



Sofakis

**SPORTS AND
GAMING**

THE BALLER'S BRAWL

BASKETBALL



TEAM COMPOSITION

- Teams are allowed to have a maximum of 10 players on their roster. Five players on the court and five players on the bench.
- Team should remain constant throughout the event.

FORMAT

- Teams will be divided into two groups and they will compete within the group and the final two teams from the respective group will be playing the finals.
- A game consisting of four quarters will usually be 8 - 12 minutes in duration each quarter.

SCORING SYSTEM

There are three primary methods for scoring in basketball

- Free throws: earn a player one point.
- Two-point field goals: if a shot is successfully scored from inside of the three-point line, two points are awarded.
- Three-point field goals: if a shot is successfully scored from outside of the three-point line, three points are awarded.

Players can score 1, 2, 3 during a possession. Each free throw made counts as one point.

THE BALLER'S BRAWL

BASKETBALL

RULES AND REGULATIONS

- Players can only move the basketball around the court by dribbling or passing.
- The winner of the game is the team who scores the most points in their opponent's basket at the end of game time.
- The game starts with a jump ball in the center of the court with two opponents facing the direction of their opponent's basket.
- After an opponent scores, the opposition must pass the basketball in from behind the baseline.
- If a foul is whistled while an opponent is in the motion of shooting the basketball, the offensive player will receive free throws.
- If a shot attempted while being fouled is successful, the points for that shot count and they will be rewarded with only 1 additional free throw regardless of where on the floor the contact was made.
- On all non-shooting personal fouls, the team who was fouled receives the basketball at the closest point out-of-bounds from where the foul was made.
- If a team commits more than the legal number of fouls in a half or quarter, the player who was fouled will receive two free-throws for each additional foul.
- A player is 'fouled out' and must spend the rest of the game on the bench after they have accumulated 5 fouls throughout the duration of a game.
- Any player possessing the ball cannot stay inside the foul ring of the court with his back to the basket for more than three seconds.
- The official FIBA rules (Official Basketball Rules 2018, as approved by FIBA Central Board) shall apply to this event.
- The final authority will lie with the Organizing Committee.
- In view of the spirit of the game of basketball and the standard of conduct expected at the event, 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 Organizing Committee may take steps to penalize teams, as required, for the same.



THE BALLER'S BRAWL

BASKETBALL



SCORING RULES

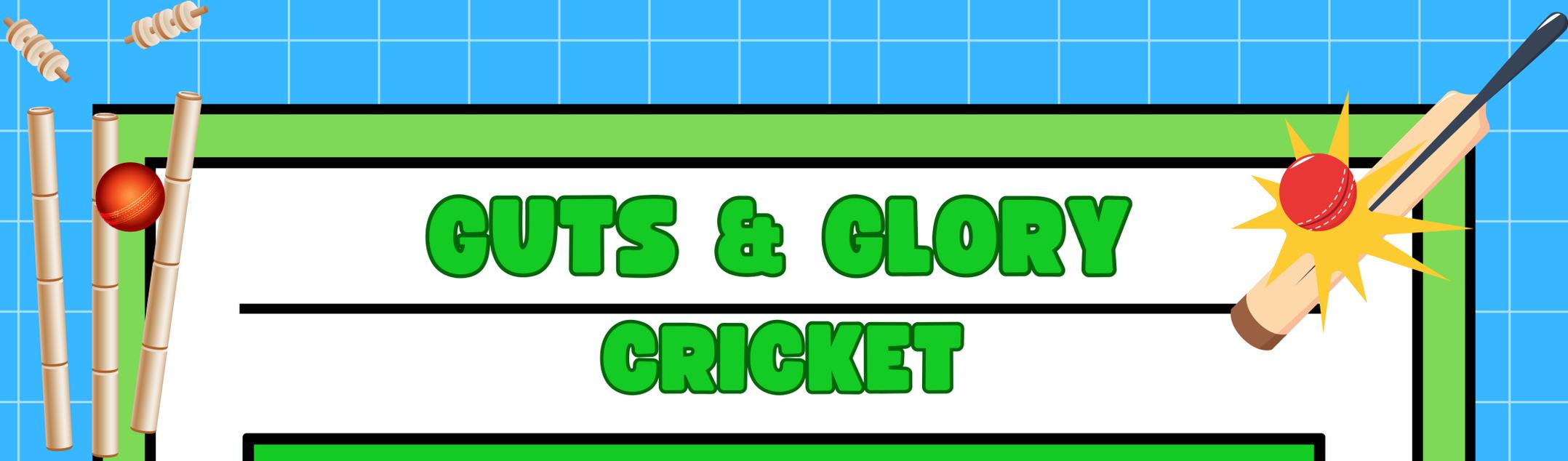
- Each free-throw is worth one point.
- Each field goal (midrange shot, layup, post move, etc) is worth two points.
- Each shot made from behind the three-point line is worth three points. (Note: If any part of the player's foot is on the three-point line when shooting, the shot will be worth 2 points.)

