

# RECM SPORTS CLUB



आगाज़ शुरू  
A New Beginning

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# ABOUT THE COLLEGE

**Rajkiya Engineering College, Mainpuri (RECM)** is an Academic Institute established for imparting quality education and passion for excellence. It was established by the Government of Uttar Pradesh in the year 2015 with single branch Civil Engineering with annual intake of Sixty (60) students running at Harcourt Butler Technological University, Kanpur (formerly known as HBTI, Kanpur). In 2016 two more branches have been added namely, Electrical Engineering and Mechanical Engineering with annual intake of Sixty (60) in each branch. The college is affiliated to Dr. A. P. J. Abdul Kalam Technical University, Lucknow (Formerly Uttar Pradesh Technical University, Lucknow). The college is shifted from H.B.T.U. campus to its own fully residential campus located at Mainpuri in the month of July 2017 and all academic activities from the session 2017-18 are carried out at its own campus. The college campus consists of Academic Building, Workshop, three Hostels (2 Boys and 1 Girls), Students Activity Centre, College Canteen, Grocery Store and other facilities for recreation.

## OUR PHILOSOPHY

- We hold ourselves to the highest standards in all our academic endeavours.
- We adhere to high standards of integrity, honesty and ethics in our pursuits.
- We nurture creativity and talent.
- We provide an atmosphere of mutual respect and compassion.
- We serve the society.



# **DIRECTOR'S MESSAGE**

**It is not our abilities that define us.....**

**It is our choices**



Hello everybody!

Rajkiya Engineering College, Mainpuri is emerging as a tremendous college of the university by producing new talents which will enhance level of the talent.

Apart from technical field students are required to become unbeatable in every context of life. Sports plays an important role in the holistic development of body and brain. Sports unify people together irrespective of their age, gender or religion. They also bring out the best among the individuals, and give us human beings of extraordinary capabilities, ones that leave their mark in the history books forever. For this purpose **RECM Sports Club** is going to organize its **1<sup>st</sup> Sports Fest “AAGAAZ 2K19”**.

It's our privilege to open up new platform for the students to give their best shot. Our Sport Fest will allow you all to explore and wander through the plethora of activities that fascinate and entice you. It will allow you to discover hidden talents, harness your potential and sharpen your skills.

It is delightful for every student taking responsibility in conducting this mega event with the whole heart. My best wishes and blessing to all the organizers, faculty and to students. It's time to get ready and strike at your game.

All the Best!

**Prof. Baikunth Nath  
Director  
REC Mainpuri**

## **CONVENER'S MESSAGE**

**“When you've got something to prove,  
There's nothing greater than a challenge.”**



A sport challenges us to bring out the best from ourselves. As we know that a healthy mind lies within a healthy body and a healthy body is associated with games. So apart from studies one should infuse the sports in our day to day life. Scoring a goal, hitting a six or taking over in a race not only brings victory but also simulate the ultimate happiness and satisfaction in our mind which cannot be explained in words. A true sportsperson is one with focus, patience, the right amount of confidence having a never-say-die attitude brings success to the game. This attitude and discipline can be carried out to achieve success in our life as well.

With the cardinal aim of promoting goodwill and solidarity among the students and encourage excellence in competitive arena our college is organizing sports fest **Aagaaz 2K19** to provide a platform where you can participate and show your talent.

So get out of your comfort zone, give rest to your phones for a while,  
& Get Ready to Show Your Game, The time is now....

**Mr. Nikhil Chaudhary  
Sports In charge  
REC Mainpuri**

# WELCOME MESSAGE

Hey, fellas!

We hope that all of you are doing well in the academics.

Well, now it's high time to get your mood refreshed and your body rejuvenated. So Rajkiya Engineering College, Mainpuri has taken a step forward and is going to organize the first edition of its Annual Athletics-cum-Sports fest "**Aagaaz 2K19**". The event is scheduled to take place from **13<sup>th</sup> - 15<sup>th</sup> March 2019**. We are aiming to host multiple sporting events under several formats at a humongous level. We take great pride in organizing the fest with state-of-art sporting facilities and our hospitality. The college campus will be the venue for all the events and it depends on our zeal and enthusiasm to make it alive. It's going to be you all (students from all branches of our college only) who are going to make this as intense and interesting as possible whether as an individual or as a team.

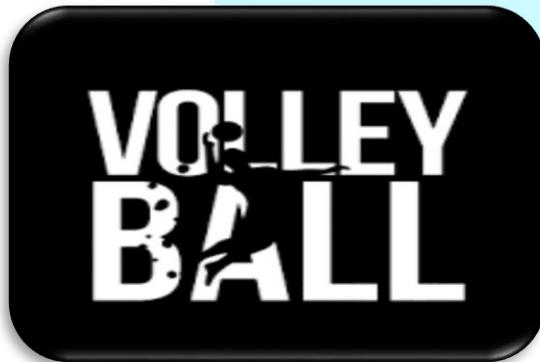
We hope to receive confirmation regarding your participation at the earliest, so that we can begin scheduling the events and make other arrangements. We look forward to see you all at **AAGAZ 2K19...**

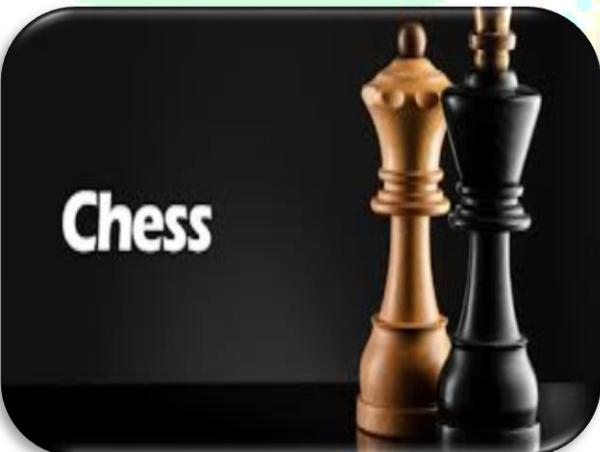
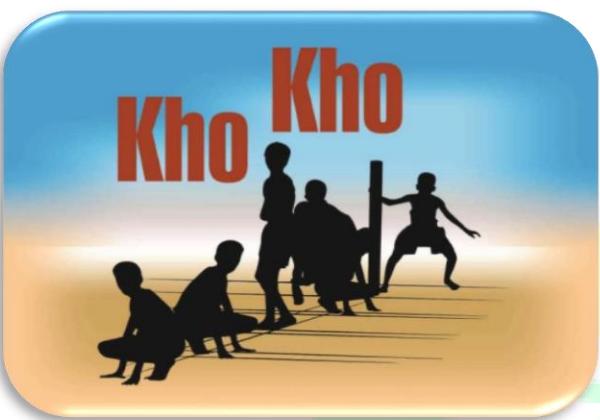
Thank You.

