



**MAHARASHTRA NATIONAL LAW UNIVERSITY
NAGPUR**



RULEBOOK

GENERAL RULES

1. Definitions

- (i) “Participants” means participants of this fest.
- (ii) “Referees” are unbiased and professionals
- (iii) “Venues” specific venues (4 venues)
- (iv) “IAAF” International Athletics Association Federation
- (v) “FIBA” Federal International Basketball Association
- (vi) “IBSF” International Billiards and Snooker Federation

2. Each participant can take part in a maximum of 3 formal events excluding athletics.

3. Every team is expected to report to their respective match venues at least 10 minutes prior to their match.

4. Walkout by any team, in any event, is not allowed.

5. The decision of the referees/umpires shall be final and binding. Any kind of dissent with the referees’ decision will not be tolerated. Use of abusive language directed towards the referees/umpires will result in immediate disqualification of the team from the event.

6. We expect all participants to maintain decorum in all sporting arenas, the University campus, the place of accommodation and other related areas. Please note that an altercation may result in the disqualification of the participating institution from the event. Further, please note that in the event any damage to property is caused at the place of accommodation by any team, such team staying

at the above-mentioned accommodation will be solely responsible to compensate the hotel for the damage caused.

7. The Committee Members reserve the right to change the format or rules as may be necessary.

They shall also be the final interpreter(s) of the Official Rulebook.

8. The Fixtures will be strictly followed. No request for any changes whatsoever shall be entertained.

9. If less than 4 entries are received for a particular sport then that event would be cancelled.



ATHLETICS

GENERAL RULES

- The events shall be conducted according to the rules of the IAAF.
- 100m, 200m, 400m, 4x100m (Relay) and Shotput are the events which will be conducted.
- All events are for both men and women.
- In the 4x100m Relay, only one team of four athletes can be entered from each college.
- Each participant can take part in a maximum of 2 events, plus the 4x100m relay.
- Only 2 athletes/teams per college will be allowed to take part in a single event.

TRACK EVENTS

- 100m, 200m, 400m and 4x100m are the track events.

Rounds and Heats

- In case the number of participants in the track events is too large to allow the competition to be conducted satisfactorily in a single round, preliminary rounds shall be conducted and only those qualifying will be eligible to compete in the final round. To reiterate the same, where preliminary rounds are held, all athletes must compete in them to qualify for the final round.

Foul Start

- In every race, a foul start will result in the immediate disqualification from the event as per the 'one-strike rule' of the IAAF.

Obstruction

- Any competing athlete who jostles or obstructs another athlete, so as to impede his progress, shall be liable to disqualification from that event.

Lane Infringement

- In all races, each athlete shall keep within his allocated lane from start to finish. This shall also apply to any portion of a race run in lanes.

Relay and Baton exchange

- One foul start is allowed per athlete, after which the race will be restarted. A subsequent foul start will result in disqualification of the athlete from that particular race. There will be an exchange zone within which the baton has to be exchanged. Dropping the baton will not lead to disqualification.

SHOT PUT

Specifications

- The weight of the shot will be 4 kilograms for women and 7.260 kilograms for men.

Rules

- Upon calling the athlete's name, the athlete has sixty seconds to commence the throwing motion.
- The athlete may not wear gloves, however taping of individual fingers is allowed.
- The athlete must rest the shot close to the neck, and keep it tight to the neck throughout the motion.
- The shot must be released above the height of the shoulder, using only one hand.
- The athlete may touch the inside surface of the circle or stop board, but must not touch the top or outside of the circle or stop board, or the ground beyond the circle. Limbs may however extend over the lines of the circle in the air.
- The shot must land in the legal sector of the throwing area.
- The athlete must leave the throwing circle from the back.

Foul throws occur when an athlete:

- Does not pause within the circle before beginning the throwing motion.
- Allows the shot to drop below his/her shoulder or outside the vertical plane of his/her shoulder during the put.
- During the throwing motion, touches with any part of the body (including shoes) the top or ends of the stop board, the top of the iron ring, or anywhere outside the circle.
- Throws a shot which either falls outside the throwing sector or touches a sector line on the initial impact.
- Leaves the circle before the shot has landed.
- Does not leave from the rear half of the circle.



