



Umang

SPORTS MEET-2023



Respect and Sportsmanship Rule | General Guidelines Umang' 23

The primary objective of the "Umang" event is to foster a spirit of respect, sportsmanship, and inclusivity among all participants, regardless of their individual talents and abilities.

- 1. Respect for All:** All participants, organizers, and attendees must show respect and courtesy towards each other. Discrimination, harassment, or any form of disrespectful behaviour will not be tolerated.
- 2. Fair Play:** All competitive events, including all sports event, should be conducted with fairness and integrity. Cheating, unsportsmanlike conduct, or any attempts to gain an unfair advantage are strictly prohibited.
- 3. Uniform:** The Lloyd prescribed T-shirt and I'd Card and is mandatory for every participants. Failing which will lead to the *disqualification* from the event.
- 4. Reporting Timing:** The participant **must** report at 8:20 AM for attendance and the participation verification at auditorium (Campus 2, Lloyd School of Law), failing which will lead to disqualification.
- 5. Notification of Fixture:** The fixture will be notified at the Inaugural Ceremony of Umang 2023 i.e., on 03rd November 2023, 9:00 AM at Auditorium.
- 6. Team Composition:** The 'team' shall only compose of the students of the same batch, violation of the same will lead to serious consequences under **rule 14**.

Explanation: A team composed of 'Batch 2021-26' will not have any players except from the students of 'Batch 2021-26'

- 7. Inclusivity:** "Umang" encourages inclusivity, meaning that all students have the opportunity to participate and showcase their talents. No registered participants should be excluded on the basis of their gender, age, background, or abilities.
- 8. Team Spirit:** In team events, participants should demonstrate teamwork, cooperation, and good sportsmanship. Winning is important, but the manner in which the game is played is equally significant.
- 9. Adherence to Rules:** Participants should adhere to the rules and regulations of each event as specified by the organizers. Ignorance of the rules is not an excuse for violating them.
- 10. Respect for Facilities:** All participants are responsible for the proper use and care of the event facilities, equipment, and any resources provided. Vandalism or misuse of these resources is

unacceptable.

- 11. Safety First:** Safety is a top priority. Participants should follow safety instructions and guidelines provided for each event. Any reckless or dangerous behaviour that may lead to injury is strictly prohibited.
 - (a)** The college authority and the organising committee shall only be responsible for a Basic First-Aid Medical Support.
- 12. Conflict Resolution:** In case of disputes or conflicts during any event, participants are encouraged to bring the matter to the attention of the organizers for prompt resolution. The participants are strictly advised not to take steps on their own motion.

The decision of the Organising Committee shall be final.
- 13. Clashes of event:** In case of the clashes of the events the organisers shall not be liable. Participants are required to manage the participation of their respective events on their own.
- 14. Feedback and Improvement:** Constructive feedback on the event's organization, conduct, or any issues related to respect and sportsmanship is always welcomed for the purpose of improving future "Umang" events. Participants are encouraged to bring any conduct to the notice of the core Organising Committee or faculty coordinator.
- 15. Consequences:** Violations of this "Respect and Sportsmanship Rule" may result in disqualification, removal from the event, or other appropriate measures determined by the event organizers. Severe or repeated violations may lead to further disciplinary action.
- 16. Additional Rules:** In addition to the above rules the rules of the respective sports shall apply.

The "Respect and Sportsmanship Rule" is designed to create a positive and inclusive environment at "Umang," ensuring that all participants have an enjoyable and enriching experience while showcasing their talents and fostering good sportsmanship.

Participants, organizers, and attendees are expected to uphold this rule to maintain the integrity of the event and create a memorable and meaningful experience for everyone involved.

Kindly Find the Rules of the Respective Sports Below



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Rules and Guidelines for Chess Tournament

- 1. Tournament Style:** The tournament will be conducted in knock-out + league style.
 - (a) *'Knock-outstyle'* is an elimination style tournament so whoever loses the game will get eliminated from the tournament.
 - (b) *'League style'* in which a series of games is played and the winner of each game play against each other until one winner.
- 2. Rounds Style:** Initial rounds up to quarter-final will be knock-out rounds, semi-final and final will be league style rounds.

