

Padmabhushan Vasantdada Patil Pratishthan's College of Engineering. Sports fest 2014

1/20/2014

PVPPCOE

Rajesh B. Morey

Sports Incharge

OBJECTIVES OF SPORTS FEST 2014

The main objectives of the Sports fest 2014 are:

1. To develop physical fitness by maintaining and increasing such components as speed, flexibility, muscular strength, muscular endurance, aerobic capacity and anaerobic capacity.
2. To develop physical literacy through an acquisition of those levels of skill necessary for efficient body movement and control in a sporting situation.
3. To develop an understanding of the importance of sport in the pursuit of a healthy and active lifestyle at the College and beyond.
4. To develop an ability to observe, analyse and judge the performance of self and peers in sporting situations.
5. To develop an appreciation of the concepts of fair play, honest competition and good sportsmanship.
6. To develop the capacity to maintain interest in a sport or sports and to persevere in order to achieve success.
7. To prepare each student to be able to participate fully in the competitive, recreational and leisure opportunities offered outside the college environment.
8. To develop leadership skills and foster qualities of co-operation, tolerance, consideration, trust and responsibility when faced with group and team problem-solving tasks.
9. To develop self-esteem and self-confidence through positive sporting experiences.
10. To provide a release for pupils in order to refresh for academic work.
11. To provide healthy competition through inter-college and inter-departmental matches.
12. To develop and sustain high quality competitive college teams with a particular emphasis on the major sports.
13. To provide opportunities for pupils to excel at sport.
14. To ensure that every pupil can maximise their sporting potential and find a sport that they can enjoy and participate in with some success.

OUTCOMES OF SPORTS FEST 2014

The outcomes of the Sports fest 2014 are:

1. Students become physically as well as mentally fit.
2. Students develop an ability to observe, analyse and judge the performance of self and peer in sporting situations.
3. Students develop an appreciation of the concepts of fair play, honest competition and good sportsmanship.
4. Students develop leadership skills and foster qualities of co-operation, tolerance, consideration, trust and responsibility when faced with group and team problem-solving tasks.
5. Students develop self-esteem and self-confidence through positive sporting experiences.
6. Every student maximise their sporting potential and find a sport that they can enjoy and participate in with some success.
7. **Also some best future teams are formed based on the performance of the students.**

INAUGURATION

Inauguration Ceremony held on Jan 06, 2014

- 04.30 pm** Felicitation of Chief Guest
- 04.40 pm** Welcoming remarks by Sports Secretary (Mr. Mahesh Rathod)
- 04.50 pm** Address by Principal, PVPPCOE
- 04.55 pm** Address by General Secretary, VPP
- 05.00 pm** Address by Chief Guest Mrs. Snehal Rajput
- 05.05 pm** Oath of Sports by Sports Secretary (Ms. Supriya Tiwari)
- 05.10 pm** Lighting the Torch of Unity for Sports
- 05.15 pm** Official Announcement of sports fest inauguration by Principal
- 05.17 pm** Vote of thanks by Sports Secretary (Ms. Supriya Tiwari)

WELCOMING REMARKS BY SPORTS SECRETARY **(Mr. Mahesh Rathod)**

Hello all,

First of all, I would like to thank you all for coming here and showing an active participation in all the Sports activities. Being the Sports Secretary, this is an honour for me. I always been active in Sports and I love playing. Not everyone is good at studies. Some who don't show much interest in studies are very good at Sports. This is a platform for such people to show their skills at college level.

We've taken great efforts in organizing these events. With a great guidance from our Principal, Honourable Director of our college and all my supportive faculty members, I'm 100% sure that this year's Sports festivals will be the best one the college has seen ever! College has provided us with more than enough resources and we are determined to exploit them to bring the best out of you all! Our college has always been active in Sports since many years and we're determined to carry on this legacy.

Talking about Sports festival this year, we have 11 events for Boys and 10 events for Girls out of which 3 are indoors. The events we will be organizing are Cricket, Football, Volleyball, Throw ball, Dodge ball, Basketball, Kabaddi, Tug-of-war, Sprint and Relay and indoor games like Chess, Table Tennis and Carrom. Boys and Girls both have almost same events except for Kabaddi, which is exclusively for Boys, and Girls have Throw ball instead of Volleyball. For the first time, we've kept Football for Girls. This year we've omitted Badminton as we always faced some problems in the play due to wind. This year's Sports festival is for 5 days, from 7th to 11th. Major outdoor events like Cricket, Football, Volleyball, Basketball, Throw ball, Kabaddi and Sprint and Relay will be played on this ground. Dodge ball will be held in the open area in front of our college building. Indoor games will be held in the seminar halls of Room No. 410 on the 4th floor. The schedule for the events will be shortly put up on the notice boards. For more information and rules and regulation of the events, you can contact the respective heads and co-heads.

