

PADMABHUSHAN VASANTDADA PATIL  
PRATISHTHAN'S COLLEGE OF ENGINEERING

# SPORTIVO 2015

SPORTS INCHARGE: RAJESH B. MOREY

SPORTS SECRETARY

SUMIN RAVEENDRAN

SPORTS SECRETARY

ULKA PATIL



# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

## SPORTS CORE COMMITTEE

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**SPORTS INCHARGE: MR. RAJESH MOREY**

### **SPORTIVO CORE COMMITTEE STUDENT COUNCIL:**

NAME	POST	DEPARTMENT
PARESH KASA(8097628203)	GENERAL SECRETARY	IT
SUMIN RAVEENDRAN(9920698589)	SPORTS SECRETARY(B)	EXTC
ULKA PATIL(9869327381)	SPORTS SECRETARY(G)	COMPS





# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

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PADMABHUSHAN VASANTDADA PATIL  
PRATISHTHAN'S COLLEGE OF ENGINEERING.

## 1.OBJECTIVE OF SPORTIVO 2015.

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The main objective behind organizing sports festival of Padmabhushan Vasantdada Patil Prathisthan's College of Engineering in 2015 is to find the hidden talent in the students and make them an all-rounder.

Academic brilliance is not the only thing students should aim for. They should think of being an all-rounder.

Students must participate in sports. After all, we have organized these events only for their sake, to bring out the sports person within them.



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### The main objectives of the SPORTIVO 2015 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.



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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.





## PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

### 2.OUTCOME OF SPORTIVO 2015.

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Sports festival organized in year 2015 turned out to be a huge success.

Many students turned up to participate in various sports activities.

All the department teams of boys and girls fought hard to win.

We found the best of talents in our college to form a future team to represent our college at university level.



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## PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

### 3.1 INAUGURATION CEREMONY JAN 19 '15.

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#### 3.1. SCHEDULE:

- 03:30 pm Felicitation of Chief Guest. (Mr. Ajay Matkar)
- 03:40 pm Welcoming remarks by General Secretary  
(Mr. Paresh Kasa)
- 03:50 pm Address by Principal, PVPPCOE.
- 04:00 pm Address by chief guest
- 04:05 pm Oath of Sports by Sports Secretary (Mr. Sumin  
Raveendran)
- 04:10 pm Lighting of torch of unity for Sports.
- 04:15 pm Official announcement of Sports Fest. Inauguration  
by Principal.
- 04:17 pm Vote of thanks by Sports Secretary  
(Ms. Ulka Patil)





## PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

### **3.2. SPEECH BY GENERAL SECRETARY (Mr. Paresh Kasa)**

I would like to thank all of you for coming here. It's my pleasure to declare that this year onwards our sports fest will be known as SPORTIVO, when translated sportivo means sports in Italian. Sports is essential part of a student's life. This is a platform for students to show their sports skills at college level.

We've taken great efforts in organizing these events with guidance from our Principal, Dr. Rajendra Sawant, our Sports in-charge, Prof. Rajesh Morey and all my supportive faculty members. I'm pretty sure that this year's Sports festival will be the best one the college has ever seen! 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 years and we're determined to carry on this legacy.

I would like to welcome our chief guest, Mr. Ajay Mathkar. He is a national level chess player.



## PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

My friends, this is our greatest honor to have him on this stage. I'm thanking you sir from the bottom of my heart for sharing your precious time with us. You will always be a source 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.

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. Always remember, whatever will be the outcome, **a winner wins, but a loser learns!**

That's all, thank you everyone!



## PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

### 3.3.OATH OF SPORTS(BY Mr. Sumin Raveendran)

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“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 honor of our college and for the glory of sport.”





## PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

### 3.4.VOTE OF THANKS (BY Ms. ULKA PATIL)

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Honorable President Ma'am, Trustee members, Respected Principal sir, sports incharge, our most valued invited chief guest, teachers and everyone present here. It's my privilege to have been asked to propose vote of thanks on this occasion.

I, Ulka Sharad Patil, Sports Secretary of PVPPCOE on behalf of students council and college would like to thanks honorable chief guest Mr. Ajay Matkar for sharing his valuable time with us & motivating us.

I express my deep felt respect for our principal Mr. Rajendra Sawant sir for his perfect guidance and constant support to all of us.

I also extend my thanks to our sports in charge Mr. Rajesh Morey sir who have been leading us to make this event a success.

I would like to acknowledge the dedication of all the teaching and non teaching staff for helping and supporting us to achieve the very best of our abilities.

My talk would be incomplete unless I thank Sumin Raveendran, Sports Secretary who was a great support to me all the time.



## PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

I am thankful to 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. Thanks a lot.

**Let's go SPORTIVO.**

**SPORTIVO**



# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

**Address by Principal, PVPPCOE.**

**Address by Chief Guest.**

**Lighting of torch for unity of Sports by Sports Secretaries.**





# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

## 4.SPORTS FESTIVAL COMMITTEE (FACULTY)

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### 4.1. SPORTS FESTIVAL FACULTY COMMITTEE LIST.

#### CRICKET

BOYS	
HEADS	
	Mr. Shrikant Sanas
	Mr.R.B. Khotre
CO-HEADS	
	Mr.Vinayak Damane
	Mr.Aniket Balal
	Mr.Amodh Kulkarni
GIRLS	
HEADS	
	Ms. Varsha Suralkar
	Ms. Priya Gupta
CO-HEADS	
	Ms. Swapani Bhosale
	Ms. Kirti Ghadge
	Ms. Tanuja Mahajan



# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

## FOOTBALL

BOYS	
HEADS	Mr. Atul Shintre
	Mr. Vaibhav Patil
CO-HEADS	
	Mr. Shirish Patil
	Mr. Jagtap
	Mr. Mohan Khedkar
GIRLS	
HEADS	
	Ms. Netravati Sawale
	Ms. Manorama Tiwari
CO-HEADS	
	Ms. Asharani Shinde
	Ms. Pooja Shirke
	Mrs. Sujata Patil

## BASKET BALL

BOYS	
HEADS	
	Mr. Sachin Barhate
	Mr. Pramod Bhavarthe
CO-HEADS	
	Mr. Rakesh Kokitkar
	Mr. Sanjay Attarde





## PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

	Mr. Manish Gangawane
<b>GIRLS</b>	
<b>HEADS</b>	
	Rupali Paste
	Sonali Jadhav
<b>CO-HEADS</b>	
	Nilima Zade
	Sonali Pakmode
	Maytrayee Ramasamy

### TUG OF WAR & VOLLEYBALL

<b>BOYS</b>	
<b>HEADS</b>	
	Mr. Rajeev Tawade
	Mr. Shrikant Basewadi
<b>CO-HEADS</b>	
	Mr. Manish Gangawane
	Mr. Tushar Chopade



# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

## DODGE BALL & SPRINT

BOYS	
HEADS	
	Mr. Vinod Alone
	Mr. Anand Mude
CO-HEADS	
	Mr. Pramod Bhavarthe
	Mr. Sachin More

## DODGE BALL

GIRLS	
HEADS	
	Sailakshami
	Supriya Chaudhari
CO-HEADS	
	Radha Wanode
	Harveen kaur
	Komal Bharambe



# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

## CHESS, CARROM & TT

BOYS	
HEADS	
	Mr. Paswan
	Mr. Mahaveer Deomane
CO-HEADS	
	Mr. Vijay Salke
	Mr. Aniruddha Shete

## CHESS, CARROM & TT

GIRLS	
HEADS	
	Kavita Wagh
	Manisha Mathur
CO-HEADS	
	Medha Kulkarni
	Shubhada Deshpande
	Suvarna Bhise
	Khushbu Singh



# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

## SPORTS FESTIVAL COMMITTEE (COUNCIL)

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### 4.2. SPORTS FESTIVAL COUNCIL COMMITTEE LIST.

GENERAL SECRETARY: Mr. PARESH KASA

SPORTS SECRETARY: Mr. SUMIN RAVEENDRAN.

SPORTS SECRETARY: Ms. ULKA PATIL.

EVENT	POST / DEPARTMENT	COUNCIL MEMBER
CRICKET	LR/COMPS	TEJASVI(9004672269)
	CS/EXTC	ABHISHEK R.(8082296997)
FOOTBALL	DOCUMENTATION/COMPS	HETAL(9773029001)
	SS/EXTC	SUMIN(9920698589)
BASKETBALL	SS/COMPS	ULKA(9869327381)
	CREATIVITY/IT	SHRONEET(8097356321)
VOLLEYBALL	TREASURER/COMPS	PRANAY(9167943806)
THROWBALL	DOCUMENTATION/COMPS	TAYYABA(8452029061)
TUG OF WAR	MAGAZINE/IT	HARPREET(7666808199)
	DOCUMENTATION/ELEX	GOURESH(8097927736)
KABADDI	NCC/COMPS	ABHISHEK(9820464585).



## PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

DODGEBALL	PRO/ELEX	PRIYANKA(808228093)
	TRASURER/EXTC	DEEP(9833550222)
SPRINT / RELAY	CS/ELEX	KOMAL(9819142550)
	NSS/EXTC	ASHWIN(8655898559)
CARROM	LR/IT	PRIYA(8082438296)
	GS/IT	KASA(8097628203)
TABLE TENNIS	CREATIVITY/ELEX	VISHAKHA(8898420319)
	PRO/EXTC	VRUSHIKESH(8898200363)
CHESS	FO/IT	ABHIJEET(9920096069)
	MAGAZINE/COMPS	KRUPALI(8879606916)
FUN GAMES & SCORE FOLLOW- UP	NSS/EXTC	RASIKA(8108203100)
	FO/ELEX	NAMRATA(9833074980)



# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

## SPORTS FESTIVAL COMMITTEE (HEADS)

### CRICKET

<b>BOYS</b>			
<b>HEADS</b>			
	SANTOSH	TE ELEX	9768111762
	RAHUL	TE COMP	8097944554
	KANHAIYA	TE IT	9768069842
	AMIT	TE ET	9222771929
<b>GIRLS</b>			
<b>HEADS</b>			
	ANKITA	TE ELEX	9757035370
	TRUPTI	TE COMP	9821789208
	SHRUTI	TE IT	9819240911
	SHUKRA	TE ET	8082483504

### FOOTBALL

<b>BOYS</b>			
<b>HEADS</b>			
	KALPESH	TE ET	9870555816
	PRIYADARSHAN	TE COMP	8108869165
	KULDEEP	TE IT	8080367503
	MANDAR	TE ELEX	7666082787

<b>GIRLS</b>			
<b>HEADS</b>			
	MAYURI W.	TE IT	8655196288
	HEENA	TE COMP	9028528659
	SHWETA	TE ET	8655179767
	PRAJAKTA	TE ELEX	9664502110

### VOLLEYBALL

<b>BOYS</b>			
<b>HEADS</b>			
	SAKIR	TE COMP	8655863461
	SATISH	TE ET	9819977260
	RAHUL	TE ELEX	7666254521
	VISHAL	TE IT	



# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

## THROWBALL

GIRLS			
HEADS			
	SNEHAL	TE ET	8898967400
	TANVI	TE COMP	9757346839
	ARPITA	TE IT	8655537046
	KSHITIJA	TE ELEX	9987125165

## BASKETBALL

BOYS			
HEADS			
	SACHIN	TE COMP	
	HIMANSHU J	TE IT	7738748223
	RUGVED	TE ET	8082515337
	HIMANSHU T	TE ELEX	8652359244
GIRLS			
HEADS			
	KARUNA	TE ELEX	9869785619
	BHAGYASHREE	TE ET	9821282865
	VEENA	TE COMPS	9768944037
	SHEETAL	TE IT	9619303582

## DODGEBALL

BOYS			
HEADS			
	ABHINANDAN	TE ELEX	9768867685
	SUJIT	TE ET	7208369251
	VINAYAK	TE COMP	9699738852
	YASH	TE IT	8108793282
GIRLS			
HEADS			
	LAXMI	TE ELEX	8652446360
	MINAL	TE IT	9167517163
	ENAKSHI	TE COMP	8976883307
	PRACHI	TE ET	9619109767



# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

## TUG OF WAR

<b>BOYS</b>			
<b>HEADS</b>			
	AMOGH	TE COMP	9820806993
	VISHAL	TE ET	8097231751
	KSHITIJ	TE ELEX	9029669134
	GAURAV	TE IT	8767166292
<b>GIRLS</b>			
<b>HEADS</b>			
	ALISHA	TE COMP	7208300142
	RAJDEVI	TE ET	9930298066
	MRUNALI	TE ELEX	9757424020
	AARTI	TE IT	9757305572

## KABADDI

<b>HEADS</b>			
	ASHUTOSH	TE COMP	9762852582
	HARESH	TE ET	7208807877
	ASHOK	TE ELEX	9004948115
	CHIRAG	TE IT	7738148480

## SPRINT/RELAY

<b>BOYS</b>			
<b>HEADS</b>			
	ABHISHEK	TE COMP	9773877481
	NIKHIL	TE ET	7588816253
	MADHUR	TE ELEX	8898959190
	NITESH	TE IT	
<b>GIRLS</b>			
<b>HEADS</b>			
	DIKSHA	TE COMP	9987970272
	AARTI	TE ET	9987132696
	DEEPALI	TE ELEX	8652563615
	RITISHA	TE IT	9167048029





# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

## TABLE TENNIS

<b>BOYS</b>			
<b>HEADS</b>			
	ROHIT	TE COMP	8976636022
	ADITYA	TE ET	7208030599
	SIDDHESH	TE ELEX	8108689732
	ANIRUDDH	TE IT	9869351535
<b>GIRLS</b>			
<b>HEADS</b>			
	NIKITA	TE COMP	9029675230
	DEEPALI	TE ET	9930753045
	SHWETA	TE ELEX	9820954822
	KOMAL	TE IT	8452812788

## CHESS

<b>BOYS</b>			
<b>HEADS</b>			
	SATYENDRA	TE COMP	9768021843
	OMKAR	TE ET	9930598371
	AMIT POOJARI	TE ELEX	8879252903
	MRUNAL	TE IT	9004168976
<b>GIRLS</b>			
<b>HEADS</b>			
	MANISHA	TE COMP	9773702784
	TRUPTI	TE ET	9975731638
	KASHMIRA	TE ELEX	9768380166
	SHEFALI	TE IT	7303151136

## CARROM

<b>BOYS</b>			
<b>HEADS</b>			
	ANISH	TE COMP	8082771496
	NIKHIL	TE ET	7588816253
	DHIRAJ	TE ELEX	7208858455
	AJIT	TE IT	9665720481
<b>GIRLS</b>			
<b>HEADS</b>			
	SAYALI	TE COMP	9594583494
	SHRIKA	TE ET	8082368375
	PRIYA	TE ELEX	8286814545
	RUCHETA	TE IT	7738615273



# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

## RULES AND REGULATIONS

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### General Rules & Regulations

The Padmabhushan Vasantdada Patil Pratishthan's College of Engineering is organizing annual sports festival 2014-2015 from January 20-24, 2015.

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

1. 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, 2015 (last date). All the CLASS REPRESENTATIVES are requested to collect these lists for their respective class.
3. ONLY "ON ROLL" students for academic year 2014-2015 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.



## PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

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.



## PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

# REGISTRATION REQUIREMENTS

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SR NO.	EVENT	SQUARD+SU BS (BOYS)	SQUARD+SU BS (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)	10+2	9+3	1 TEAM
7.	TUG-OF-WAR(T)	11	11	1 TEAM
8.	KABADDI(T)	7+5	N/A	1 TEAM
9.	RELAY 100M*4 (I)	4+1 (PER DEPARTMEN T)	4+1 (PER DEPARTMEN T)	1 PLAYER
10.	SPRINT(I)	1	1	1 PLAYER
11.	TABLE TENNIS(I)	2	2	1 TEAM OF 2 PLAYERS
12.	CARROM(I)	2	2	1 TEAM OF 2 PLAYERS
13.	CHESS(I)	1	1	1 PLAYER

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



## PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

# SPORTS EVENT RULES:

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## CRICKET

### RULES & REGULATION (BOYS):-

No. of players are: Boys – 11+5(subs), Girls – 8+3(subs)

Umpire decision will be the final decision.

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 for bowling power play and only 3 fielders are allowed outside 30 yards circle for batting power play (Power play is only for boys).

There will be a free-hit on an overstepping no-ball.

### **The umpire will call a no ball if:**

- The bowler's front foot lands on or in front of the popping crease (the front line of the batting crease).
  - A full toss - a ball which does not bounce - from a seam bowler reaches the batsman at waist height.
- The bowler does not notifies the umpire of a change in their mode of delivery. So if a player says they are a right-arm bowler to the umpire and then bowls left-arm, the umpire will call a no ball.



## PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

If the wicketkeeper encroaches beyond the stumps before the ball has been struck by the batsman or has passed the stumps.

- More than two fielders are positioned on the leg side behind square.
- If a fielder is present in the line of sight of stumps.
- **The umpire will call a wide ball if the bowler bounces the ball above batsman's head.**

In case of a tie, toss will decide super over.

No one is allowed to wear metal spike shoes.

The submitted team cannot be changed for the rest of the tournament. In case of any such event, the team will be disqualified from the tournament.

Boys:-A team should bowl their 5 overs (2, 1, 1, 1) within 30 (5 minutes grace will be provided).

Girls:- A team should bowl their 3 overs (1, 1, 1) within 20 (5 minutes grace will be provided).

Net Run rate based on runs and overs, penalty will be imposed for slow over rate on bowling team.

If there are two bounces on the pitch before batsman hits the ball, it will be considered as a dead ball.(only for girls).

Wicketkeeper must inform the leg umpire whether he is close keeping or back keeping.



# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

## FOOTBALL

### RULES & REGULATION:-

No. of players are 5+3 subs (1+4 outfield).

Rolling substitutions are allowed.

Start and Restart of Play. A kick-off starts play at the start of the match or after a goal. A kick-off involves one player kicking the ball, from stationary, forward from the centre spot. All players must be in their own half prior to kick-off. A coin is tossed pre-game, the team which loses the toss are awarded the kick-off to start the game whilst the team that win the toss are allowed to choose which direction they want to play. After half time the teams switch direction and the other team will kick-off. After a goal is scored, the team which conceded the goal will kick-off to restart play.

Ball in and Out of Play. The ball is out of play once a goal has been scored or when the referee has stopped the game. The ball is in play at all other times.

Method of Scoring. The ball crosses the goal line inside the goal mouth.