In the initial rounds all players will be paired randomly with each other, the players winning the match will qualify for the next round. Only the semi-final and the final round will be based on league style match.
- 3. Game Time:** The timing for the rounds will be [5min + 2sec increment] in the initial rounds, semi-final [8 min + 2 sec increment] and final round will be of [10 min + 2 sec increment], and for the purpose of clock, 'Chess Clock' app will be used
Players shall keep a tab of their OWN time.
- 4. Standard Rule to be followed:** The international federation (FIDE) standard rules for the game apply. Also, all players must keep in mind the following rules for this tournament:
 - (a) *Touch and move-* The piece touched shall be moved, otherwise it will be deemed to be an illegal move.
 - (b) Only the first illegal move will be spared, the second illegal move will result in the loss of the game of the player making an illegal move.
 - (c) En Passant move is allowed.
 - (d) Games will be played on the physical chessboard provided by the college.
 - (e) Players shall use the same hand for moving the pieces and then pressing the clock.
 - i. *the piece is to be moved first, then only the clock should be pressed*
- 5. Absent Participants:** (a) Players who lose their match by checkmate or on time or by being absent at the time of the game will get eliminated. No walkover shall be granted, the player whose opponent doesn't appear to the game on time shall be paired with some other available player.
(b) Timings of each round will be shared on the WhatsApp group with the players and need to be strictly complied with.(Punctuality will be appreciated)
- 6. Disqualification:** In addition, to the violation of the above rules and the general, the following will lead to direct disqualification from the tournament –
 - (a) No outside assistance during games is allowed, if found, the player getting assistance will get disqualified.
 - (b) Usage of phone by participants is strictly denied, if found participant will be disqualified

from the tournament.

- 7. Redressal during match:** On the violation of above rule, the players can call the arbiter and the arbiter will record up to two violations and on the third violation, the player at default will be deemed to have lost the game.

All the other standard rules will be clarified before the competition.

Note: In case of any confusion/disputes the decision of the organizers of the chess tournament will be the final.



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Rules and Guidelines for Cricket Tournament

1. Teams:

- (a) Each Team shall consist of a minimum of 11 Players and a maximum of 13 players.
- (b) There will be a Captain and Vice-Captain for each of the team.
- (c) The Captain of the Team will give the names of Playing 11 before the toss.
- (d) Once the toss is done, no further changes in the team shall be allowed for any reason whatsoever.
- (e) All players must be the current students of the college and should belong to the same batch.
- (f) For the purpose of team formations, 5 Year LL.B & 3 Year LL.B shall be treated different.
- (g) Students cannot form a team if they belong to different academic years.

2. Game Rules:

- (a) The format of the Game will be '**Knockout**' meaning thereby that any team losing at any stage of the game will be automatically knocked out of the 'Umang Sports Cricket Tournament'.
- (b) There will a match of two innings of **6 Overs** for each side. Each Inning should be finished within 25 minutes maximum.
- (c) The Match Overs for Semi – Finals and Final will be decided before the match.
- (d) There will be **no break** between the 1st Inning and 2nd Inning of the game.
- (e) '**Red Daynite Ball**' will be used in the game and the ball shall be provided by the CricketSports Committee.
- (f) The Wicket – Keeper shall be not allowed to wear Gloves while keeping.
- (g) Each team is required to carry their own set of Bat.
- (h) For Knockout matches, **Power Play** shall be applicable in the **first 2 overs** in which **only 3 fielders** will be **allowed to field in outer circle of 30 Yards**. And for Semi-Finals and Finals the rules regarding the overs of Powerplay shall be shared with the respective captains of the team before the match.
- (i) The field Restrictions in all the matches shall be the same.
- (j) From over no. 3 to 6, a maximum of 5 Players are allowed to field in outer circle of 30 –Yards.

- (k) In **Knockout matches**, one bowler will be allowed to bowl for maximum of 2 overs and other bowlers will be allowed to bowl for 1 over only in an inning. **In Semi-Finals and Final**, the rules and instructions regarding the same shall be shared to the Captains of the respective teams before the match.
- (l) **L.B.W.** is **not** considered as '**OUT**'.
- (m) A **bowler** is **not allowed to bowl Jerk**. If any complaint regarding the Jerk will be brought into the notice of the field umpire, the Umpire may ban the bowler from bowling further in the match and the decision of the umpire regarding the same shall be final and binding.
- (n) **Extra 1 Run** for Wide & No Ball and **Extra Runs** for Byes & Leg Byes shall be given to the Batting team.
- (o) '**Free Hit**' Rule on the next ball of NO Ball **shall be applicable**.
- (p) **Only 1 Bouncer** is **allowed** in an Over.
- (q) In the situation of a tie, A Super- Over of 1 over shall be played between the teams till the winner is decided.
- (r) A fresh Toss shall be done before every set of Super-over that will be played.
- (s) The decision of the field umpire regarding any appeal shall be final and binding. No any appeal or review against the Umpire decision during the Match shall be entertained.
- (t) For all other aspects, the General rules of Cricket shall be applicable.

