



**S. B. JAIN INSTITUTE OF TECHNOLOGY,  
MANAGEMENT & RESEARCH, NAGPUR.**  
(An Autonomous Institute, Affiliated to RTMNU, Nagpur)  
Emerge as a leading institute for developing competent and creative professionals.



**SPORTS CELL**

# **VARCHASVA**

# **SPORTS RULEBOOK**

25, 26 & 27 JANUARY 2024 / S.B. Jain Institute of Technology, Management and Research.

## Categories

1. Football (Men)
2. Cricket (Men)
3. Volleyball (Men)
4. Kabaddi (Men)
5. Tug of War (Men)
6. Chess (Open)
7. Volleyball (Women)
8. Futsal (Women)
9. Tug of War (Women)

## General Guidelines

### Point System

1. The **WINNERS** of each sport, id est, first place, shall be awarded **10(ten)** points.
2. The **RUNNERS-UP** of each sport, id est, second place, shall be awarded **6(six)** points.
3. The **WINNERS** of **ROUND ONE** matches, and the team awarded with the **WALKOVER** shall be awarded **2(two)** points.

## Drawing Fixtures

1. Fixtures were drawn by a chit system.
2. Each chit was labeled with a department name which includes and is limited to:
  - a. Computer Science Department
  - b. Emerging Technologies Department
  - c. Electrical Engineering Department
  - d. Master of Business Administration Department
  - e. Electronics and Telecommunication Department
  - f. Mechanical Engineering Department
  - g. First Year Department
3. The chits were randomly drawn by the faculty sports coordinators.
4. Since the number of departments is odd, one department gets a **WALKOVER**. This is decided by drawing the chits.
5. No department gets a walkover in more than **ONE** sport.
6. The winner of fixture **ONE** will play the winner of fixture **THREE** in the **SEMI-FINALS**. The winner of fixture **TWO** will face in the **SEMI-FINALS** the department that was awarded the walkover.
7. **Rule 6 is applicable to all the categories.**
8. In case a team is unable to participate in any given event, the opposition shall be awarded with a walkover.

## **Disciplinary Guidelines**

1. Any case of an action that disrupts the discipline and decorum of the ongoing event shall lead to immediate **DISQUALIFICATION**.
2. The decision made by the official of the particular sport shall be final and binding.
3. The players or the extras, shall in no case, argue with the officials.
4. The officials hold the power to penalize a team with a deserved penalty if need be.

# Fixtures

FOOTBALL	MATCH NUMBER	TEAM 1	TEAM 2	TIME	DATE
	1	EE	EM. TECH	11:15	25/01/2024
	2	CSE	ME	12:30	25/01/2024
	3	MBA	FYD	14:00	25/01/2024
	4	ETC	-	-	25/01/2024
	SEMI-FINAL-I	W1	W3	15:15	25/01/2024
	SEMI-FINAL-II	W2	W4	11:15	26/01/2024
	FINAL	WS1	WS2	11:00	27/01/2024

CRICKET	MATCH NUMBER	TEAM 1	TEAM 2	TIME	DATE
	1	CSE	FYD	11:15	25/01/2024
	2	ETC	EE	12:30	25/01/2024
	3	ME	EM. TECH	14:00	25/01/2024
	4	MBA	-	-	25/01/2024
	SEMI-FINAL-I	W1	W3	15:15	25/01/2024
	SEMI-FINAL-II	W2	W4	11:15	26/01/2024
	FINAL	WS1	WS2	12:00	27/01/2024

<b>VOLLEYBALL (MEN)</b>	<b>MATCH NUMBER</b>	<b>TEAM 1</b>	<b>TEAM 2</b>	<b>TIME</b>	<b>DATE</b>
	1	EM. TECH	FYD	14:15	25/01/2024
	2	ETC	MBA	15:15	25/01/2024
	3	EE	ME	16:15	25/01/2024
	4	CSE	-	-	25/01/2024
	<b>SEMI-FINAL-I</b>	W1	W3	12:45	26/01/2024
	<b>SEMI-FINAL-II</b>	W2	W4	13:45	26/01/2024
	<b>FINAL</b>	WS1	WS2	14:45	26/01/2024

<b>KABADDI</b>	<b>MATCH NUMBER</b>	<b>TEAM 1</b>	<b>TEAM 2</b>	<b>TIME</b>	<b>DATE</b>
	1	MBA	ETC	16:25	25/01/2024
	2	CSE	EM. TECH	12:30	25/01/2024
	3	EE	ME	13:35	25/01/2024
	4	FYD	-	-	25/01/2024
	<b>SEMI-FINAL-I</b>	W1	W3	11:15	26/01/2024
	<b>SEMI-FINAL-II</b>	W2	W4	11:50	26/01/2024
	<b>FINAL</b>	WS1	WS2	15:40	26/01/2024

