

# ABHIVEERA'23

2023 Edition

26TH-29TH APRIL, 2023

Rulebook

# RULEBOOK

#### GENERAL RULES APPLICABLE TO ALL SPORTS

- 1. There is a limit of 3 events per individual.
- 2. The fixtures shall be made by the Organising Committee via Draw of Lots.
- 3. The Fixtures will be strictly followed. No request for any changes whatsoever shall be entertained.
- 4. Withdrawal of participation by any team, in any event, is not allowed.
- 5. Only registered players shall participate, and players must carry their Institutional Identity Cards to the venue for verification.
- 6. In case a team reports late for the event by 15 minutes or more, the decision of the Event Head shall be final and binding; no request for changes shall be entertained.
- 7. The rules and format of the events may be changed as per the discretion of the Organising Committee before or/and during Abhiveera, if the circumstances arise so. The Organising Committee shall intimate the teams regarding any changes.
- 8. Any kind of indulgence in physical fight or passing of any racial, casteist/demeaning slur by any team member shall lead to immediate disqualification.
- 9. Any case of gross indiscipline with other participating teams, the Organising Committee, or the referees shall result in immediate disqualification.
- 10. If, in any particular event, the number of participating teams is too less, the Organising Committee reserves the right to cancel that particular event.
- 11. In the rare case of an unforeseen circumstance, which is beyond the control of the Organising Committee, the event shall be cancelled.

# BASKETBALL (Men/Women)

- 1. Each team shall have a minimum of 5 members and a maximum of 8 members.
- 2. There shall be both men's and women's events in this manner.
- 3. Number of Quarters: 4.
- 4. Duration of Quarters: 6 minutes (for men) and 6 minutes (for women).
- 5. Jerseys: Name and Jersey number to be printed on the back/chest of the torso. Jersey number can be between 00 and 100 [as per the new NBA Rules].
- 6. General Rules regarding substitution, violations, fouls etc., shall be the same as the BFI rules.

# CRICKET (Men)

- 1. Each team shall have a minimum of 11 members and a maximum of 14 members.
- 2. In a single inning, each of the bowlers may bowl a maximum of only one-fifth of the total overs, i.e., 2 overs in a total of 10 overs.
- 3. The matches shall be played with the tennis ball.
- 4. There shall be runs for byes as well as leg byes. Laws of Leg Before Wicket (LBW) shall not apply.
- 5. Number of overs shall vary according to the round. Overs per match can be reduced or increased, depending on the number of participants.
- 6. Round 1 shall be in the knockout format and each innings shall be of 10 overs each.
- 7. The semi-final rounds shall consist of matches having each innings of of 12 overs.
- 8. The final round shall consist of a match having each innings of 15 overs.

#### FOOTBALL (Men)

- 1. Each team shall have a minimum of 11 members and a maximum of 16 members.
- 2. The game shall be played for a total duration of 60 minutes, in two segments of 30 minutes each.

- 3. All the players are supposed to carry their Institutional Identity Cards to the fields, in case of any problems and to seek clarifications for the same.
- 4. No player shall be allowed to play without a proper kit, i.e., shoes and shin-guards.
- 5. In every match, a maximum of 5 substitutions are allowed per team.
- 6. The decision of the referee is to be considered as the final call and any violation of the same would lead to disqualification of the team.
- 7. The Organizing Committee is entitled to change or alter the fixtures as per their convenience.
- 8. The other rules of the game shall be the same as that of FIFA and shall be played accordingly.
- 9. Violation of any of the above-mentioned rules would lead to disqualification of the team.

# VOLLEYBALL (Men)

- 1. Each team shall have a minimum of 6 members and a maximum of 9 members.
- 2. The team list must be submitted before the match begins.
- 3. Rolling substitutions shall be allowed.
- 4. The match shall be played without rotation.
- 5. Rest of the rules regarding service, faults, etc. would be clarified before the match begins.
- 6. All teams must seek clarifications before the match begins.
- 7. Referee's decision would be final and binding upon all of the participating teams.
- 8. In case of any ambiguity, the organizing committee shall consult the referees and no other team shall be allowed to do so; the referee's decision shall be binding.
- 9. No further arguments shall be entertained and indulgence in the same shall be considered as a part of misconduct.
- 10. Referees are entitled to give decision against a team on the grounds of misconduct.

# CHESS (Mixed)

- 1. This is an individual-mixed event and a single player can participate, regardless of gender.
- 2. There shall be knock-out rounds.

