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

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**SPORTIVO 2017**

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**21-25 JANUARY, 2017**

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# Sportivo





## SPORTS CORE COMMITTEE

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**CONVENER :Mr. Rajiv Tawde [EXTC]**

**CO-CONVENERS: Mr. P.M.Manegopale [ELEX]**

**Mr. VinodSakpal [IT]**

**Mr. Rais Mulla [COMPS]**

**SPORTS SECRETARIES: OmkarMatkar [IT]**

**HarshaliKamble [EXTC]**

**Pratik More [COMPS]**

**Harsha Prasad [COMPS]**



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## OBJECTIVE OF SPORTIVO 2017

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The main objective behind organizing sports festival of PadmabhushanVasantdadaPatilPrathisthan's College of Engineering in 2017 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.



The main objectives of the SPORTIVO 2017 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.



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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 maximize their sporting potential and find a sport that they can enjoy and participate in with some success.





## OUTCOME OF SPORTIVO 2017

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Sports festival organized in year 2017 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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## INAUGURATION CEREMONY

<b>TIME</b>	<b>ACTIVITY</b>
4:00 PM TO 4:10PM	Welcoming the Dignitaries
4:10 PM TO 4:20PM	Lightning the lamp
4:20 PM TO 4:25PM	Handover of Torch
4:25 PM TO 4:30PM	Sportivo information by Sports Secretary
4:30 PM TO 4:40PM	Felicitation of Head of Departments
4:40 PM TO 4:45PM	Mr. Rajiv Tawde felicitates Dr. MahavirDevmane
4:45 PM TO 4:55PM	Speech by Student Council GS
4:55 PM TO 5:05PM	Oath Ceremony
5:05 PM TO 5:10PM	Principal officially commences Sportivo2017
5:10 PM TO 5:15PM	Vote of thanks by Mr. Rajiv Tawde Announcement by Mr. Rajiv Tawde
5:15 PM TO 5:17PM	National Anthem
5:17 PM TO 5:30PM	Ground Activity



## OATH OF SPORTS

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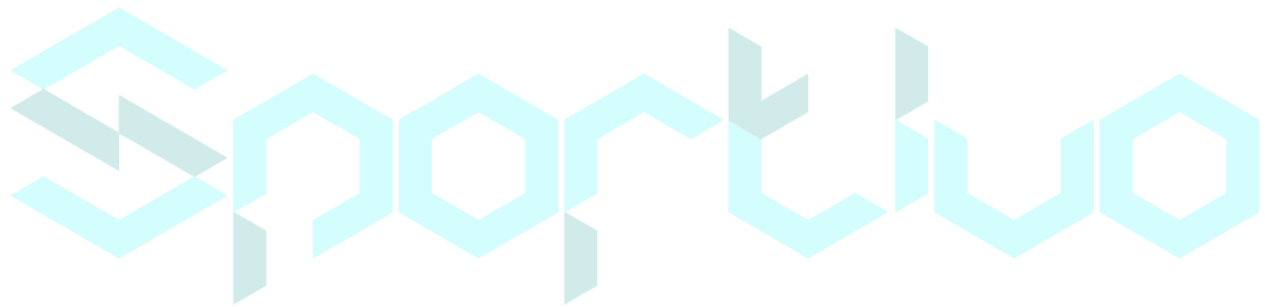
“We swear that we will take part in this sports festival respecting the regulations which govern them and with the desire to participate in the true spirit of sportsmanship for the honor of our college and for the glory of sport.”





## SPORTS ORGANIZING TEAM

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# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING



PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING  
Eastern Express Highway, Near Everard Nagar, Sion - Chunabhatti, Mumbai-400022.

## SPORTIVO 2K17

(21<sup>st</sup>, 23rd, 24th, 25th January 2017)


**Sports Incharge for 2016-2017 & Convener for Sportivo 2k17:** Mr. Rajiv Tawde


**Co-conveners for Sportivo 2K17:** Mr. Rais Mulla [COMPS]  
Mr.P.M.Manegopale [ELEX]  
Mr. Vinod Sakpal [IT]

**Disciplinary Committee:**

Mr. V.L.Salke [EXTC]  
Mr. Manish Gangawane [COMPS]  
Mrs. Prachi Kshirsagar [IT]  
Ms. Manjiri Pathak [COMPS]  
Mrs. Medha Kulkarni [IT]  
Mr. Shirish Patil [ELEX]  
Mr. Suresh Mer [EXTC]  
Ms. Dharti Patel [ELEX]  
Mr. Ganesh Shetye [GE]  
Mr. P.M. Manegopale [ELEX]  
Mr. Rais Mulla [COMPS]