Fouls/Misconduct. These are many and varied, broadly speaking it is an offence to use excessive force whilst playing the game either deliberately or undeliberately or to handle the ball (unless you are a goal keeper). The referee may show the yellow card to caution players for less serious offences and the red card for more serious



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offences resulting in the player being sent off. Two yellow cards are equivalent to one red card.

Free Kicks. Are given by the referee for fouls and misconduct. A free kick can either be direct or indirect. A goal can be scored directly from a direct free kick. A goal can only be scored from an indirect free kick if it touches at least one other player first. The free kick must be taken from a stationary position with that position varying depending on whether the free kick was given inside or outside the goal area and whether it's direct or indirect.

Penalty Kicks. Are given against a team when they commit an offence which would normally be awarded a direct free kick inside their goal area. The ball is kicked from stationary from the penalty spot

Throw-in. Used to restart play after the whole of the ball has crossed the touch line.

goal kick. Used to restart play after a goal has been scored.

Corner Kick. Is given when the whole of the ball crosses the goal line and was last touched by a member of the defending team (and no goal was scored). A corner kick is taken from inside the corner arc closest to the point where the ball crosses the goal line.





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### BASKETBALL

No. of players are: Boys – 5+3(subs), Girls – 3+2(subs)

There will be quarters of: Boys – 7 mins (total = 28mins), Girls – 5 mins (total = 20mins)

Boys: Full court    Girls: Half court

All the university rules are applicable.

The game begins with the ball being thrown up by the referee. Two players, standing in the center circle, jump for it and try to tap it to one of their team mates.

The ball can only be moved by either dribbling (bouncing the ball) or passing the ball. Once a player puts two hands on the ball (not including catching the ball) they cannot then dribble or move with the ball and the ball must be passed or shot.

Two points are awarded for each successful throw, except for throws from outside the three point line (3 points), or for penalty free throws (one point).

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.

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



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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 behavior to officials

Using profanity or obscene gesture



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### **DODGEBALL (BOYS / GIRLS) :-**

One team stands around and outside of the circle the other team is grouped promiscuously within the circle.

**OBJECT OF GAME.**—The object of the game is for the outer or circle team to hit the players of the inner team with a basket ball any player so hit being “out” and having to leave the game.

**START.**—The game starts on a signal from the referee with the ball in the hands of the outer circle. The referee blows his whistle for play to cease whenever an inner player is fairly touched with the ball and again for play to resume. He also signals for time limits explained under “Score.”

**RULES AND POINTS OF PLAY.**—The players in the outer team must not step within the circle when throwing. A center player hit by such a throw is not out.

The inner team does not play the ball it only dodges the ball. Any tactics may be used for this except leaving the ring. The dodging may be done by stepping quickly in one direction or another by twisting, stooping, jumping or any other methods that suggest themselves.

Ball hitting on and below the knees (DIRECT HIT) is a point that is the player is out. Only one player may be put out for one throw of the



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ball. Should two players be hit by one throw of the ball the first one touched by the ball is the one to go out. When a player is hit the referee blows his whistle the play ceases and the player hit quickly leaves the circle. The referee blows his whistle again for the play to resume but should the hit player not then have left the circle so that he may be hit a second time such a second hit scores one point for the opponents.

**SCORE.**—The game is played in two halves of seven minutes each the teams changing places at the end of the first half. The main scoring is done by the inner team which scores one point for each player left within the circle at the end of its half. The only other scoring is by the outer team whenever a player is hit a second time before leaving the circle each such hit scoring one point for the throwing party.

The team wins which at the end of the second half has the highest score from these two sources together.

Match field is a large circle - 40 feet in diameter.

- Group of 3 scouts are dodgers inside circle for the 9 team members that are throwers. Throwers stay outside the circle and try to hit dodgers inside with a ball.

**Fouls:-** Points will be deducted as per the rule (5 fouls 1 point deducted).



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Ball touching above the waist up to shoulder is considered as a foul.

- Ball touching or even passing above the shoulder will be a foul.
- Dodgers and throwers touches the circle boundary, will be considered as a foul.
- Not throwing the ball after pretending to throw is a foul. The thrower has to release the ball in the first attempt.
- Throwing with both the hands is a foul. The thrower can separately use both the hands.
- 90 degree throwing angle is not allowed. Side arm is the most preferred angle.
- If the ball goes out of play, it has to be retrieved as soon as possible and should be in play within 15 seconds. Exceeding the 15 seconds mark will be considered a foul (20 seconds for girls).
- The throwing team has to get one dodger compulsorily out every minute or it will be a foul.(not for applicable for girls).



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- If the dodger sits, or even lands one or both the hands on ground then it is a foul.
- Side passing or direct passing is not allowed. Alternate passing is allowed or it is a foul.
- The play will not resume until the thrower collects the ball and gets back to his position on the outer side of the line.
- A ball that does not hit a center player is usually recovered by the outer circle by rolling or otherwise making its own way to the opposite side of the circle. If a ball remains in the circle or rebounds into it one of the outer team may run in to get it. He may throw it while within the circle to one of his team men who is in place outside the circle or he may return with it to his own place and throw from there but he may not throw at one of the inner players while himself within the circle (only one player is allowed to step in for the ball if two players enter the the circle it is consider as a foul).
- The person dodging inside the circle should make sure while dodging that his calf should not touch his thigh, if does show it is consider as a foul. [This rule is not applicable for girls].



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- If no member of the dodger team gets out in the 7 minute duration, then the throwing team losses the match.

### **TUG-OF-WAR (BOYS / GIRLS) :-**

No inappropriate language will be tolerated.

Please wear proper athletic shoes - NO CLEATS!

Gloves may be worn.

Players may only pull for one team.

A single team may consist of 10 players and an anchor (total 11).

First team to pull mid-rope marker 6ft. beyond midline is the winner.

Direction of pull will be decided by a coin toss.

Starting cues: "Take the strain" (teams pick up rope, prepare)  
"Ready, Set, PULL!" (Pull begins).

Jerking is not allowed, for the first time warning will be given and from the second time will be disqualification.

### **KABADDI (BOYS):-**

1. Each team shall consist of 10 to12 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.



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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.





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

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

a) The player shall be out and the umpire or 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.



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### 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 are 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.
- 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



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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.

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



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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



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- 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:-**

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.

Each Team Should Consist Of Seven (7) Players At Time Of Play.

The Team Shall Consist Of 7 Active Players And 3 Substitutes.

The Match Should Be Played For 3 Sets For 14 Points In Each Set With Rally Score. The team that has reached 14 points wins the set.

Any Ball To Be Released Should Be Released From Above The Shoulder/Shoulder-Line Only.



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The Ball Has To Be Caught With Both The Hands And Returned In One Hand Only.

Service Ball Should Not Touch The Net. During The Rally, Ball Can Touch The Net.

Double Touch Is Not Allowed For The Service Ball.

The Ball Should Be Served After The Whistle & With In 5 Seconds.

Serve The Ball Only From The Service--Zone .

Ball should be caught using palm. Catching ball using butterfly fingers is not allowed.

Any Ball Falling On The Box Line Or In The Dead Zone Is A Foul.

Any Ball After Catching (During Rally) Should Be Released With In 3 Seconds.

A player can jump when throwing the ball only during rally.

Body Touch- During Catching Or Releasing The Ball Should Not Touch Any Part Of The Body Except The Palm.

The serving player always rotates one position clockwise after a foul. The rotation of the position of players

should be in "Z" form i.e. after the service change, the player standing in No:6 position should go

to No:1 position, No:1 to No:2 and so on.



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order:

1 -----2 -----3

4 -----5 -----6

Dubs- While Catching, The Ball Should Be Caught Simultaneously With Both The Hands.

Two Players Cannot Catch The Ball Simultaneously.

Any Ball (Service/Rally) Falling On The Side-Line Or The End-Line Is A Good Ball.

The Players Should Stay In 2-3-2 Position At The Time Of Service.

Shifting The Ball From Right To Left Or Left To Right Is Not Permitted.

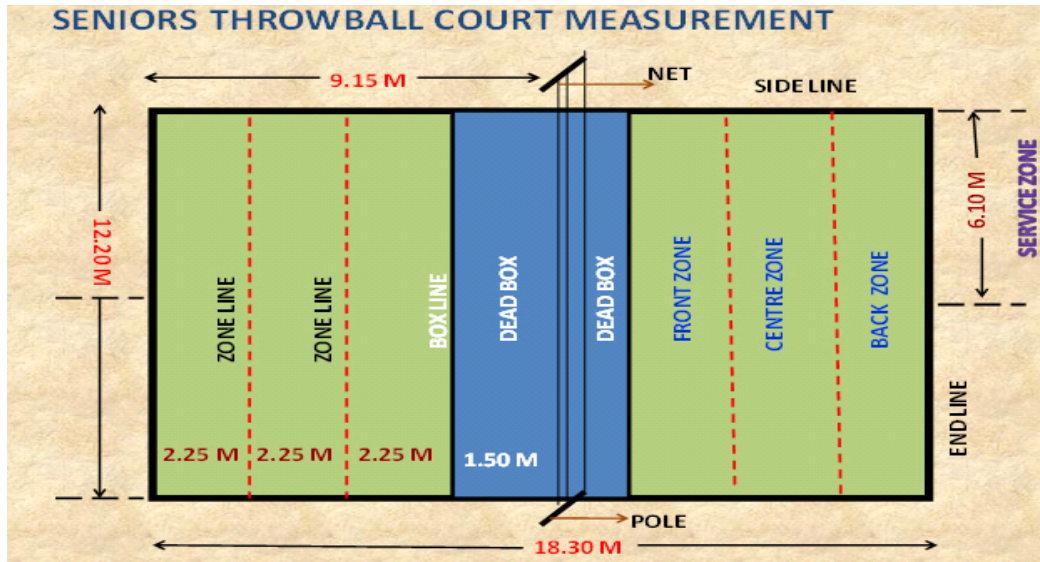
Pushing The Ball Deliberately Is Not Permitted.