**Sports Club  
REC Mainpuri**



# EVENTS





# **CRICKET**

## **RULES**

All Standard International rules will be followed except LBW.

## **Participation**

- For boys only one team from each class will be allowed.
- For girls only one team from each Branch will be allowed.
- Each team must consist of 15 Players.
- No player will be changed from list after registration.

## **Matches**

- Pool and Fixtures will be decided by coordinators according to point table and notified time to time.
- Matches will be played as League, Semifinal and Final.

**Note:** Referee decision will be final & no argument shall entertained.

For Detail rules & further query contact the respective coordinators

## **Coordinators:**

- Sumit Shukla (ME 3<sup>rd</sup>)- 6389705209
- Rajat Singh (ME 3<sup>rd</sup>)
- Poornima Rajput (ME 3<sup>rd</sup>)
- Reshu Maurya (EE 3<sup>rd</sup>)

# **FOOTBALL**

## **Rules**

- Each team can name up to 5 substitute players. Substitutions can be made at any time of the match with each team being able to make a maximum of 3 substitutions per side. In the event of all three substitutes being made and a player having to leave the field for injury the team will be forced to play without a replacement for that player.
- Each game must include one referee and two assistant referee's (linesmen). It's the job of the referee to act as time keeper and make any decisions which may need to be made such as fouls, free kicks, throw ins, penalties and added on time at the end of each half. The referee may consult the assistant referees at any time in the match regarding a decision. It's the assistant referee's job to spot offside's in the match (see below), throw ins for either team and also assist the referee in all decision making processes where appropriate.
- If the game needs to head to extra time as a result of both teams being level in a match then there will be extra time up to the situation and add 10 minutes. If score equals after the extra time there will be penalty given to the teams starting with five chances for each team and maximum number of goal scored by team wins.
- The whole ball must cross the goal line for it to constitute as a goal.
- For fouls committed a player could receive either a yellow or red card depending on the severity of the foul; this comes down to the referee's discretion. The yellow is stopping the player for 10minutes from playing and a red card is a dismissal for the match of that player. Two yellow cards will equal one red. Once a player is sent off then they cannot be replaced.
- If a ball goes out of play off an opponent in either of the side lines then it is given as a throw in. If it goes out of play off an attacking player on the base line then it is a goal kick. If it comes off a defending player it is a corner kick.

## **Scoring**

To score the ball must go into your opponent's goal. The whole ball needs to be over the line for it to be a legitimate goal. A goal can be scored with any part of the body apart from the hand or arm up to the shoulder. The goal itself consists of a frame measuring 8 feet high and 8 yards wide.

# Winning the Game

To win you have to score more goals than that of your opponents. If the scores are level after 50 minutes then the game will end as a draw apart from in cup games where the game can go to extra time and even a penalty shootout to decide the winner. Players must use their feet to kick the ball and are prohibited to use their hands apart from goalkeepers who can use any part of their body within the 18 yard box.

## The Offside Rule in Football

- Offside can be called when an attacking player is in front of the last defender when the pass is played through to them. The offside area is designed to discourage players from simply hanging around the opponent's goal waiting for a pass. To be onside they must be placed behind the last defender when the ball is played to them. If the player is in front of that last defender then he is deemed to be offside and free kick to the defending team will be called.
- A player cannot be caught offside in their own half. The goalkeeper does not count as a defender. If the ball is played backwards and the player is in front of the last defender then he is deemed to be not offside.

## Format

- Number of Players – 10
- Total time of playing a match - 50 minutes (two halves of 25 minutes) Ground measurements – 70\*45 meters
- One referee in the ground and 2 on the outlines of the ground.

**Note:** Referee's decision will be final & no argument shall entertained.  
For further query contact the respective coordinators.

## Coordinators:

- Prakhar Srivastava (ME 3<sup>rd</sup>) (9648431826)
- Pushpendra Kumar (ME 3<sup>rd</sup>) (7023700885)
- Saurabh Chaudhary (ME 3<sup>rd</sup>) (8765654160)

# BADMINTON

## Rules:-

- A game can take place with either two (singles) or four (doubles) players.
- An official match has to be played indoors on the proper court dimensions. The dimensions are 6.1m by 13.4m, The net is situated through the middle of the court and is set at 1.55m.
- To score a point the shuttlecock must hit within the parameters of the opponents court.
- If the shuttlecock hits the net or lands out then a point is awarded to your opponent.
- Players must serve diagonally across the net to their opponent. As points are won then serving stations move from one side to the other. There are no second serves so if your first serve goes out then your opponent wins the point.
- A serve must be hit underarm and below the servers waist. No overarm(above rib cage) serves are allowed.
- Each game will start with a toss to determine which player will serve first and which side of the court the opponent would like to start from.
- Once the shuttlecock is ‘live’ then a player may move around the court as they wish. They are permitted to hit the shuttlecock from out of the playing area.
- If a player touches the net with any part of their body or racket then it is deemed a fault and their opponent receives the point.
- A fault is also called if a player deliberately distracts their opponent, the shuttlecock is caught in the racket then flung, the shuttlecock is hit twice or if the player continues to infract with the laws of badminton.
- Each game is umpired by a referee on a high chair who overlooks the game. There are also line judges who monitor if the shuttlecock lands in or not. The referee has overriding calls on infringements and faults.
- Let may be called by the referee if an unforeseen or accidental circumstance arose. These may include the shuttlecock getting stuck in the bet, server serving out of turn, one player was not ready or a decision which is too close to call.

- If the laws are continuously broken by a player then the referee holds the power to dock that player of points with persisting fouls receiving a forfeit of the set or even the match.
- To win a game you must reach 15 points before your opponent. If you do so then you will have won that set. If the scores are tied at 15-15 then it comes down to whichever player manages to get two clear points ahead. If the points are still tied at 20-20 then the next point will decide the winner of the set.
- In Singles, The Side Gallery will not come under the playing area.
- Semifinal and final you must reach 21 points before your opponent, if tied then points are goes upto 29-29 and next point will decide the winner of set.