**Finance & Budget:**

  
Mr. Rajiv Tawde  
Sports Incharge, PVPPCOE

  
Dr. Alam Shaikh  
Principal, PVPPCOE

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# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING




Game		HEADS		CO-HEADS	
Cricket	Boys	Mr. Sachin More	Mr. Pravin Patil	Mr. D. S. Pawar	Mr. Amol Gharpande
	Girls	Mrs. Geetanjali Korgaonkar	Mrs. Neeta Ingle	Ms. Savita Chavan	Ms. Ashwini Phalke
Football	Boys	Mr. Sachin Bharahate	Mr. Srikant Bagewadi	Mr. Tulshidas Mane	Mr. Aniket Ballal
	Girls	Mrs. Sonali Pakhmode	Mrs. Hema Galiyal	Mrs. Rupali Pashte	Ms. Darshana Tambe
Basketball	Boys	Mr. Khandu Khot	Mr. Jitendra Madavi	Mr. Aamod Kulkarni	
	Girls	Mrs. Shubhada Deshpande	Mrs. Nidhi Lele	Mrs. Prajakta Khedkar	Mrs. Kirti Gadge
Volleyball	Boys	Mr. Atul Shintre	Ms. Varsha Suralkar	Mr. Shankar Mane	Mr. Yogesh Jadhav
Throw ball	Girls	Ms. Supriya Chaudhary	Mrs. Priya Gupta	Ms. Harsha Sanap	Mrs. Dhanashree Konure
Kabaddi	Boys	Mr. Rajesh Morey	Mr. V.N. Alone	Mr. Kushal Ghadge	Mr. Jaysing Shinde , Mr. Sanjay Attarade , Ms. Prachi Waingankar
Tug of War	Boys	<del>Mr. Pradip Mane</del>	Mr. Kishore Keswani		
	Girls	Ms. Smruti Fatil	Mrs. Anjali Pansare	Mrs. Archana Salaskar	
Badminton	Boys	Mrs. Vijaya Jadhav	Mr. Kiranbabu Maddala	Mr. Amol Nikam	
	Girls	Mrs. Mythrayee	Mrs. Kavita Wagh	Ms. Priyanka Shende	




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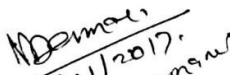


Games		
Carom & Chess	Mrs. Manorama Tiwari , Mrs. Jayashree Pawar	Mr. Laxman Bolke
Table Tennis	Mrs. Sailakshmi K, Mr. Mahendra E. Pawar, Mr. Vinayak Shidruk	


  
Mr. Rajiv Tawde  
Sports Incharge, PVPPCOE

  
Dr. Alim Shaikh  
Principal, PVPPCOE

  
13/01/17.  
(Ashu Pawar)

  
13/01/2017.  
(M. Manoj)  
M.A. Deussen  
HOD IT.

  
13/01/17  
N. D. Zele (HOD Elex)

  
11/6/17  
HOD EXTC.  
(Prachi Godhale)



# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING



## COUNCIL DISCIPLINARY COMMITTEE

<u>SR. NO</u>	<u>EVENTS</u>	<u>GIRLS</u>	<u>BOYS</u>
1	CRICKET	SayliNikalje	NitinPradhan
2	FOOTBALL	RutujaPatade	SiddharthDhayavarishetty
3	BASKETBALL	Ariba Khan	VikasYadav
4	VOLLEYBALL	Ulka Lobo	Shariq Khan
5	THROWBALL	ArtiSawant	AakashLandge
6	CARROM	Shrishti Singh	AnandYadav
7	CHESS		
8	TABLE TENNIS		DhirajSahu
9	KABADDI		AkashKharvi
10	TUG OF WAR		Ajay Wahi



## RULES & REGULATIONS

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The PadmabhushanVasantdadaPatilPratishthan's College of Engineering is organizing its annual Sports festival “SPORTIVO” 2016-2017 from 21<sup>st</sup>-25<sup>th</sup> January, 2017.

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 18<sup>th</sup> January, 2017 (last date). All the CLASS REPRESENTATIVES are requested to collect these lists for their respective class.
3. ONLY “ON ROLL” students for academic year 2016-2017 are allowed to participate.





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4. Players ID card will be checked prior to every match by the faculty incharge along with the studenthead 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 students have the right to raise any question regarding the match draws.



# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING



## IMPORTANT RULES:

NO PROVISIONAL OR DROPOUTS ARE ALLOWED TO PLAY FROM SEMI-FINALS.

IF FOUND SO, THE TEAM WILL BE DISQUALIFIED IMMEDIATELY AND THE OPPOSITE TEAM WILL BE QUALIFIED FURTHER.



## REGISTRATION REQUIREMENTS

SR NO	EVENT	SQUARD+ SUBS (BOYS)	SQUARD+SUBS (GIRLS)	NO. of ENTRIES/CLASSES
1.	CRICKET	11+4	8+3	1 TEAM
2.	FOOTBALL	5+3	5+3	1 TEAM
3.	VOLLEYBALL	6+3	N/A	1 TEAM
4.	THROWBALL	N/A	7+3	1 TEAM
5.	BASKETBALL	5+3	3+2	1 TEAM
6.	TUG-OF-WAR	400-450 KG	350-400 KG	1 TEAM
7.	KABADDI	7+5	N/A	1 TEAM
8.	TABLE TENNIS [S]	1	1	1 PLAYER
	TABLE TENNIS [D]	2	2	1 TEAM OF 2 PLAYERS
9.	CARROM [S]	1	1	1 PLAYER
	CARROM [D]	2	2	1 TEAM OF 2 PLAYERS
10.	CHESS [S]	1	1	1 PLAYER

\*[S]: SINGLES; \*[D]: DOUBLES

## 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:**

1. The bowler's front foot lands on or in front of the popping crease (the front line of the batting crease).
  - a. A full toss - a ball which does not bounce - from a seam bowler reaches the batsman at waist height.
2. The bowler does not notify 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.



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- 3.If the wicketkeeper encroaches beyond the stumps before the ball has been struck by the batsman or has passed the stumps.
4. More than two fielders are positioned on the leg side behind square.
- 5.If a fielder is present in the line of sight of stumps.
- 6.The umpire will call a wide ball if the bowler bounces the ball above batsman's head.**
7. In case of a tie, toss will decide super over.
8. No one is allowed to wear metal spike shoes.
9. 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.
10. Boys:-A team should bowl their 5 overs (2, 1, 1, 1) within 30 (5 minutes grace will be provided).
11. Girls:- A team should bowl their 3 overs (1, 1, 1) within 20 (5 minutes grace will be provided).
12. Net Run rate based on runs and overs, penalty will be imposed for slow over rate on bowling team.
13. If there are two bounces on the pitch before batsman hits the ball, it will be considered as a dead ball.(only for girls).
14. Wicketkeeper must inform the leg umpire whether he is close keeping or back keeping.

## FOOTBALL

### RULES & REGULATION:-

1. No. of players are 5+3 subs (1+4 outfield).
2. Rolling substitutions are allowed.
3. 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.
4. 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.
5. Method of Scoring : The ball crosses the goal line inside the goal mouth.
6. Fouls/Misconduct\_ These are many and varied; broadly speaking it is an offence to use excessive force whilst



playing the game either deliberately or intentionally 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 offences resulting in the player being sent off. Two yellow cards are equivalent to one red card.

7. 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.
8. 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

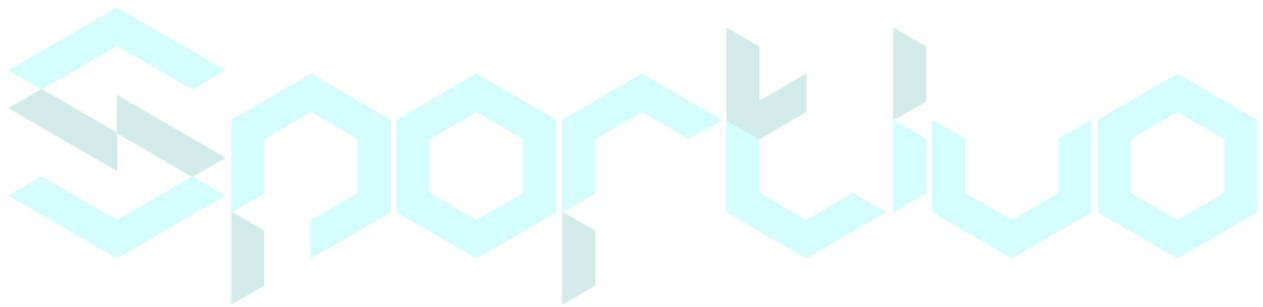


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scored.

9. 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.