The Service Ball Or The Rally Ball Should Not Touch The Antena.

5 Substitutions Are Allowed For Each Set.



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## CARROM

Scoring: The player who pockets all the carrom men wins the game.

Queen= 3 points Carrom men:1 point

1. Arrange the carrom men with the red “queen” in the center and the whites should be lined up to form a “Y” around the “queen” and blacks to replace the empty spaces around the “queen” and the whites.





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2. Each player sits on his/her side of the board and be allowed to only strike from that side.
  3. The contestant playing white 'breaks' or plays first, which also can be decided by the toss of a coin.
  4. Your turn continues as long as you keep sinking your pieces-  
luck shots count and all combinations are permitted.
  5. The red piece, or 'queen', can be pocketed at any time after sinking your first piece but must be sunk before your last one. After pocketing the queen, you must sink one of your piece, thereby "covering" it, into any pocket in the next shot or it is returned to the center spot.
  6. Once the queen is covered, whoever clears their pieces first win the 'board'.
- \* Sinking the striker costs you one piece and your turn. But, if you sink a piece in  
the same shot, then two come up and you shoot again.



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\* After sinking the striker, your opponent places the due piece(s) within the center

Circle. If you haven't sunk one yet, you owe one.

\* If while shooting for the queen you also sink one of your pieces, the queen is

Automatically covered, no matter which went first.

\* If a piece jumps off the board, it is placed on the center spot. If pieces land on

End or are overlapping, they are left that way.

\* If the center spot is partially covered when replacing the queen or a jumped

Piece, the piece should cover as much red as possible. If totally covered, the

Piece is placed opposite the next player behind the red spot.

\* If you sink your opponent's piece, you lose your turn. If you sink their last piece,

You lose the board and three points.

\* If you sink your last piece before the queen, you lose the board, three points



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And one point for each of your opponent's pieces left.

\* If the striker does not leave both lines, go again. You get three tries to break

Before losing your turn.

### **TABLE TENNIS**

-A game of table tennis is played up to 11 points.

-The one to win by toss or other method will have 2 choices:1. Choose who serves 2. Choose which end he prefers to play

-While serving, the ball must rise at least 16cm behind the server's end line & must be visible to opponent n umpire.

-Each player has two serves each

-If the ball touches the net and still bounces on your opponent's side of the table, the service must be replayed. However, if the ball touches the net and does not bounce on your opponent's side of the table, the server loses the point.

-Service continues to alternate between opponents until one player scores 11 points, unless both players or pairs score 10 points (called deuce).If both players reach 10 points, then service alternates after each point, until one player gains a 2 point lead.



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- In doubles, the serve must be played diagonally, i.e. within the right half courts only, whereas in singles you can serve from and to, any part of the table.
- The umpire will only give you 1 warning during a match. So if any of your subsequent serves in that match are of doubtful legality, for the same or any other reason, your opponent will be awarded the point.
- If you allow the ball to bounce more than once on your side of the table at any time, you lose the point.
- The receiver can stand wherever they want and can play their returns from any position. However, players are not allowed to touch the table with their free hand (the hand not holding the racket) and they are not allowed to move the table.
- When playing doubles, each player still has two serves and the service still alternates every two points between sides, but it also alternates between players on the same team. At the end of every two points, the receiving player becomes the server, and the partner of the serving player becomes the receiver.
- Imagine two teams A & B and X & Player A serves to player X who then returns the ball. Player B must then play the next shot and player Y must play the next shot. The same sequence must then be repeated (A, X, B, Y) until the point is decided. If you hit the ball out of sequence, you lose the point.



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- In the last possible game of match, as soon as 1 team has scored 5 points, the teams must change ends and the receiving pair must change their order of receiving. For example, if A & B score 5 points first, whilst A is serving to X, after changing ends, player A will serve to player Y for the remainder of the game.

-A player loses a point if he:

1. Throws the ball in the air and failing to hit the ball or failing to hit it onto his & his opponent's side of the table)
2. Allows the ball to bounce twice on his side of the table
3. Does not hit the ball after it has bounced on his side of the table
4. Hits the ball before it has bounced or hits it twice in succession
5. Puts his non-playing hand on the table or net or moves the table, obstructs the ball with any part of his body or clothing
6. Hits the ball out of turn when playing doubles

### **CHESS**

Setting up the board: The board should be set up with the white square in the nearest row on the right, "white on the right". If this isn't done the king and queen will be mixed up. Shake hands across the board before the game starts. White always moves first. Ranks and files: Going from left to right, the vertical



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rows on the board, called files, are labeled a through h. The horizontal rows, called ranks, are numbered 1 to 8. The 1 is white's side of the board; 8 is black's side. This system can be used to show what square a piece is on in a way like the game Battleship. When the board is set up the square a1 will be on the white player's left side.

Pieces and how they move: In our club, once you move a piece and take your hand off it, you cannot

change your move, unless your opponent lets you, which they do not need to do. However, you may

touch a piece, consider a move, and put the piece back in its original position, as long as you don't take your hand off of the piece during the process.

Pawn (P): White pawns start on rank two, black pawns on rank 7. The first time a pawn is

moved it can move forward either one or two ranks. It cannot jump over another piece. After it

has moved once, whether it has moved up one or two, a pawn can only move one square

forward at a time, and it cannot move backward. If a pawn advances to the end rank (8 for white, 1 for black) then it is promoted, which means it is exchanged for any other piece, with the exception of a king or another pawn. No pieces are moved from the chessboard



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itself; in this way a color can have two (or more!) queens at the same time. The pawn's "value" is 1. Knight (N): Knights move in an L-shaped pattern. A knight moves one square over and two squares up, or two squares over and one square up, one square over and two squares back, etc. as long as the same shape and size of the jump is maintained. The knight is the only piece that can jump over other pieces; it jumps straight to a square without disturbing any of the pieces in between. Knights are generally brought out early, and this is good. The knight's value is 3.

Bishop (B): The Bishop moves diagonally, any distance along a diagonal, without jumping over any pieces. A bishop that starts on a black square will always be on a black square, so it can only get to half the squares on the board. The bishop's value is 3.

Rook (R): The Rook moves in a straight line in any direction, as many spaces as it likes, without jumping. Rooks shouldn't usually be used until later in the game, and should almost never be brought out at the beginning, because they will be harassed by pawns and other pieces, wasting time for the player who brought out the rook. This piece might also be lost by being brought out early, which is bad because the rook is valued at 5.



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**Queen (Q):** The Queen is the most powerful piece, as it can either move diagonally or in a straight line, which makes it like a bishop and rook put together. The queen cannot move like a knight. When the board is set up the queen always starts on her own color, so the white queen always starts on a white square. The queen is worth 9 points because she can move to so many places on the board so quickly.

**King (K):** The most important piece on the board is the King. The king can move one and only one space at a time, in any direction (left, right, forward, backward, and diagonally). The capture of the king is the object of the game. Capturing, check, and the end of the game

- **Capturing:** A piece captures an opponent's piece by moving onto the square occupied by the opponent's piece. That piece is removed from the board and replaced by the capturing piece. Knights, Bishops, Rooks, Queens, and Kings capture by moving in their normal way. The pawns capture differently, by moving one square diagonally, either to the right or left, onto the

piece to capture. They cannot capture by moving straight forward. At no time may more than one piece stay in any square, and pieces cannot capture a piece of the same color.

- **Check and Checkmate:** When a piece would be able to capture the opposing king on the next turn, the king is said to be in check. The king in danger must get out of check on the next turn, either by





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moving out of the way, blocking the check with another piece, or by capturing the attacking piece, whatever removes the threat. It is illegal to move your king into check, so, for instance, you can't move your king next to the opponent's king. The goal of the game is to put the opposing king in checkmate, which means he is in check and cannot be saved by any of the ways of escaping check. At this time the game is over, with the player whose king can not escape check losing. The first player to get the opponent's king wins; if white checkmates

black, black has lost, even if the black player could have checkmated white on the next move. If you see that you are going to lose, you can resign by knocking over your king, gently!. After checkmate or a resignation, shake hands across the board with your opponent and congratulate him or her on a good game.

- Draws: If a king is not in check, but no legal move can be played without putting the king in check, then the game is a stalemate, which is a tie, or draw. This usually happens when a player has only a king left and the other player, with many pieces left, creates a position in which the king cannot move but is not threatened. Another way to draw is if both players move



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50 times in a row (a total of 100 moves) without capturing a piece or promoting a pawn. Players may also agree on a draw when they see it coming; to do this, extend your hand over the board, to shake hands, and say, "I offer a draw." If the opponent shakes your hand, it's a draw. The opponent does not need to accept! They may think they can win.

