**  
Badminton



**SLAMNATION**  
Basketball



**PING ME**  
Table Tennis



**AERIA**  
Volleyball



**StriCarr**  
Carroms



**BRIO**  
Throwball



**THE GAMBIT**  
Chess



**THE 22 YARDS**  
Cricket



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# FOOTBALL

Minimum number of players – 11

Maximum number of players – 20

In a particular game, only 16 member squad is allowed.

## Rules:-

1. Each half is for 20 minutes, separated by 5 Minute breaks.
2. Final will be 25 minutes/half, separated by 5 minutes.
3. 3 substitutes are allowed. NO Rolling substitutes.
4. Each match will be a KNOCKOUT.
5. If there is a DRAW after fulltime, there will be NO EXTRA TIME. It will be followed by PENALTY SHOOTOUT.
6. All other standard football rules apply as per FIFA regulations.

In case of any dispute the decision of the Sports Secretary, SAAB stands final.

For details please contact:

**Yuvanesh:** 9444624063

**Deepak:** 7008658131

## BASKETBALL RULES:

The rules mentioned in this document are to be followed during the basketball matches held in the course of Chiasma 2019. The rules are flexible and can be changed at any point according to the arising situation. In case of any dispute, the decision of sports secretary AIIMS Bhubaneswar stands final and no changes can be hence made.

**GAME FORMAT:** League matches precede knockouts. (Fixtures will be given before the commencement of the first match to all the teams depending upon number of teams that register.)

**GENERAL RULES:**

1. Maximum of 12 players are allowed per team with playing 5 on the court.
2. Teams can make as many substitutions as they wish.
3. Walkover will be given if the team doesn't report within 20 minutes of the scheduled match time.
4. Teams are requested to report before 15 minutes of the scheduled match time.
5. Photocopy of the college ID s of all the players should be submitted to the organizer before the commencement of the match.(MANDATORY)
6. In case of any dispute the referee and jury's decision is final.
7. Any misbehavior or misconduct during the match between teams will not be tolerated and the teams responsible will be disqualified.
8. In case of draw in the points table during league matches, team which won with maximum score difference will be given advantage.(this is flexible and can be changed by the match officials.)
9. Minimum of 5 players are required.
10. Matches will be conducted according to FIBA Guidelines. ( including the number of timeouts, quarters and duration of each quarter.)
11. If any queries contact

**AMAN** : 8074099004

**SOMESH** : 8808706561

## **VOLLEY BALL**

1. All the matches will be played as per international volleyball federation rules (without rotation).

2. Pools will be divided by lottery system as per the number of Teams registered.
3. Matches will be played on league cum knockout basis.
4. Each Team will get to play against all teams of their pools.
5. All the league matches will be best of 3 with two sets of 25 points and the last set of 15 points.
6. Semifinals and finals will be best of 5 matches, having 4 sets of 25 points each and last set of 15 points.
7. Teams must have a minimum of 6 players and maximum of 12 players.
8. Libero may or mayn't be there. If there he should be in a different jersey.
9. In case, if 2 teams are tied up with equal number of points then the team winning more games (having more games forward) in that group will proceed to the next round.

### **General rules:**

1. Players should arrive at the venue at least 15 min before the game commences.
2. Any misbehavior or fights in between teams will not be tolerated & the team is liable to be excluded from the current match {with the opponent declared victor} or from further scheduled matches.
3. Audience and substitute players are supposed to enjoy the game and not participate verbally.
4. Any kind of abusive commenting at opponent is depreciated.
5. The main referee's decision is final and binding in a case of ambiguity.
6. Cash prizes are there for the winning team and 1st runners up.

### **Contacts:--**

**Kalpit – +917381583816**

**Somesh :-- +918808706561**

### **Cricket:**

Minimum number of players:11

Maximum number of players in each team:15

Number of teams:8

Venue:

Maharaja cricket association

**RULES:**

- 16 over match
- One bowler can bowl 4 overs; rest of the bowlers-3 overs each at maximum
- Registration: First come first serve basis
- Ball used: SG Leather ball(red)
- Schedule will be fixed, no changes will be made on any recommendation
- If players don't come in time, a walkover will be given
- Knockout matches
- Jerseys are compulsory and preferably white
- Teams should bring their own cricket kits(no equipment will be provided)
- All standard ICC rules are applicable

Contact:

**Prudhvi:**9490850431

**Sarath:** 9348469929

## **BADMINTON**

It is a team event

Minimum no. Of players in a team: 3 boys 2 girls

Maximum no. Of players in a team: as your wish

Total games in a match: 7 games

No. Of sets: 3 ( best of three sets ) 21 points each

No of teams: 8 teams ( first come first serve)