## BASKETBALL

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). Boys: Full court Girls: Half court
3. All the university rules are applicable.
4. 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.
5. 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.
6. 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).
7. 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.
8. A player is disqualified and removed from play after 5 personal fouls (6 in the NBA).
9. Some personal fouls include:
  1. Holding, pushing, tipping, or charging
  2. Contact with a shooting player
  3. Rough play



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10. A player fouled while shooting is awarded 2 free throws if the shot misses.
11. If the fouled offensive player is not shooting, the team gets possession out-of-bounds nearest where the foul occurred.
12. The defensive team gets possession of the ball when the offensive team commits the foul.
13. An intentional foul results in 2 free throws.
14. 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.
15. 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



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

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. Each team is allowed to total weight of – 400-450(boys) and 350-400 (girls).
6. The players will be weighed using a weighing machine and when the sum of weights rounds up to the max. limit, only that many players will be allowed to play for that team.
7. First team to pull mid-rope marker 6ft. beyond midline is the winner.
8. Direction of pull will be decided by a coin toss.
9. Starting cues: “Take the strain” (teams pick up rope, prepare) “Ready, Set, PULL!” (Pull begins).
10. Jerking is not allowed, for the first time warning will be given and from the second time will be disqualification.



## KABADDI :

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.



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- 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.
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.



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- 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 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.



# PADMABHUSHAN VASANTDADA PATIL PRATISHTHAN'S COLLEGE OF ENGINEERING



- 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.
- The Raid is allowed to continue.
  - 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
- 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
- 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:
    - 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.
    - 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.
    - 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.
    - 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 anti/s
- 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.



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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.

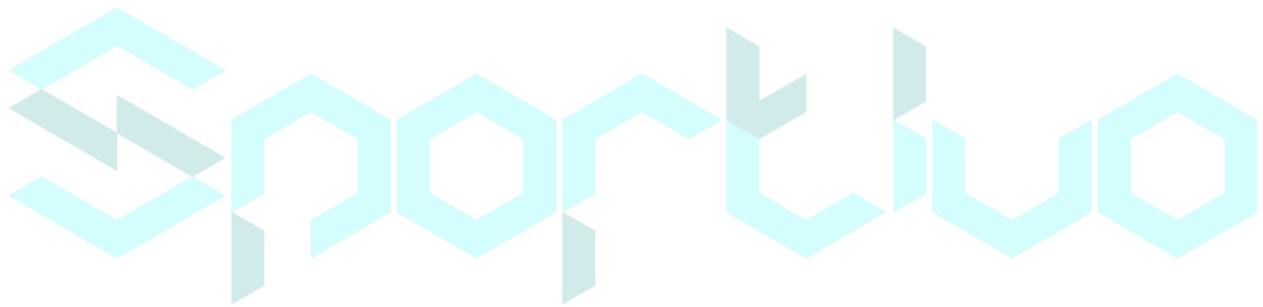
## Throw ball:

1. The teams draw lots using a coin. The winner of the draw has the right to choose either a side or first service.
2. In case the winner of the draw chooses first service the opposite team chooses sides.
3. Each Team Should Consist Of Seven (7) Players At Time Of Play.
4. The Team Shall Consist Of 7 Active Players And 3 Substitutes.
5. 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.
6. Any Ball To Be Released Should Be Released From Above The Shoulder/Shoulder-Line Only.
7. The Ball Has To Be Caught With Both The Hands And Returned In One Hand Only.





- 5 Substitutions Are Allowed For Each Set.



## **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.
2. Each player sits on his/her side of the board and be allowed to only strike from that side.



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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.
  - \* 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,



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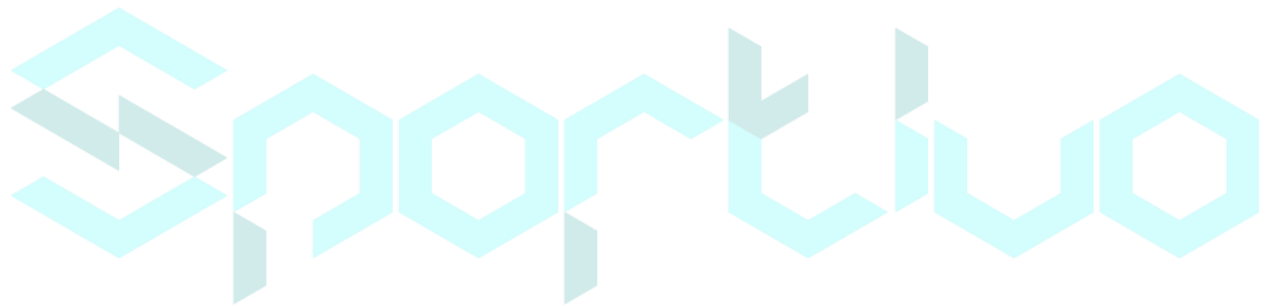
You lose the board and three points.

