



INVICTA

PARTICIPATION BROCHURE

13-15 FEB 2026



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ABOUT **NUJS.**

THE NATIONAL UNIVERSITY OF JURIDICAL SCIENCES, KOLKATA WAS ESTABLISHED UNDER THE WBNUJS ACT, 1999 AND HAS BEEN RANKED 4TH AMONG LAW COLLEGES BY THE NATIONAL INSTITUTE RANKING FRAMEWORK FOR LAW COLLEGES. IT IS A PREMIER INSTITUTION OF LEARNING, HAVING ATTAINED THIS POSITION THROUGH ITS HOLISTIC PROMOTION OF ACADEMIC EXCELLENCE, INTELLECTUAL DISCIPLINE AND PROFESSIONAL LEADERSHIP. AN IMPORTANT COMPONENT OF THE SAME IS SPORTS, AND DUE EMPHASIS IS PLACED ON INCLUDING PEOPLE WITH DISABILITIES IN SPORTING EVENTS. NUJS STUDENTS HAVE EXCELLED IN VARIOUS NATIONAL LEVEL SPORTING COMPETITIONS, WITH THE UNIVERSITY ITSELF ORGANIZING PRESTIGIOUS TOURNAMENTS IN VARIOUS SPORTS. TO FURTHER PROMOTE THIS CULTURE OF EXCELLENCE, WE ARE PROUD TO ANNOUNCE THE 18TH & 7TH EDITIONS OF OUR SPORTS FESTS, INVICTA AND PARA-INVICTA 2026.





OUR STORY.

OUR JOURNEY BEGAN WHEN WE REALISED THAT STUDENT LIFE IS MORE THAN LECTURE HALLS AND MOOT COURTS. IT'S ALSO ABOUT STRENGTH, SPEED, STRATEGY, AND SPIRIT. FROM THOSE EARLY DAYS OF GAMES AND FRIENDLY RIVALRIES, INVICTA CAME TO BE.

TODAY, INVICTA STANDS AS A SHOWCASE OF ATHLETIC EXCELLENCE AND INSTITUTIONAL PRIDE: LAW SCHOOLS FROM ACROSS INDIA, EACH SENDING SPIRITED CONTINGENTS, SQUADS DONNING COLOURS BATTLE ON COURT AND FIELD, AND FANS CHEERING FROM THE SIDELINES.

IN 2026, AS THE 17TH EDITION OF INVICTA AND THE 7TH EDITION OF ITS INCLUSIVE ARM, PARA-INVICTA, WE REAFFIRM OUR COMMITMENT TO PUSHING EXCELLENCE WHILE OPENING ACCESS TO ALL ATHLETES, REGARDLESS OF ABILITY.

WHETHER YOU'RE A COMPETITOR, A SUPPORTER, AN INSTITUTION SEEKING TO PARTICIPATE, OR SOMEONE WHO BELIEVES THAT SPORT AND LAW, INCLUSIVITY AND EXCELLENCE, CAN GO HAND-IN-HAND, THIS IS YOUR MOMENT.

PACK YOUR KIT. READY YOUR STRATEGIES. BRING YOUR TEAM. BRING YOUR SPIRIT. LET'S MAKE THIS EDITION HISTORIC AND WRITE A CHAPTER IN INVICTA'S STORY THAT WE'LL REMEMBER FOR YEARS TO COME.

**WE'RE EXCITED TO WELCOME YOU TO NUJS, KOLKATA.
WELCOME TO INVICTA. LET THE GAMES BEGIN.**



REGISTRATION ON-ARRIVAL

1. THE ON-ARRIVAL REGISTRATION FOR INVICTA 2026 SHALL COMMENCE FROM 4 PM BEFORE THE COMMENCEMENT OF THE INAUGURATION CEREMONY.

2. THE CONTINGENT LEADER IS REQUIRED TO COMPLETE THE REGISTRATION FORMALITIES BY CONFIRMING THE LIST OF PARTICIPANTS AT THE REGISTRATION /RECEPTION DESK.

3. EVERY CONTINGENT MEMBER IS REQUIRED TO CARRY AN ORIGINAL ID CARD OF THE INSTITUTION OR A CLEARLY DISTINGUISHABLE PHOTOCOPY OF THE SAME. IT IS TO BE NOTED THAT ONLY LAW STUDENTS ARE ALLOWED TO PARTICIPATE, AND ALL PARTICIPANTS MUST BE BETWEEN 17 TO 26 YEARS OF AGE.