3. Scoresheet: For every match, a separate scoresheet of each inning shall be maintained by the CricketSports Committee and the statistics so maintained shall be considered as final for all the purposes at every stage of the game.

4. Substitution:

- (a) In case of any injury occurs to any player during the fielding, a fielder will be allowed to substitute that injured player from within the already registered player of that team only.
- (b) The substitute player shall not be allowed to bat or bowl in any circumstances.
- (c) A substitute runner for the Batsman is not allowed in any circumstances whatsoever.
- (d) In case of absence of any player of the playing 11 of the team after the toss or during the match, the team shall not be allowed to substitute any other player and it has to strictly continue with the remaining players only. The reason of absence shall be immaterial.
- (e) A team once registered with the Cricket sports committee cannot change any player of the team at any stage of the Game.

5. Miscellaneous:

- (a) A player shall not be allowed to register or play for two or more teams at any stage of the Game.
- (b) No any means or mode of Cheating or unfair means is allowed at any stage of the game. If the Team or any of its member is found to be involved in any of such wrongful activity, the team or the member may be disqualified and may also get banned from further participation in any game of the Sports-Fest and strict disciplinary actions shall be initiated with immediate effect.
- (c) ***Each of the team***, fulfilling all the necessary conditions, ***is required to be present at the venue at the prescribed time***. Default in doing so, the opponent team will be given walk-over and will be declared winner of the match and further no any excuse shall be entertained whatsoever.
- (d) All the ***Players of a team are directed to carry their college ID card on the Match Day***. The ID Cards will be verified by the Cricked Sports Committee before the match.
- (e) Any player not adhering to the above rule shall not be allowed to play the match.
- (f) The First – Aid Kit shall be provided by the Cricket Sports Committee.
- (g) In case of any other matter or issue, the decision of the Faculty – in charge of the Cricket shall be final and binding.
- (h) The ***Cricket Sports Committee*** shall have all the ***exclusive rights reserved to make any decision with respect to the game as and when it requires***.

6. Sportsmanship:

- (a) Emphasize good sportsmanship. Unsportsmanlike conduct, unruly behavior including excessive arguing, can result in penalties or ejection.
- (b) No sledging or abusive or derogatory use of words is allowed at any stage of the Sports Fest. Anyone found to be involved in such activities will be punished with immediate effect and further disciplinary actions shall be initiated against him.

7. Uniforms:

- (a) Teams should have matching uniforms or jerseys in order to avoid any confusion during the match.
- (b) No Half Pant or shorts is allowed.
- (c) ***Sport shoes are mandatory***.

- (d) No player should be wearing any metal or other objects which could possibly lead to injuries. (Any religious reason for the same should be informed beforehand to the concerned faculty in-charge).

8. Fixtures and Awards:

- (a) Number of Teams: **16**
- (b) Fixtures to be announced on 2nd November to the respective captains.
- (c) There will be a '**MAN OF THE MATCH**' Award in both the Semi-Finals and Final
- (d) A **trophy** as an award shall be given to **Winner and Runner-up Team**.
- (e) **Medal** as a reward shall be given to **each of the player of Winner and Runner-up Team**.

9. Venue:

- (a) Cricket **ground of Campus 2** of Lloyd Law College & Lloyd School of Law.



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Rules and Guidelines for Football Tournament

1. **Tournament Style:** The tournament will be conducted in knock-out
 - (a) *'Knock-out style'* is an elimination style tournament so whoever loses the game will get eliminated from the tournament.
The matches will be no contact matches.
2. **Match Timing:** (i) A game will last for 90 minutes, split into two 45 minutes long halves
(ii) A kick-off starts play from the centre spot (all players must be in their own half) and restarts play after a goal by the team which did not score.
3. **Fouls:** (i) The fouls in the matches will be indicated as follows :
 - (a) *'yellow card'* is warning (2x yellow + red)
 - (b) *'red card'* is warning that is equivalent to dismissal of that player(ii) Once a player is sent off they cannot be replaced
(iii) Offside is when an attacking player is in front (closer to the defending goal keeper) of the last defender when the pass is player through them.
4. **Throw Ins:** (i) A throw in restarts the game if the ball goes out of play (side of pitch) off a player
(ii) If the ball goes out of play on the baseline off an attacker it is a good kick but if it comes off a defending player it is a concern kick (defending team must be a least 10 yards/93 away)
5. **Free Kicks:** (i) Awarded by the referee for fouls or misconduct
 - (ii) A free kick can be either direct or indirect
 - (iii) A goal can be scored directly from a direct free kick
 - (iv) A goal can only be scored from an indirect free kick if the ball touches at least 1 other player first.
 - (v) The opposing team must be at least (10 yards) 9m away from the ball when the free kick is taken.
 - (vi) A penalty kick is awarded when a free kick is given inside a team's goal area and is taken from the penalty spot.
 - (vii) The goalkeeper is only allowed to pick the ball up in the goal area.
6. **Redressal during match:** On the violation of above rule and any conflict, the players can call the referee and the faculty coordinator, and the decision of the deciding authority is final.