## Participation

- Each team consist of 4 to 5 players.
- **GIRLS-** player must be in same branch.
- **BOYS-** player must be in same branch and same year.
- 3 singles and 2 doubles (for boys)
- Doubles and singles (for girls)

## COORDINATORS

- **Vijay Maurya (EE 3<sup>rd</sup>)- 7007848175**
- **Harsh Kumar (ME 3<sup>rd</sup>)- 7017967302**
- **Nehal Jayant (EE 3rd)**
- **Shivani Rai (ME 3rd)**

# TABLE TENNIS

## **Scoring:-**

- For each game, the first player to reach 11 points wins that game, however a game must be won by at least a two point margin. Winning the overall game will require you to win 2 out of the 3 sets played.
- A point is scored after each ball is put into play (not just when the server wins the point as in volleyball).
- The edges of the table are part of the legal table surface, but not the sides.

## **Flow of the match:-**

Each player serves two points in a row and then switch server. However, if a score of 10-10 is reached in any game, then each server serves only one point and then the server is switched. After each game, the players switch side of the table. In the final game (ie 5th game), the players switch side again after either player reaches 5 points.

## **Legal serve:-**

- The ball must rest on an open hand palm. Then it must be tossed up at least 6 inches and struck so the ball first bounces on the server's side and then the opponent's side.
- If the serve is legal except that it touches the net, it is called a **let serve**. Let serves are not scored and are reserved.

## **Participation**

- **Boys-** player must be in same branch and in same year.
- **Girls-** player must be in same branch (In Doubles).
- Each team consist of 3 to 4 players(Boys)
- 2 singles and 1 doubles(Boys)
- Only 1 player can play both one single and doubles(Boys)
- A player can't participate in more than one team.

**Note: Referee's decision will be final & no argument shall entertained.**

**For further query contact the respective coordinators.**

## **COORDINATORS**

Anuj Kumar (EE 3<sup>rd</sup>)- 9808681102

Komal Mathur (CE 3<sup>rd</sup>)

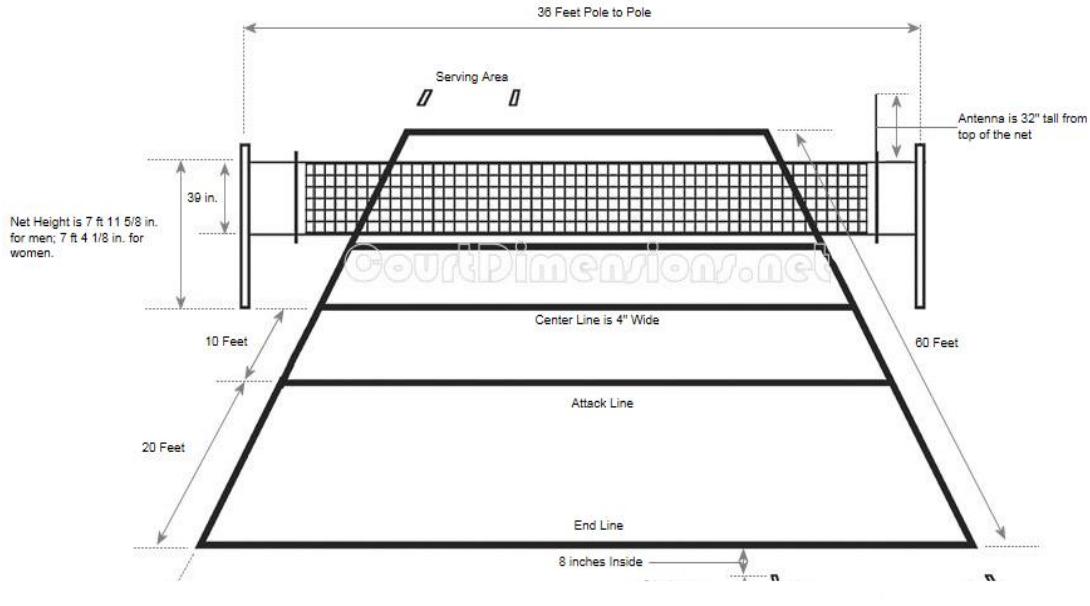
Reshu Maurya (EE 3<sup>rd</sup>)

# VOLLEYBALL

## Rules:-

- 6 players on the floor at any one time - 3 in the front row and 3 in the back row  
Maximum of 3 hits per side
- Points are made on every serve for winning team of rally (rally-point scoring).
- Player may not hit the ball twice in succession.(A block is not considered a hit.)
- Ball may be played off the net during a volley and on a serve.
- A ball hitting a boundary line is in.
- A ball is out if it hits an antennae, the floor completely outside the court, any of the net or cables outside the antennae, the referee stand or pole, the ceiling above a non-playable area.
- It is legal to contact the ball with any part of a player's body.
- It is illegal to catch, hold or throw the ball.
- A player cannot block or attack a serve from on or inside the 10-foot line.
- After the serve, front-line players may switch positions at the net.
- Matches are made up of sets; the number depends on level of play. 3-set matches will be of 15 . Each set must be won by two points. The winner is the first team to win 2 sets. The team must win by 2 unless tournament rules dictate otherwise. The winner is the first team to win three sets.
- Semifinal and final match will have 25 points for each set.

Note: All measurements are to the outside of the lines



# **Rules Violations**

**(Rule violations that result in a point for the opponent)**

- When serving, the player steps on or across the service line as while making contact with the ball.
- Failure to serve the ball over the net successfully.
- Ball-handling errors. Contacting the ball illegally (double touching, lifting, carrying, throwing, etc.)
- Touching the net with any part of the body while the ball is in play.
- When blocking a ball coming from the opponent's court, it's illegal to contact the ball when reaching over the net if both your opponent has not used 3 contacts AND they have a player there to make a play on the ball.
- When attacking a ball coming from the opponent's court, contacting the ball when reaching over the net is a violation if the ball has not yet broken the vertical plane of the net.
- Crossing the court centerline with any part of your body is a violation. Exception: if it is the hand or foot. In this case, the entire hand or entire foot must cross for it to be a violation.
- Serving out of rotation/order.
- Back-row player blocking (deflecting a ball coming from the opponent) when, at the moment of contact, the back-row player is near the net and has part of his/her body above the top of the net. This is an illegal block.
- Back-row player attacking a ball inside the front zone (the area inside the 3M/10-foot line) when, at the moment of contact, the ball is completely above the net. This is an illegal attack.

**Note:** Referee's decision will be final & no argument shall entertained.

For further query contact the respective coordinators.