4. A COPY OF THE ID CARD MUST BE SUBMITTED AT THE TIME OF THE REGISTRATION. ANYONE NOT CARRYING THE SAME WILL NOT BE ALLOWED TO PARTICIPATE IN ANY EVENT.

5. IT IS ALSO REQUIRED THAT PARTICIPANTS CARRY AT LEAST ONE GOVERNMENT ISSUED ID CARD (AADHAR/ DRIVING LICENSE / PAN CARD / VOTER ID CARD /PASSPORT) AS ID PROOF FOR THEIR ACCOMMODATION.

6. REGISTRATION IS MANDATORY.





FOOD

TEAMS WILL BE PROVIDED BREAKFAST AND LUNCH ON ALL THREE DAYS OF THE FEST, I.E., FEBRUARY 20, 21 AND 22, AT THE UNIVERSITY PREMISES/EVENT VENUES. HOWEVER, PARTICIPANTS ARE REQUESTED TO MAKE THEIR OWN ARRANGEMENTS FOR DINNER.

TRAVEL

THE ORGANIZING COMMITTEE WILL PROVIDE TRANSPORTATION ARRANGEMENTS FOR THE PICK-UP OF A CONTINGENT FROM THE RAILWAY STATION/AIRPORT. THE ORGANIZING COMMITTEE WILL FOLLOW THE TRAVEL PLANS INTIMATED TO THEM. IN NO EVENT SHALL ANY INDIVIDUAL MEMBER(S) OF A CONTINGENT BE PROVIDED WITH SUCH A SEPARATE ARRANGEMENT. TRAVEL ARRANGEMENTS SHALL ALSO BE MADE AVAILABLE FOR FERRYING TEAMS AND PARTICIPANTS FROM THE ACCOMMODATION PREMISES TO THE RESPECTIVE VENUES, AND VICE VERSA.

ACCOMMODATION

AS A STANDARD RULE, YOU CAN CHECK-IN FROM 12 P.M. ON THE DAY OF ARRIVAL AND MUST CHECK-OUT BY 11 A.M. ROOMS WILL BE MADE AVAILABLE POST 12 P.M. ON 16TH FEBRUARY AND GUESTS ARE REQUIRED TO VACATE THEIR ROOMS AND COMPLETE CHECK OUT FORMALITIES. IN CASE A CONTINGENT WISHES TO ARRIVE A DAY EARLIER, THE SAME MUST BE INTIMATED TO THE ORGANIZING COMMITTEE SO THAT NECESSARY ACCOMMODATION ARRANGEMENTS CAN BE MADE. THE ACCOMMODATION CHARGES FOR EACH EXTRA DAY SHALL BE CHARGED AT A DIFFERENTIAL RATE, OVER AND ABOVE THE REGISTRATION FEE. TEAM-WISE ALLOCATION OF ACCOMMODATION AS FINALIZED BY THE ORGANIZING COMMITTEE SHALL BE SUBJECT TO NO FURTHER CHANGE.

GUESTS ARE REQUESTED TO TAKE CARE OF THEIR BELONGINGS AS THEY WILL BE SOLELY RESPONSIBLE FOR SAFEKEEPING OF THEIR PERSONAL BELONGINGS. GUESTS ARE REQUESTED TO MAINTAIN DECORUM THROUGHOUT THE DURATION OF THEIR STAY. IN THE CASE OF ANY DEVIATION FROM THIS, THE PROPERTY STAFF MAY TAKE STRONG ACTIONS.

GUESTS SHALL NOT ENGAGE IN ANY CRIMINAL OR ANTISOCIAL ACTIVITIES ON THE PREMISES, AND THEY ARE PROHIBITED FROM USING OR STORING ANY ILLEGAL SUBSTANCES OR MATERIALS. ADDITIONALLY, GUESTS MUST NOT DESTROY, DAMAGE, OR REMOVE ANY FURNITURE OR FIXTURES PROVIDED BY THE SERVICE PROVIDER ON THE PREMISES. IN THE EVENT OF SUCH OCCURRENCES, THE INDIVIDUAL RESPONSIBLE SHALL BE LIABLE TO PAY FOR ANY DAMAGES RESULTING FROM SUCH INCIDENTS.

NOTE: NO PLEAS OR REQUESTS FOR CHANGE OF ACCOMMODATION ON ANY GROUND WILL BE ENTERTAINED. NO REFUND OF REGISTRATION FEE WILL BE MADE IF A CONTINGENT WISHES TO MOVE OUT OF THE ALLOCATED PLACE OF STAY AND MAKE THEIR OWN ARRANGEMENTS.