Special moves:

- **Castling:** If both the king and a rook have not been moved yet during the game, there are no pieces between them, and the king is not in check, then the king and rook can move in a special way called castling: the king moves two spaces toward the rook, and the rook moves to the other side of the king, right next to the king. Often, this puts the king in a more protected position, behind some pawns. The king cannot castle out of, through, or into check. He can not move through a square threatened by an enemy piece.
- **Capturing en passant:** en passant is a special way a pawn can capture another pawn. It is French for "in passing," which is helpful to know because the rule applies to a pawn which has just moved up two spaces, skipping over the square threatened by the opponent's pawn. Here is an example: a black pawn is on b4. The white pawn on c2 has not moved yet. On white's



## PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

turn the pawn on c2 is moved to c4, evading capture by the pawn on b4. But the pawn on b4 has the option, for one turn only, of capturing the white c-pawn. The black pawn moves to c3, and the white pawn is taken off the board. If black chooses not to capture immediately, then the chance is lost, and black may not capture en passant at a later time. En passant is always a one-turn chance for a pawn to capture a pawn which has evaded capture by moving up two spaces on its first turn. It does not apply to any other positions and only concerns pawns

SPORTIVO



# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

## SCHEDULE OF SPORTIVO 2015

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### DAY 1 (BOYS)

#### 1) FOOTBALL

Time	Team 1	Team 2
8:30am – 9:00am	TE ET	FE ELEX
9:00am – 9:30am	BE ET	SE IT
9:30am – 10:00am	TE IT	FE ET
4:00pm – 4:30pm	BE IT	SE ET
4.30pm – 5:00pm	BE COMPS	SE ELEX

#### 2) BASKETBALL

Time	Team 1	Team 2
9:00am – 10:00am	BE ELEX	SE ET
10:00am – 11:00am	BE ET	SE COMPS
11:00am – 12:00pm	TE COMPS	FE ET
1:00pm – 2:00pm	TE ELEX	FE COMPS
2:00pm – 3:00pm	TE ET	FE IT



## PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

### 3) CRICKET

<b>Time</b>	<b>Team 1</b>	<b>Team 2</b>
10:00am – 11:00am	TE ELEX	FE IT
11:00am – 12:00pm	BE ELEX	SE COMPS
12:00PM – 1:00PM	BE COMPS	SE ELEX
1:00pm – 2:00pm	BE ET	SE IT

### 4) VOLLEYBALL

<b>Time</b>	<b>Team 1</b>	<b>Team 2</b>
9:00am – 10:00am	TE COMPS	FE IT
11:00am – 12:00pm	BE COMPS	SE ELEX
12:00pm – 1:00pm	BE ELEX	SE IT
2:00pm – 3:00pm	BE IT	SE ET
3:00pm – 4:00pm	TE IT	FE COMPS



# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

## 5) DODGEBALL

Time	Team 1	Team 2
8:00am – 9:00am	TE IT	FE ET
10:00am – 11:00am	BE IT	SE ET
11:00am – 12:00pm	TE ELEX	FE IT
1:00pm – 2:00pm	BE ELEX	SE COMPS
2:00pm – 3:00pm	TE COMPS	FE ELEX

## 6) KABADDI

Time	Team 1	Team 2
11:00am – 12:00pm	TE ET	FE ELEX
12:00pm – 1:00pm	TE ELEX	FE COMPS
2:00pm – 3:00pm	BE ELEX	SE IT
3:00pm – 4:00pm	BE ET	SE COMPS

## 7) TUG OF WAR

Time	Team 1	Team 2
1:00pm – 1:30pm	TE COMPS	FE IT
2:00pm – 2:30pm	BE ET	SE COMPS
5:00pm – 5:30pm	TE IT	FE COMPS



# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

## DAY1:GIRLS

### 1)CRICKET

TIME	TEAM 1	TEAM 2
8:00AM-9:00AM	TE ELEX	FE IT
9:00AM-10:00AM	BE COMPS	SE ELEX
2:00PM-3:00PM	BE ELEX	SE COMPS
3:00PM-4:00PM	TE COMPS	FE ELEX

### 2)FOOTBALL

TIME	TEAM 1	TEAM 2
8.30 AM to 9 AM	TE ET	FE ELEX
9 AM to 9.30 AM	BE ET	SE IT
9.30 AM to 10 AM	TE IT	FE ET
4 PM to 4.30 PM	BE IT	SE ET
4.30 PM to 5 PM	BE COMPS	SE ELEX

### 3)BASKETBALL

TIME	TEAM 1	TEAM 2
12:00PM-12:30PM	TE ELEX	FE COMPS
12:30PM-1:00PM	BE ET	SE COMPS
3:00PM-3:30PM	BE IT	SE ELEX
3:30PM-4:00PM	BE ELEX	SE ET
4:00PM-4:30PM	TE ET	FE IT



# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

## 4) THROWBALL

TIME	TEAM 1	TEAM 2
9 AM to 10 AM	TE COMPS	FE IT
11 AM to 12 PM	BE COMPS	SE ELEX
12 PM to 1 PM	BE ELEX	SE IT
2 PM to 3 PM	BE IT	SE ET
3 PM to 4 PM	TE IT	FE COMPS

## 5) DODGEBALL

TIME	TEAM 1	TEAM 2
8:00AM-9:00AM	TE IT	FE ET
10:00AM-11:00AM	BE IT	SE ET
11:00AM-12:00PM	TE ELEX	FE IT
1:00PM-2:00PM	BE ELEX	SE COMPS
2:00PM-3:00PM	TE COMPS	FE ELEX

## 6) TUG OF WAR

TIME	TEAM 1	TEAM 2
9:30AM-10:00AM	BE ET	SE COMPS
10:00AM-10:30AM	TE IT	FE COMPS
11:00AM-11:30AM	TE ELEX	FE ET
3:30PM-4:00PM	TE ET	FE ELEX
5:00PM-5:30PM	TE COMPS	FE IT





# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

## DAY 2:

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### BOY'S (DAY 2)

#### 1) CRICKET

TIME	TEAM 1	TEAM 2
10:00 AM – 11:00 AM	TE COMPS	FE ELEX
11:00 AM – 12:00 PM	TE IT	FE ET
12:00 PM – 1:00 PM	TE ET	FE COMPS
1:00 PM – 2:00 PM	BE IT	SE ET

#### 2) FOOTBALL

TIME	TEAM 1	TEAM 2
2:30 PM – 3:00 PM	TE COMPS	FE IT
3:00 PM – 3:30 PM	TE ELEX	FE COMPS
3:30 PM – 4:00 PM	BE ELEX	SE COMPS

#### 3) BASKETBALL

TIME	TEAM 1	TEAM 2
9:00 AM – 10:00AM	TE IT	FE ELEX
10 AM – 11:00 AM	BE IT	SE ELEX
11:00 AM – 12:30 PM	BE COMPS	SE IT



## PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

### 4) VOLLEYBALL

TIME	TEAM 1	TEAM 2
9:00 AM – 10:00 AM	TE ELEX	FE ET
11:00 AM – 12:00 PM	BE ET	SE COMPS
2:00 PM – 3:00 PM	TE ET	FE ELEX

### 5) DODGEBALL

TIME	TEAM 1	TEAM 2
9:00 AM – 10:00 AM	TE ET	FE COMPS
10:00 AM – 11:00 AM	BE COMPS	SE IT
1:00 PM – 2:00 PM	BE ET	SE ELEX

### 6) KABADDI

TIME	TEAM 1	TEAM 2
11:00 AM – 12:00 PM	TE COMPS	FE IT
12:00 PM – 1:00 PM	BE IT	SE ELEX
2:00 PM – 3:00 PM	TE IT	FE ET
3:00 PM – 4:00 PM	BE COMPS	SE ET



# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

## 7) TUG OF WAR

TIME	TEAM 1	TEAM 2
11:00 AM – 11:30 AM	TE ET	FE ELEX
1:00 PM – 1:30 PM	TE ELEX	FE ET
2:00 PM – 2:30 PM	BE COMPS	SE ET
2:30 PM – 3:00 PM	BE ELEX	SE IT
3:00 PM – 3:30 PM	SE ELEX	BE IT

## GIRL'S (DAY 2)

### 1) CRICKET

TIME	TEAM 1	TEAM 2
8:00 AM – 9:00 AM	BE ET	SE IT
9:00 AM – 10:00 AM	TE ET	FE COMPS
2:00 PM – 3:00 PM	BE IT	SE ET
3:00 PM – 4:00 PM	TE IT	FE ET

### 2) FOOTBALL

TIME	TEAM 1	TEAM 2
9:00 AM – 10:00 AM	TE IT	FE ET
2:30 PM – 3:00 PM	TE COMPS	FE IT
3:00 PM – 3:30 PM	TE ELEX	FE COMPS
3:30 PM – 4:00 PM	SE COMPS	BE ELEX
4:00 PM – 4:30 PM	TE ET	FE ELEX
4:30 PM – 5:00 PM	BE ET	SE IT



# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

## 3) BASKETBALL

TIME	TEAM 1	TEAM 2
12:00 PM – 12:30 PM	TE COMPS	FE ET
12:30 PM – 1:00 PM	TE IT	FE ELEX
3:00 AM – 3:30 PM	BE COMPS	SE IT

## 4) THROWBALL

TIME	TEAM 1	TEAM 2
10:00 AM – 11:00 AM	TE ELEX	FE ET
11:00 AM – 12:00 PM	BE ET	SE COMPS
2:00 PM – 3:00 PM	TE ET	FE ELEX

## 5) DODGEBALL

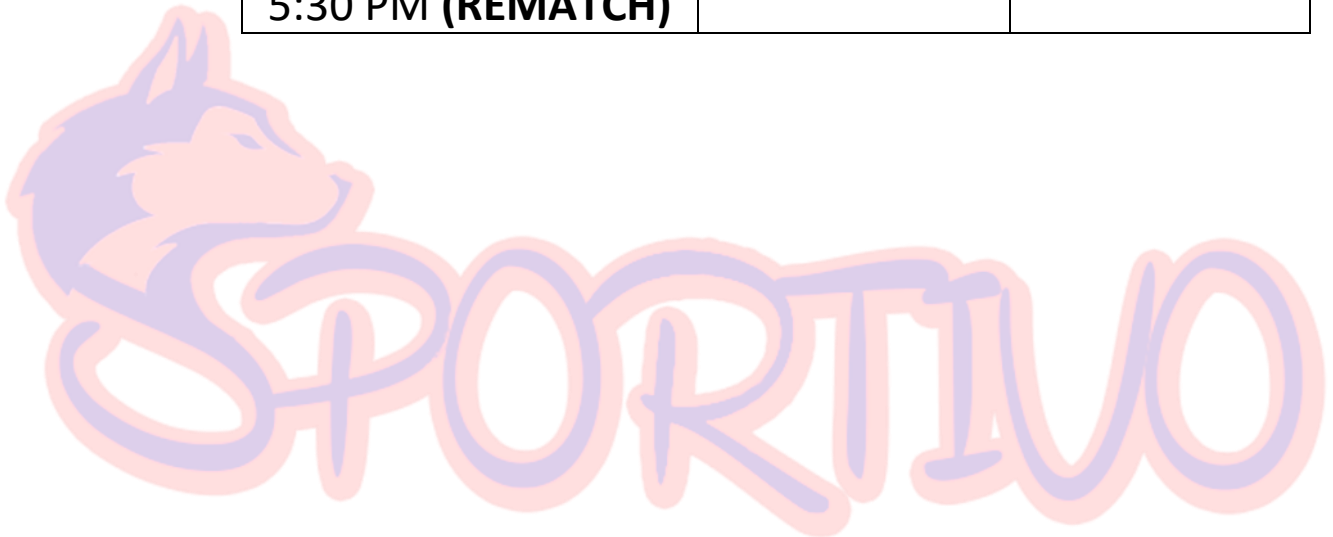
TIME	TEAM 1	TEAM 2
10:00 AM – 11:00 AM	TE ET	FE COMPS
11:00 AM – 12:00 AM	BE COMPS	SE IT
1:00 PM – 2:00 PM	BE ET	SE ELEX



# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

## 6) TUG OF WAR

TIME	TEAM 1	TEAM 2
9:00 AM – 9:30 AM	BE COMPS	SE ET
10:00 AM – 10:30 AM	BE ELEX	SE IT
11:00 PM – 11:30 PM	SE ELEX	BE IT
5:00 PM – 5:30 PM (REMATCH)	TE IT	FE COMPS





# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

## DAY 3:

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### DAY 3:GIRLS

#### 1)CRICKET

TIME	TEAM 1	TEAM 2
8:00AM-9:00AM	TE ET	BE IT
9:00AM-10:00AM	SE ELEX	TE IT
2:00PM-3:00PM	TE ELEX	BE ET
4:00PM-5:00PM	TE COMPS	BE ELEX

#### 2)FOOTBALL

TIME	TEAM 1	TEAM 2
4 PM to 4.30 PM	SE ELEX	TE ET
9 AM to 9.30 AM	BE ET	TE COMPS
9.30 AM to 10 AM	BE ELEX	FE COMPS
4.30 PM to 5 PM	TE IT	SE ET



# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

## 3) BASKETBALL

TIME	TEAM 1	TEAM 2
12:00PM-12:30PM	BE IT	BE ELEX
12:30PM-1:00PM	SE IT	TE ET
3:00PM-3:30PM	TE ELEX	TE COMPS
3:30PM-4:00PM	BE ET	TE IT

## 4) THROWBALL

TIME	TEAM 1	TEAM 2
9 AM to 10 AM	SE COMPS	BE ELEX
4 PM to 5 PM	TE IT	BE COMPS
12 PM to 1 PM	TE COMPS	BE IT
11 AM to 12 PM	TE ELEX	TE ET

## 5) DODGEBALL

TIME	TEAM 1	TEAM 2
8:00AM-9:00AM	TE ELEX	BE ET
10:00AM-11:00AM	BE COMPS	TE ET
11:00AM-12:00PM	TE IT	TE COMPS
1:00PM-2:00PM	BE ELEX	BE IT



# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

## 6)TUG OF WAR

TIME	TEAM 1	TEAM 2
5 PM-5.30 PM	TE IT	TE ET
10:00AM-10:30AM	TE COMPS	TE ELEX
11:00AM-11:30AM	BE ELEX	BE ET
3:30PM-4:00PM	BE COMPS	SE ELEX

## BOY'S (DAY 3)

### 1) CRICKET

TIME	TEAM 1	TEAM 2
10:00 AM – 11:00 AM	TE IT	TE ET
11:00 AM – 12:00 PM	TE COMPS	SE ET
12:00 PM – 1:00 PM	BE COMPS	BE ET
1:00 PM – 2:00 PM	TE ELEX	SE COMPS

### FOOTBALL

TIME	TEAM 1	TEAM 2
9:00 AM – 9:30 AM	TE COMPS	SE IT
9:30 AM – 10:00 AM	TE ET	SE ELEX
2:30 PM – 2:30 PM	BE IT	TE ELEX
2:30 PM – 3:00 PM	TE IT	SE COMPS





# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

## 2) BASKETBALL

TIME	TEAM 1	TEAM 2
10:00 AM – 11:00 AM	TE ELEX	SE COMPS
1 PM – 2:00 PM	TE ET	BE IT
2:00 PM – 3:00 PM	TE COMPS	BE ELEX
3:00 PM – 4:00 PM	TE IT	BE COMPS

## 3) VOLLEYBALL

TIME	TEAM 1	TEAM 2
10:00 AM – 11:00 AM	BE COMPS	SE IT
11:00 AM – 12:00 PM	BE IT	SE COMPS
12:00 PM – 1:00 PM	TE COMPS	TE ELEX
3:00 PM – 4:00 PM	TE ET	FE COMPS

## 4) DODGEBALL

TIME	TEAM 1	TEAM 2
9:00 AM – 10:00 AM	TE IT	BE COMPS
10:00 AM – 11:00 AM	BE IT	TE COMPS
11:00 AM – 12:00 PM	BE ELEX	TE ET
3:00 PM – 4:00 PM	BE ET	TE ELEX



# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

## 5) KABADDI

TIME	TEAM 1	TEAM 2
11:00 AM – 12:00 PM	BE COMPS	TE ELEX
12:00 PM – 1:00 PM	TE ET	BE ELEX
1:00 PM – 2:00 PM	TE COMPS	FE ET
3:00 PM – 4:00 PM	BE IT	SE COMPS

## 6) TUG OF WAR

TIME	TEAM 1	TEAM 2
9:30 AM – 10:00 AM	BE IT	TE COMPS
1:00 PM – 1:30 PM	BE COMPS	SE IT
2:30 PM – 3:00 PM	BE ET	TE ELEX
3:00 PM – 3:30 PM	TE ET	TE IT

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# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

## DAY 4:

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### DAY 4 (BOYS)

#### 1) FOOTBALL

Time	Team 1	Team 2
9AM-9.30AM	BE IT	TE ELEX
9.30AM-10.AM	SE COMPS	TE IT
3PM-3.30PM	TE ET	BE IT/TE ELEX
3.30PM-4PM	SE IT	SE COMPS/TE IT

#### 2) BASKETBALL

Time	Team 1	Team 2
10AM-10.30AM	TE ELEX	BE IT
4PM-4.30PM	BE COMPS	TE IT
5PM-5.30PM	BE ELEX	BE COMPS/TE IT



# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

## 3) CRICKET

Time	Team 1	Team 2
12PM-1PM	TE ET	SE ET
1PM-2PM	TE ELEX	BE ET
3PM-4PM	FINAL	

## 4) VOLLEYBALL

Time	Team 1	Team 2
11AM-12PM	TE ET	BE COMPS
12PM-1PM	SE COMPS	TE ELEX

## 5) DODGEBALL

Time	Team 1	Team 2
11AM-12PM	BE ET	TE ELEX
12PM-1PM	TE ET	BE ELEX

## 6) KABADDI

Time	Team 1	Team 2
10am-11am	TE ET	BE COMPS
11AM-12PM	TE COMPS	SE COMPS
1.00PM-2PM	FINALS	



# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

## 7)TUG OF WAR

<b>Time</b>	<b>Team 1</b>	<b>Team 2</b>
1-1.30PM	TE ET	BE COMPS
1.30-2PM	TE COMPS	BE ET

## DAY 4:GIRLS

### 1)CRICKET

<b>TIME</b>	<b>TEAM 1</b>	<b>TEAM 2</b>
9:00AM-10:00AM	TE ELEX	BE ET
10:00AM-11:00AM	TE COMPS	BE ELEX
11:00PM-12:00PM	TE ET	BE IT
2 PM-3PM	TE ET /BE IT	TE COMPS /BE ELEX
4PM-5PM	TE ELEX/BE ET	SE ELEX