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Rules and Guidelines for Volleyball Tournament

1. **Team :** Only 6 players on the floor at any given time: 3 in the front row and 3 in the back row.
2. **General Rule:**
 - (a) Points are made on every serve for the winning team of the rally (rally-point scoring).
 - (b) Players may not hit the ball twice in succession (a block is not considered a hit). Ball may be played off the net during a volley and on a serve.
 - (c) A ball hitting a boundary line is in.
 - (d) A ball is out if it hits an antennae, the floor completely outside the court, any of the net or cables outside the antennae, the referee stand or pole, or the ceiling above a non-playable area.
3. **Violation:**
 - (a) It is legal to contact the ball with any part of a player's body.
 - (b) It is illegal to catch, hold or throw the ball.
 - (c) Player cannot block or attack a serve from on or inside the 10-foot line.
 - (d) Stepping on or across the service line when serving while making contact with the ball.
 - (e) Failure to serve the ball over the net successfully.
 - (f) Ball-handling errors and contacting the ball illegally (double touching, lifting, carrying, throwing, etc.)
 - (g) Touching the net with any part of the body while the ball is in play.
 - (h) Blocking a ball coming from the opponent's court and contacting the ball when reaching over the net if your opponent has not used 3 contacts AND has a player there to make a play on the ball.
 - (i) Attacking a ball coming from the opponent's court and contacting the ball when reaching over the net when the ball has not yet broken the vertical plane of the net.
 - (j) Crossing the court centreline with any part of your body, with the exception of a hand or foot. It is only considered a violation if the entire hand or entire foot crosses the court centreline.
4. **Substitution:** Substitution is not allowed.
5. **Redressal during match:** On the violation of above rule and any conflict, the players can call the referee and the faculty coordinator, and the decision of the deciding authority is final.



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Rules and Guidelines for Carrom Tournament

6. **Tournament Style:** The tournament will be conducted in knock-out + league style.
 - (b) *'Knock-out style'* is an elimination style tournament so whoever loses the game will get eliminated from the tournament.
 - (c) *'League style'* in which a series of games is played and the winner of each game play against each other until one winner.
7. **Rounds Style:** (i) Initial rounds up to quarter-final will be knock-out rounds, semi-final and final will be league style rounds. In the initial rounds all players will be paired randomly with each other, the players winning the match will qualify for the next round
 - (ii) Timings of each round will be shared on the WhatsApp group with the players and need to be strictly complied with. (Punctuality will be appreciated)
8. **Absent Participants:** Any player absent at the time of their game will be disqualified.
9. **Striking**
 - (a) For each strike, the player must position the striker within the baseline OR on one of the two circles at either end of the baseline.
 - (b) A striker within the baseline must touch both the front line and the rear line.
 - (c) The striker may not "cut the moon" - be placed partially within the baseline and partially within the circle.
 - (d) The player must flick the striker with one finger so that it crosses the front baseline - it is not permitted to flick backwards or horizontally.
 - (e) A piece that is on or behind the front baseline must not be struck by the striker until the striker has crossed the front baseline.
 - (f) In striking, the player's hand or arm must not cross the diagonal foul lines at either end of the baseline.
10. **Basic rules**
 - (a) For the very first turn, the player is allowed one attempt to "break" i.e. disturb the central group of counters.
 - (b) It doesn't matter which piece the striker hits first and it doesn't matter if the striker hits no pieces.
 - (c) If the striker pockets the Queen and/or one or more pieces of her own colour, the player retrieves the striker and takes another strike.
 - (d) If the player pockets no pieces or commits a foul, the turn finishes.
11. **Covering the Queen**
 - (a) A player may only pocket and cover the Queen.
 - (b) Should a player pocket the Queen before being permitted to cover it, the turn continues but the Queen is returned to the centre at the end of the turn.