THE ORGANIZING COMMITTEE RESERVES THE RIGHT TO IMMEDIATELY EXPULSIVELY REMOVE ANY MISCREANT FROM THE PREMISES AND TAKE ANY NECESSARY ACTIONS AS DEEMED FIT BASED ON THE SITUATION.

**WORD OF
CAUTION.**



GENERAL RULES.



1. NOTE: THERE IS A CAP OF TWO FORMAL EVENTS PER PARTICIPANT, EXCLUSIVE OF ATHLETICS, CHESS, TUG OF WAR, AND POOL. ADDITIONALLY, A PARTICIPANT PLAYING CRICKET CANNOT PLAY ANY OTHER SPORT (INCLUDING ATHLETICS).

ATHLETES HAVE A CAP OF TWO TRACK EVENTS AND ONE FIELD EVENT, OR TWO FIELD EVENTS AND ONE TRACK EVENT (EXCLUDING RELAYS).

2. EVERY TEAM IS EXPECTED TO REPORT TO THEIR RESPECTIVE MATCH VENUES 15 MINUTES BEFORE THEIR MATCH. WHILE THIS MAY NOT BE STRICTLY ENFORCED, IF A PLAYER IS PARTICIPATING IN MORE THAN ONE SPORT, THE ORGANIZERS WILL NOT DELAY THE START OF A TEAM SPORT IF A PLAYER IS MISSING FOR REASONS NOT ATTRIBUTABLE TO THE ORGANIZATION.

3. THE WALK-OVER TIME FOR EACH SPORT IS STRICTLY 15 MINUTES. THIS RULE WILL BE RELAXED ONLY AT THE ORGANIZER'S DISCRETION. THEIR DECISION IN THIS REGARD WILL BE FINAL AND NOT SUBJECT TO DISPUTE.

4. SEEDING FOR THE FIXTURES WILL BE DONE BASED ON THE TEAMS' PERFORMANCE IN INVICTA '26.

5. BYES, IF ANY, WILL ALSO BE AWARDED BASED ON THE TEAMS' PERFORMANCE IN INVICTA '26.

6. THE REFEREES'/UMPIRES' DECISION IS FINAL AND BINDING. ANY DISSENT WITH THE REFEREES' DECISION WILL NOT BE TOLERATED. THE USE OF ABUSIVE LANGUAGE DIRECTED TOWARDS THE REFEREES/UMPIRES WILL RESULT IN IMMEDIATE DISQUALIFICATION OF THE TEAM FROM THE EVENT.

GENERAL RULES.



7. WE EXPECT ALL INVICTA PARTICIPANTS TO BE RESPECTFUL ON THE SPORTS FIELDS/COURTS. ANY FIGHTS OR DESTRUCTIVE BEHAVIOR WILL BE DEALT WITH SERIOUSLY, AND THE SPORTS COMMITTEE OR REFEREES WILL HAVE THE FINAL SAY. PLEASE NOTE THAT AN ALTERCATION MAY RESULT IN THE DISQUALIFICATION OF THE PARTICIPATING INSTITUTION FROM INVICTA.

8. IN THE EVENT OF RAIN, THE REFEREE/S, WITH THE CONSENT OF THE TEAM CAPTAINS, CAN DECIDE WHETHER OR NOT TO PLAY THE GAME. THE REFEREE'S DECISION IN THIS REGARD WILL BE FINAL AND BINDING. ALL INTERRUPTED MATCHES SHALL BE RESUMED FROM THE SCORE AT WHICH PLAY WAS STALLED UNLESS THEY HAVE BEEN DECLARED CANCELED BY THE OFFICIALS. THE ORGANIZERS MAY CHANGE THE RULES OR FORMAT IF THEY THINK IT'S NECESSARY.

9. THERE MIGHT BE CERTAIN VARIATIONS IN THE FORMAT OF THE EVENTS DEPENDING UPON PARTICIPATION.

10. TYPE OF TOURNAMENT: LEAGUE, POOL OR KNOCKOUT, DEPENDING ON THE NUMBER OF TEAMS PARTICIPATING. THE SAME SHALL BE DECIDED BY THE ORGANIZERS AND SHALL NOT BE CHALLENGED ON ANY GROUND.



