RULEBOOK

SPORTS SCHEDULE

20th February

11: 30 a.m.	Inauguration of Sports events	Cricket Ground
12:00 p.m.- 1:00 p.m.	Cricket (Admin)	Cricket Ground
2:00 p.m. - 4:00 p.m.	Chess (Men and Women)	Library
	Table Tennis (Men and Women)	Audi 1
	ESports	IT Lab

21st February

11: 30 a.m.- 12:00 p.m.	Volleyball (Students vs Admin)	Volleyball Court
2:00 p.m. - 3:30 p.m.	Table Tennis (Men and Women)	Audi 1
	Chess (Men and Women)	Library
	Esports	IT Lab

22nd February

10:00 a.m.	100m (Men and Women)	Football Ground
12:00 p.m.	Football	Football Ground

FiND WHERE YOU ARE!
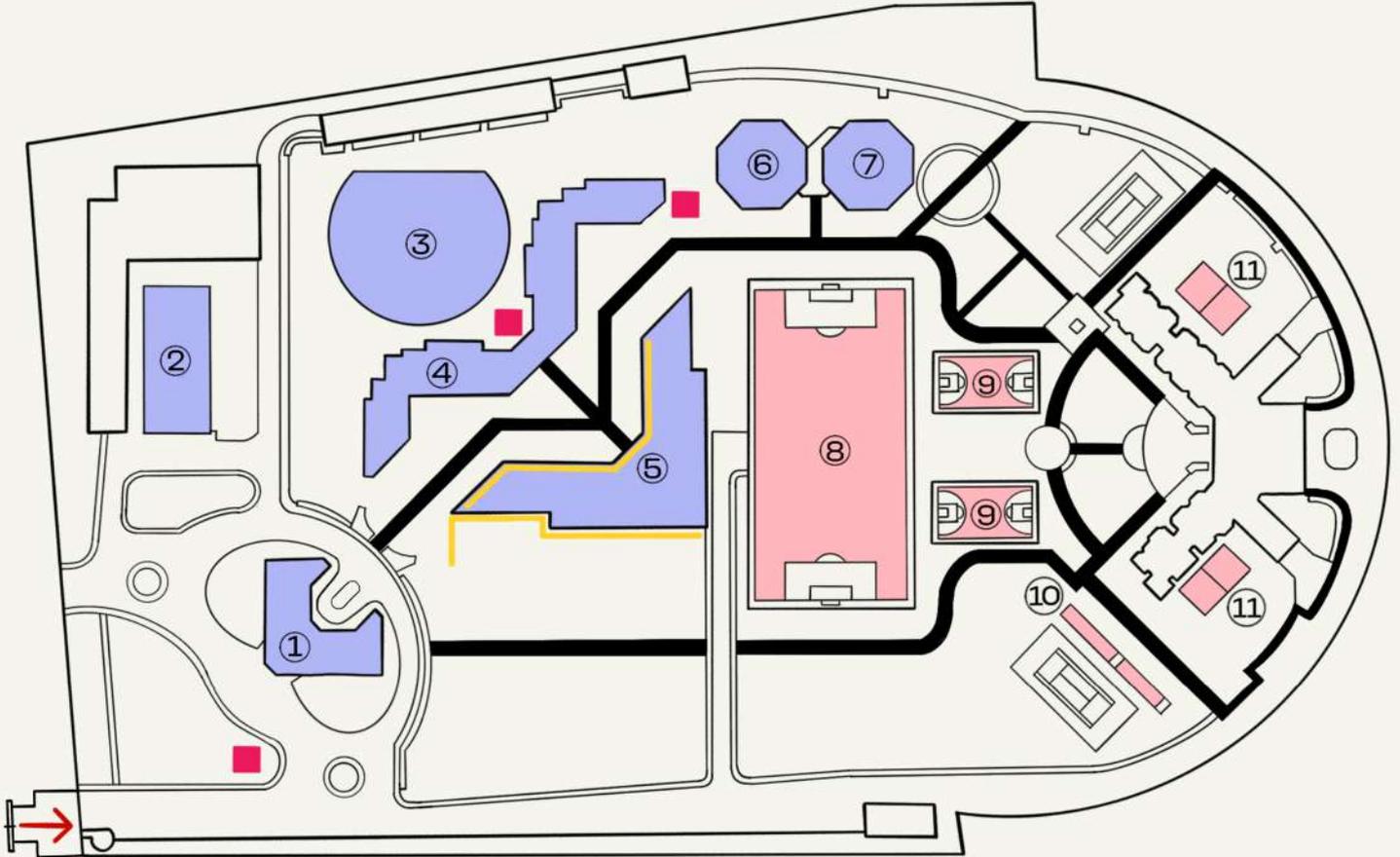
1. Admin Block
2. Main Auditorium
3. Amphitheatre
4. Audi 1
5. IT Lab
6. Library
7. Resource Centre
8. Football Ground
9. Basketball Courts
10. Cricket Pitch
11. Volleyball Courts