I know the value of your precious time, so I won't be taking much long. Just to conclude that, academic brilliance is not the only thing you should aim for. Think of being an all-rounder! You MUST participate in sports. After all, we're organizing these events only for your sake, to bring out the sports person within you all! Don't always think of winning. Your participation is much more important. At least, you can proudly say that "Yes, I did try!" I'm

expecting that you all will show discipline and sportsman spirit in the events, irrespective of winning or losing. So, I want an assurance from you all that, you won't misbehave on the field and won't cheat in any event.

That's all, thank you everyone!

4.

OATH OF SPORTS BY SPORTS SECRETARY

(Ms. Supriya Tiwari)

“We swear that we will take part in this sports festival respecting the regulations which govern them and with the desire to participate in the true spirit of sportsmanship for the honour of our college and for the glory of sport.”

VOTE OF THANKS BY SPORTS SECRETARY

(Ms. Supriya Tiwari)

Honourable President Ma'am, Trustee members, Respected Principal sir, our most valued invited chief guest Mrs. Snehal Rajput, Teachers and all the students. It's my privilege to propose a vote of thanks on this occasion.

I, Supriya Tiwari, Sports Secretary of PVPPCOE would like to take this opportunity to place on record my deep felt respect for our principal sir for his perfect guidance and constant support to all of us.

I also extend my thanks to our sports incharge Mr. Rajesh Morey sir , Mr. Anil Kale Sir , Mr. Vinod Alone Sir and Mr. Rajiv Tawade Sir the sports faculties who have been leading us to make this event a success.

My talk would be incomplete unless I thank Mahesh Rathod, Sports Secretary and all the members of student council for their willingness to take on the completion of tasks beyond their comfort zone.

I would also like to thank all the participants for their active participation in the events and for keeping the flame of sportsmanship alive.

I once again thank everyone for their cooperation in making today's event a grand success.

Thank you very much.

SPORTS COMMITTEE

FACULTY LIST

Sports In charge: Mr. Rajesh Morey

Event	Post / Department	Faculty
Cricket	Head	Mr. V. N. Alone
	ELEX	Mr.HemantJadhav
	IT	Mr.ShrikantSanas
	COMPS	Mr.ChetanMahajan
	EXTC	Mr. Rajesh Khotre
	General	Mr.AshishKamble
Football	Head	Mr. Rajiv Tawde
	ELEX	Mr.JaysingShinde
	IT	Mrs.Supriya C.
	COMPS	Mrs.NetravatiSawle
	EXTC	Mr.Vijay Salkhe
	General	Mrs. Neeta Vanage
Basketball	Head	Mr.Anil Kale
	ELEX	Mr.AniketBallal
	IT	Mr.AnirudhTekade
	COMPS	Mrs.HarveenKaur
	EXTC	Mrs.K. SailaxmiParvathi
	General	Msr.SmitaNamboodiri
Volleyball	Head	Mr.RamuAital
	ELEX	Mr.PramodBhavarthe
	IT	Mr.Mahesh Lanjewar
	COMPS	Mr.AtulShintre
	EXTC	Mr.Ghanashyam Mishra
	General	Mr. Sunil C.
Throw ball	Head	Mr.RamuAital

	ELEX	Mrs.JayshreePawar
	IT	Mrs.VidyaKawtikwar
	COMPS	Mrs.VarshaSuralka
	EXTC	Mrs.PrachiGodbole
	General	Mrs.PriyaOzarde
Tug of War	Head	Mr. Rajiv Tawde
	ELEX	Mrs.ShilpaTemkar
	IT	Mrs.AnshaliKhorgade
	COMPS	Mrs.AshaShinde
	EXTC	Mrs.ManoramaTiwari
	General	Mr.Milind
Kabaddi	Head	Mr.Anil Kale
	ELEX	Mr.RohanMandhare
	IT	Mr.ShrikantSanas
	COMPS	Mr.AtulShintre
	EXTC	Mrs. SuvarnaBhise
	General	Mr. A. Y. Shetye
Dodge ball	Head	Mr. V. N. Alone
	ELEX	Mrs.Priya Gupta
	IT	Mrs.Pooja
	COMPS	Mr.ChetanMahajan
	EXTC	Mrs.SchetaPawar
	General	Mrs.ShineySaju
Sprint / Relay	Head	Mrs.ShubhadhaDeshpande
	ELEX	Mrs.NilimaZade
	IT	Mr.SachinBarate
	COMPS	Mrs.AshaRawat
	EXTC	Mr.YogeshJadhav
	General	Mr. Ganesh Shetye
Carom / Chess	Head	Mrs. ShubhadhaDeshpande
	ELEX	Mrs. RadhaWanode
	IT	Mrs. Prerna
	COMPS	Mrs. Seema L.
	EXTC	Mr. AamodKulkarni
	General	Mr. AartiKurkure