## **Format**

- Number of Players – 10
- Total time of playing a match - 45 minutes (Three halves of 15 minutes approx)

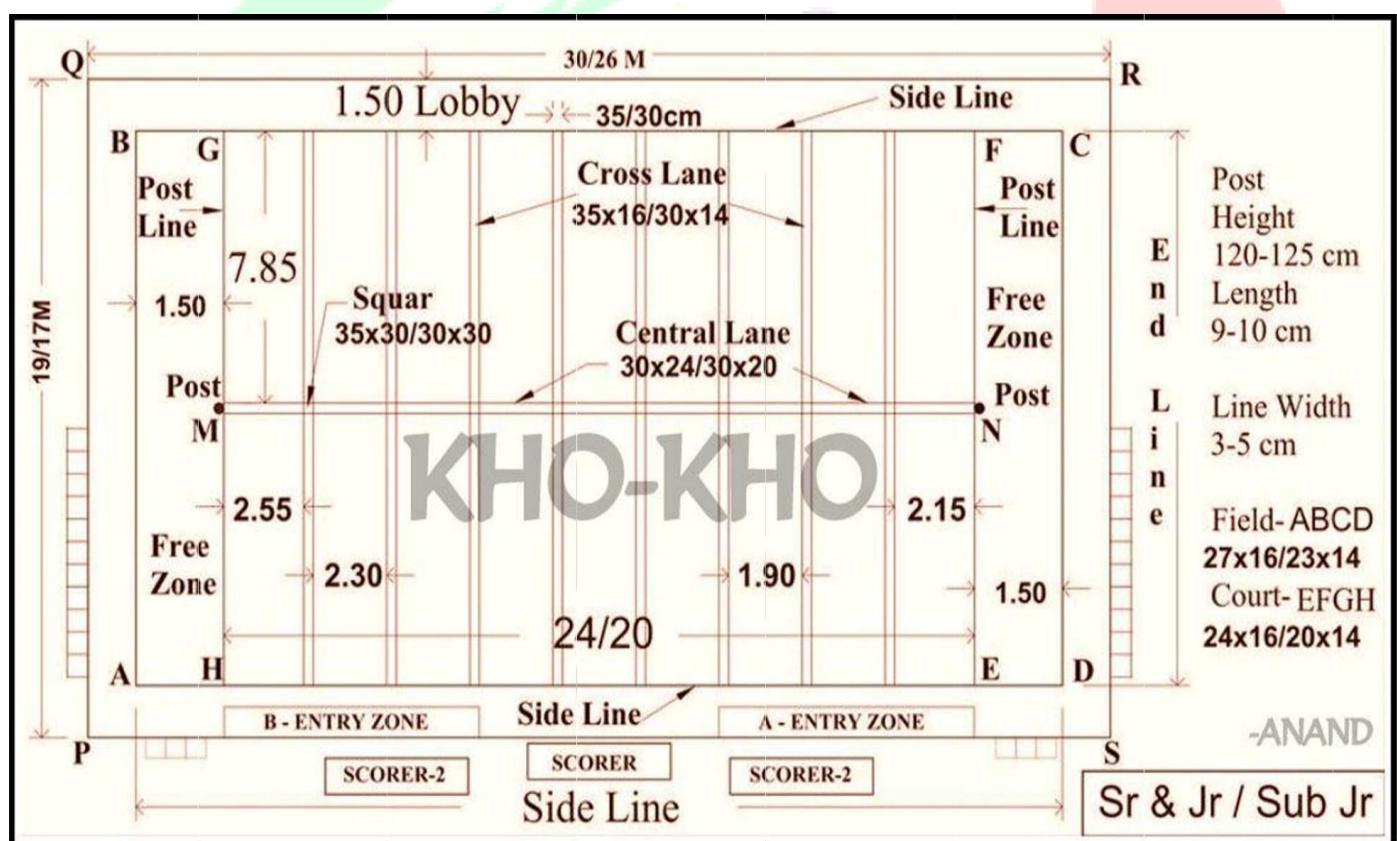
## **COORDINATORS**

- **Gaurav Chaudhary (CE)- 7905248536**
- **Vansh Sharma (EE)- 7860368857**

# KHO – KHO

The game of Kho – Kho is based on natural principles of physical development & developing all motor qualities of a person/player. It's vigorous and fosters a healthy combative spirit among youth.

## LAYOUT



## **Rules**

- The Captain shall give record of name of the players at the beginning of the turn.
- After the commencement of a turn, any 8 Chasers shall occupy the Chaser Block facing the Side Line in such a way that no two adjacent Chaser facing the same Side Line. The ninth Chaser (Attacker) shall stand in either of the Free Zones to start the chase. Once Free Zone is opted by an Attacker to start the attack, then he should not be allowed to change the same
- No Chaser shall leave the Chaser Block without getting a KHO or change the face. If he does so, it is a Foul and repetition of the same will amount to misbehavior. Referee/Umpire can compel the Chaser(s) to sit in a manner which was assumed at the commencement of the turn.
- At the commencement of a turn, the first batch of three Defenders shall be inside the Field and remaining Runners shall occupy the seats meant for them. After a Defender is out, he shall occupy the seat meant for him near the End Line.
- Subsequently next 3 Runners shall enter the Court through their Entry Zone only. When third/last Defender of a batch is declared out, next 3 Runners shall be inside the Court before two KHOS are given. Those Runners who fail to enter within the time lapse of two KHOS, shall be declared out for having Late Entry.
- An Attacker cannot cross the Central Lane between the Post Lines to go to the other half of the Court or to the Free Zone.
- Foul shall not be declared if an Attacker, while chasing, touches/crosses that line of the Central Lane which lies on the side of his chasing half. However, if an Attacker while touching as a result of action in putting out the Defender does so, Foul shall be declared and Defender shall not be declared out.
- If a KHO is given, it shall be given from behind a Chaser by touching the Chaser by hand between an imaginary shoulder line and waist line and uttering the word "KHO" with a sufficiently loud tone so that the Defender and officials can hear. Chaser shall not get up without getting a KHO.
  - a) If the action of uttering the word KHO precedes the action of touching by hand, then it shall be deemed as Foul.
  - b) Single action of touching will not be deemed as Foul. However, only uttering 'KHO' and do not touching a Chaser by hand, will be considered as Foul. If an Attacker touches a Chaser sitting in the Chaser Block nearest to the Post, when Defender is near the Post, KHO must be given.
  - c) If an Attacker utters any word other than the word 'KHO', it will be deemed as Foul. Uttering the word 'KHO' or any word resembling 'KHO' by any of the Chasers will also be treated as Foul.