BADMINTON

EVENTS

- Men's Team
- Women's Team
- Mixed Doubles

TEAM CAPS AND COMPOSITION

- Only one team shall represent each participating college/university in Mixed Doubles.
- Only one team can be fielded from each participating institution in the team events.
- The minimum number of players to constitute a team has to be 2 and the maximum number is 4.

FORMAT

- Singles-doubles and if need be, reverse singles (played by the 2nd player who has not played the first singles event).
- The individual events shall be played according to a 'best of 3 sets' format, wherein each set shall be of 15 points.

GAME RULES

- A game shall be won by the side which first scores 15 points, except as provided in case of a deuce.
- If the score becomes 14-14, the side which gains a straight 2-point lead first, shall win that set.
- If the score becomes 20-20, the side scoring the twenty first point will win.
- The side winning a game shall serve first in the next game.
- The decision of the referee shall be final and binding on all players.

BASKETBALL

TEAM COMPOSITION

- Each team shall consist of no more than 10 team members entitled to play, including a captain. There shall be 5 playing on court and 5 substitutes on the bench.

RULES

- The official FIBA rules (Official Basketball Rules 2018, as approved By FIBA Central Board) shall apply to the basketball event at, so far as they do not conflict with the rules mentioned herein.

RESIDUARY POWERS

- Referees appointed to officiate a match shall give the final decision as to the interpretation of an official FIBA rule and the same is final and binding on all competing teams.
- Notwithstanding anything, the Sports Committee, inter alia, holds the right to determine the format of the competition, lay down the rules for participation in and disqualification from the Basketball event, rules governing the Basketball event, amend the Official FIBA rules, so far as they shall apply to the event, and the rules mentioned herein, as and when necessary in order to further the interest of the game of basketball and/or the spirit of.
- To clarify, in case of a conflict, the verdict of the Sports Committee shall prevail over that of the referees.

MISCELLANEOUS GUIDELINES

- The rules mentioned herein are general guidelines for the teams, are merely indicative and are subject to change as per the rules mentioned under the Residuary Powers.

- All matches shall be of 4 quarters of 10 minutes each (stopped clock for men and running time for women). Except semi-finals and finals wherein the quarter length will be 12 minutes each (stopped clock for men and running time for women).
- All teams are responsible to find out the time of their match (“scheduled time”) from the registration desk or the Sports-in charge and are to report for the same at least 15 minutes before the scheduled time.
- Teams are requested to strictly adhere to Article 3 of the official FIBA rules (“Equipment”), and the referees may disallow a player from playing a match till such time as the required compliance is made.
- Further, in view of the spirit of the game of Basketball and the standard of conduct expected at, all teams and team members are to be courteous and respectful to all other teams, other team members, fellow participants, viewers, referees and others, during match timings and otherwise. The Sports Committee may take steps to penalize teams, as required, for the same Rules.

General Rules regarding Substitution, violations, fouls etc. Will be the same as the BFI rules.

CARRROM

GENERAL RULES

- Member per college - 2 i.e. a team consisting two members.
- There shall be a toss by the referee at the commencement of each match. The toss shall be by spin of coin or by means of calling the Carrrommen. The either player/pair, winning the toss, shall have the choice of side or the option to strike first. If the winner decides to have the choice of side, he shall communicate the same to the referee, who shall instruct the loser to sit first.
- Both the players are supposed to play their matches individually.
- The individual matches will be of "BEST OF THREE".
- If both the individual players of the same team win their individual matches, they will qualify for the next round.
- If one of them loses the match and the other wins in their individual game, this will lead to the team match event, i.e. two-on-two.
- The winner of that match will qualify for the next level.
- Player has to call the foul and let the referee know about the same.
- The rules will be instructed by the referee at the time of the event.