- 3. A single match shall consist of 2 games, where each player shall play once with the black pieces and once with the white pieces.
- 4. A coin toss shall decide who shall play with the black or white pieces in their first game, and in the second game, they shall play with the other coloured pieces.
- 5. Each game shall run for a duration of 10 minutes. If any player's clock runs out of the stipulated time, the other player shall be declared as the winner of that game.
- 6. Scoring shall be as follows:
  - Win- 1 point
  - Loss- 0 point
  - Draw- ½ point
- 7. The player who has more points at the end of the 2 games shall be declared as the winner of that particular match.
- 8. In case of a tie in points, an Armageddon shall take place. The rules of the Armageddon are as follows-
  - The player who played with the white pieces during their first game shall play with the white pieces again, and the player who played with the black pieces in the first game shall play with the black pieces again.
  - The player with the white pieces shall have 5 minutes and the player with the black pieces shall have 4 minutes. Whosoever's clock runs out first shall lose.
  - In case of a draw, black shall be declared winner.
- 9. To stop the clock after a move is made, the player shall only use the hand they have been using to move the pieces. Only a single digression from this shall be allowed during the game and a second instance of the same shall result in disqualification from the game, leading to the other player being declared as the winner of that game.
- 10. If a player touches a piece during their chance in the game, they can only move that piece.

  Only a single digression from this shall be allowed during the game and a second violation of this rule would result in disqualification from the game, leading to the other player being declared as the winner of that game.
- 11. After an illegal move is made, a warning shall be given, and a second illegal move would result in disqualification from the game and the other player shall be declared as the winner of that game.
- 12. Any further rules shall be intimated by the Organising Committee at the venue.
- 13. The decision of the arbiter shall be final and binding.

# CARROM (Mixed)

- 1. This is a mixed-team event, and a team must consist of 2 members each. The matches shall be in the format of "DOUBLES", with two players of a team playing against two players of another team.
- 2. There shall be a toss by the referee at the commencement of each match. The player/pair, winning the toss, shall have the choice of deciding the side of the table or the option to strike first. If the winner decides to have the choice of side, they shall communicate the same to the referee, who shall instruct the other team to strike first.
- 4. The matches shall follow the format of "BEST OF THREE".
- 5. The winning team of that match shall qualify for the next level.
- 6. The player has to call the foul and let the referee know about the same.
- 7. The rules will be instructed by the referee at the time of the event.

## TABLE TENNIS (Men /Women)

- 1. There will be men's and women's team events.
- 2. The teams in the team event shall consist of 2 players each.
- 3. The team event shall consist of two singles, one doubles, and two reverse singles, i.e., the team event shall be a best of 5 events.
- 4. Each individual match in the team event shall be a best of 3 matches.
- 5. The mixed doubles matches shall be best of 3 matches.
- 6. No player shall be allowed to change the racquet or the grip of the racquet during the match.
- 7. All the standard rules of table tennis shall be followed during the matches.
- 8. The matches conducted shall be of 11 points.

# **BADMINTON (Men/Women)**

- 1. There shall be men's and women's team events.
- 2. The teams in the team event shall consist of 2 players each.

- 3. Before play commences, a toss shall be conducted and the side winning the toss may exercise either of the following choices:
  - 14. To serve or receive first;
- 15. To start play at one end of the court or the other. The side losing the toss shall then exercise the remaining choice.
- 4. The team event shall consist of 2 singles and 1 double. The team which wins 2 out of the 3 matches shall qualify for the next round.
- 5. A single match of the above-mentioned format shall consist of the best of 3 games of 21 points each.
- 6. If the score becomes 20-all, the side which gains a two-point lead first, shall win that game.
- 7. If the score becomes 29-all, the side scoring the 30th point shall win that game.
- 8. The side winning a game shall serve first in the next game.
- 9. All rules relating to service, service court errors and faults shall be the same as that of the rules used by BWF. If there are any changes in the rules, the teams shall be informed of the same by the Organising Committee.

Change of Ends:

Players shall change ends:

- At the end of the first game;
- At the end of the second game, if there is to be a third game; and
- In the third game, when a side first scores 11 points.

## 5-A-SIDE FOOTBALL (Men/Women)

- 1. Each team shall have a minimum of 5 members and a maximum of 8 members.
- 2. Each match in the men's event shall be for a duration of 30 minutes, divided into halves of 15 minutes each. While each match in the women's event shall be for a duration of 20 minutes, divided into halves of 10 minutes each.

- 3. The winning team of every match shall advance to the next round; the losing team stands knocked out. This format shall continue till the finals.
- 4. Every match must have a winner. The team that scores the highest number of goals wins. In the circumstance that equal number of goals are scored by both teams, a penalty shoot-out shall take place.
- 5. The players should be in proper sports gear.
- 6. No player is allowed to use their hands or arms, at any point during the match. There shall be a penalty for doing so.
- 7. There shall be no limit on the number of substitutions during a match, however, this change can only take place during a stoppage in play.

## **Ball In and Out of Play**

- 1. During the kick-off, all players of a team shall be in their own half and the opposition players shall be at least 3 metres from the ball until it is played.
- 2. The ball shall be 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 shall be considered to be in play, including rebounds from the goal post/crossbar, or even off the referee.

#### Fouls and Misconduct

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

## Kick-Ins

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.

## Penalty Shootout

1. In case of a tie, in the match, at the end of full time, a penalty shootout shall take place.

- 2. Each team shall be awarded 5 penalty shots.3. There shall be no goal-keeper or defenders preventing the goal.
- 4. A single player cannot take more than one shot.
- 5. The player gets a single touch. If the ball is touched more than once by the player, the shot shall be disqualified.
- 6. The team with the highest number of goals shall win.