- An Attacker shall not give a KHO to the extended arm, leg or any part of the body tilted towards him by a Chaser. Touching the back of the Chaser should not be insisted upon.
- After giving a KHO, an Attacker shall cease to be so and shall sit down immediately on the Chaser Block of the Chaser to whom a KHO was given.
- An Attacker shall take the direction to which he turns his shoulder line. An Attacker, while going in a particular direction turns his shoulder line through more than a right angle to the direction which he has already taken, it shall be a Foul.
- Once an Attacker has taken a direction, he has to go to that direction till he reaches the Free Zone unless he gives a KHO before that. An Attacker shall not go to the other half of the Court unless he turns around the Post through the Free Zone and the rules about taking the Direction and Receding shall not be applicable in the FREE ZONE.
- The Chaser/s should sit in manners which do not obstruct the Defender/s. If a Defender is touched as a result of such an obstruction, Defender shall not be declared out. If chaser does so, it shall be declared as Foul.
- The deliberate action of moving/tilting shoulder, thigh or any other part of the body by a Chaser towards a Defender who is running near the Central Lane, which may cause to obstruct or obstructed the Defender, it shall be treated as a Foul and he shall be warned by Referee/Umpire.
- During a turn an Attacker may go out of Court but he shall follow all the rules about taking Direction and Receding even when he is out of Court.
- A Defender cannot touch a Chaser. If he does so, he shall be warned once verbally in a turn. If he repeats the same, he shall be declared out.
- A Defender shall be declared out if he is touched by hand by an Attacker without violating any rule or if he goes out of Field. He shall be declared out by a short blow of whistle.
- Deliberately pushing, catching, pulling even by uniform or hitting the Defender will be treated as misbehaviour.
- While Chasing a Defender, if an Attacker after violating any rule, pushes a Defender out of the Field, the Defender shall not be declared out.
- If an Attacker/Chaser violet any rules, the Referee shall declare a Foul by blowing a short whistle continuously and shall immediately compel an Attacker to go in the direction opposite to that of which he is going. Immediately on hearing a signal given by the Referee/Umpire by his whistle, an Attacker shall go to the direction indicated by the Referee/Umpire and if the Active Defender, thereby becomes out, he shall not be declared out and an Attacker shall have to follow the direction indicated by the Referee. He is not compelled to give a KHO.

## **RIGHT AND DUTIES OF PLAYERS**

- All players must know the rules of the game and abide by the rules.
- During the game, only captain of the team may address to the Referee and shall be the spokesman for his players. He may also address the other officials but only on matters concerning their duties.

### **Format**

- Number of Players:- 12 (9+3 extra)
- Total time of playing a match: 7-9 minutes
- 2 referee, 1 Umpire, 2 Lineman, 1 Time keeper

**Note:** Referee's decision will be final & no argument shall entertained.

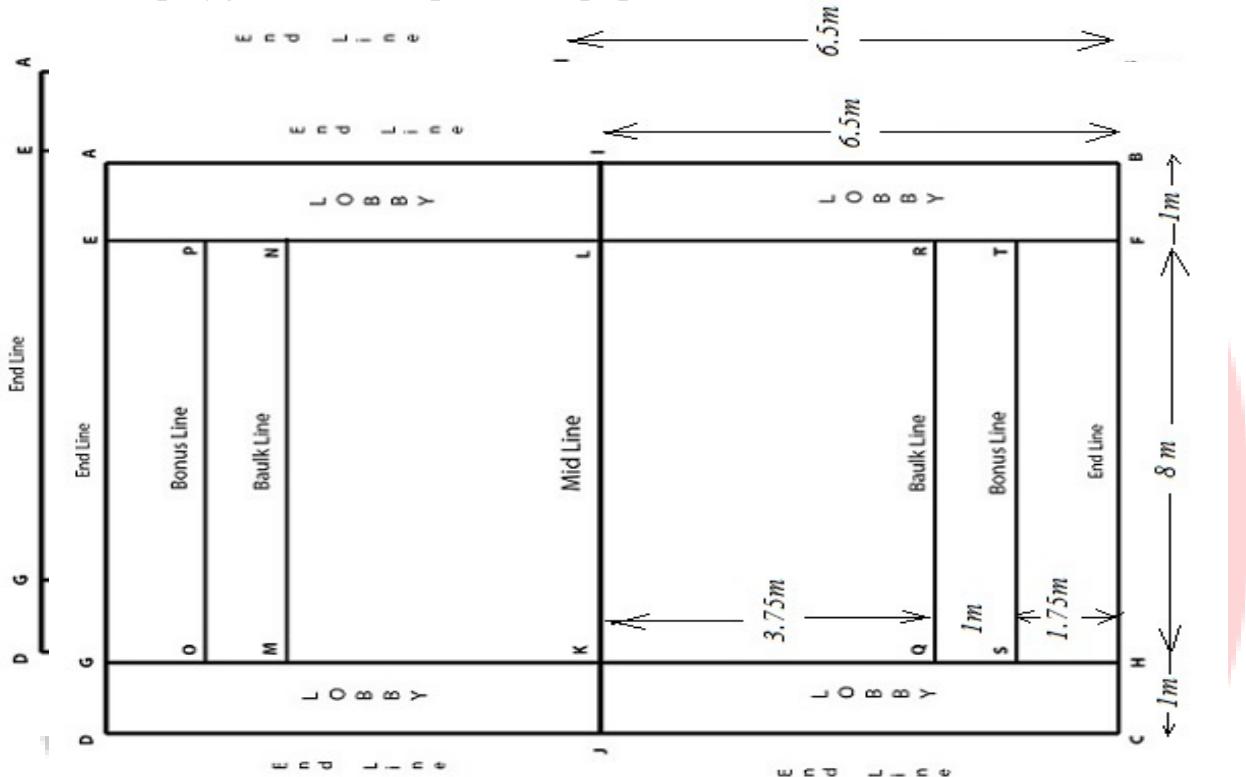
For further query contact the respective coordinators

### **COORDINATORS:**

- |  |            |
|--|------------|
| • Deep Kumar (CE 3 <sup>rd</sup> )           | 8948432962 |
| • Devendra Maddheshiya (ME 3 <sup>rd</sup> ) | 9453496762 |
| • Devesh Kapoor (ME 3 <sup>rd</sup> )        |            |
| • Neeta Yadav (ME 3 <sup>rd</sup> )          |            |
| • Poornima Rajput (ME 3 <sup>rd</sup> )      |            |

# KABADDI

Kabaddi is a popular outdoor team sport, which is played on clay court. It needs skill and power, and conflates the characteristics of wrestling and rugby. Originally it was intended to develop self-defense. It is a simple and inexpensive game and does not need a massive playground nor expensive equipment.