- (c) If a player pockets the Queen and one of her own pieces in the same turn, this counts and that player has covered the Queen. Such a player must have already pocketed at least one piece in order to cover the Queen as per normal.
- (d) When a player pockets the Queen but does not cover it, the Queen is returned as near as possible to the centre circle by the opponent

12. Other Rules:

- (a) Pieces returned to the centre can be placed on top of other pieces within the main circle.
- (b) If pieces come to rest standing on their edge or overlapping another piece, they are left as they are until moved again in the normal course of play.
- (c) If the striker comes to rest under another piece, the striker should be removed with as little disturbance to the covering piece as possible.

13. Fouls: (i) When a player commits a foul, the turn comes to an end immediately and a penalty (10 points) is incurred. The penalty is that one pocketed piece is returned to the board by the opponent anywhere within the main circle. Any other pieces requiring to be returned to the board are also placed within the main circle by the opponent. It is normal for pieces to be positioned in order to confer an advantage for the opponent.

(ii) A foul is recorded in the following situations:

- (a) The striker is pocketed.
- (b) The striker or any other piece leaves the board.
- (c) A player pockets an opponent's piece. If the Queen was also pocketed, it is returned to the centre by the opponent together with the penalty piece. Any other pieces pocketed in the same strike remain pocketed.
- (d) A player pockets the final opponent's piece. Regardless of whether the Queen has been covered, the opponent's piece is returned to the centre in addition to the penalty piece.
- (e) A player pockets the final piece before the Queen has been covered. In this case both the pocketed piece and a penalty piece are returned to the centre.
- (f) A player contravenes the rules for striking.
- (g) A player touches any piece in play, other than the striker.
- (h) The first player to strike fails to break the counters in three attempts.

(iii) Where a penalty is incurred but no pocketed pieces exist to return, the penalty is "owed" until a piece becomes available. If a penalty is owed, when a piece becomes available due to being pocketed, the piece is returned to the centre by the opponent at the end of the turn. Should the opponent forget to do this before the start of the next turn, any owed penalties are lost.

14. Scoring and Winning: The Scoring will be as prescribed- Black piece – 10 points; White piece – 20 points; Queen – 50 points
Whoever scores the most points in the game 'WINS'.

15. Redressal during match: On the violation of above rule and any conflict, the players can call the referee and the faculty coordinator, and the decision of the deciding authority is final.



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Rules and Guidelines for Table Tennis Tournament

1. General Rules:

- (a) Alternate Serves Every Two Points
- (b) Toss The Ball Straight Up When Serving
- (c) The Serve Can Land Anywhere In Singles
- (d) A Serve That Touches The Net On The Way Over Is A “Let”
- (e) Volleys Are Not Allowed
- (f) If Your Hit Bounces Back Over The Net By Itself It Is Your Point
- (g) Touching The Ball With Your Paddle Hand Is Allowed
- (h) You May Not Touch The Table With Your Non-Paddle Hand
- (i) An “Edge” Ball Bouncing Off The Horizontal Tabletop Surface Is Good
- (j) A Game Will Be Played of only 1 Set.
 - (i) A game of 3 Set will only be played in Semi-Finals and Finals

2. Points: Games Are Played To 11 Points.

3. Redressal during match: On the violation of above rule and any conflict, the players can call the referee and the faculty coordinator, and the decision of the deciding authority is final.



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Rules and Guidelines for Tug of War Tournament

- 1. General Rules:** The game involves usage of single equipment i.e. a rope. There is a red mark made in the middle of the rope. This red mark on the rope needs to be at a perpendicular angle to the exact centre point on the ground, before the commencement of the game. A white mark is made exactly 13 feet from the red mark on either sides of the rope. The game is won when either side with this white mark crosses the centre point.
- 2. Team Combination:** According to the rules of tug of war, each team can accommodate a maximum of 8 members.
However, the combined weight of these members should not exceed the weight determined for the particular category.
- 3. Field and Marking:** The game has to be played on a flat grassy patch of land. A line referred to as a centre line is marked on the playing zone and the rope is placed in a manner that its centre mark should align the centre marked on the ground. On either sides of the rope at the distance of 4 m from the centre line, 2 more marks need to be made. This is the point where in the first member of each team will stand.
- 4. How to Play:** As mentioned earlier, the centre of the rope should align with the centre marked on the ground. As soon as the referee blows the whistle, each team can start pulling the rope into their territory. The objective of the game is for each team to pull the rope along with the members of opposition team to their side. As soon as the second mark on the rope from the centre red mark crosses over to centre line, the team to pull the rope to their area wins the game.
- 5. Competition:** The tug of war competition requires a judge. There are 3 different commands that the judge gives to the players. The judge first announces, (i) **“Pick up the rope”**, he then says, (ii) **“Take the string”**, and finally he tells the players to (iii) **“Pull”**. Once the pull command is said out the teams start pulling the rope. If a member of the team falls down that member is given a caution. Each team is allowed two cautions before getting disqualified.
- 6. Fouls or violation:**
 - (a) There is a particular technique that needs to be applied while playing this game, if not then there will be a foul which can call in for disqualifications.
Explanation.- lowering your elbow below the knee level while pulling the rope is considered to be a foul and is called ‘locking’.
 - (b) Touching the ground for a longer period of time is also considered as a foul.