Table Tennis	Head	Mrs. ShubhadhaDeshpande
	ELEX	Mr. Shankar Mane
	IT	Mrs. PrernaSolanke
	COMPS	Mrs. ManjiriPathak
	EXTC	Mr. AamodKulkarni
	General	Mrs. AartiKurkure

COUNCIL INCHARGE

CORE: DHRUTI JADHAV (GS)
 MAHESH RATHOD (SS)
 SUPRIYA TIWARI (SS)

<u>GAMES</u>	<u>BOYS</u>	<u>GIRLS</u>
CRICKET	TEJAS MAHALE	SURBHI SHUKLA
FOOTBALL	OM SAWANT	AMIT TIWARI
BASKETBALL	TANMAY KADAM	TEJASHREE D.
DODGE BALL	ADARSH JHA	GAURAV SATAM
VOLLEY BALL	GAURAV SINGH	N/A
THROW BALL	N/A	SHRUTI SANSARE
TUG OF WAR	RAHUL HARMALKAR	KAJAL SHEVATE
KABADDI	SHRIKANT A.	N/A
INDOORS	VARUN DANGE	VINU VINAYAN
SPRINT	TEJAS JADHAV	SUMIT TONAPE

LIST OF HEADS AND CO-HEADS

1. Cricket

	BOYS	
Head		
Rohit Yadav	9768352907	TE ELEX
Nikhil Garudkar	9819076336	TE COMP
Onkar Ghadge	9930802662	TE IT
Kenin Jain	9821105409	TE ET
Co-Head		
Aniket Nikharange	9870445645	TE ELEX
Akash Shinde	9029851509	TE ET
Vikrant Pitale	902951670	TE COMP
Milind Kate	7208875373	TE IT
Omkar Nandgaonkar	9757240701	TE COMP
Members		
Mantri Sanket	9870556655	SE COMP
Rahul Pakhare	8097048449	FE COMP
Prathamesh Verlekar	9594643245	FE COMP
Vipul Singh	8976524700	FE COMP
Amit Chaurasia	9920621795	FE COMP
Sujeet Sahoo	7208369251	--
Amit Kirtane	9222771929	--

	GIRLS	
HEAD		
Sayali Ayarkar	9619164994	TE ELEX
Shikha Singh	8976813449	TE COMP
Snigdha Karambe	9892838082	TE IT
Gauri Korde	9975200476	TE ET
CO-HEADS		
Hetal Solanki	9773029001	SE COMP
Ulka Patil	9869327381	SE COMP
Prachi Thokale	9619462160	TE COMP

Members		
Tejasvi Ansurkar	9004672269	SE IT
Mrunal Pawar	9664362663	SE IT
Mayuri Patil	9869559666	TE IT

10.

2. FOOTBALL

	BOYS	
HEAD		
Sanath Shetty	9029552844	TE ET
Shrikrishna Rathi	9923750842	TE COMP
Amol Vaity	8976279682	TE IT
Kunal Sale	9870137182	TE ELEX
CO-HEAD		
Ashish Lele	9820392829	TE ELEX
Sarthak Kothari	8080123873	TE COMP
Zeeshan Ali Wadkar	8976580490	TE COMP
Members		
Rohit Singh	9768060159	FE ET
Rohit Karle	8097739224	SE IT
Jitendra Patil	8692844590	
Sumin R.	9920698589	SE EXTC
Seshgopalan	9967546289	TE IT
Ninad Jadav		--
Aniket Rane		--
Amit Shetty		--

	GIRLS	
HEAD		
Mayuri Kamble	8286454918	TE IT
Vrushali Gaikwad	7506169767	TE COMP
CO-HEADS		
Sunita Verma	9768637249	TE IT
Sunita Muneshwar	7276702526	TE COMP
Madhuri Sonawane		TE ET
MEMBERS		
Madhuri Adsul	7208494547	SE IT
Anuja Dalvi	7208122970	TE COMP

3. VOLLEYBALL

	BOYS	
HEAD		
Santosh Gaikar	9821507043	TE COMP
Omkar A	9029686636	TE ET
Swapnil Bhalerao	8655529997	TE COMP
CO-HEAD		
Ninad Varpe	9870021839	TE COMP
Gaurav Gawade	8655277607	TE IT
Prem J	7738467570	TE COMP
Ashutosh Patil		--
MEMBER		
Anup Yelve	8149676535	TE ET