### 2)FOOTBALL

<b>TIME</b>	<b>TEAM 1</b>	<b>TEAM 2</b>
9 AM to 9.30 AM	SE ELEX	TE ET
10 AM to 10.30AM	BE ET	TE IT
5PM to 5.30 PM	BE ELEX	SE ELEX/TE ET



# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

## 3) BASKETBALL

TIME	TEAM 1	TEAM 2
3PM-4PM	BE ET	SE IT
11AM-12PM	BE ELEX	TE COMPS

## 4) THROWBALL

TIME	TEAM 1	TEAM 2
12PM-1PM	TE COMPS	BE ELEX
2PM-3PM	TE ET	TE IT

## 5) DODGEBALL

TIME	TEAM 1	TEAM 2
9AM-10AM	BE ELEX	BE IT
1PM-2PM	TE IT	TE COMPS
3PM-4PM	TE ELEX	BE ELEX/BE IT
4PM-5PM	TE ET	TE IT/TE COMPS

## 6) TUG OF WAR

TIME	TEAM 1	TEAM 2
CONTACT HEADS FOR MATCHES	TE ET	BE ELEX
	TE COMPS	SE ELEX



# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

## DAY 5:

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### BOY'S (DAY 5)

#### 1) CRICKET

TIME	TEAM 1	TEAM 2
4:00 PM (FINALS)	TE ET	SE ET

#### 2) FOOTBALL

TIME	TEAM 1	TEAM 2
9:00 AM	TE IT	SE IT
10:30 AM	TE ET	BE ET
2:00 PM (FINALS)		

#### 3) BASKETBALL

TIME	TEAM 1	TEAM 2
10:30 AM	BE COMPS	BE ELEX
12:00 PM (FINALS)		



# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

## 4) VOLLEYBALL

TIME	TEAM 1	TEAM 2
10:00 AM	SE COMPS	TE ELEX
12:00 PM (FINALS)	SE COMPS	TE ET

## 5) DODGEBALL

TIME	TEAM 1	TEAM 2
9:00 AM	BE ELEX	TE ET
10:00 AM	BE ET	BE IT
11:00 AM	TE ET / BE ELEX	BE COMPS
1:00 PM (FINALS)		

## GIRL'S (DAY 5)

## 1) CRICKET

TIME	TEAM 1	TEAM 2
10:00 AM – 11:00 AM	BE IT	BE ELEX
1:00 PM (FINALS)	BE IT / BE ELEX	TE ELEX





# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

## 2) FOOTBALL

TIME	TEAM 1	TEAM 2
12:00 PM	BE ELEX	SE ELEX
1:00 PM (FINALS)	BE ELEX / SE ELEX	BE ET

## 3) BASKETBALL

TIME	TEAM 1	TEAM 2
9:00 AM	TE COMPS	BE ELEX
2:00 PM (FINALS)	TE COMPS / BE ELEX	BE ET

## THROWBALL

TIME	TEAM 1	TEAM 2
3:00 PM	TE COMPS	BE ELEX
5:00 PM (FINALS)	TE COMPS / BE ELEX	BE ET

## 4) DODGEBALL

TIME	TEAM 1	TEAM 2
9:00 AM	TE ET	TE IT
11:00 AM (FINALS)	TE ET / TE IT	BE ELEX

## 5) TUG OF WAR – According to available slots.



**PADMABHUSHAN VASANTDADA PATIL  
PRATISHTHAN'S COLLEGE OF ENGINEERING.**

## WINNERS AND RUNNER UP(BOYS)

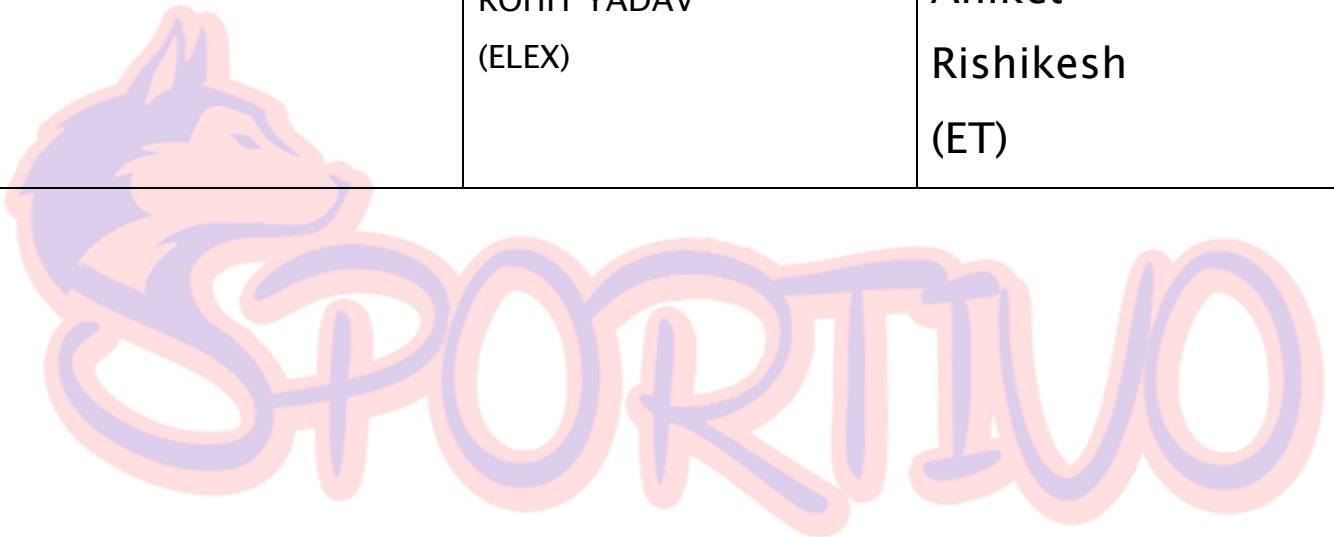
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<b>SPORT</b>	<b>WINNER</b>	<b>RUNNERUP</b>
CRICKET	TE ET	SE ET
FOOTBALL	TE ET	TE IT
VOLLEYBALL	SE COMPS	TE ET
DODGEBALL	-	-
BASKETBALL	TE ELEX	BE COMPS
KABADDI	BE COMPS	TE COMPS
CHESS	PRAVIN SHENDKAR (TE COMPS)	KAUSTUBH MULAY (TE ET)
CARROM	AKSHAY NAIK, SANDESH DYANVANPELLI (BE COMPS)	JAVED BILAKIYA, BHAGYESH PARAB (TE COMP)
TABLE TENNIS(D)	ANIKET RAUT, MAHESH(TE EXTC)	PRANAY, YASH (TE ELEX)
TABLE TENNIS(S)	OREN DANIEL	PRANAY(TE ELEX)



## PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

	(BE EXTC)	
TUG-OF-WAR	BE ET	TE ET
SPRINT(DEPARTMENTAL)	Satish Nadar (BE ET)	Ashok Bhanuse (TE ELEX)
RELAY (DEPARTMENTAL)	ASHOK BHANUSE MADHUR YERANDE HIMANSHU TOMAR ROHIT YADAV (ELEX)	Satish Nadar Nimish Raut Aniket Rishikesh (ET)





## PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

### WINNERS AND RUNNER UP(GIRLS)

SPORT	WINNER	RUNNERUP
CRICKET	TROPHY SHARED BY TE ELEX & BE ELEX	
FOOTBALL	BE ELEX	BE ET
THROWBALL	BE ELEX	TE IT
DODGEBALL	BE ELEX	TE ET
BASKETBALL	TROPHY SHARED BY TE COMPS & BE ET	
CHESS	KASHMIRA KAMBLE(TE ELEX)	AARTI PHATAK (TE IT)
CARROM	SONAL MANGAONKAR, TEJASWINI BHANDARE (TE IT)	VAISHNAVI PAWAR, TANUJA SHAIKH (BE COMPS)
TABLE TENNIS(D)	NIKITA WANKHEDE, MADHURA BORKAR(TE COMPS)	NEELAKSHI GHAG, PRANALI LANDGE(TE ELEX)
TABLE TENNIS(S)	PRANALI LANDGE (BE ELEX)	NIKITA WANKHEDE (TE COMPS)
TUG-OF-WAR	TE ET	TE COMPS
SPRINT(DEPARTMENTAL)	SHALAKA SATAM (BE ET)	RITISHA SHETTIGAR (TE IT)



# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

## POINTS SYSTEM

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### POINTS SYSTEM FOR TEAM EVENTS :-

Participation in 1 <sup>ST</sup> round (losing 1 <sup>st</sup> round)	=10 pts
Qualifying for quarter finals	= 20 pts
Qualifying for semi finals	=40 pts
Qualifying for finals	=60 pts
Team winning final	= 80pts

(NO POINTS FOR PARTICIPATION AFTER 1<sup>ST</sup> ROUND)

### CHESS/CARROM/SPRINT:

Participation	= 10pts
1 <sup>st</sup> Runner up of event	= 25pts
Winner of event	= 50pts

(NO POINTS FOR PARTICIPATION AFTER 1<sup>ST</sup> ROUND)

### RELAY:

Participation	= 40pts
1 <sup>st</sup> Runner up of event	= 60pts
Winner of event	= 80pts