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Rules and Guidelines for Basketball Tournament

- 1. Teams :** Teams should consist of a minimum of 8 and a maximum of 10 players. All players must be current students at the college and should be from the same batch. Students cannot form a team if they belong to different academic years.
- 2. Game Duration :** For qualifiers: There will be two halves of 12 minutes each. The clock stops during timeouts, injuries. For Semi-finals and the Final: There will be 4 quarters of 12 minutes each. There will be break of 5 minutes after 1st and 3rd quarter and a break of 7 minutes after 2nd quarter.
 - (a)** Overtime periods (usually 2-5 minutes) may be played if the game ends in a tie.
- 3. Equipment :** All the games will be played on a regulation-sized basketball court.
 - (a)** The size of the ball to be used is Number 7.
- 4. Scoring :** Two-point field goals and three-point field goals are standard. Free throws are awarded for fouls. The number of free throws awarded may vary depending on the nature of the foul.
- 5. Possession and Scoring :** The team that wins the jump ball at the start of the game gets the first possession. Possession alternates between teams after each successful basket.
 - (a)** The shot clock resets to a certain number of seconds (e.g., 24 or 30) after a change in possession.
- 6. Fouls :** Common basketball fouls should be enforced (e.g., personal fouls, offensive fouls, technical fouls). Players accumulate personal fouls, and after a certain number, they are disqualified from the game.
 - (a)** Excessive or unsportsmanlike fouls may result in ejections.
- 7. Substitutions :** Substitutions can be made during dead balls or timeouts. Notify the scorer's table before making a substitution.
- 8. Redressal during match:** On the violation of above rule and any conflict, the players can call the referee and the faculty coordinator, and the decision of the deciding authority is final.



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Rules and Guidelines for Athletics Tournament

1. **Events:** There will be 3 events namely 100m race, 200m race and Relay (4x100m)
In Relay race, there must be a team of 4 (not mix of boys and girls) as well as must be batch-wise. i.e. same year but can be different sections
2. **Pointers:** 3-7 are for all the events under athletics
3. **Command:** (i) Sprinters should run in designated lanes and cannot cross lanes, throughout the race.
 - a) Before giving the 'set' command, athletes cannot touch the other side of the start line with their hands or feet.
 - b) Athletes should not obstruct other athletes during the race.
 - c) Athletes may leave the track voluntarily before the race ends, but they cannot come back to the track else they will be disqualified.
4. **Redressal during match:** On the violation of above rule and any conflict, the players can call the referee and the faculty coordinator, and the decision of the deciding authority is final.



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Rules and Guidelines for Badminton Tournament

1. **Tournament Style:** The tournament will be conducted in knock-out.
 - i. *'Knock-out style'* is an elimination style tournament so whoever loses the game will get eliminated from the tournament.
2. **Serving Rules:** (a) If you are serving or receiving first at the start of any game, you shall serve or receive in the right service court when your side or your opponent's side scored an even number of points.
 - (b) You shall serve from or receive in the left service court when your side or your opponent's side has scored an odd number of points. The reverse pattern shall apply to your partner. Make sure that your opponent is ready before you serve the shuttlecock.
 - (c) At the start of the game, and each time a side gains the right to serve, the service shall be delivered from the right service court. Only your opponent standing diagonally opposite of you shall return the service. Should your opponent's partner touched or hit the shuttle, it shall be a 'fault' and your side scores a point.
3. **Foul:** Double racquet as usual will be considered as foul.
4. **Redressal during match:** On the violation of above rule, the players can call the referee and the faculty coordinator, and the decision of the deciding authority is final.