4. THROWBALL

	GIRLS	
HEAD		
Ruchi Raina	8097030740	TE ET
Neelakshi Ghag	9664324508	TE COMP
Pooja Sheke	9004010894	TE COMP
CO-HEADS		
Shruti Wasulkar	9769685229	TE ELEX
Madhvi Kudalkar	9664938735	TE COMP
Mayuri Waghmode	9821678619	SE IT
MEMBERS		
Tanvi Sohani	9757346839	SE COMP
Minal Pawar	9167517163	SE IT
Snehal Ghagre	8652117805	SE IT
Debpriya Pal	9769956051	--
Aarti Mukherjee	9769704588	--

5. Basketball

	BOYS	
HEAD		
Kapilesh Kothavale	9664548054	TE COMP
Prathamesh Parab	9664321129	TE ELEX
CO-HEAD		
Anuj Nadiya		FE COMP
MEMBERS		
Piyush Chopade		TE ELEX
	GIRLS	
HEAD		
Manali Jadhav	8424828396	TE ET
Pratiksha Sanap	8097183579	TE IT
CO-HEAD		
Ritaksha Jadhav	9004581077	TE COMP
Surabhi Chaudhari	9819499401	TE ELEX
MEMBER		
Trupti Pujari	9699973354	--
Shruti Prabhu	9819663582	--

6. DODGEBALL

	BOYS	
HEAD		
Abhishek Rane	9967552594	--
Ninad Varpe	9870021839	TE COMP
Abdul Rehman		TE IT
Imran Bohari		TE IT
CO-HEAD		
Mahesh Patil	8108838424	TE COMP
Sanket Ramane	9029035056	TE ELEX
Rakesh Vodnala		TE IT
Kailash Khorwal		TE COMP
MEMBER		
Nishant Addenki	8286931881	TE ELEX
Saurabh Rane		TE ET
Aniket Patil	9158792334	TE COMP
Prem J	8097834470	TE COMP
	GIRLS	
HEAD		
Parthivi Patil	9594244607	TE ELEX
Forum Reshamwala	9029259023	TE IT
Trupti Sutar	9821703001	TE COMP
CO-HEADS		
Pranita Mane	9664139096	TE ET
Tanvi Sohani	9757346839	SE COMP
Vibha Kamble	9820448649	SE IT
MEMBERS		
Sonakl Mangaonkar	9029299060	SE IT
Sheetal Ghutukade	9702200248	TE COMP
Trupti Pujari	9699973354	--
Mitali Gore	9870459396	--
Sayali Mahajan	9870404910	--

7. TUG of WAR

	BOYS	
HEAD		
Sanman Gangurde	9967165428	TE COMP
Abhay Kadam	9768658447	TE COMP
CO-HEAD		
Shrikrishna Rathi	9923750842	TE COMP
Shravan Ghosalkar	9987052040	TE COMP
	GIRLS	
HEAD		
Srushti Zagde	9664393652	TE ET
Ankita Khot	8097737160	TE COMP
CO-HEADS		
Nilisha Gore	8655064104	TE ET
Neha Meshram	9920057922	--
MEMBER		
Rakhi Dake		TE ET
Priyanka Redekar		TE ET
Srushti Shimpi		--

8. KABADDI

HEAD		
Siddhesh Sanas	8655204363	TE COMP
Amey Ramane	9869977563	TE ET
CO-HEAD		
Pritesh Chavarkar		TE COMP
MEMBER		
Rohit Nirmal	9029198301	TE COMP
Saurabh Rane	9769531856	TE IT

9. SPRINT

	BOYS	
HEAD		
Nimish Raut	9029489434	SE ET
Vaibhav Kadam	9920572078	TE ET
MEMBERS		
Abhishek Dubey	9820464585	TE COMP
	GIRLS	
HEAD		
Sana Ansari	8692843186	TE COMP
Kalyani Dabade	8097370475	TE COMP
MEMBERS		
Jaspreet Kaur	8976017468	TE COMP

10. TABLE TENNIS

HEAD		
Omkar Todankar	9821077033	SE COMP
Oren Daniel	9076817329	TE ET
Nikita Wankhede		SE COMP
CO-HEAD		
Rohit Karle	8097739224	SE IT
MEMBERS		
Pranay Kashikar	9619200210	FE ELEX
Pranay Vaidya	9819853808	SE COMP

11. CHESS (BOYS/GIRLS)

HEAD		
Pooja Kumari	8655038642	TE COMP
Omkar Ghag	9819533860	TE ET

CO-HEAD		
Pankaj Prajapati	8655642306	TE COMP
Kiran Nanaware	7276712364	SE IT
MEMBERS		
Saurabh Jagtap	8655594581	--
Nikhil Chaudhari	8689970545	SE ET

16.