TIMEOUTS

- Each team is allowed to call two timeouts per half (these cannot be carried over from the first half to the second half).
- The duration of a single timeout is one minute.
- During a timeout, the coach can make substitution

REGISTRATION FEE

- Rupees 1000 per team.



CUTS & GLORY CRICKET

TEAM COMPOSITION

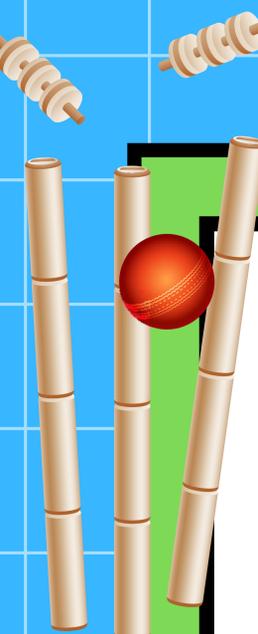
- A team shall consist of 6 active players and 2 substitutes players.
- Team should remain constant throughout the event.
- Player may be changed during match only upon sustaining an injury and umpires decision shall be final.
- No By-Runner shall be allowed in this tournament.

FORMAT

The event will be a two-day event where in the first day will be reserved for the team league or knockout matches depending on entries and the winners shall get the glory to play for the 2nd day which is completely for Semi-Finals and Finals.

RULES AND REGULATIONS

- The matches will be held at a turf. (Decathlon)
- The matches will consist of 6 overs with 3 bowlers bowling a maximum of 2 overs.
- The guidelines for maintaining the prescribed over-rate will be issued before every stage, and strict adherence to these guidelines is required. Otherwise, a penalty resulting in the adjustment of the target to be chased or the number of allotted overs will be imposed on the team violating the time limit.
- If a team consistently bowls at a slow over rate, failing to complete their innings



GUTS & GLORY

CRICKET

within the predetermined time frame communicated prior to the tournament, an over-rate penalty may be enforced by the umpire

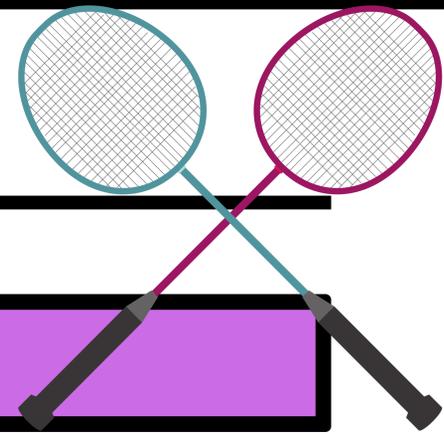
- No player shall wear shorts on the field of play. Adherence to the dress code (T-shirt and trousers) is mandatory.
- Scoring shall be done online on cricheroes or similar apps.
- Leg before wicket is not a mode of dismissal in the tournament.
- In case of a tie, a super-over will be conducted to decide the winner of the match. The standard rules for the super over will apply.
- Disputes between a player and the umpire, or a player and a player from the opponent team, will not be entertained. Umpires reserve the right to hand out penalties in such situations, ranging from requiring an additional player inside the 30-yard circle to immediate disqualification of the player or the entire team.
- Only the team captain has the authority to discuss any issues or disagreements with the umpires. The captain must approach the umpires in a respectful and calm manner to resolve the issue amicably. Players are not permitted to directly address the umpires or opposing players regarding any dispute.
- Team must report 30 minutes before the match. Late coming will not be entertained.