■ Installation
— Stalls

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TABLE TENNIS TOURNAMENT

RULES AND GUIDELINES

1. Match Format
- All matches will be played in singles format (1 vs 1).
- Each match will be a best of 3 games (first player to win 2 games wins the match).
- Each game will be played to 11 points.

2. Scoring System
- A point is awarded on every rally, regardless of who serves.
- If the score reaches 10-10 (deuce), the game continues until one player leads by 2 points.
- The winner of a game is the first player to reach 11 points with at least a 2-point lead.

3. Service Rules
- The ball must first bounce on the server's side and then on the receiver's side of the table.
- The server changes every 2 points.
- At deuce (10-10), the serve alternates every point.

4. Toss for Serve
- A toss will be conducted before the match.
- The winner of the toss may choose to serve or receive first, or select a side of the table.

5. Let Rule
- A serve is called a 'let' if the ball touches the net but still lands correctly on the receiver's side.
- Let serves are replayed and do not count as a point.

6. Change of Sides
- Players must change sides after each game.
- In the final game, players must change sides when one player reaches 5 points.

7. Valid Return
- The ball must be struck after it bounces once on the player's side.
- Volleys (hitting the ball before it bounces) are not allowed.
- The ball must land within the opponent's side of the table to be considered valid.

8. Net & Edge Balls
- A ball touching the top edge of the table is considered in.
- A ball touching the side of the table is considered out.

9. Conduct & Fair Play
- Players must maintain sportsmanlike behavior at all times.
- Any form of misconduct, distraction, or abuse may lead to a warning or disqualification at the referee's discretion.

10. Equipment
- Only approved table tennis bats and standard balls will be allowed.
- Players must use the same bat throughout the match.

11. Referee's Decision
- The referee's decision is final and binding in all matters.

CHESS TOURNAMENT

RULES AND GUIDELINES

1. General Rules
- The tournament follows the latest FIDE Laws of Chess.
- The tournament format is Swiss System, and the number of rounds will be decided based on participation.
- The tournament will be conducted under Rapid Chess rules (15+10 format).
- Players must report 15 minutes before the scheduled start time.
- If a player arrives after 10 minutes of round start, they forfeit the match.

2. Pairings & Tie-Break System
- Pairings will be generated using the Swiss System.
- The tie-break system will be applied in the following order:
  - Buchholz Cut 1 (Sum of opponent scores, excluding the lowest)
  - Sonneborn-Berger (Sum of defeated opponent scores)
  - Direct Encounter (Head-to-head result)
  - Armageddon Match (5 minutes for White, 4 minutes for Black, Black wins in case of a draw)

3. Conduct & Fair Play
- Any form of cheating or external assistance (including electronic devices) is strictly prohibited.
- Mobile phones must be switched off or in silent mode and kept away from the playing area.
- Players must respect the arbiters' decisions, which will be final.
- Any misconduct or unsportsmanlike behavior may lead to disqualification.

