

# 3<sup>rd</sup> Inter IISER Sports Meet

10<sup>th</sup> – 14<sup>th</sup> Dec. 2014

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Sports is not merely the exercise of muscles but an activity that instils moral values, confidence and commitment. These values are of greatest importance in the development of an individual's personality in terms of physical, moral and social values.

## **OUR MOTTO**

“Building our Nation through Education, Culture and Sports”.

### **I. AIM AND OBJECTIVES**

- To encourage students towards group participation in sports.
- To promote healthy competitiveness in sports and games, amongst the students of IISER/NISER.
- To integrate sports, physical fitness and sportsmanship amongst the students of IISER/NISER.
- To create opportunities for promotion of national integration and social harmony.
- To inculcate the Olympic Values Education Program (1. Joy of Effort 2. Fair Play 3. Respect for others 4. Pursuit of excellence 5. Balance between body, will and mind).
- To instill the spirit of fair play, self-improvement and achievement.

### **I. INTER-IISER SPORTS MEET / TOURNAMENTS**

The Inter IISER Sports meet is organized annually among all IISER/NISER, by rotation or mutual consent at any one of the Indian Institute of Science Education & Research or National Institute of Science Education Research.

The tournaments is based on a league-cum-knock out bases.

#### **Draws**

The Winner and Runner-Up teams in the previous edition of the tournament will be placed in different groups. The remaining teams will be placed in the different groups by a system of lots or Seeding.

## Best Athlete

The best athlete of the tournament will be decided by the organizing committee based on the scoring table of International Association of Athletics Federations (IAAF).

## Point System

Point system for the over all championship will be based on the Association of Indian University (AIU) points table. The points secured by the participants in the various events for Boys' & Girls' events will be combined to arrive at the overall champion.

**TABLE - 1**

S. No	Events	Points		Maximum Number Of Participants From Each IISER & NISER
		Winner	Runner Up	
1	Athletics (Men & Women)	Refer table – 4		
2	Basketball (Men & Women)	500	400	12 + 12
	Badminton (Men & Women)	500	400	5 + 5
4	Chess (Mixed)	500	400	5
5	Cricket (Men )	300	200	15
6	Football (Men )	500	400	16
7	Kabbadi (Men )	500	400	12
8	Kho-Kho (Men )	300	200	12
9	Lawn Tennis (Men & Women)	150	100	1 + 1
10	Table Tennis (Men & Women)	500	400	4 + 4
11	Throw Ball ( Women)	300	200	9
12	Volley Ball (Men & Women)	500	400	12 + 12

**TABLE -2: LIST OF EVENTS / SPORTS**

S NO.	Priority Sports	General Sports	Other Sports
1.	ATHLETICS	-----	CRICKET
2.	BADMINTON	-----	KHO-KHO
3.	BASKETBALL	-----	THROWBALL
4.	CHESS	-----	-----
5.	FOOTBALL	-----	-----
6.	KABADDI	-----	-----
7.	TABLE TENNIS	-----	-----
8.	TENNIS	-----	-----
9.	VOLLEYBALL	-----	-----
10.	RELAY RACE		

**TABLE – 3: TEAM SPORTS**

<b>(Marks Allocation For Team Sports)</b>			
Positions (s)	Priority Sports	General Sports	Other Sports
I	500	400	300
II	400	300	200
III	300	200	100
IV	200	100	50

**TABLE - 4: INDIVIDUAL EVENT/SPORTS**

<b>(MARKS Allocation For Individual event/Sports)</b>			
Positions (s)	Priority Sports	General Sports	Other Sports