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

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

1. A game of table tennis is played up to 11 points.
2. The one to win by toss or other method will have 2 choices:1. Choose who serves 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 and 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

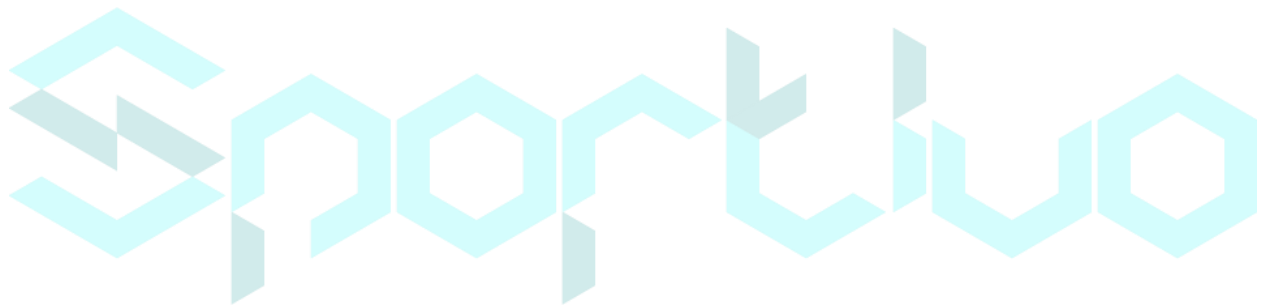
touches the net and does not bounce on your opponent's side of the table, the server loses the point.

- -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.
3. 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.
  4. 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.
  5. -If you allow the ball to bounce more than once on your side of the table at any time, you lose the point.
  6. -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.
  7. -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.
  8. 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.
  9. 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.

10.-A player loses a point if he:

- 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)
- . 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
- Hits the ball out of turn when playing doubles



## **CHES:**

1. 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 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.

2. 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.
3. 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 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.
4. 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 I can only get to half the squares on the board. The bishop's value is 3.

5. 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.
  6. 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.
  7. King (K): The most important piece on the board is the King. The king can move one randomly 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
  8. The game will be played using timers. Each player will be provided with a timer and after playing their move, the player is supposed to set the timer for their opponent. So that each player gets one minute for each move and the game isn't extended unnecessarily.
- 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 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 cannot escape check losing. The first player to get the opponent's king wins; if white checkmates black then 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 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 or into check. He cannot move through a square threatened by an enemy piece.

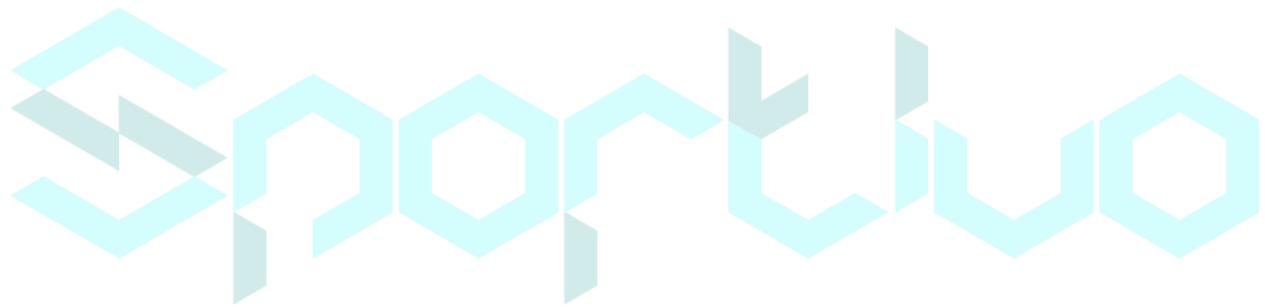
- **Capturing en passant:** en passant is a special way a pawn can capture another pawn. It is French for "in passing," which is helpful to know because the rule applies to a pawn which has just moved up two spaces, skipping over the square



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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 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 of capturing the white c-pawn. The black pawn moves to c3 & 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.





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## SAMPLE CERTIFICATE





## 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.



## STRENGTHS OF SPORTIVO 2017

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

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.



## SOME MEMORABLE MOMENTS

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Sports