A match consists of:

Men: 2 singles 2 doubles

Women: 2 singles 1 doubles

General rules:

1. One player can play maximum two matches. (One singles and one doubles or two doubles with different partners).
2. Any misbehavior or fights in the team; the team will be disqualified
3. In case of ambiguity, decision of main umpire is final
4. No one in the audience should prompt the shots for a player or the decision for the referee
5. There is normally no wind in the season, but if wind comes in between the match, then the player in that game have the chance to take break till the wind stops.
6. Scoring: 1 match is of 7 games in total as mentioned above and the winners in the match get 2 points.
7. Matches will be played with synthetic Yonex shuttles.
8. Matches will be knockout. 8 teams will be registered in first come first serve basis.
9. Minimum 5 players are required for participation (3 boys and 2 girls) as this is a team event
10. The games will be played with Yonex shuttle cocks.

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## **THROW BALL RULES**

1. Each team should have at least 7 players.
2. Service is done immediately after referees whistle at the start of the game and after a point is scored within 5 seconds.
3. The ball should be served without crossing the service line and single hand
4. The ball should be released within 3 seconds after the catch.

5. The ball should be released so from on or above the shoulder line.
6. During the serve the ball cannot touch the net.
7. During the play the ball can touch the net but the player cannot.
8. Passes are not allowed in throwball , as soon as the player receives the ball he or she should return it immediately.
9. Double touch is not allowed while receiving the ball.
10. During the catching or releasing, the ball shouldn't touch any other body part other than palm.
11. A player while releasing the ball cannot rotate (360 degree turn) or shift the ball.
12. Serving player always rotates one position clockwise.
13. 2 players cannot catch the ball simultaneously.
14. During play or rally players cannot cross the net or obstruct the opponent team.
15. Two time outs are permitted for each set and each time out lasts for 3 minutes
16. Referee's decision is final.
17. There will be 3 sets and each set will be for 21 points.
18. If less than 3 teams turn up the event will be cancelled and money will be refunded.

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## **TABLE TENNIS (Men)**

Maximum number of entries - 64(singles) first come first serve basis  
32(doubles)

1. All the single matches and doubles matches are separate events. (Not a team event)
2. Registration is separate for singles and doubles events.
3. The matches will be either Knock Out type for each event.

4. Each round will be 'best of 3 sets', each set of 11 points for both singles and doubles.
5. All other table tennis rules apply as per ITTF regulations.
6. The players must bring their own racquet and it shall not be provided by the organizers.

Participants must be willing to play any number of matches in a day.  
Punctuality is to be strictly observed.

Decision of the referee is final and participants must abide by it. In case of any dispute the decision of the Sports Secretary, SAAB stands final.

For further details contact - **Rohit DVRS** - 8328645268

**Somesh Kumar** - 8808706561

## **CARROM RULES**

1. Toss winning team will have right to choose side or option to strike first.
2. Once sitting is done, the positions can't be changed.
3. Player/team who will strike 1<sup>st</sup> will have the white dots.
4. If turn is availed by the player who plays out of turn, he shall loss the board by points according to number of dots on board at that time. If remains unnoticed by umpires/opponent, game should continue.

### **5. Points**

**Queen : 3**

## Normal dots : 1

- Queen can't be counted once the team/player's point reaches 22
- Max point in a board is '12' only
- Winning point – 25 (or leading team at 8<sup>th</sup> boards, if 25 has not reached)
- Up to quarter final level – matches will be decided by points after three boards.

## 6. Foul

### •breaking of any rule

- 1 dot to be placed by opponent
- Turn will be lost
- While pocketing his dot/queen, foul committed then the number of dots/queen pocketed at that time with an additional dot should be brought out to be placed in board
- 

7. If any dots/queen jumps out of the board, then that has to be placed in the center of circle (central most circle) if space is there. If it jumps out & again fall in playing surface, still it will be placed in central circle

8. Pocketing of striker:.

-1 due/penalty

-if pocketed before at least any dot pocketed, then due will remain to be placed as soon as available

-striker + own dot, then due=1+pocketed dot. Turn will continue

-striker +opponent dot,, then due =1,, opponent dot will be considered pocketed and loss of turn

-due/penalty will be placed by opponent

## 9.QUEEN

-if queen pocketed before at least one own dot, then queen will be placed in board and turn will be lost

-if queen is available as due, then it will be placed as due and turn will be lost