4. Scoring & Results
- Win: 1 point
- Draw: 0.5 points
- Loss: 0 points
- Standings will be updated after each round.

5. Awards & Recognition
- The top 3 players will receive certificates and prizes.

6. Miscellaneous Rules
- Touch & Move Rule: If a player touches a piece with the intention of moving it, they must move that piece if a legal move is available.
- Illegal Moves: If an illegal move is made and noticed by the opponent or arbiter, the move must be retracted and a legal move played. Repeated illegal moves may result in penalties or forfeiture.
- In case of disputes, the Chief Arbiter's decision will be final and binding.

Register here!

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E-SPORTS
TEKKEN

RULES AND GUIDELINES

1. Tournament Format
· The tournament will be conducted in 1v1 format.
· The competition will follow a knockout format.
· Early rounds will be Best of 3 matches.
· Semi-Finals and Finals will be Best of 5 matches.

2. Match Settings
· The tournament will use the latest official version of the game available.
· Each match will consist of 3 rounds.
· The stage will be selected randomly unless both players mutually agree otherwise.
· All base characters are allowed.

3. Player Rules
· Coaching during live matches is strictly prohibited.
· Players may change characters between matches but not during a round.

4. Equipment Rules
· Players will be provided with controllers, however they may bring their own controllers or arcade sticks.
· Controllers with macro or turbo functions are allowed after configuration. If personal equipment causes delays or technical issues, the match may proceed using the provided setup.

5. Conduct and Fair Play
· Verbal abuse, physical misconduct, or unsportsmanlike behavior is prohibited.
· Intentional pausing during a match is not allowed.
· Exploiting game-breaking bugs or glitches will result in disqualification.
· The referee's decision in all disputes will be final.
· Button configuration is allowed before the match begins.
· Once a match starts, no changes in settings are allowed without referee approval.

E-SPORTS
VALORANT

RULES AND GUIDELINES

1. Tournament Format
- The tournament will be conducted in 5v5 team format.
- The game mode will be Standard.
- The first team to reach 13 rounds will be declared the winner.
- After completion of 12 rounds, teams will switch sides (Attack/Defense).
- The first team to reach 13 rounds will be declared the winner.
- If the score reaches 12–12, the match will proceed to Overtime (Deuce format).
- In overtime, teams will continue playing until one team secures a two-round lead as per standard Valorant competitive rules.

2. Team Composition
- Each team must consist of 5 main players.
- A player cannot represent more than one team in the tournament.

3. Match Settings
- Matches will be conducted in Custom Game mode.
- Map selection will be decided through a random pick or veto method conducted before the match.
- All agents available in the current game version are allowed.
- Any form of external assistance, unfair modification, or unauthorized software is strictly prohibited.

4. Match Procedure
- Teams must report at least 15 minutes before their scheduled match time.
- A short warm-up period may be provided before the match begins.
- If a team fails to report within 15 minutes of the scheduled time, the opposing team may be awarded a walkover.
- Match will begin only after referee confirmation.

5. Technical Rules
- Players will be provided with all the peripherals (mouse, keyboard, headset, mousepad, etc). However they are allowed to carry their own.
- All systems will be checked before the match begins.
- In case of technical issues or disconnection, a technical pause may be granted at the referee's discretion.
- If a player is unable to resume within the permitted time, the referee may award rounds accordingly.
- Use of cheats, hacks, third-party software, exploits, or unfair gameplay practices will result in immediate disqualification.

6. Code of Conduct
- Abusive language, hate speech, or harassment will not be tolerated.Unsportsmanlike behavior may result in warning, round loss, match forfeit, or disqualification.
- Players must follow all instructions given by the referee or organizing committee.
- The decision of the referee and organizing committee will be final and binding.

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