12. CARROM (BOYS/GIRLS)

HEAD		
Bipin Bhosle	9028775680	TE ET
Sandesh D.	9870600740	TE COMP
Kavita Pawar	8976260389	TE COMP
CO-HEAD		
Harshal Patil	9821574847	SE ET
Tejaswini Bhandare	9029174194	SE IT
Akshay Naik		TE COMP
Komal Manohar	9702417040	TE COMP
Rutuja Ghodke	9821270942	TE COMP

RULES AND REGULATIONS

The Padmabhushan Vasantdada Patil Pratishthan's College of Engineering is organizing annual sports festival 2013-2014 from January 7-11, 2014.

Here we are listing all the important general rules and regulation that is to be followed by all the students strictly.

1. A student is allowed to participate only in 2 team events and 1 individual event. The number of entries permitted from each class for every event are specific and are specified in list of events.
2. All the teams are requested to register their team along with the list of names of players and name of captain (mobile numbers) before January 3, 2014 (last date). All the CLASS REPRESENTATIVES are requested to collect these lists for their respective classes.
3. ONLY "ON ROLL" students for academic year 2013-2014 are allowed to participate.
4. Players ID card will be checked prior to every match by the faculty incharge along with the student head of that event.
5. The entire team should be present half an hour prior to the match at event venue (ID verification will be done during this time).
6. Both the team captains in the match can raise objection against the appointed referee if they have any, ONLY "BEFORE the match". The referee's decisions will be final in the match and objections during the match will be overruled.
7. If a team member/the entire team is found to be misbehaving or cheating during the event, will be given one warning by the referee and second time he/she will be ruled out from that match and team will be disqualified from that event.
8. All the decisions related to disqualification of a player or team from an event will be under the SPORTS FACULTY INCHARGE.
9. All the match draws are made in the presence of the SPORTS FACULTY INCHARGE. No student have right to raise any question regarding the match draws.
10. The core members of student's council (GS, SS, CS, NSS, NCC) can participate ONLY in ONE event.

18.

	EVENT	SQUARD+SUBS (BOYS)	SQUARD+SUBS (GIRLS)	NO. of ENTRIES/CLASS
1.	CRICKET (T)*	11+4	8+3	1 TEAM
2.	FOOTBALL(T)	5+3	5+3	1 TEAM
3.	VOLLEYBALL(T)	6+3	N/A	1 TEAM
4.	THROWBALL(T)	N/A	7+3	1 TEAM
5.	BASKETBALL(T)	5+3	3+2	1 TEAM
6.	DODGEBALL(T)	9+3	9+3	1 TEAM
7.	TUG-OF-WAR(T)	11	11	1 TEAM
8.	KABADDI(T)	7+5	N/A	1 TEAM
9.	SPRINT(I)*	1	1	1 PLAYER
10.	TABLE TENNIS(I)	2	2	1 TEAM OF 2 PLAYERS
11.	CARROM(I)	2	2	1 TEAM OF 2 PLAYERS
12.	CHESS(I)	1	1	1 PLAYER

*(T) – TEAM EVENT, *(I) – INDIVIDUAL EVENT

CRICKET

RULES & REGULATION (BOYS):-

1. Umpire decision will be the final decision.
2. Power play will be of 2 overs in each inning (1 Bowling & 1 Batting), during power play only 2 fielders are allowed outside 30 yards circle.
3. There will be a free-hit on an overstepping no-ball.
4. In case of a tie, toss will decide super over.
5. No one is allowed to wear metal spike shoes.
6. All teams are requested to give a complete list of their 11+5 (men) squad when they report for their first match with a valid photo ID for each member. The squad cannot be changed for the rest of the tournament. In case of any such event, the team will be disqualified from the tournament.
7. A team should bowl their 6overs (2, 2, 1, 1) within 35 (5 minutes grace will be provided).
8. Net Run rate based on runs and overs, penalty will be imposed for slow over rate on bowling team.

CRICKET

RULES & REGULATIONS (GIRLS):-

1. Umpire decision will be the final decision.
2. There will be a free-hit on an overstepping no-ball.
3. In case of a tie, toss will decide super over.
4. No one is allowed to wear metal spike shoes.
5. All teams are requested to give a complete list of their 8+3 (women) squad when they report for their first match with a valid photo ID for each member. The squad cannot be changed for the rest of the tournament. In case of any such event, the team will be disqualified from the tournament.
6. A team should bowl their 4 overs (2, 1, 1) within 25 (5 minutes grace will be provided).
7. Net Run rate based on runs and overs, penalty will be imposed for slow over rate on bowling team.
8. If there are two bounces on the pitch before batsman hits the ball, it will be considered as a dead ball.