I	150	100	75
II	100	75	50
III	75	50	25
IV	50	25	15

**TABLE – 5: EVENTS FOR 3<sup>rd</sup> IISM**

S. No.	GAMES/EVENTS (Men & Women)	Event Based on
1	Athletics (Men & Women)	Heats and Finals
2	Basketball (Men & Women)	League Cum Knockout
3	Badminton (Men & Women)	League Cum Knockout
4	Chess (Mixed)	League
5	Cricket (Men )	League Cum Knockout
6	Football (Men )	League Cum Knockout
7	Kabbadi (Men )	League Cum Knockout
8	Lawn Tennis (Men & Women)*	League Cum Knockout ( Individual )
9	Table Tennis (Men & Women) <sup>§</sup>	League Cum Knockout
10	Throw Ball ( Women)	League Cum Knockout
11	Volley Ball (Men & Women)	League Cum Knockout
12	Kho-Kho (Men)	League Cum Knockout

\* Introducing **Lawn Tennis** (as Individual event) for men & women.

§ Table Tennis championship in both categories (Men & Women).

**TABLE – 6**

Sr. No.	ATHLETICS EVENTS
1	100 M (Men & Women)
2	200 M (Men & Women)

^ 5000 Meters race for men (instead of 3000 meters race).

**N.B.:** Some events/games may be cancelled at short notice for reasons beyond our control, such as unfavorable weather etc

3	400 M (Men & Women)
4	800 M (Men & Women)
5	1500 M (Men & Women)
6	3000 M ( Women)
7	5000 M (Men)^
8	4 x100 M Relay (Men & Women)
9	4x 400 M Relay (Men & Women)
10	Long Jump (Men & Women)
11	Shot Put (Men & Women)
12	Discus Throw (Men & Women)
13	Javelin Throw (Men & Women)

## **II. Officials for the meet**

The organizing IISER shall be responsible for selecting competent umpires or referees whose decision on all points of facts shall be final. The panel of umpires or referees shall be drawn up by host IISER, well in advance. Only qualified association or federation referees and umpires shall be appointed to supervise the inter IISER sports meet. In case of non-availability of association umpires, the organizing secretary shall have the power to appoint suitable officials. In case of athletics, as far as possible, all the officials should be FTO/AFI qualified. If that is not possible for any reason, at least chief referee (referees for throws, jumps and track events) shall invariably be FTO/AFI qualified.

## **III. Conduct/Protest**

For all games and sports, the decision and referees and the umpires will be final and binding. No protest shall be entertained. Therefore any team leaving the field of play as a mark of protest and conceding a walkover shall be deemed to have lost the fixture and will be eliminated from that particular event. Protest against the decision

of an umpire or referee on a point of rule and any other protest in connection with the concerned match/event shall be given in writing, addressed to the jury of appeal along with a protest fee of INR 500. The written protest must reach to the organizing secretary of the host institute **WITHIN AN HOUR** of the conclusion of the concerned game duly signed by the competent authority of the protesting party. In case of event being conducted outside the premises of host institute, the protest in writing shall be handed over to the organizing committee within an hour of arrival from the event in the host institute. A team/competitor shall be permitted a grace of 15 minutes from the scheduled timing of the event and then a walkover shall be awarded unless genuine reasons, beyond control, are presented and accepted by the board.

#### **IV. Disruption/Postponement**

Any event abandoned or disrupted due to unavoidable reasons shall be postponed or continued, as the case may be, and as per rules specified in particular events. In case where the federation/association rules cannot be implemented, the decision will be left to the board whose ruling shall be final.

#### **V. Expenses**

Each institute shall bear the traveling, incidental and boarding and lodging expenses of its own teams. The host institute shall provide the boarding and lodging facilities for participating teams.

Medical: The host institute will provide first aid, and will take care of the injured contingent for further treatment during any emergency, but the actual bill of treatment at a hospital will have to be borne by the respective institute.

#### **VI. Disciplinary rules**

- A disciplinary committee will be constituted by the sports board consisting of at least one person from each participating institute and the decision of this committee will be binding on all participating institutes.
- The responsibilities of this committee will be to look after and maintain discipline during the IISM. In case of any unruly dissent or gesture against the conducting officials, the concerned institute shall be warned by the board. In case of further violation, the particular team of the concerned institute shall be debarred from the IISM.
- Unruly behavior of the student members of any institute shall be generally dealt with by suitable punishment/debarring, etc.
- Each institute will nominate one sports board for disciplinary committee.
- Any point not directly covered by these rules shall be decided in the light of the rules most nearly applicable and in accordance with the general tenor and the spirit of the said rules.