<b>TUG OF WAR (MEN)</b>	<b>MATCH NUMBER</b>	<b>TEAM 1</b>	<b>TEAM 2</b>	<b>TIME</b>	<b>DATE</b>
	1	ETC	CSE	14:10	26/01/2024
	2	FYD	EM. TECH	14:25	26/01/2024
	3	MBA	EE	14:40	26/01/2024
	4	ME	-	-	26/01/2024
	<b>SEMI-FINAL-I</b>	W1	W3	14:55	26/01/2024
	<b>SEMI-FINAL-II</b>	W2	W4	15:10	26/01/2024
	<b>FINAL</b>	WS1	WS2	15:30	26/01/2024

<b>CHESS</b>	<b>MATCH NUMBER</b>	<b>TEAM 1</b>	<b>TEAM 2</b>	<b>TIME</b>	<b>DATE</b>
	1	ETC	CSE	14:00	25/01/2024
	2	FYD	MBA	14:30	25/01/2024
	3	EM. TECH	ME	15:00	25/01/2024
	4	EE	-	-	25/01/2024
	<b>SEMI-FINAL-I</b>	W1	W3	15:30	25/01/2024
	<b>SEMI-FINAL-II</b>	W2	W4	12:30	26/01/2024
	<b>FINAL</b>	WS1	WS2	13:00	26/01/2024

<b>FUTSAL (WOMEN)</b>	<b>MATCH NUMBER</b>	<b>TEAM 1</b>	<b>TEAM 2</b>	<b>TIME</b>	<b>DATE</b>
	1	ETC	CSE	14:15	25/01/2024
	2	MBA	FYD	14:55	25/01/2024
	3	EE	ME	15:35	25/01/2024
	4	EM. TECH	-	-	25/01/2024
	<b>SEMI-FINAL-I</b>	W1	W3	16:15	25/01/2024
	<b>SEMI-FINAL-II</b>	W2	W4	12:45	26/01/2024
	<b>FINAL</b>	WS1	WS2	13:30	26/01/2024

<b>VOLLEYBALL (WOMEN)</b>	<b>MATCH NUMBER</b>	<b>TEAM 1</b>	<b>TEAM 2</b>	<b>TIME</b>	<b>DATE</b>
	1	EE	ME	11:15	25/01/2024
	2	FYD	EM. TECH	12:00	25/01/2024
	3	ETC	MBA	12:45	25/01/2024
	4	CSE	-	-	25/01/2024
	<b>SEMI-FINAL-I</b>	W1	W3	13:30	25/01/2024
	<b>SEMI-FINAL-II</b>	W2	W4	11:15	26/01/2024
<b>FINAL</b>	WS1	WS2	12:00	26/01/2024	

<b>TUG OF WAR (WOMEN)</b>	<b>MATCH NUMBER</b>	<b>TEAM 1</b>	<b>TEAM 2</b>	<b>TIME</b>	<b>DATE</b>
	<b>1</b>	ETC	CSE	14:10	26/01/2024
	<b>2</b>	FYD	EM. TECH	14:25	26/01/2024
	<b>3</b>	MBA	EE	14:40	26/01/2024
	<b>4</b>	ME	-	-	26/01/2024
	<b>SEMI-FINAL-I</b>	W1	W3	14:55	26/01/2024
	<b>SEMI-FINAL-II</b>	W2	W4	15:10	26/01/2024
	<b>FINAL</b>	WS1	WS2	15:30	26/01/2024



# Format and Conduction

## 1. FOOTBALL

- a. The squad will consist of **16** players, **11** of which will play on the field and the remaining (**5**) will be considered substitutes.
- b. **5 (maximum)** substitutes will be allowed per team. A team will only be given **3** chances to make substitutions during the match.
- c. The duration of a half will be **20** minutes.
- d. In case the score at the end of both halves is level, the game will directly proceed to **penalties** and the winner will be decided on the basis of penalties.
- e. **FOOTBALL BOOTS (studs)** are to be worn compulsorily. Players will **NOT** be allowed to play in regular sports shoes or any other kind of footwear, for that matter.
- f. The game will be officiated by an on-field referee and two linesmen (assistant referees).
- g. The referees have the power to grant an individual a yellow or red card depending on the severity of the act committed.
- h. A yellow card is a severe warning which shall not be taken lightly. If the individual fails to maintain the harmony of the game, they shall be booked again and **SENT OFF**.
- i. Two yellow cards equal a red card. If a player is sent off, a substitution cannot be invoked.
- j. The rule of offside is applicable. This will be decided by the linesmen and their decision is ultimately final.
- k. If a player is booked in consecutive matches, they shall **NOT** be allowed to play in the proceeding match. **\*THIS IS TO ENCOURAGE HARMONIOUS BEHAVIOR AMONG PLAYERS\***.
- l. And this might be stating the obvious but, **REFEREE'S DECISION IS THE ULTIMATE DECISION IT IS NOT UP FOR CONTENTION.**