FOOTBALL

RULES & REGULATION:-

1. No. of players are 5+3 subs (1+4 outfield).
2. Rolling substitutions are allowed.
3. Match duration of 15 minutes with a break of 5 minutes between halves.
4. Player getting YELLOW card have to sit out for 2mins and player getting RED card will be sent off from that match and he will have to miss the next match.
5. All teams are requested to give a complete list of their 8 man squad when they report for their first match with a valid photo ID for each member. The squad cannot be changed for the rest of the tournament. In case of any such event, the team will be disqualified from the tournament.
6. Players will be allowed to play only if their college IDs are verified.
7. The draws are made by the committee and cannot be changed or questioned.

BASKETBALL

RULES & REGULATION:-

1. No. of players are: Boys – 5+3(subs), Girls – 3+2(subs)
 2. There will be quarters of: Boys – 7 mins (total = 28mins), Girls – 5 mins (total = 20mins)
 3. All the university rules are applicable.
 4. In case of equal points, tie breaker will be implemented of a quarter (5mins), extra time of 2 mins will be provided or free shots.
 5. No DROP-OUTS will be allowed to play under any circumstances.
 6. In case of any disputes, the decision of the committee is final and irrevocable.
 7. All teams are requested to give a complete list of their squad when they report for their first match with a valid ID for each member. The squad cannot be changed for the rest of the tournament. In case of any such event, the team will be disqualified from the tournament.
 8. Please carry your ID cards. In case of any doubts regarding the identification of a player, the stand of the event heads and the committee will be final.
- Personal fouls are violations involving contact with an opponent.
 - A player is disqualified and removed from play after 5 personal fouls (6 in the NBA).
 - Some personal fouls include:
 1. Holding, pushing, tipping, or charging
 2. Contact with a shooting player
 3. Rough play
 - A player fouled while shooting is awarded 2 free throws if the shot misses.
 - If the fouled offensive player is not shooting, the team gets possession out-of-bounds nearest where the foul occurred.
 - The defensive team gets possession of the ball when the offensive team commits the foul.
 - An intentional foul results in 2 free throws.
 - A flagrant foul (violent contact that may cause injury) is awarded 2 free throws and the offender is ejected from the game. A technical foul is a noncontact foul by a player or a violation by a nonplayer or an intentional or flagrant foul during a dead ball.
 - Technical fouls include:
 - Delay of game
 - Having too many players on the court
 - Grabbing the basket
 - Excessive timeouts
 - Goaltending free-throws
 - Disrespectful behaviour to officials
 - Using profanity or obscene gestures

VOLLEYBALL

RULES & REGULATION:-

1. There will be best of three set match.
2. First and second set will be of 25 points and third will be of 15 points.
3. Final match of 5set (15points each).
4. Touching the net will be considered as foul and a point will be given to the opposition team.
5. Crossing the line under the net and the line for service will be considered as foul and a point will be given to the opposition team.
6. If one fails to toss the ball for the service he will be warned for the first chance and after that it will be considered as point.
7. The game will be of rotation type.
8. In case of a tie, there will be a set of 10points.
9. We are expecting that everyone should respect the referee and his decision will be final and no one should argue with him.

DODGE BALL

RULES & REGULATION:-

1. Match field is a large circle - 40 feet in diameter.
2. Group of 3 scouts are dodgers inside circle for the 11 team members that are throwers. Throwers stay outside the circle and try to hit dodgers inside with a ball.
3. Ball hitting below the knees (DIRECT HIT) is a point. Ball hitting above the knees will be given no points.
4. Ball hitting above the waist is consider as a foul, only one warning will be given and from proceeding fouls points will be deducted as per the rule.
5. Dodgers and throwers touches the circle boundary, will consider as a foul.
6. Dodgers are not allowed to sit on the ground by taking support; otherwise he has to sit out for the whole round.

TUG-OF-WAR

RULES & REGULATION:-

1. No inappropriate language will be tolerated.
2. Please wear proper athletic shoes - NO CLEATS!
3. Gloves may be worn.
4. Players may only pull for one team.
5. A single team may consist of 9 players and an anchor (total 10).
6. First team to pull mid-rope marker 6ft. beyond midline is the winner.
7. Direction of pull will be decided by a coin toss.
8. Starting cues: "Take the strain" (teams pick up rope, prepare) "Ready, Set, PULL!" (Pull begins).
9. Jerking is not allowed, for the first time warning will be given and from the second time will be disqualification.