## Raiding

- After winning the toss, the team takes turn and sends players, often known as **raiders** into opponent team's sections. The sole aim of the raider is to tag the members of the opposite team and run back into his team side. Each player he touches on the opponent's side gives his team one point.
- The raider needs to **repeatedly yell the word “Kabaddi”** soon after crossing the mid line and he needs to keep it yelling till he safely returns to his zone. In case if he does so, he should return to his zone as soon as possible. This will yield no point to his team but will earn a point to his opponent team for successfully defending him.
- Raiding** should be done in proper order by the team. That means in a sequence, each team needs to send its all players to the opposite side. The opponent team can earn a point by not letting the raider return to his section.

## **Defence**

- In case your team lose the toss, it will be raided by the other team. Then it is the responsibility of your team to stand in front and defend. You should not tag yourself by the raider. Doing such will fetch a point to the raider's team. To avoid yourself from being tagged, you should run as far as possible from the raider, till he becomes breathless of saying "Kabaddi".
- If he tags you, wait till the raider becomes breathless and as soon as the raider stops saying kabaddi, grab him with your team mates before he touches the middle line. You cannot pull the cloths or hairs of the raider. Rather you can grab him only at his limb or torso.

## **Retreat**

- After the starting of the raid, until and unless the raider returns to the home zone safely, the raid is not accepted as successful. This is known as retreat. Before going to the opponent's zone, the raider must pre-plan his retreat.
- No room for pursuit should be given by the raider to his antis. As soon as the raider comes back from the raiding, he should position himself in his team's defensive system. For example if a player is supposed to defend his team at right corner, but if he returns from the raid by left corner, then the antis may attack quickly and the team's defensive system may jeopardize.

## **Format**

- **Number of Players:- 12 (7+5 extra)**
- **Total time of playing a match: 30 minutes (two halves of 15 minutes)**
- **2 Referee, 2 Timekeeper, 2 Scorer**

**Note:** Referee's decision will be final & no argument shall entertained.  
For further query contact the respective coordinators.

## **Coordinators:**

- |   |                                      |
|---|--------------------------------------|
| • Ravindra Rathore(CE3 <sup>rd</sup> )-7376571821 | ▪ Neeta Yadav (ME3 <sup>rd</sup> )   |
| • Deepak Yadav (CE 3 <sup>rd</sup> ) - 8840978622 | ▪ Sarita Patel (ME 3 <sup>rd</sup> ) |

# **ATHLETICS**

Athletics is the collective name for a collection of sporting events that involve competitors running, throwing and jumping. The roots of athletic events are prehistoric, with ancient communities competing with each other in various running, jumping and throwing events.

## **Men's Athletics:**

Modern day men's athletics includes the following activities:

- 100 meters Sprint Race - Individual
- 200 meters Sprint Race - Individual
- 2500 meters Marathon - Individual
- 4×100 meters Relay Race- Team Game
- Shot-put Throw (7.26 Kg)- Individual
- Discus Throw (2 Kg Disc)- Individual
- Push ups

## **Women's Athletics:**

Modern day women's' athletics include:

- 100 meters Sprint Race - Individual
- 200 meters Sprint Race - Individual
- 4×100 meters Relay Race - Team Game
- Shot-put Throw (4 Kg) - Individual
- Discus throw (1 Kg Disc) - Individual
- Skipping - Individual

## **Coordinators:**

- **Abhayanand Yadav** - 9506364014
- **Deepak Kumar Yadav**- 884097862
- **Reshu**
- **Divyanshi**
- **Sonam**

# **TUG OF WAR RULES**

## **• The Rope**

The game involves usage of single equipment i.e. a rope. There is a red mark made in the middle of the rope. This red mark on the rope needs to be at a perpendicular angle to the exact center point on the ground, before the commencement of the game. A white mark is made exactly 13 feet from the red mark on either sides of the rope. The game is won when either side with this white mark crosses the center point.

## **• Field and Marking**

The game has to be played on a flat grassy patch of land. A line referred to as a center line is marked on the playing zone and the rope is placed in a manner that its center mark should align the center marked on the ground. On either sides of the rope at the distance of 4 m from the center line, 2 more marks need to be made. This is the point where in the first member of each team will stand.

## **• How to Play**

As mentioned earlier, the center of the rope should align with the center marked on the ground. As soon as the referee blows the whistle, each team can start pulling the rope into their territory. The objective of the game is for each team to pull the rope along with the members of opposition team to their side. As soon as the second mark on the rope from the center red mark crosses over to center line, the team to pull the rope to their area wins the game.

## **• Competition**

The tug of war competition requires a judge. There are 3 different commands that the judge gives to the players. The judge first announces “Pick up the rope”, he then says “Take the string”, and finally he tells the players to “Pull”. Once the pull command is said out the teams start pulling the rope. If a member of the team falls down that member is given a caution. Each team is allowed two cautions before getting disqualified.

- **Fouls**

There is a particular technique that needs to be applied while playing this game, if not then there will be a foul which can call in for disqualifications. For e.g. lowering your elbow below the knee level while pulling the rope is considered to be a foul and is called '**locking**'. Touching the ground for a longer period of time is also considered as a foul.

- **Teams**

According to the rules of tug of war, each team can accommodate a maximum of 8 members. However the combined weight of these members should not exceed the weight determined for the particular category.

**Note:** Referee's decision will be final & no argument shall entertained.

For further query contact the respective coordinators.

### **Coordinators:**

- Shivanand Rai (CE 3<sup>rd</sup>)      9794715495

# **BASIC CHESS RULES**

## **Rules**

- All Standard rules will be followed (including Castling, en passant etc).
- If once touched your piece then it must be moved.
- Wrong moves are not allowed otherwise 0.5 points will be deducted.
- For distracting your opponent anyhow 0.5 Point may be deducted after warning.
- Use only your moving hand to touch the clock.
- Some special points are offered for capturing opponents queen by-
  - Pawn= 5 Points
  - Bishop= 3 Points
  - Knight= 1 Points.
- Some special points will be offered for capturing these pieces anyhow-
  - Rock= 3 Points
  - Knight= 2 Points
  - Bishop= 1.5 Points
- Winner will be awarded by 10 points (only for elimination round).
- Only Winner and runner up will be awarded from both Boys & Girls separately.