## **I. General Rules**

- The order of events/fixtures shall be fixed and notified well in advance to all participating institutes.
- Host institute will be providing the latest federation rulebook of all the games at the control room so that any member can refer the same.
- It is compulsory for all contingent members to be present during the march past.

## **I. RULES AND REGULATIONS**



## **ATHLETICS (Men & Women)**

- Each team shall consist of 4 participants for men and 4 for women.
  - An athlete can participate in a maximum of two events in track and field. In addition, they may also participate in 1 Relay.
  - In athletic field events, the best performance out of three trials will be used to decide the ranking.
  - As far as possible, changes, if any, should be intimated fifteen minutes before the start of the event. Lots for lanes will be drawn as soon as the first call is given.
  - In a standard track of eight lanes, distribution of lanes and qualifying to subsequent round will be done as per standard rules of 100m, 200m, 400m and 800m.
  - Heats will be conducted for 100m, 200m, and 400m. The winners from each heat and best losers will be qualified to the finals.
  - The point system for the athletics events (for both boys and girls) is as per given in Table – 4.
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- In case of tie for Athletics championship, the institute having most number of gold medals will be awarded the Athletics Championship.
  - If an athlete, after qualifying in heats, does not participate in finals without any valid reason, he/she may be debarred from the competition and will not be considered for the best athlete..
  - For any remaining issue / dispute **Standard IAAF** rules will be followed to resolve the issue.

## **BADMINTON (Men & Women)**

- A team shall consist of 5 players of which 4 will be part of a team in a given match. Substitution rules apply.
- **Best-of-three play-off (2 singles and a doubles match) among the teams in each group. Each player in a team is allowed to play only one match, thus all the 3 members in the team have to compulsorily participate in the match. Order of matches will be singles, doubles and the other singles.**
- There will be three sets, of 21 points each, in each match.
- Tie shall be decided by the combined result of 2 singles and one doubles.

- Tie will be resolved by successively applying following criteria:
  1. Number of individual matches won divided by number of individual matches lost.
  2. Number of games won by the team divided by number of games lost by the team.
  3. Points for divided by points against.
- For any remaining issue / dispute Standard Badminton World Federation (BWF) rules will be followed to resolve the issue.

### **BASKETBALL (Men & Women)**

- A team shall consist of 12 players of which 5 will play in a given match. Substitution rules apply.
- The game shall consist of 4 periods of 10 minutes each.
- During matches, if the score is same after the end of the scheduled time, then the Basketball Federation Rules will be followed i.e. the game shall continue with as many extra periods of 5 minutes each as shall be required to break the tie.
- On competition of league matches, if two or more teams are on the same points, then the tie shall be resolved as follows:
  1. If two teams are tied head-to-head, win among the teams will be considered to break the tie.
  2. If more than two teams are equal in placing, a second classification will be applied, taking into account only the results of the games between the teams that have tied.
  3. If there are still teams tied after the second classification, the basket average will be used to determine the placing, taking into account only the results of the games between the teams that have tied.
  4. If there are still teams tied, the placing will be determined using the basket average from the results of all their games played in the group.
- For any remaining issue / dispute the International Basketball Federation (FIBA) rules will be followed to resolve the issue.

### **CHESS (Mixed)**

- This is a team event for both men and women (mixed).
- Each team can give an entry with five players. However only four from each institute will play in a round robin format, competing against all the other teams.
- A match against two teams (Team A and Team B) will involve four games.
- In case some player is unavailable, the next player will play on his board and the substitute will play on the last board.
- Each game is played for three hours. In case a player runs out of time, he/she loses, unless the position on board is a draw, in which case, the game will be considered drawn.
- For any remaining issue / dispute Standard FIDE rules will be followed to resolve the issue. .