KABADDI

RULES & REGULATION:-

1. Each team shall consist of 10 to 12 players.
2. A match is played by two sides, each consisting of not more than seven (7) players.
3. Each side must name (3 to 5) reserve players.
4. A match may not start if either team consists of fewer than seven players.
5. A match should not continue if there are fewer than five players in either team, owing to injuries or players being debarred. This rule is not applicable for players being given temporary suspension.
6. Loses his chant in the opponent's court during a raid.
 - a) The repeated word of the 'kabaddi' without break, clear sounding and in one respiration is defined as a chant.
 - b) If any other chant other than the word 'kabaddi' is used, the Raider shall lose his turn of raid and given a warning. The chance of raid will switch to the opponents.
 - c) A chant must be started and continued in one respiration. Failure to do so would result in the Raider being declared out.
 - d) The chant must be started from the Raiders court before making contact with the opponent's court.
 - e) All raids must commence within five (5) seconds from the completion of the previous raid.
 - f) If the Raider starts his chant after making contact with the opponents court (late chant), he shall lose his turn of raid and the team would be given a warning. The chance of raid will switch to the opponents.

g) The Raider must maintain the chant until he reaches his court without any breach of the Rules of the Game.

h) If he loses his chant in the opponent's court, he shall be declared out.

26.

7. Any part of his body crosses and touches the ground outside the boundary.

a) The player shall be out and the umpire of referee shall take immediate steps to take the player out.

b) The Raid is over if the Raider goes out of bounds.

c) The Raid is continued if the violation is made by anti/s.

d) If Raider fails to reach his court, after being held by the anti/s who had gone out of bounds, the raider shall be declared not out while the anti's who had gone out of bounds will be declared out.

8. If Raider reaches his court, after being held by the anti/s who had gone out of bounds, the raider shall be declared not out while the anti/s who had gone out of bounds together with the anti/s who had come in contact with the Raider will be declared out

a) The lines of the boundary are within the play-field.

b) This rule does not apply during struggle.

9. When the anti/s comes into contact with the Raider, it is called struggle. As soon as touch/struggle is made, the play-field would include the anti's lobbies.

10. After struggle is over, the Raider involved in the struggle is allowed to use the lobbies to enter his court.

11. Fails to make a successful raid

a) When the Raider Raides crosses the Baulk line of the defending team at least once during course of a raid and reaches his court with chant, it is known as a successful raid.

b) If the Anti/s is put out, the Raider need not cross the Baulk line but must reach his court with chant.

c) The Baulk line is said to be completely crossed by if any part of the body of the Raider has got contact with the ground between the Baulk line and the

end line of the opponent's court. And no part of the body of the Raider has got contact with the ground between the midline (March line) and the Baulk line.

27.

d) If the Raider reaches his court with any part of his body or even clothing, shoes or any other outfits without the breach of the Rules of the Game, he is deemed to have reached his court safely and the turn of raid is over.

e) The portion of contact made to his own court must be through the midline.

9. Going into an opponent's court out of turn

a) When a Raid is on, the anti/s shall not touch the Raiders court (including the lobbies) the anti/s who violates this Rule shall be declared out while the raid is allowed to continue.

b) If this anti/s holds a raider or helps to hold the raider, the anti/s is declared out. The Raid is allowed to continue. At the end of the Raid, if the Raider fails to reach his court, the Raider is still declared safe while the anti/s that violates the above rule is declared out.

c) However, if the Raider manages to reach his court, all the anti/s he had touched will be declared out together with the anti/s who had violated the above rule.

d) When a side sends more than one player at a time into an opponent's court for a raid, the team is given a warning.

e) If the rule is violated again, the first Raider shall be send back and lose his chance of raiding. All the other players who had entered the opponent's court shall be declared out.

f) If a Raider goes out of turn, the Umpire or Referee shall order the Raider back. The team is given a warning.

g) For every subsequent breach of the above rule, a Technical point is awarded to the opponents.

5. If a Raider is warned or in any way instructed by one of his team members/officials.

- a) The Raid is allowed to continue.
- b) The opponent team is given one (1) technical point. Only the captain or the leader may speak to his players during a match. This applies only to his team members in his own court only.

28.

10. If the Raider or Anti/s makes physical contact with any other players outside the court of play

- a) The player in the court making the breach shall be declared out

11. When the Raider is held by unfair means by the anti/s

a) If the anti/s hold the raider without breach of the Rules of the Game, and keep the raider in their court without allowing him to reach his court until he loses his chant, the Raider is declared out. However:

b) The anti/s shall not deliberately stifle the chant of the Raider by shutting his mouth or use violent tackles, any type of scissoring or any unfair means. If such methods are used by the anti/s, the Raider shall not be declared out.

c) No anti shall deliberately catch the Raider by his clothes or hair. If the anti/s violates this rule, the anti/s would be declared out and the Raider shall be declared safe.

d) No anti shall deliberately push or pull the Raider out of the boundary by any parts of his body. If the anti/s violates this rule, the Raider shall be declared safe and the offending anti/s will be declared out.

e) The Raider should not be deliberately held by any part of his body other than his limb or trunk. The anti/s who violate this rule on the first instance shall be declared out and the Raider shall be declared safe.