REGISTRATION FEES

- Each team fee shall be Rs. 2800.



BADMINTON



TEAM COMPOSITION

The team should comprise of maximum 3 boys and 3 girls. The team composition should remain constant throughout the tournament, and nobody other than those who have registered shall be allowed to play.

FORMAT

Depending upon the number of teams participating, the format would be round-robin in 4 groups, with the 1st position in every group proceeding to the semi-finals at the end of the round-robin.

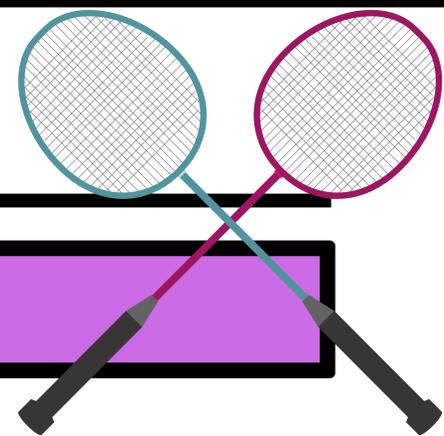
There shall be 5 games in each match in the following order:

- Women's Singles.
- Men's Singles.
- Women's Doubles.
- Men's Doubles.
- Mixed Doubles.

The team winning 3 games out these 5 shall be declared as the winners. The match shall end as soon as one of the teams wins 3 games.



BADMINTON



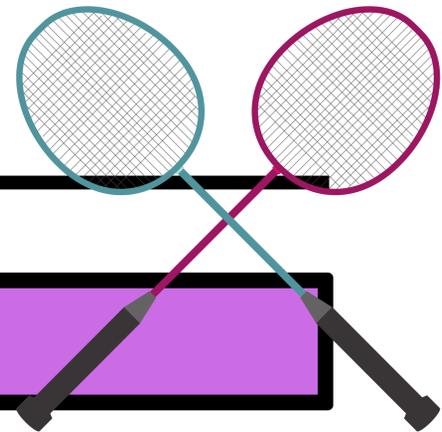
RULES & REGULATIONS

Before play commences, a toss shall be conducted and the side winning the toss shall exercise the choice:

- To serve or receive first.
- To start play at one end of the court or the other. The side losing the toss shall then exercise the remaining choice.
- The games in the round-robin stage would be played for 15 points each, in 3 sets. The side winning 2 sets first would be declared as the winners for the particular game.
- The games in the semi-finals and finals stage would be played for 21 points each, in 3 sets. The side winning 2 sets first would be declared as the winners for the particular game.
- Clauses (1) and (2) are subject to the situation of deuce, wherein if the score becomes 14-14 (in round-robin) or 20-20 (in semi-finals or finals), the side which gains a 2-point lead first shall win that set.
- A golden point would be played in case a score of 20-20 (in round-robin stage) or 29-29 (in semi-finals and finals) is reached, wherein the side winning the immediate next point shall be declared as the winner for the particular game.
- Neither side shall cause undue delay to the delivery of the service once the server and the receiver are ready for the service. On completion of the backward movement of the server's racket head, any delay in the start of the service shall be considered to be an undue delay.
- The server and the receiver shall stand in diagonally opposite service courts without touching the boundary lines of these service courts.
- Some part of both feet of the server and the receiver shall remain in contact with the surface of the court in a stationary position from the start of the service until the service is delivered.
- The whole shuttle shall be below the server's waist at the instant of being hit by the server's racket. The waist shall be considered to be an imaginary line round the body, level with the lowest part of the server's bottom rib. The umpire shall have the final discretion in case of service faults.
- The shaft of the server's racket at the instant of hitting the shuttle shall be pointing in a downward direction.
- The server shall not serve before the receiver is ready. However, the receiver shall be considered to have been ready if a return of the service is attempted.
- In doubles, during the delivery of the service, the partners may take up any positions within their respective courts, which do not un-sight the opposing server or receiver.