CHESS



GENERAL RULES

- The mode of participation is team entry.
- The team shall be made up of 2 members.
- The tournament shall follow the general RULES.
- This will be a clocked tournament and each player will be given 20 minutes to play the round.
- The Chess Tournament Director has the power to modify the RULES and regulations of the tournament as he deems fit and appropriate as well as the Committee Member could do the same.
- In case of a team tie, a tie breaker shall be held, where the captains of each team play each other in 1 round of blitz chess. In case of a further tie, a single and final round of bullet chess will be played by the captains.
- The decision of the arbiter is binding and final.

CRICKET

GENERAL RULES

- The squads for this event will comprise of a total of 15 players and the playing 11 that will feature in the match will have to be declared and submitted to the sports in charge before the toss in each match.
- The tentative number of overs for the group stage will be 8 and for the knockout matches it will be 12 overs. If any unforeseeable circumstances arise, the officials will convey to the participating teams the change in the number of overs before the start of the match.
- The guidelines for maintaining the prescribed over-rate will be issued before every stage and strict adherence to these guidelines is required, otherwise penalty resulting in the adjustment of the target to be chased or number of allotted overs will be imposed on the team violating the time limit.
- The matches will take place with Hard Tennis Balls. Other equipment such as Cricket Bats, Batting Gloves, Wicket Keeping Gloves etc. are required to be taken care of by the participating teams and the same will not be provided by the organizers.
- The decisions made by the match officials will be binding. In case of any dispute the sports in charge will settle the dispute taking into account the rules laid down by the International Cricket Council and the latest amendments to the rules of cricket.
- The mandatory power play will be for 2 overs and 4 overs in an 8 over and 12 over match, respectively. The fielding side can position a maximum of 2 fielders outside the inner circle in the mandatory power play, and after the end of the power play, the team will have to position at least 4 fielders inside the inner circle at all times.

- No player shall wear shorts on the field of play. Adherence to the dress code (T-shirt and trousers) is mandatory.
- Leg before wicket is not a mode of dismissal in the tournament.
- In case of a tie, super over will be conducted to decide the winner of the match. The standard rules for super over will apply.





FOOTBALL

TEAM COMPOSITION

- Each team may comprise of a maximum of 15 players where 11 players will be on-field players and 4 will be substitutes.

DURATION OF THE GAME

- There will be 2 halves of 20 minutes each. The Final match will be of 25 minutes per half. Any added time would be as per the discretion of the referee. If the match ends in a draw, each team will get 1 point each and no penalty shootout will take place. In knockout matches, penalty shootout will be used to decide the winner in the event of a draw.

GENERAL RULES

- The relevant FIFA rules of football apply subject to the rules mentioned herein.
- Yellow cards do not carry over to the next match.
- A straight red card would include a player missing the remainder of the match in which he receives the red card as well as the next game if his team progresses to the next round. Appeals and subsequently the final decision will lie with the Sports Committee.

POOL

FORMAT

- “Best of 3” - A set of 3 frames would be played between two players on every stage to determine the winner.
- Only 2 players from each college are allowed to participate in this event.
- Eight Ball is played with 15 numbered object balls and the cue ball. The shooter’s group of 7 balls (one through seven or nine through fifteen) must all be off the table before he attempts to pocket the eight ball to win. Shots for eighth ball are called.

GENERAL RULES

- Determining First Break: The player winning the toss has the option to determine who has to execute the first break shot. The standard format is alternate break.
- Eight Ball Rack: The 15 object balls are racked as tightly as possible in a triangle, with the apex ball on the foot spot and the eight ball in the middle of the triangle. 1 from each group of 7 will be on the 2 lower corners of the triangle. The other balls are placed in the triangle without purposeful or intentional pattern.

BREAKING

A coin toss usually determines which player should break. In subsequent games, players will normally alternate breaking. To make a legal break, the breaker must strike the cue ball from behind the headstrong (the line at the top of the

table) and either pot a ball, or, drive at least four balls to the cushion. Failing to do so is a foul and the opposing player has three options:

1. Accept the given position and take a shot;
2. Re-rack the balls and break; or
3. Offer his opponent the opportunity to break again.

If the 8-ball is pocketed on the break, the player who has done the break wins that frame.