12. The Raider uses unfair means to escape from antis

a) No Raider shall deliberately push or pull the Anti/s out of the boundary by any parts of his/their body. If the Raider violates this rule, the Raider shall be declared out and the anti/s will be declared safe.

b) The Anti/s should not be deliberately held by any part of his/their body other than his/their limb or trunk. The Raider who violates this rule on the first instance shall be declared out and the Anti/s declared safe.

THROW BALL

a) Choice of Sides and Service

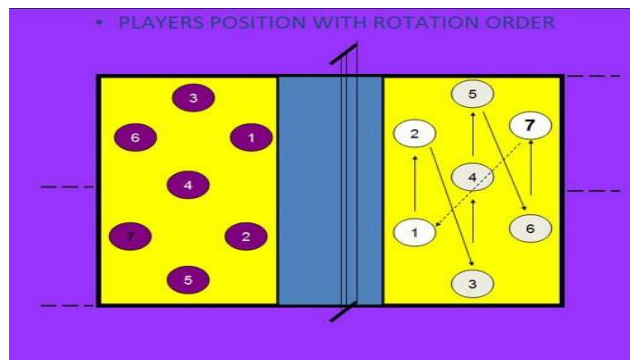
The teams draw lots using a coin. The winner of the draw has the right to choose either a side or first service.

In case the winner of the draw chooses first service the opposite team chooses sides. The teams take turns in the advantage of first service. A new draw is done before the decisive (third) set.

b) Number and Position of Players

Each team nominates 7 players positioned on their side of the field as follows:

The formation of players will be 2-3-2



During the game the players may move freely within their field. However during service they must keep their initial positions.

c) Service

Service is given by a right back. The player serves immediately after the referee's whistle. Serving is performed by throwing the ball from any position behind the back line to any area in the opposite field (the ball must be thrown, not hit or smashed).

If the ball touches the net this is not considered as a mistake. A ball that ends in the net or out of the opposite field results in a point for the opposite team.

d) Rules

The ball may be played by any part of the player's body above the waist (e.g. the head). A team may touch the ball three times to deliver it into the opposite field (i.e. after two passes the third ball must be played [thrown or smashed] into the opposite field). In home field, the players are allowed to catch and throw, or strike the ball.

30.

Between individual passes, the ball must not touch the ground or any other object. A player can play the ball even when standing out of his field and the game continues.

If two players touch the ball at the same time the next ball must be delivered into the opposite field otherwise a fault is announced and the opposite team gains a point.

It is not allowed to make more than three steps when holding the ball. More steps are considered as a fault and a point for the opposite team.

A player may hold the ball for maximum three seconds. Holding the ball more than 3 seconds is a fault resulting in a point for the opposite team.

A player is not allowed to touch the net even when delivering the ball to the opposite side. Each touch of the net is considered as a fault, which results in a point for the opponent.

The ball itself may however touch the net when being delivered to the other side - as long as it lands in the opponents' field it is not considered as a fault.

Smash

- is an offensive ball which can be made by either one or both hands. While smashing the player's hand(s) may cross over the net without touching it. Interference with the net is a fault and a point for the opponent.

Block

- is a way of defence against the opponent's attack performed with both hands raised in close proximity to the net. Only Forwards may block. If those blocking touch the ball it will be considered as the first touch of the 3-touch rule. After an unsuccessful block, the same player may catch or hit the ball again. If the blocking Forward misses the ball his hand(s) may cross over the net without touching it. The same applies following a (successful) block.

e) Point and Loss of Service

If a player makes a fault (does not catch or drops the ball etc.) the opposite team receives both a point and the right to serve.

Each time the team gains a point and service a new player serves. The serving player always rotates one position clockwise. All other players of the team shift the same way.

f) Set

The team that has reached 15 points wins the set. The minimum difference in score is two points (15:13). At a 14:14 tie game the set continues until either team wins a 2 point difference. The match is decided by two winning sets. During tournaments a team obtains a point for each set won in the results table.

31.

g) Change of Sides

After the end of each set the teams change sides. Teams draw lots before the decisive (third) set.

h) Breaks

A two minute break is allowed between sets.

Faults

- a) A player touches the net
- b) A player crosses the center line or touches the opposite field with his hand(s)
- c) Playing with any part of body below the waist
- d) A defender (2nd row) blocks at the net
- e) A defender plays the ball to opposite field from the front half of his field
- f) A player touches the ball twice in a row (except after a block)
- g) The ball touches the ground or any other object
- h) The ball is out
- i) A team plays the ball 4 or more times
- j) Bad service (the ball passes under the net or ends outside the opposite field)
- k) Incorrect position of team players
- l) More than 6 players in the field
- m) The referee is not notified about the incoming or outgoing player
- n) The team does not follow the service order (proper rotation)