(NO POINTS FOR PARTICIPATION AFTER 1<sup>ST</sup> ROUND)

### TABLE TENNIS (DOUBLES/SINGLES):

Participation	= 5pts
1 <sup>st</sup> Runner up of event	= 10pts
Winner of event	= 25pts



# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING. DEPARTMENT POINTS

## POINTS TABLE BOYS

POINTS TABLE														
	CRICKET	KABA DDI	BASKE TBALL	DODGE BALL	VOLLEY BALL	TUG OF WAR	FOOT BALL	CHESS	CARROM	TABLE TENNIS	TOTAL POINTS	SPRINT (DEPT)	RELAY (DEPT)	TOTAL POINTS FOR DEPT
<b>COMPUTER DEPARTMENT</b>														
FE	10	10	10	10	20	10	10	10	10	10	110	10	40	1055
SE	20	40	20	10	80	10	20	10	10	10	230			
TE	20	60	20	20	20	40	20	50	25	10	285			
BE	20	80	60	60	40	40	10	10	50	10	380			
<b>ELECTRONICS DEPARTMENT</b>														
FE	10	10	10	0	10	10	10	10	10	10	90	25	80	775
SE	10	10	10	10	10	10	20	10	10	20	120			
TE	40	20	80	20	40	20	20	10	10	10	270			
BE	10	20	40	60	10	10	10	10	10	10	190			
<b>ELECTRONICS AND TELECOMMUNICATIONS</b>														
FE	10	20	10	10	10	10	10	10	10	10	110	50	60	1065
SE	40	10	10	10	10	10	10	10	10	10	130			
TE	80	40	20	20	60	60	80	25	10	30	425			
BE	60	10	10	60	10	80	10	10	10	30	290			
<b>INFORMATION TECHNOLOGY</b>														
FE	10	10	10	10	10	10	10	10	10	10	100	10	40	730
SE	10	10	10	10	20	20	40	10	10	10	150			
TE	20	10	20	20	10	20	60	10	10	10	190			
BE	10	20	40	60	20	20	40	10	10	10	240			



# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

## POINTS TABLE GIRLS

POINTS TABLE												
	CRICKET	CHESS	BASKET BALL	DODGE BALL	CARROM	TUG OF WAR	FOOT BALL	THROW BALL	TABLE TENNIS	TOTAL POINTS	SPRINT (DEPT)	TOTAL POINTS FOR DEPT
<b>COMPUTER DEPARTMENT</b>												
FE	10	10	10	10	10	10	20	10	0	100	10	620
SE	10	10	10	10	10	10	10	20	10	90		
TE	20	10	70	20	10	60	20	40	35	285		
BE	10	10	10	20	25	20	10	20	10	135		
<b>ELECTRONICS DEPARTMENT</b>												
FE	10	10	10	0	10	10	10	10	10	80	10	965
SE	40	10	10	10	10	40	40	10	10	180		
TE	70	50	20	40	10	20	10	20	10	250		
BE	70	10	40	80	10	40	80	80	35	445		
<b>ELECTRONICS AND TELECOMMUNICATIONS</b>												
FE	10	10	10	0	10	10	10	10	10	80	50	730
SE	10	10	10	10	10	10	20	10	10	100		
TE	20	10	20	60	10	80	20	40	10	270		
BE	20	10	70	20	10	20	60	10	10	230		
<b>INFORMATION TECHNOLOGY</b>												
FE	0	10	10	0	10	10	10	0	10	60	25	640
SE	10	10	40	10	10	10	10	10	10	120		
TE	20	25	20	40	50	20	40	60	10	285		
BE	40	10	20	20	10	10	10	20	10	150		



# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

## SUMMARIZED POINTS TABLE

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### POINTS TABLE SUMMARIZED:

RANK	DEPARTMENT	GIRLS	BOYS	TOTAL
1	ELECTRONICS & TELE.	730	1065	1795
2	ELECTRONICS	965	775	1740
3	COMPUTER	620	1055	1675
4	INFORMATION TECH.	640	730	1370







# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING. FUN GAMES

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FUN GAME	HEADS	WINNER
MOVING UP CUPS	YOSHITA MAHAJAN PRITEE THANGE	VIKAS PATIL
BLOW CUPS	POOJA PANJGE VIDYA SANAS	TAYYABA SHAIKH
RINGS	KARTIKI PANDHARE PRIYA JANGAM	VIVEK KUMAR
RAPID FIRE	BHAVESH JANJARKIA KAUSTUBH MULAY	ABHISHEK RANE
BOARD BALANCE	MOHINI VAITY SHUBHADA AWHAD	TOKIR
DICEY	RAHUL KOKANE ARTI PATIL	SAILEE MALVANKAR
BEAN JAR	VIVEK KUMAR SANKET CHAVAN	SANKET SALVI
STACK ATTACK	SAILEE MALAVANKAR SOPHIYA NADAR	ULKA PATIL

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# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

## REQUIREMENTS

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**Kabaddi - sprinkler, black board**

**Throwball - 4 throwballs, 1 net**

**Football - 8 boys football, 1 girls football, 4 nets**

**Volleyball - 1 net**

**Dodgeball - 4 dodgeball**

**Basketball - 3 boys basketball, 3 girls basketball, paint**

**Table tennis - 2 box of tt balls, 3 tt bats, 2 nets, 1 set of stand**

**Carrom - 2 packets of boric powder, 15 polish paper**

**Cricket - girls 2 bats, boys 3 bats, 14 hard tennis ball box, 6 soft tennis box, scoresheet book, stopwatches, whistles, files, chuna according to requirement.**

### Medical requirements:-

**First aid kit 2**

**Reli spray 10**

**Band aid 1 box**

**Bandage 10 big**

**Betadine 100 gm**

**Dettol bottle 500 ml**

**Dettol soap 5**

**Crocin 10 strips**

**Combiflam 5 strips**



# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

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## **Certificates for sports**

Sports	Boys	Girls
Cricket	30	22
Football	16	16
Volleyball	18	NA
Throwball	NA	20
Basketball	16	10
Dodgeball	-	24
Tug of war	20	20
Kabbadi	24	NA
Relay	8	-
Sprint	2	2
Table tennis	6	6
Carrom	4	4
Chess	2	2
Incharge		23
Fun Events		30
Heads & Co heads		84
<b>TOTAL(including extra)</b>		<b>500</b>

## **Trophies for Sports :**

Available trophies: 6 including championship trophy

Required trophies: 8

## **Medals for Sports:**

Sports	Girls	Boys
Relay	-	4
Sprint	1	1
Table tennis	3	3
Carrom	2	2
Chess	1	1
<b>TOTAL</b>	<b>7</b>	<b>11</b>



# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

## EXPENDITURE

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### SUMMARIZED EXPENDITURE:-

Sr No	PARTICULARS	AMOUNT IN Rs
1	POP	890/-
2	Fun Games Expense	649/-
3	Petrol	1940/-
4	Banner	1600/-
5	Coconut & Bouquet	490/-
6	Sportivo Logo Installation	193/-
7	Sports goods	
8	Sports certificates	
9	Sports trophies	



# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

## CONCLUSION

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TO CONCLUDE THIS YEARS SPORTS FESTIVAL WAS A GREAT SUCCESS IN FINDING THE TALENTS BEHIND THE CURTAIN IN STUDENTS AND REFRESHING THEIR MIND BEFORE THE START OF ACADEMIC YEAR.

WE FOUND QUALITY PLAYERS THAT CAN REPRESENT OUR COLLEGE AT VARIOUS INTER-COLLEGE UNIVERSITY SPORTS COMPETITIONS.

WE HAVE FOUND OUR WEAKNESSES AND OUR STRENGTH AND THE IMPROVEMENT REQUIRED FURTHER IN OUR ORGANIZING AND MODIFICATION NEEDED FOR SMOOTH CONDUCTING OF SPORTS FESTIVAL IN FUTURE.

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## PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

### STRENGTH AND WEAKNESS OF SPORTIVO 2015

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#### **STRENGTH:**

AN ONLINE FACEBOOK PAGE WAS MADE FOR CONSTANT UPDATES REGARDING THE FEST.

FUN GAMES WERE ORGANIZED FOR THE FIRST TIME.

WE HAD SOME NAIL BITING CLOSE COMPETITIONS. BOYS AND GIRLS BOTH SHOWED A GOOD PARTICIPATION IN ALL THE SPORTS EVENTS. THEY PLAYED WITH TRUE PASSION AND SHOWED THE SPORTSMAN SPIRIT IN PLAYING IT IN A FAIR WAY.

#### **WEAKNESS:**

WEAKNESSES ARE THE MILESTONES OF IMPROVEMENT.

WHERE FEW THINGS DID NOT WORK QUITE PROPERLY NEED TO BE REVISED FOR SMOOTH FUNCTIONING OF SPORTS FESTIVAL IN FUTURE.



## PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

**DODGEBALL** RULES NEED TO BE REVISED WHICH MADE AN ISSUE THIS YEAR DUE TO THE CONFUSION IN THE RULES.

**THE EVERYDAY'S SCHEDULE** WHICH IS MADE SHOULD BE MANAGEABLE AND FOLLOWED STRICTLY WHICH LACKED THIS YEAR.





# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.

## SPORTIVO'15







# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.



TE COMPS



TE ET



TE ELEX



# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.



BE ELEX



TE IT



BE ET



# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING.



TE ET



SE COMPS



TE IT