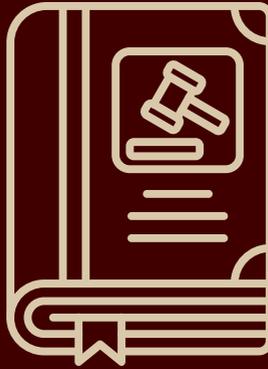




SPARDA'26

--THE SPORT WITHIN



RULE BOOK



SPORTS RULEBOOK

GENERAL TOURNAMENT REGULATIONS

- **Authority & Governance:** The tournament is governed by the Organizing Committee. All referees, umpires, arbiters, and technical officials appointed by the committee hold complete authority within the field of play.
- **Finality of Decisions:** Decisions made by match officials regarding rules, scoring, fouls, misconduct, and interpretations are final and binding.
- **Right to Amend:** The Organizing Committee reserves the right to modify schedules, formats, fixtures, and rules under exceptional circumstances.
- **Eligibility:** Only officially registered participants representing their institution/team are permitted to compete.
- **Identification:** Valid ID Tournament/Player ID must be produced upon request.



SPORTS RULEBOOK

GENERAL TOURNAMENT REGULATIONS

- **Walkover / Forfeit:** Failure to appear, incomplete team strength, or refusal to play may result in a walkover awarded to the opponent.
- **Conduct & Discipline:** All participants must uphold sportsmanship, discipline, and respect toward officials and opponents. **Prohibited Behavior** Abuse, violence, cheating, impersonation, match manipulation, and unsporting conduct are strictly prohibited.
- **Penalties:** Violations may result in warnings, point deductions, suspensions, match disqualification, or tournament disqualification.
- **Protests & Disputes:** Must be submitted in writing within the specified protest window along with valid evidence.
- **Reporting Time:** Participants must report within the designated reporting window. Late arrival beyond grace period may result in walkover or forfeiture.



SPORTS RULEBOOK

GENERAL TOURNAMENT REGULATIONS

- **Safety & Liability:** Participation is at the individual's own risk. Organizers are not liable for injuries sustained-during competition.
- **Equipment Compliance:** Unsafe or illegal equipment may lead to participation denial.
- **Uniform & Attire:** Proper sport-specific attire must be worn.
- **Fair Play:** All matches are conducted under principles of integrity and fairness.s



LEATHER CRICKET

- **Tournament Format:** League followed by knockouts.
- **Overs:** 12 / 16 / 20 overs depending on stage.
- **Bowling Restrictions:** Maximum overs per bowler enforced.
- **Power play:** Field restrictions apply.
- **LBW:** Applicable.
- **Ball Rules:** New ball per innings.
- **Replacement Ball:** At umpire discretion.
- **Substitutions:** Fielding substitutes allowed.
- **Batting/Bowling Substitute:** Restricted.
- **No-ball/Wide:** Extra run + extra delivery
- **Result:** Higher runs → Winner
- **Impact Player Rule** applicable



BASKETBALL

- **Players on Court: 5.**
- **Maximum Squad Size: 12.**
- **Match Structure: 4 quarters × 10 minutes.**
- **Intervals: Quarter breaks and halftime as scheduled.**
- **Fouls: Personal fouls recorded per player.**
- **Disqualification: 5 personal fouls → Player removed.**
- **Timeouts: Limited per half/game.**
- **Substitutions: Allowed during stoppage.**
- **Tie: Overtime periods until result.**
- **Technical Fouls: Penalized as per rules.**



FUTSAL

- **Offside:** Not applicable.
- **Substitutions:** Rolling substitutions allowed.
- **Match Duration:** Short halves.
- **Points:** Win (3), Draw (1).
- **Knockout Draw:** Penalty shootout.
- **Goalkeeper:** Hand use inside penalty area.
- **Ball Release:** Within allowed seconds.
- **Discipline:** Yellow/red cards.



VOLLEYBALL

- **Players:** 6 on court.
- **Squad Limit:** Maximum 12 players.
- **Substitutes:** Up to 6 allowed.
- **Match Format:** Best of 3 sets.
- **Scoring System:** Rally point system.
- **Set Points:** 25 points (Sets 1 & 2).
- **Deciding Set:** 15 points.
- **Winning Margin:** Minimum 2-point lead.
- **Rotation:** Mandatory after winning service.
- **Service Rule:** Must be behind end line.
- **Faults:** Foot fault / Net touch → Fault.
- **Tie:** Deciding set rules apply.



BADMINTON

- **Events:** Singles / Doubles / Mixed Doubles.
- **Match Format:** Best of 3 games.
- **Scoring:** Rally point scoring system.
- **Game Points:** Games played to 15 or 21 points as defined.
- **Winning Margin:** Minimum 2-point lead required.
- **Score Cap:** Game capped at 30 points.
- **Equipment:** Players must carry personal rackets.
- **Footwear:** Non-marking shoes compulsory.
- **Faults:** Net touch, double hit, shuttle outside boundary, foot faults.
- **Misconduct:** Delay, argument, or interference may attract penalties.



BOX CRICKET

- **Players: 7.**
- **Overs: 6 / 8 / 10.**
- **Pitch: Mat pitch mandatory.**
- **No-ball: Ball outside mat / waist-high delivery.**
- **Bowling: Circular arm action compulsory.**
- **Extras: Wide/No-ball → 1 run + ball.**
- **Free Hit: After no-ball.**
- **Tie: Super Over.**



KABADDI

- **Players: 7 on court.**
- **Match Duration: Two halves.**
- **Raid Limit: 30 seconds.**
- **Chant: Mandatory continuous chant.**
- **Scoring: Touch/tackle → 1 point.**
- **All-Out: Bonus points.**
- **Substitution: During breaks only.**
- **Tie: Extra raids.**



CHESS

- **Format: Rapid Knockout.**
- **Time Control: 10 min + 5 sec increment.**
- **Rules: FIDE Laws apply.**
- **Illegal Move: Time penalty / Loss.**
- **Draw: Armageddon tiebreak.**
- **Prohibited: Phones, electronics, assistance.**
- **Violation: Immediate loss.**



(BATTLEGROUNDS MOBILE INDIA)

- **Game Mode:** TPP Squad.
- **Server:** Asia.
- **Team Composition:** 4 main players. One substitute optional.
- **Substitution Rules:** Allowed only before match start.
- **Lobby Rules:** Room credentials shared prior to match. Players must join within allowed timeframe.
- **No Restart Policy:** No restarts for individual device or network issues.
- **Scoring System:** Placement points awarded based on final rank. Each kill awards 1 point.
- **Placement Points Structure:** 1st → 10, 2nd → 6, 3rd → 5, 4th → 4, 5th → 3, 6th → 2, 7-8 → 1.
- **Tiebreakers:** Placement points → Kill points → Highest match score → Chicken dinners.
- **Restart Conditions:** Only in case of server crash or match failure affecting majority.
- **Prohibited:** Teaming, hacking, exploiting glitches, toxic behavior.
- **Penalties:** Point deduction, match cancellation, or disqualification.