## **Format**

- Game is an individual and separately for boys and girls.
- For elimination round opponents will be decided randomly by picking name slip
- After that fixtures will be decided on the basis of point table by coordinators.
- If match is draw then winner is decided on basis of points(Elimination Round)

## **Time Limit**

**For Boys-** Elimination Round 10 min with 3sec incremental  
Fixture Round 15 min with 5 sec incremental  
Final Round 25 min with 5 sec incremental.

**For Girls-** Elimination Round 15 min with 3sec incremental  
Fixture Round 20 min with 5 sec incremental  
Final Round 30 min with 5 sec incremental.

**Note:** Referee's decision will be final & no argument shall entertained.

For further query contact the respective coordinators.

Anand (ME 3<sup>rd</sup>) 7017260229

Niraj Kumar(EE 3<sup>rd</sup>) 7355063862

## **Coordinators:-**

# **SPORTS QUIZ**

## **ROUND – 1 [Elimination Round]**

- MCQ Test for all Competitors Individually.
- Total no of que is 20 and Timing is 15 min.
- 4 marks will be awarded for every correct answer & 1 mark will be deducted for every incorrect answer.
- Top 3 Candidates from boys & girls from each **Branch** will be selected on the basis of marks and their team will be made by coordinators for the next round.
- In case the candidates obtain same marks then selection is done by neglecting the candidate having more no of wrong attempts.

## **ROUND – 2 [Final Round]**

- 2<sup>nd</sup> round is separate for Boys and Girls teams.
- In 2<sup>nd</sup> Round, Each team will be asked 10 questions & 30 sec for each question.
- There will be 10 marks each correct ans & 5 mark will be deducted for every incorrect answer.
- If any team is unable to answer the question in 30 sec then it will be passed on Subsequent Teams.
- Subsequent teams will be given 15sec to answer & they will be awarded 1 mark for each correct answer but no negative marks for incorrect ans to passed que.
- Team having highest score is decided winner.

## **Format**

- All Entries are individual for Elimination round
- Total 6 teams will enter 2<sup>nd</sup> round (3 Boys & 3 Girls teams)
- **Syllabus-** Max que will cover sports & some que may also include other fields.

**Note- Referee's decision will be final & no argument will be entertained.**

**For further query contact the respective coordinators.**

## **COORDINATORS:**

- **Abhayanand Yadav [CE 3<sup>RD</sup>]- 9506364014**

# **PUBG MOBILE**

## **(PLAYERS UNKNOWN BATTLE GROUND)**

### **Rules**

- Only mobile players are allowed. No emulator players will be entertained.
- Room ID and password will be provided to players 10 minutes before each match. All the players have to join the room within this time limit.
- Any type of cheating like team up or use of hacks will not be tolerated. This will lead to direct disqualification.

### **Format**

- There will three matches:
  - 1<sup>st</sup> Match: Erangel(TPP)
  - 2<sup>nd</sup> Match: Sanhok(TPP)
  - 3<sup>rd</sup> Match: Erangel(TPP)
- Each match will be a squad game. Team must be branch wise and a team of four players (both girls and boys) from same year and branch can join the game.
- 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> placeholder will be awarded 500, 300 and 200 points respectively.
- 20 points will be awarded for each kill.
- Team having maximum points at the end of all matches will be considered as winner.

**Note:** Referee decision will be final & no argument shall entertained.  
For further query contact the respective coordinators.

### **COORDINATORS:**

1. **Harsh Kumar (ME 3<sup>rd</sup>)**      **7017967302**
2. **Vivek Mishra (EE 3<sup>rd</sup>)**      **8808830549**

# CARROM FOR GIRLS

The game is played by two opponents sitting opposite each other. To begin, the Queen is placed in the centre of the board. Six pieces are put around the Queen directly in a circle, each touching the Queen and their neighbours. The remaining twelve pieces are positioned around the inner circle of six pieces, so that each outer piece touches the inner circle. Both circles should have the pieces alternating in colour. The two circles are oriented so that the Queen, a white piece from the inner circle and a white piece from the outer circle lie in a straight line pointing towards the centre of the side of the board where the player who will play first is sitting.

## **Scoring**

- All standard rules will be followed.
- At end of game, winner scores 1 point for each opponent's piece left on board.
- If the winner has less than 24 points and the winner also covered the Queen, bonus 5 points are scored.
- If winner has 24 or more points, then no points are scored for covering Queen.
- The maximum score for one game is 14 points & a match is played to 29 points.

## **A foul is recorded in the following situations:**

- The striker is pocketed or if the striker or any other piece leaves the board.
- A player pockets an opponent's piece. If the Queen was also pocketed, it is returned to the centre by the opponent together with the penalty piece. Any other pieces pocketed in the same strike remain pocketed.
- If a player pockets final opponent's piece. Regardless Queen has been covered, the opponent's piece is returned to the centre in addition to the penalty piece.
- A player pockets the final piece before the Queen has been covered. In this case both the pocketed piece and a penalty piece are returned to the centre.
- A player contravenes the rules for striking
- A player touches any piece in play, other than the striker.
- The first player to strike fails to break the counters in three attempts.

**Note:** Referee decision will be final & no argument shall entertained.  
For Detail rules & further query contact the respective coordinators.

**Coordinator:- Komal Mathur (3rd CE)**

# **SKIPPING FOR GIRLS**

Jumper may use any length or type of Rope if they have otherwise rope will be provided to the jumpers. Rope (s) is powered only by jumper.

Attaching Rope or rope handle to body in any way is not allowed as it could be a way for competitor to gain an unfair advantage.

- **Format**

1. Individual Entry (only for girls).
2. To compete as many jumps as possible within 60 seconds.
3. The participants are judged on how many times they jump a single revolution of rope during the allowed time.

- **RE-JUMP SITUATIONS**

If a Rope/Handle breaks a repeat attempt is permitted after suitable rest period of at least 10 min. However a Team/ Jumper may only have a maximum of two (2) attempts at the same event. The last attempt determines the score.

- **RE-JUMP TIME LIMIT**

If a jumper received the second chance or chance to Re-Jump than S/he shall report at Speed Station or Court whatever applicable within the time limit of 10 min. If a Jumper fails to report within the given time limit than last attempt determines the score.