OPEN TABLE

In pool, the table is open whenever the choice of ball group (solid or stripes) has yet to be determined. During open play, it is legal to strike a ball from either group first. Contrary to common belief, the table always remains open after a legal break regardless of whether balls were potted from one or both groups. A player determines his group when he legally pockets a called object ball after the break shot

SCRATCHING

A player scratches when he hits the cue ball or an opponent's ball into a pocket, fails to hit any ball at all, or makes an illegal contact with the 8-ball. Knocking the cue ball off the table is also a scratch. When a player scratches he loses his turn and control of the table shifts to his opponent. If a player scratches on a legal break shot then all pocketed balls remain pocketed (exception: 8-ball), he is deemed to have fouled, and the table is open to the incoming player.

LEGAL SHOT

To make a legal shot the shooter must hit one of his group balls first and either:

1. Pocket a ball
2. Cause the cue ball or a numbered ball to contact a cushion.

Failure to meet these requirements is a foul. A player is permitted to continue shooting until he fails to legally pocket a ball from his group.

ILLEGALLY POCKETED BALLS

A ball is illegally pocketed if it is pocketed on the same shot as a foul or a called ball did not go into the designated pocket. All illegally pocketed balls remain pocketed.

WINNING & LOSING THE GAME

A player wins the game when all of his group balls have been pocketed and he legally pockets the black 8-ball. When playing the 8-ball, a scratch or foul does not constitute a loss of game. A player loses the game if he commits any of the following infraction:

1. Fouls when pocketing the 8-ball
2. Pockets the 8-ball as part of a combination shot
3. Jumps the 8-ball off the table
4. Pockets the 8-ball in a non-designated pocket
5. Pockets the 8-ball when it is not the legal object ball

OTHER RULES

Players must call the pocket when potting to determine their grouping or potting the 8-ball to win the game. Players are permitted to make combination shots. Three consecutive fouls by one player constitute a loss of game in 8-ball pool.

SNOOKER

- There will be 3 sets in a single match, which would be a knockout tournament.
- Each team would be consisting of 2 players.
- Any further changes could be done according to the referee and the Committee according to the participation of the team, the referee's decision would be the final call.