## 2. CRICKET

- a. The squad will consist of 15 players. Only 11 players are allowed to play at a time during the match.
- b. The Impact player rule is in play. The Impact Player rule allows teams to make a tactical player substitution in matches by replacing one player in the starting XI with another at any point in a match. The impact player will be allowed to play with the bat and ball, unlike the twelfth man. This substitution cannot be reversed.
- c. Any boundary scored behind the horizontal of the batter's end (behind the stumps of the batter's end) shall be considered as an increment of 2 runs in the batting team's score.
- d. Bowlers must bowl in a proper bowling action. Throwing or chucking the ball will be considered illegal and the ball will be considered as a "no-ball".
- e. Every kind of "no-ball" will result in a free-hit.
- f. Overthrows are in play.
- g. Each inning will be of 5 overs.
- h. Only 1 bowler is allowed to bowl 2 overs and the remaining overs shall be bowled by different bowlers.
- i. The Leg-before-wicket rule is inapplicable.
- j. We don't understand why it is necessary to state this every time but, **UMPIRE'S DECISION WILL BE THE ULTIMATE DECISION.**

## 3. CHESS

- a. Each department shall select 3 representatives (2 males & 1 female).
- b. They must decide the seed number beforehand.
- c. The seed number 1 should be the highest rated player on the team. Seed number 2 should be the lower rated player on the team. Seed number 3 should be the lowest rated player.
- d. Each player will face the corresponding seed number on the opposite team. For example, the seed number 1 on TEAM A will face the seed 1 on TEAM B and so on.
- e. There will be a total of 3 games in a single match. 1 point is awarded for each win. 0.5 points are awarded to both the teams if the game results in a draw. The team which scores 2 out of 3 will be declared as the winner of the match.

- f. If the match results in a draw, 1.5 points are scored by each team, the number 1 seeds of both the teams shall play in a blitz match (3 minute with 2 second increment on each move) and the winner shall be decided by the tiebreaker.
- g. Each game in the match will be of RAPID format (15 minutes without increment).
- h. A toss will decide the color with which a player will play in the first round.
- i. We are kind of getting tired of writing this but, **THE ARBITER'S DECISION WILL BE THE LAST DECISION.**

## 4. KABADDI

- a. Each team has seven players on the court. 3 extras can be used as substitutes.
- b. The game is played in a rectangular field divided into two halves, with each team taking turns to raid and defend.
- c. Matches are typically divided into two halves, each lasting for 7 minutes.
- d. A raid will be considered as a valid raid only and only if the raider crosses the walk-line. Each raid should end within 30 seconds.
- e. A player, known as the "raider," crosses into the opponent's half, tags as many opponents as possible, and returns to their half without being tackled.
- f. The opposing team tries to stop the raider by tackling and preventing them from returning to their half.
- g. A point is scored when a raider tags an opponent and returns safely. The tagged player is out for that round.
- h. Teams can revive players who were out by scoring points through successful raids.
- i. If a team successfully tags all the opposing players, they score an "all-out," earning extra points (2).
- j. Defenders earn two points for successfully tackling a raider if there are 3 or less than 3 defenders present on the mat.
- k. We need to discover a new way to tell you guys that the **UMPIRE'S DECISION IS THE ULTIMATE DECISION.**

## 5. VOLLEYBALL

- a. Each squad consists of 9 players. 6 players are allowed on the court at once. The remaining players are substitutes.
- b. A point is scored on every serve.
- c. A rally point system is used for scoring.
- d. A team has a maximum of three consecutive touches to return the ball to the opponent's side.
- e. No player is allowed to hit the ball consecutively, except during a block.
- f. The match will be conducted in a best-of-three-sets format. The first two sets will be 15 points, and the third will be 25 points. In order to win a set, a team must score the required number of points with a minimum two-point advantage at the end of the set.
- g. A maximum of 15 substitutions are allowed in a set.
- h. The serves will be in rotation. No player can serve consecutively after the service break. The player will regain their serve after a full rotation (after all the other 5 players have completed the serve).
- i. Still working on a new way to state this but in the meantime, here we go  
**UMPIRE'S DECISION WILL BE THE ULTIMATE DECISION.**

## 6. FUTSAL



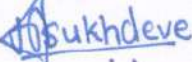
- a. Each squad should have 7 players. 5 players are allowed on field and the remaining (2) are substitutions.
- b. An unlimited number of changes can be made during a match, and players who have left the pitch are able to return to the action. (Rolling substitutions are allowed.)
- c. A match will include two 8-minute halves.
- d. In case the score at the end of both halves is level, the game will directly proceed to **penalties** and the winner will be decided based on penalties.
- e. The referees have the power to grant an individual a yellow or red card depending on the severity of the act committed.
- f. Two yellow cards equal a red card. If a player is sent off, a substitution cannot be invoked.

- g. It's not easy to come up with so many ways to tell you that **THE REFEREE'S DECISION WILL BE THE ULTIMATE DECISION.**





## 7. TUG OF WAR

- Each team should have 10 players, 8 of whom will be the playing personnel and the remaining will be extras.
- No spot changes are allowed.
- Players should, always during the match, maintain contact with the rope.
- REFEREE'S DECISION WILL BE THE LAST DECISION.** That's it. No witty comments. We're out of those.

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