### **CRICKET (Men)**

- A team shall consist of 15 members, of which 11 will be part of a team for a given match. Substitution rules apply.
- An innings will be of 20 overs. A bowler can bowl a maximum of 4 overs.
- The bowling team is given 90 minutes to complete 20 overs. The penalty for every short over shall be decided by all the team captains prior to the meet.
- No spike shoes will be used by the players.
- If there is a tie, the team having better run-rate shall be considered for deciding placing.
- The umpires can change the number of overs by each side in the condition of a delayed start or if the play is suspended. The number of overs for the team batting second will not be reduced if the team batting first has been dismissed in fewer overs than agreed number of overs.
- Rules regarding the postponement of a match due to rain:
  1. When rain affects play during the innings of the team batting first, the match will be continued, from where it has been discontinued. The umpires shall decide whether the ground is fit to play.
  2. When rain affects the play during innings of the second team batting and if the team batting second has not yet batted for half the number of overs, the match will be manned as in "1".
  3. If the team batting second has batted for more than half the number of overs and if further play is not possible on the same day, the winner is decided to be the team with better scoring rate at

particular point where and when second team stopped batting.

- Matches will be played on a matting wicket.
- For any remaining issue / dispute Standard ICC T-20 rules will be followed to resolve the issue.

### **FOOTBALL (Men)**

- A team shall consist of 16 members, of which 11 will be part of a team for a given match. Substitution rules apply.
- The duration of each match shall be 65 minutes split as 30-5-30.
- During league stages, a team will be awarded 3 points for a win, 1 for a draw and 0 for a lost match.
- In the finals, if the scores are level at the end of full time, extra time of 25 minutes, split as 10-5-10 will be played. If scores are still level, the winner will be decided based on penalty kicks, as per standard rules. This extra time and penalty shoot-out will not be given in group stage matches.
- In case of a tie, goal difference (i.e. Goals FOR minus Goals AGAINST) of all the matches played by the team shall be considered. If the tie still persists, the number of goals FOR throughout the tournament shall be considered. If the tie still persists, the head to head match result will be followed.
- The yellow cards given during the league stages will be counted further in the Final.
- For any remaining issue / dispute Standard FIFA-11 rules will be followed to resolve the issue.

### **KABBADI (Men)**

- A team shall consist of 12 players, of which 7 will be part of a team for a given match. **Substitution rules apply.**
- Duration of the match is 40 minutes, which will be divided into two halves of 20 minutes each with a 5 minute break.
- **The weight of the participants must be below 80kg.**
- A raider losing his cant in the opponent's court shall be out.
- Substitution of players is not allowed during the tie-break and golden raid plays.
- In case of a tie, both the teams are given five raids by different raiders to raid alternatively.
- One point will be given to the raider for crossing the bonus line till the 6 players on the ground. When 5 players or less are on the ground, bonus point is not given.
- A team will be awarded 3 points for a win, 1 for a draw and 0 for a lost match.

- For any remaining issue / dispute **Standard Kabbadi Federation of India (KFI)** rules will be followed to resolve the issue.

### **KHO-KHO (Men)**

- A team shall consist of 12 players.
- There will be two innings each of 14 minutes duration. In each innings, a team will chase for 7 minutes and defend for 7 minutes. There will be 5 minutes break after each innings.
- Chasing side will score 1 point after they get one runner out each time. At the same time, running side will lose 1 point.
- Even if a team wins before a stipulated time, they will have to play all their innings completely. After each match, each team will get points equal to number of players they got out during chasing minus the number of players they lost during the running.
- From each pool, the team with most number of wins will go to the finals. In case if all teams have same number of wins, then points will decide the finalist.
- A team will be awarded 3 point for a win, 1 for a draw and 0 for a lost match.
- For any remaining issue / dispute **Kho-Kho Federation of India (KKFI)** rules will be followed to resolve the issue.