BADMINTON



REGISTRATION FEES

- Entry for singles (men/women) - 250/-
- Entry for Doubles (mixed/men/women) - 400/- for one team (duo)
- Player can participate in only 2 formal events if he/she wants to participate in more then charge of 200/- would be applied

FOOTBALL



TEAM COMPOSITION

7+ 3 rolling substitutes.

FORMAT

This is a two-day football event, featuring a maximum of 10 teams. Each team comprises 7 players on the field and 3 rolling substitutes. Matches have a total duration of 30-35 minutes, divided into 15 minutes halves and 3 minutes break in between.

The main objective in a football match is to score more goals than the opponent team. If both teams score an equal number of goals, then either a draw is declared or the game goes into extra time or a penalty shootout, depending on the competition.

RULES AND REGULATIONS

- 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 disqualifies a player from the remainder of the match in which they received the red card and the next game if their team progresses to the next round. Appeals and final decisions lie with the Sports Committee.
- Rules for qualification from the group stage to the knockout rounds will be based on points, goal difference, and goals scored, as necessary.
- All other relevant rules of Football apply, subject to the rules mentioned above.

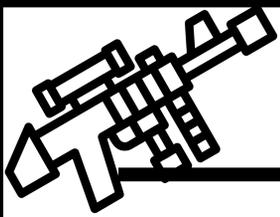
FOOTBALL



- Each team must have 1 goalkeeper + 6 outfield players on the field at all times during the match. ▪ Offside rule shall not be applicable.
- Any foul inside the penalty box shall result in a penalty being granted to the deserving team.
- The penalty shall be taken from the penalty spot of the field, with the goalkeeper guarding the goalpost. Fouls outside the penalty box will result in a free kick being granted to the deserving team.
- The defending team shall be placed at a minimum distance of 5 yards away from the free kick spot.
- The referee has the discretion to grant Yellow or Red cards for fouls committed by players.
- Receiving a Red Card will disqualify that player from continuing further in the current match and the next match if their team progresses to the next round. Appeals will lie with the Sports Committee for the final decision.
- Ball played over the shoulder level will not be considered a technical violation or a foul. When the ball goes out of bounds, a kick-in (from the outline) is awarded to the deserving team. Opposing players must stand a minimum of 5 yards away from the kick-in. There shall be no direct goal from kick-in. In case of a kick-in, the ball should be in a stationary position before being kicked, and violation of this will result in the referee stopping the game and restarting from the kick-in.
- Except for the goalkeeper, all the outfield players are allowed to only use their feet, chest, or head to play the ball. The goalkeeper can use his/her hands but only inside the designated goal area.
- The ball is in play when it is inside the field of play and the referee has not stopped play. If the ball rebounds off a goalpost, corner flag, or the referees and remains in the field, it is still in play.
- The ball is out of play when it has completely crossed the touchlines or the goal lines, whether in air or on ground.

