CSIT SPORTS FEST 2025

CSIT
Department of Computer Science And IT
NED University of Engineering & Technology

MODULE RULES

CRICKET

01

1. <u>Team Composition</u>

· Each team **must consist of 11 players**.

· **No shuffling or substitution** of players is allowed during the match.

· Teams must **arrive 15 minutes before** their scheduled match; failure to do so may result in a **walkover** (forfeit).

2. <u>Match Format</u>

· Each match will consist of **5 overs per innings**.

· In case of a tie, a **Super Over** will determine the winner.

· **Bowling restrictions:**

  o One bowler can bowl **a maximum of 2 overs**.

  o All other bowlers can bowl **a maximum of 1 over each**.

· The **declaration of overs** is **not allowed**; once a bowler starts an over, they **must complete it**.

· **Declaration of batsmen** is allowed.

3. Equipment Rules

· Each team **must bring their own bats**.

· **Sharing of bats between teams is strictly prohibited**.

· Only **tape balls** provided by the organizers will be used for matches.

4. Umpiring & Discipline

· The **umpire's decision is final** and must be accepted without dispute.

· **Disqualification Rules:**

  o Any **verbal or physical altercation** with coordinators, umpires, cricket module faculty head (**Sir. Karim Kazi**) or the opposing team will result in the **entire team's disqualification** from the tournament.

5. Code of Conduct

· Players must **respect the spirit of the game** and maintain sportsmanship at all times.

· Any form of **misconduct, abuse, or violation of rules** will lead to disciplinary action.

· Players must be in their **batch colours** and in **proper shoes** (slippers, Sandals etc) are not allowed.

FOOTBALL

02

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1. General Rules:

- The tournament follows FIFA's standard 11-a-side football rules, with modifications for time and substitutions.

- Each match will have two halves of 20 minutes each, with a 5 minute halftime break.

- In case of a draw in the knockout rounds, the match will proceed to penalties.

- All players must wear appropriate football attire, including shin guards.

2. Team Composition:

- Each team must have a maximum of 11 players on the field, including the goalkeeper.

- A team can register up to 15 players, including substitutes.

- A minimum of 7 players is required to start a match.

3. Substitutions:

- A team can make up to 4 substitutions per match.

- A substituted player cannot re-enter the game.

- Substitutions must be made with the referee's approval.

4. Match Conduct:

- All players are expected to maintain sportsmanship and respect referees' decisions.

- Any form of misconduct, including violent conduct or dissent, will result in disciplinary action.

- Yellow and red cards will be enforced as per FIFA regulations.

5. Offside Rule:

- The offside rule is in effect and will be enforced by the referees.

6. Fouls and Misconduct:

- Slide tackles from behind, dangerous play, and unsporting behaviour will result in free kicks or disciplinary action.

- A red card will result in the player being sent off and missing the next match.

7. Free Kicks & Penalties:

- Direct and indirect free kicks will be awarded based on the nature of the foul.

- Penalty kicks will be taken from the designated penalty spot.

8. Referees & Decisions:

- The referee's decision is final and must be respected at all times.

- Any protest against referee decisions will be resulting a disqualification .

9. Safety & Fair Play:

- Players with any injuries must seek medical attention before returning to play.

- Rough or reckless play will not be tolerated.

10. Disqualification & Walkovers:

- A team failing to show up within 10 minutes of the scheduled time will forfeit the match.

- A team found guilty of fielding an ineligible player will be disqualified.

11. Miscellaneous:

- Any rule changes or additional instructions will be communicated by the organizing committee.

- A team must only wear their respective batch colours as assigned by organization.

THROWBALL

03

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1. General Rules

- The match is played for the best of 2 sets for 15 points in each set with a rally score, in case of a tie, a tiebreaker set will be played.
- The players have to catch the ball with both hands and return it with one hand only.

2. Serving:

- Players should serve the ball from the service zone.
- The server must release the ball from above the shoulder line
- The server cannot cross the end line until the ball crosses the net
- The server must serve within five seconds of the whistle
- The serve ball cannot touch the net
- Players rotate in a “Z” pattern following a change in serve

3. Rallying:

- The ball must be caught with both hands simultaneously
- If the player's ball has fallen on the box line or in the dead zone, then it is regarded as a foul.
- Any ball that has been caught during the rally is to be released within 3 seconds.
- Body touch is not allowed
- The players have to stay in a 2-3-2 position at the time of service.
- Two players cannot catch the ball simultaneously
- The ball can touch the net during a rally

4. Fouls:

- The service ball touching the net
- Taking more than three steps while holding the ball
- Holding the ball for more than three seconds
- Not performing rotation timely

5.Time-outs:

- Each team is allowed two 30-second time-outs per set.

BADMINTON (MALE & FEMALE)

04

1. General Rules:

- Matches are played as doubles (2 vs 2).
- Each game is played to 21 points or a maximum of 30 minutes (with a 2-point advantage required to win)
- For a serve to be valid, it must cross the court.
- Verbal warning for minor infractions.
- Point loss for serious misconduct.
- Disqualification for extreme misconduct (e.g., verbal abuse, unsportsmanlike behavior).
- The first serve will be decided by a coin toss. If a team drops the shuttle during the game the opposing team will be awarded the serve.
- For every person participating, it is mandatory that they follow their respective batch colour assigned. Person who does not appear in the assigned clothing would not be allowed to play.

2.Dos:

- Keep both feet stationary and inside the service court while serving.
- Ensure the shuttlecock crosses the court on a valid serve.