### **LAWN TENNIS (Men & Women)**

- A team shall consist of one man for the men's event and one woman for the women's event. **Substitution rules apply.**
- The league matches shall be played on a best of 17 games basis. If the scores are tied at 8-all, the 17<sup>th</sup> game will be played by tie breaker rules.
- **The finals will be played on a best of 3 sets basis.**
- For any remaining issue **Standard International Tennis Federation (ITF)** rules will be followed to resolve the issue.

### **THROWBALL (Girls)**

- A team shall consist of 9 payers, of which 7 will be part of a team in a given match. **Substitution rules apply.**
- A match will be played on a best of 3 sets basis, each set being played for 25

points.

- Any ball has to be caught and released above the shoulder/shoulder-line only.
- The ball has to be caught with two hands and released with one hand only.
- While catching and releasing the ball, players can use only their palms and fingers. They cannot take the assistance of any other body part (including wrists).
- Any ball has to be released within 3 seconds of catching it.
- Double touch is not allowed for catching the ball.
- A ball touched by one person can be caught by another person.
- Two players cannot touch the ball simultaneously.
- A ball that bounces off the net can be caught by different player on the same team (rebound).
- A player cannot rotate (180 or 360 degrees) while releasing or catching a ball.
- The ball can touch the net but players cannot touch the net.
- The service ball has to be released from behind the service line with single hand.
- The service ball has to cross the net without touching the net.
- The service should be done after the whistle within 5 seconds of the whistle.
- Any ball is not allowed to touch the poles. Touching the poles automatically makes it a foul ball.
- At the time of service, players have to stand in 2-3-2 formation.
- A player can jump with throwing the ball or a service but both legs of the player have to be in contact with the ground while catching a ball.
- Shifting the ball from left to right or from right to left is not allowed. The ball has to be released from the same side on which it is caught.
- Any ball falling on the side line or the end line is a good ball.
- Any ball falling on the box line or the dead zone is a foul ball.
- Two timeouts of 1 minute each are allowed for each team.
- A maximum of 3 substitution are allowed per set for each team.
- A team can substitute only when it is their turn to serve (except when there is an injury).
- The serving player rotates clockwise i.e. one position to the right.
- A team will be awarded 3 points for a win, 1 for a draw and 0 for a lost match.

### **TABLE TENNIS (Men & Women)**

- A team shall consist of 4 players, of which 3 will play in a given round.
- Each singles shall be played on best of 5 games basis, with each game of 11 points. Final match would be best of 7 games.

- Each round will be decided on the basis of best of five singles. The order of play shall be as follows:
  - l) One team designates its three players as A, B and C and the opposing team designates its three players as X, Y and Z.

Order of play shall be:

Match No.	Team 'I'	Team 'II'
1	A	X
2	B	Y
3	C	Z
4	A	Y
5	B	X

- The result of the tie shall be decided when either of the team wins three matches.
- For any remaining issue / dispute **Standard International Table Tennis Federation** rules will be followed to resolve the issue.

### **VOLLEYBALL (Men & Women)**

- A team shall consist of 12 players, of which 6 will be part of a team for a given match. **Substitution rules apply.**
- All the league matches shall be played on the best of 3 sets and finals will be played on best of 5 sets.
- For league matches, a team shall be awarded 3 points for a win, 1 for technical forfeit and 0m for a lost match.
- Any team refusing to play match without any justification will be eliminated from the competition and the results of the matches already played will be cancelled.
- In case of teams having equal points, the ranking will be decided by the following criteria:
  1. Total number of sets won divided by the total number of sets lost.
  2. Total number of winning points divided by total number of

losing points.

3. Two teams involved: The team winning the match in which they played against each other will be ranked higher.
4. The tally of all matches played in league fixture will be considered.

In no case, extra match will be played to determine the ranking.

- For any remaining issue / dispute **Standard International Volleyball Federation (FIVB)** rules will be followed to resolve the issue .