REGISTRATION FEES

- For entire team= 1800/-



E-SPORTS



BGMI

MAP-ERANGEL

- 16 Teams per Match (64 Players)
- Teams to be divided into groups (A, B, C, D, etc.)
- After the Matches top 16 teams will battle out in the Final Match
- In Case of two teams having the same points to qualify in finals kill point will be the decider one having more kills qualify
- Any suspicious activity will lead to team ban
- Team up will also lead to disqualification

ELIGIBILITY

- Your BGMI ID should be Diamond 4 +
- No Abusive Name

PRIZE POOL

- 1st - will be decided based on registration
- 2nd - will be decided based on registration
- 3rd - will be decided based on registration

MVP

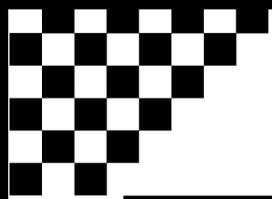
Person with Highest Kills in Final

- Material required- 1) Trophies for 1st, 2nd , 3rd and MVP
- BGMI Room Card

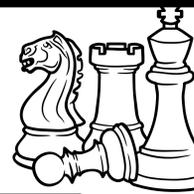
REGISTRATION FEE- 50

ENTRIES - 200 OR TO BE DECIDED LATER DEPENDING ON REGISTRATIONS.

KILL POINT	1 PER KILL
1ST	15
2ND	12
3RD	10
4TH	8
5TH	6
6TH	4
7TH	2
8-12TH	1
13-16TH	0



E-SPORTS



CHESS

CHESS- 5 MINUTES (BLITZ ONLY)

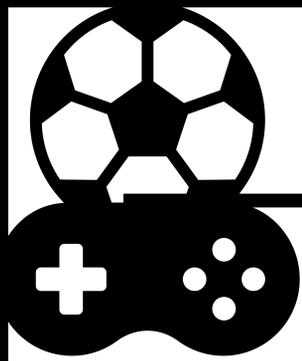
Tournament will be held on chess.com

TIME FOR 1 MATCH -10 MINS TOTAL

All matches will be knockout matches

REGISTRATION ENTRY- 100

ENTRIES- 40



E-SPORTS

FIFA

This is a three-day Fifa event, featuring a maximum of 100 -120 participants .

It will be a knockout event with the 1 v 1 concept.

Each match will be for a duration of 5 minutes each.

After the knockout matches the remaining last four (FINAL FOUR) participants will be playing a league-based format.

RULES:

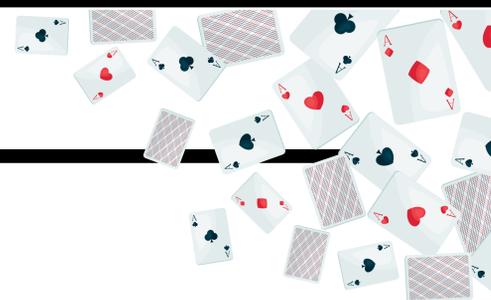
- If there is a draw in the knockout matches the matches will directly be decided through penalties with no extra time and the same is applicable in the league matches.
- In league games the match winner will be awarded 3 points and a draw will be awarded 1 point each.
- If at the end, the points of the league table are same, the positions at the points table will be adjusted through goal differences.
- The duration for the final four participants in the league games would 8 minutes.

REGISTRATION FEE:

PER PARTICIPANT COST - 150

E-SPORTS

POKER



EVENT BLUEPRINT: COLLEGE POKER TOURNAMENT

TABLE SETUP:

5 Tables
5 Players per Table
Total Players: 25

GAME STRUCTURE:

Round 1:

Table Play:
45 minutes per round
Starting Chip Stack: 180 Rs worth of play money
Blind and Big Blind: 3 Rs and 6 Rs
Rotate players to different tables after each round
Intermission: Brief break for refreshments (15 minutes)

Round 2:

Final Table Play:
Chip Leader from each table advances
1-hour duration
Consolidate all remaining players onto one final table
Blind and Big Blind: Adjusted based on chip counts
Winner Determination:
Player with the highest chip count at the end of Round 2 wins
In case of a tie, conduct a tiebreaker round

PRIZES:

1st Place: [Specify Prize]
Certificates for top players

REGISTRATION:

Registration Fee: 250 Rs per player
Includes 180 Rs worth of play money
Pre-registration required
Limited spots available (25 players)

GENERAL GUIDELINES

I. Common Rules and Regulations

1. Eligibility:

- All participants must be registered students of a college/ law school.
- Participants must adhere to age and academic eligibility criteria for each game.