- **WITHDRAWL**

In the event if a competitor failing to appear on competition floor within 1 min. after being called, it will be considered a Withdrawal & That particular event for the Jumper will be deleted from the competition.

- **INJURY**

1. In case of an injury during the competition, the Jumper will decide whether to continue the vent or not. There will be no re-jump & the event will be scored according to what was shown.
2. In case of injury to a competitor before the competition begins, no other jumper who is not a member of that team will be permitted to compete in their place. There will be no substitution.

- **TIE –BREAKER**
  1. The very first tie breaker is average accuracy. Misses will be recorded to break ties.
  2. The second Tie breaker is Violations such as Space Violation; False Start etc. (Please refer to Terms section)
- **TIME VIOLATION** FALSE START – MINOR is the violation where the jumper starts the event before the call out Set Go. If jumper start before 1 sec. than it is considered as False Start – Minor & will not leads to deduction.  
2. FALSE START – BLATANT is the violation where the jumper starts the event before the call out Set Go. If jumper start after 1 sec. than it is considered as False Start – Minor & will leads to deduction  
3. UNDER TIME is the violation where the jumper completes the event before the call out Stop. It will leads to deduction.  
4. OVERTIME is the violation where the jumper continues to perform the event even after the call out Stop. It will not lead to deduction.

**Note:** Referee decision will be final & no argument shall entertained.  
For Detail rules & further query contact the respective coordinators

### **Coordinators:**

1. Pinki Rathore (CE 3<sup>rd</sup>)
2. Apoorva Shakya (CE 3<sup>rd</sup>)

# REGISTRATION FORM

- Read all the rules thoroughly then submit forms only once/game.
- **For all the team games only captains are asked to fill the entry form with their team player's names and list only once** &
- **For individual players it should be filled personally at this link-**

## Sports Registration Form (Google Form)

- After filling form submit the list of players with entry fee of **₹20 per player/game to ABHISHEK PANDEY (EE 3rd) in Cash/PhonePe/Tez (8266806459)** & get it passed by him to confirm your entry to sports Fest. Then after only he will forward the form and team list to respective coordinators.
- Once being submitted the form with player's name, after that team player's names cannot be changed throughout the games.
- For further query Contact/whatsapp us.

**Abhishek Pandey**  
**EE 3<sup>rd</sup>**  
**Sports Treasurer & Coordinator**  
**Mob- 8266806459, 8299583895**  
**Gmail:**  
[abhishekpananey678@gmail.com](mailto:abhishekpananey678@gmail.com)

**Bajrang Dhar Dubey**  
**CE 3<sup>rd</sup>**  
**Sports Secretary**  
**Mob- 6395179743**  
**Gmail:**  
[bajrangdhardubey@gmail.com](mailto:bajrangdhardubey@gmail.com)

# COORDINATORS LIST

- **Cricket**

1. Sumit Shukla (ME 3<sup>rd</sup>)
2. Rajat Singh (ME 3<sup>rd</sup>)
3. Poornima Rajput (ME 3<sup>rd</sup>)
4. Reshu Maurya (EE 3<sup>rd</sup>)

6389705209

- **Football**

1. Prakhar Shrivastav (ME 3<sup>rd</sup>)
2. Pushpendra Lodhi (ME 3<sup>rd</sup>)
3. Saurabh Chaudhary (ME 3<sup>rd</sup>)

9648431836

7023700885

- **Volleyball**

1. Vansh Sharma (EE 3<sup>rd</sup>)
2. Gaurav Chaudhary (CE 3<sup>rd</sup>)

7860368857

7905248536

- **Badminton**

1. Vijay Prakash Maurya (EE 3<sup>rd</sup>)
2. Harsh Kumar (ME 3<sup>rd</sup>)
3. Ajay Yadav (CE 3<sup>rd</sup>)
4. Nehal Jayant (EE 3<sup>rd</sup>)
5. Shivani Rai (ME 3<sup>rd</sup>)

7007848175

7017967302

9695021601

- **Table Tennis**

1. Anuj Kumar (EE 3<sup>rd</sup>)
2. Pranav Agarwal (EE 3<sup>rd</sup>)
3. Reshu Maurya (EE 3<sup>rd</sup>)
4. Komal Mathur (CE 3<sup>rd</sup>)

9808681102

9808546417

- **Kho – Kho**

1. Deep Kumar (CE 3<sup>rd</sup>)
2. Devendra Maddhesiya (ME 3<sup>rd</sup>)
3. Devesh Kapoor (ME 3<sup>rd</sup>)
4. Neeta Yadav (ME 3<sup>rd</sup>)
5. Poornima Rajput (ME 3<sup>rd</sup>)

8948432962

9453496762

• <b>Kabaddi</b>		
1.	Ravindra Singh Rathore (CE 3 <sup>rd</sup> )	7376571821
2.	Deepak Yadav (CE 3 <sup>rd</sup> )	8840978622
3.	Vishal Gupta (CE 3 <sup>rd</sup> )	
4.	Neeta Yadav (ME 3 <sup>rd</sup> )	
5.	Sarita Patel (ME 3 <sup>rd</sup> )	
• <b>Chess</b>		
1.	Anand (ME 3 <sup>rd</sup> )	7017260229
2.	Niraj Kumar (EE 3 <sup>rd</sup> )	7355063862
• <b>Carrom</b>		
1.	Komal Mathur (CE 3 <sup>rd</sup> )	
• <b>Atheletics</b>		
1.	Abhyanand Yadav (CE 3 <sup>rd</sup> )	9506364014
2.	Deepak Yadav (CE 3 <sup>rd</sup> )	8840978622
3.	Sonam Singh (ME 3 <sup>rd</sup> )	
4.	Reshu Maurya (EE 3 <sup>rd</sup> )	
5.	Divyanshi Rathore (CE 3 <sup>rd</sup> )	
• <b>Sports Quiz</b>		
1.	Abhyanand Yadav (CE 3 <sup>rd</sup> )	9506364014
• <b>Tug Of War</b>		
1.	Shivanand Rai (CE 3 <sup>rd</sup> )	9794715495
• <b>PUBG</b>		
3.	Harsh Kumar (ME 3 <sup>rd</sup> )	7017967302
4.	Vivek Mishra (EE 3 <sup>rd</sup> )	8808830549
• <b>Skipping</b>		
3.	Pinki Rathore (CE 3 <sup>rd</sup> )	
4.	Apoorva Shakya (CE 3 <sup>rd</sup> )	

# CONTACT US

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## **CONTACT ME:**

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3<sup>rd</sup> EE**



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**8266806459**