-queen +own dot+striker,,then penalty=Queen+pocketed dots+1

And Continue turn

- Queen + in next strike own dot and striker pocketed, penalty =pocketed dot+1 and Q(queen) will be covered
- Queen +last dot of own and opponent, then 3 point to strike holder (1 point if score already reached 22)
- Q + last dot of own team and opponent +striker, then opponent wins by 4 point
- last dot of own team with/without opponent covered before queen, opponent wins by 3 point

## 10. GENERAL RULES

- powder quantity will be decided by umpire and it will not be applied in the middle of the match
- The stroke should be considered done if striker slips away from any base line
- if stroke made from base circle,, then it need to cover full circle
- player cannot hit directly dot touching arrow in his base
- cannot hit last dot of own team or opponent directly if queen is still there

## 11-TOURNAMENT RULES

- Both singles and doubles matches will be there
- Matches type-knock out
- Walkover will be given to opponent if player does not reaches 15 minute after match time
- player have to inform organizer before 1 and half hour about other matches ,if any, at the same time
- registration will be done by 1st come-1st registered basis
- Decision of sports secretary will be final

REFERENCE-All India carrom federation rules

Final decision -Match umpire. Decision of match umpire/referee will be final decision and any player/team not accepting it will be disqualified from the match and rest of the tournament

For further details please contact:

**ROHIT** : +91 83286 45268



The Top 2 Shall qualify for the finals .In case of tie ,The tie breaker shall be as deemed suitable by the arbiter

- Final:  
2 Games – (60+0 ) minutes Per side  
Format : White Pieces vs. Black Pieces  
game 1 Player 1 vs. Player 2  
game 2 Player 2 vs. Player 1

In case of tie, tie breaker shall be as deemed appropriate by the arbiter

#### 1. Touch Move :

- If a player touches one of their own pieces then that piece must be moved if it is a legal move
- If a player touches an opponent piece, he must capture it if it is legally possible to do so.
- If you let go of a piece on a square while making the move, you must leave it there if it is legal
- A player who wishes to touch a piece only for adjustment on the board, must first announce their intentions , usually by saying “ Adjust”

#### 1. Timings And Clocks :

- If any player exceeds their total available time, the player has lost the game

- If any Player runs out of time, the opponent **must stop the clock** and bring it to the notice of the arbiter. If the arbiter on arrival at the board finds that both clocks read zero then the match shall be declared drawn. If the time of a player running out goes unnoticed by their opponent then the play continues.

1. No Interference: When the game is in progress, no 3<sup>rd</sup> party is allowed to interfere. No suggestions or disturbances or distractions

2. Illegal Moves :

- An illegal move is said to be completed once the opponent clock has been started. The opponent is entitled to claim that the player made an illegal move before the claimant has made his own move .Only after such a claim, The Arbiter may make a ruling.
- 1<sup>st</sup> illegal move shall count as a warning from the arbiter
- 2nd illegal move shall count as a warning from the arbiter
- 3rd illegal move shall result in a loss for the player making the illegal move

1. Arbiter's Decision : Final and binding , No argument with the arbiter ,if happens the individual shall be disqualified

2. For further queries ,Contact :

- Chess Coordinators :

**ANIL DASH – 7978487858**

**ROHIT DVRS – 8328645268**

**SOMESH KUMAR - 8808706561**

**CHIASMA 3.0****LAKSHYA : THE SPORTS FEST**

<b>GAME</b>	<b>REGISTRATION FEE</b>	<b>CASH PRIZE (1st place)</b>	<b>CASH PRIZE (2nd place)</b>	<b>LAST DAY FOR REGISTRATION</b>
<b>GOLAZO</b> (Football)	1500 per team	10000	5000	23 January
<b>SLAMNATION</b> (Basketball)	1500 per team	10000	5000	23 January
<b>AERIA</b> (Volleyball)	1000 per team	8000	4000	23 January
<b>THE 22 YARDS</b> (Cricket)	2000 per team	10000	5000	23 January
<b>BATTLEDORE</b> (Badminton)	1000 per team	8000	4000	23 January
<b>BRIO</b> (Throwball)	1000 per team*	4000		25 January
<b>PING ME</b> (Table tennis)	100 per person	3000(doubles) 2000(singles)	2000(doubles) 1000(singles)	24 January
<b>THE GAMBIT</b> ( Chess)	100 per person	2000	1000	25 January
<b>STRICARR</b> (Carroms)	100 per person	1500(doubles) 1000 (singles)	500(doubles & singles)	24 January

\*the event will be conducted only if a minimum of 3 teams register ,already registered teams will get refund in case event is cancelled