2. Team Composition:

- Teams must be formed according to the specified number of players for each game.
- Mixed-gender teams are encouraged for inclusivity. (Review)

3. Registration:

- All participants must complete the registration process, including submission of required documents and fees.
- Late registrations will not be entertained.

4. Uniform and Equipment:

- Teams must wear appropriate sports attire.

5. Safety Measures:

- All participants must adhere to safety guidelines for each game.
- First aid and medical assistance will be available during the event.

II. Fair Play

1. Sportsmanship:

- Respect for opponents, officials, and teammates is paramount.
- Unsportsmanlike conduct, including foul language and aggressive behavior, will not be tolerated.
- The foul conduct may also lead to deduction of points.

2. Rules Adherence:

- Participants must acquaint themselves with and follow the official rules of each game.
- Intentional rule violations may result in penalties or disqualification.

3. Fair Judging:

- Judges and referees will ensure impartiality and fairness.
- Disputes or concerns must be raised in a respectful manner to the "Organizing committee".

III. Code of Conduct

1. Behavior:

- Participants are expected to conduct themselves with integrity and respect.

GENERAL GUIDELINES

- Any form of harassment, discrimination, or bullying will result in strict disciplinary action.

1. Substance Abuse:

- The use of alcohol, drugs, or any banned substances is strictly prohibited.
- Violation of this rule will lead to immediate disqualification.

2. Environment:

- Maintain cleanliness and respect the sports facility.
- Participants are responsible for the proper disposal of waste.

IV. Prizes and Awards

1. Prize Distribution:

- Prizes will be awarded based on team performance and individual achievements.
- Winners will be announced and awarded at the closing ceremony. (Review)

2. Allocation of Prizes:

- Prizes will be distributed from the registration pool.
- The organizing committee reserves the right to modify prize allocations based on participation levels.

3. Awards Categories: (Review)

- Best Team Spirit
- Most Valuable Player (MVP)
- Fair Play Award

4. Tiebreakers:

- In the event of a tie, tiebreaker rules specified for each game will be applied.

Note: The "Organizing Committee" holds the authority to interpret and enforce these guidelines. Participants are expected to familiarize themselves with the rules and guidelines for each specific game. Have a fantastic and fair competition!

ACCOMMODATION

Charges : Rs. 2500/per person (Inclusive of 3-day stay + Breakfast+ Dinner)

Location : MyRoomie - Student Accommodation (5.5 km from NMIMS Bengaluru – Bannerghatta Campus)

Nearest Bus Stop : Hulimavu Gate Bus Stop / Royal Meenakshi Mall

Note:

- Accommodation charges are separate from the Registration Cost and only compulsory for participants who opt in for accommodation option.
- Accommodation would be provided on first come first serve basis.
- The Participants would be allotted their accommodation as per the regulations of the Accommodation partner.
- For Payment, follow the payment details given below, participants are requested to mail the screenshot and details (Name, Gender, Email, Phone Number, College). Teams are requested to make the payment as one team and share the details at solaris.solblr@nmims.in (sub: College Name – Teamcode – Accommodation)
- For any Accommodation Queries, contact : Prashuk Jain- 7706954057, Aditya Choubey-9826339947, Anushka Baliarsingh-9167426124

PAYMENT DETAILS

- Payment to be made with the help of the details given below:

ACCOUNT DETAILS

A/c No. - 922020065411002

IFSC Code - UTIB0005056

Bank Name - AXIS BANK

A/c Name - INTERNATIONAL IMMIGRATION

UPI Id - int9229@axisbank



CONTACT DETAILS

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