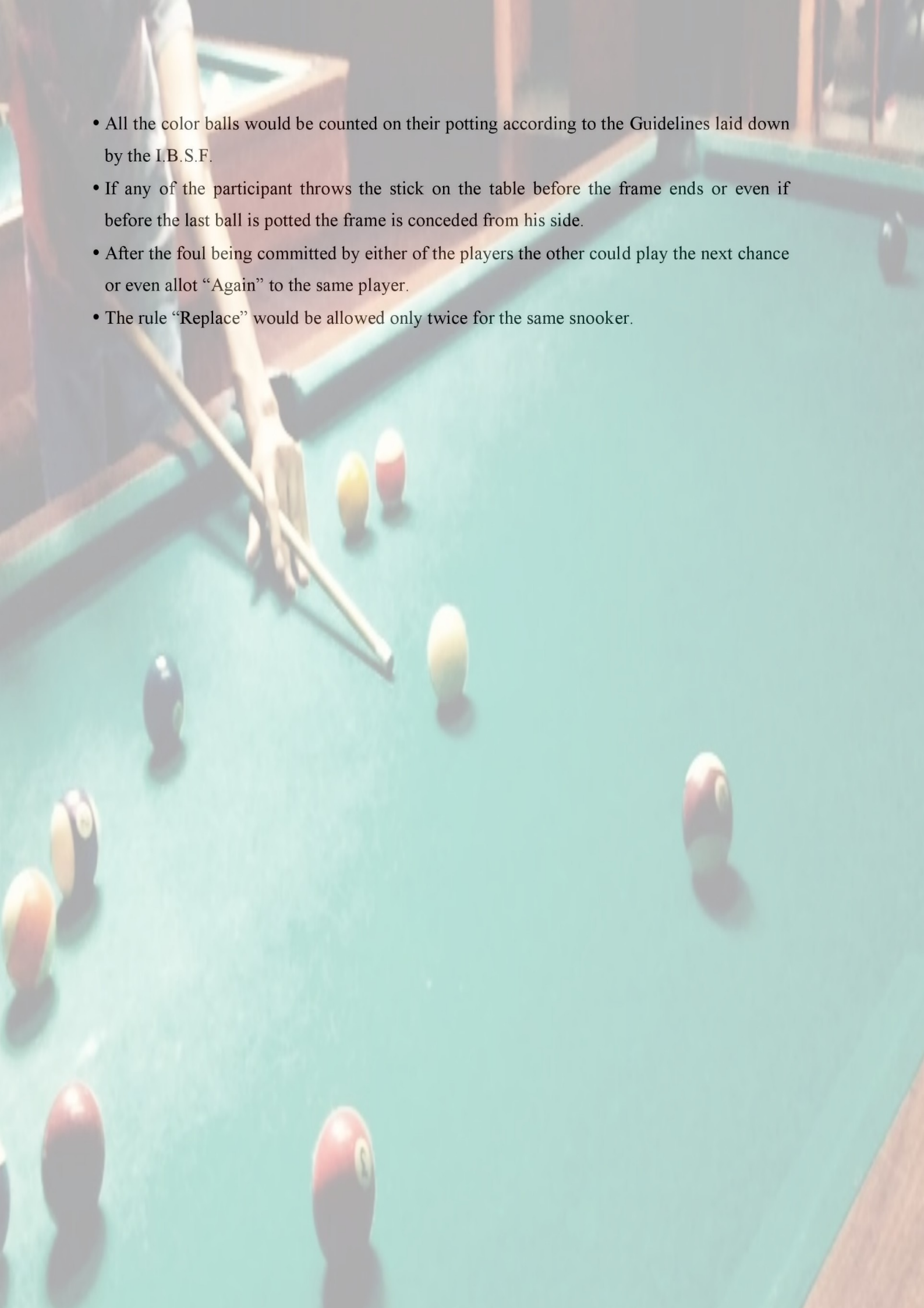
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- A photograph of a snooker table with a green felt top. A person's hands are visible, holding a wooden cue stick. Several snooker balls are scattered across the table, including a white cue ball, a yellow ball, a red ball, and a black ball. The background is slightly blurred, showing the wooden frame of the table and some furniture.
- All the color balls would be counted on their potting according to the Guidelines laid down by the I.B.S.F.
 - If any of the participant throws the stick on the table before the frame ends or even if before the last ball is potted the frame is conceded from his side.
 - After the foul being committed by either of the players the other could play the next chance or even allot “Again” to the same player.
 - The rule “Replace” would be allowed only twice for the same snooker.

TABLE TENNIS

RULES

- There will be men's and women's team event.
- The teams in the team event will consist of two players each.
- The team event will consist of two singles, one doubles, that is, the team event will be a best of 3 event.
- Each individual match in the team event will be a best of 3 match.
- No player shall be allowed to change the racquet or the rubber of the racquet during the match.
- All the standard rules of table tennis will be followed during the match.

THROW BALL

GENERAL RULES

- Each team shall consist of 7 active players and a maximum of 5 substitutes.
- The match will be played for a best of 3 sets for 15 points in each set with rally score.
- The winning team of every game will advance to the next round, the losing team stands knocked out. This format shall continue till the finals.
- The players should be in proper sports gear.

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VOLLEY BALL

GENERAL RULES

- Team must consist of neither more than 12 players nor less than 6 players.
- Team list must be submitted before the match starts.
- No player would be allowed to play apart from the players mentioned in the team list.
- All the matches would be played “with rotation”.
- Rest of the rules regarding service, faults etc. would be clarified before the match starts.
- All the teams must seek the clarifications before the match starts.
- Referee’s decision would be the final.
- In the case of any ambiguity the Sports Committee would be consulted with. The referee’s and no other team would be allowed to do so and the Referee’s clarifications would be binding.
- No further arguments would be entertained and that would qualify as misconduct.
- Referees may give a decision against a team on the grounds of misconduct

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