3.Don'ts:

- Do not hit the shuttle twice in succession.
- Do not touch the net with your racket or body while playing.
- Do not carry or rest the shuttlecock on the racquet.
- Do not go near the net at all.

4.Service Faults (Penalty: Loss of Serve & Opponent Gains a Point):

- Do not strike the shuttle above waist level during a serve.
- Do not keep your feet outside the service court while serving.
- Do not hit the shuttle outside the court boundaries and outside the opponent's reach.

5.Rally Faults (Penalty: Opponent Gains a Point):

- Do not let the shuttle land outside the court lines.
- Do not hit the shuttle in a way that it doesn't cross the net.
- Do not hit the shuttle twice in succession.
- Do not obstruct or distract the opponent.
- Do not touch the net with your body or racket. (Severe cases may lead to a warning or penalty card.)

100M RACE (FEMALE)

05

1. Participation & Eligibility:

- Each runner must report **15 minutes before** their race for a warm-up and final check-in.
- A runner **failing to report on time** will be **disqualified**.

2. Race Format:

- The race will be conducted on a **100-meter straight track**.
- Each participant will be assigned a **dedicated lane**, and **lane-changing is strictly prohibited**.
- The winner is the first athlete to **completely cross the finish line**.

3. Starting Rules:

- All runners must be in the **ready position** before the starter's signal.
- The race will begin with the command:
  - **"On your marks"** – Runners take their positions.
  - **"Set"** – Runners get ready to sprint.
  - **Whistle** – The race begins.
- **False Start Rule:**
  - If a runner **starts before the signal**, it will be considered a **false start**.
  - A runner committing **two false starts** will be **disqualified**.

4. Race Conduct & Disqualification:

- **Pushing, blocking, or obstructing** another runner will lead to **immediate disqualification**.
- Runners **must stay in their designated lanes** throughout the race.
- Any act of **unsportsmanlike behaviour** will lead to disqualification.

5. Timing & Results:

- The **finish line judge's decision will be final**.

6. Tie-Breaking Rule:

- In case of a draw, officials will decide the winner based on visual judgment. If still unclear, a rerun may be conducted.

7. Code of Conduct:

- All participants must show **sportsmanship and respect** towards officials and competitors.
- Any form of **verbal abuse, protest, or argument** with coordinators or opponents may lead to **disqualification**.
- The **organizers' decision will be final** in case of any disputes.
- Only race officials are allowed near the track during the event
- Any athlete found cheating or violating rules will be disqualified

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E-SPORTS

06

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1. Rules:

- If any damage to the Console, it's controllers or the screens being used is occurred, the one causing the damage will be responsible for bearing the fine.
- In case of any aggression of bad mouthing towards anyone, participant will be immediately disqualified and will bear the consequences.

SCAVENGER HUNT

07

1. Rules:

- All participants must carry a notebook with them at all times.
- The use of GPT and calculators is permitted.
- A clue will only be given if all team members are present.
- Any misconduct towards module coordinators, volunteers or event heads will result in immediate disqualification.
- Cheating or discussing clues and answers with other teams is strictly prohibited.
- Each team is allowed a maximum of two hints throughout the game, which can be used at any time.
- Each team must complete the hunt within the given time frame. Exceeding the time limit may result in penalties or disqualification.
- Participants must not damage or disturb any property, objects, or people while searching for clues.
- Teams must stay together throughout the hunt; splitting up is not allowed.
- Hints can only be requested from designated coordinators or volunteers. Misuse of hints (e.g., asking for extra hints) will not be entertained.
- Any disputes or issues must be addressed to the event organizers, whose decisions will be final.
- Teams cannot call or message outsiders for help with the clues.
- Some checkpoints may require participants to perform a task or final answer of a puzzle before receiving the next clue.
- The team that successfully finds all clues and reaches the final checkpoint, and answers the final answer correctly first will be declared the winner.
- Teams should not tamper with or hide clues to mislead other teams.
- If a team encounters a misplaced or missing clue, they must report it to the organizers immediately.
- Any physical conflict, aggressive behaviour, or disputes will lead to immediate disqualification.
- Teams must not damage or displace any public or private property while searching for clues.
- In case of any rule disputes or unclear situations, the decision of the event organizers is final and binding.
- If a participant feels unwell or an emergency occurs, the team must inform the organizers immediately.

TABLE TENNIS

08

1. General Rules:

- A game is played to 11 points, and a player must win by at least 2 points.
- Match will be a best of 3 games and follow the knockout format.
- Each player serves twice in a row, except when the score is tied at 10-10 ("deuce"), where the serve alternates every point.
- For serving, the ball must be struck behind the server's end of the table and must bounce once on the server's side and once on the receiver's side.
- In doubles, the serve must be diagonal from the right half of the server's side to the receiver's right half.
- A serve is replayed (let) if the ball touches the net but still lands in the correct service area. There is no limit on the number of let serves.
- Players change ends after each game. In the deciding game (e.g., game 3 in a best-of-3 match), players switch sides when one player reaches 5 points.

2.Doubles Rules:

- Players must alternate hitting the ball in a rally.
- Partners must switch receiving and serving roles after every two points.
- Players switch sides after every game.

3.Faults and Violations:

- Missing the ball completely when serving.
- Hitting the ball before it bounces on the receiving side.
- Letting the ball bounce twice on a player's side.
- Touching the table with a free hand or moving the table.