Game Line-up

OUTDOOR EVENTS

HOLE	PAR				
1		ATHLETICS			
2		BADMINTON			
3		LAWN TENNIS			
4		BASKETBALL			
5		CRICKET			
6		FOOTBALL			
7		KABADDI			
8		VOLLEYBALL			
		THROWBALL			
		TUG OF WAR			





ATHLETICS RULES & REGULATIONS

THE MEET SHALL BE CONDUCTED ACCORDING TO THE RULES OF AMATEUR ATHLETIC FEDERATION OF INDIA. THE FOLLOWING EVENTS ARE SCHEDULED TO BE ORGANISED:

WOMEN

100M
200M
400M
800M
1500M
4*100M RELAY
SHOT PUT
LONG JUMP
HIGH JUMP
DISCUS THROW

MEN

100M
200M
400M
800M
1500M
4*100M RELAY
SHOT PUT
LONG JUMP
HIGH JUMP
DISCUS THROW

EVERY COLLEGE WILL BE ENTITLED TO ENTER ONLY TWO ATHLETES IN EACH INDIVIDUAL EVENT. IN THE 4 X 100M RELAY, ONLY ONE TEAM OF FOUR ATHLETES CAN PARTICIPATE. AN ATHLETE CAN PARTICIPATE IN A MAXIMUM OF THREE INDIVIDUAL EVENTS (TWO TRACK EVENTS AND ONE FIELD EVENT OR ONE TRACK EVENT AND TWO FIELD EVENTS) AND IN THE RELAY. MEDALS SHALL BE AWARDED ONLY UP TO THE 3RD POSITION. A PARTICIPATION CERTIFICATE WILL BE PROVIDED TO ALL THE PARTICIPANTS. THERE WILL NOT BE ANY ON SPOT REGISTRATION FOR THE ATHLETICS AND THE TEAMS ARE REQUESTED TO SEND THE LIST OF PARTICIPATING ATHLETES ALONG WITH THEIR RESPECTIVE EVENT.



BADMINTON RULES & REGULATIONS

TYPE OF TOURNAMENT: LEAGUE, POOL OR KNOCKOUT, DEPENDING ON THE NUMBER OF TEAMS PARTICIPATING.

ALL STANDARD LAWS ADOPTED BY THE BADMINTON ASSOCIATION OF INDIA SHALL BE DEEMED TO GOVERN THE TOURNAMENT. THE DETAILED RULES CAN BE FOUND ON THIS LINK

CERTAIN IMPORTANT RULES HAVE BEEN MENTIONED BELOW:

THE TEAM SHALL CONSIST OF A MINIMUM OF FOUR (MINIMUM TWO MALES AND TWO FEMALES) AND MAXIMUM OF SEVEN PLAYERS.

EVERY MATCH IN THE TOURNAMENT WILL CONSIST OF FIVE MATCH-UPS PLAYED IN MEN'S SINGLES- WOMEN'S SINGLES- MEN'S DOUBLES- WOMEN'S DOUBLES- MIXED DOUBLES FORMAT. TO WIN, A TEAM MUST WIN THREE OUT OF THESE FIVE MATCH-UPS.

CH MATCH-UP WILL BE "BEST-OF-THREE" GAMES, EACH GAME BEING OF 21 POINTS, WITH POINTS PER RALLY FORMAT.

IF THE GAME GOES UP TO 20 POINTS EACH, EACH TEAM WILL HAVE TO SECURE A CLEAR 2-POINT LEAD, UP TO 29 POINTS, OVER THE OTHER TEAM TO WIN, ONCE THE SCORE REACHES 29 ALL, THE TEAM THAT REACHES 30 POINTS FIRST, WINS.

EACH PLAYER CAN PLAY A MAXIMUM OF 2 MATCH-UPS (SINGLES AND DOUBLES/ DOUBLES AND MIXED DOUBLES) OUT OF 5 MATCH-UPS.

BADMINTON RULES & REGULATIONS

INTERVALS:

THE PLAYERS MAY TAKE AN INTERVAL OF NOT MORE THAN 60 SECONDS DURING EACH GAME WHEN THE LEADING SCORE REACHES 11 POINTS; AND NOT MORE THAN 120 SECONDS BETWEEN THE FIRST AND THE SECOND GAME AND THE SECOND AND THE THIRD GAME OF A MATCH.

THE SIDE WINNING THE PREVIOUS GAME SHALL BEGIN THE SERVICE IN THE NEXT GAME.

THE ENTIRE SHUTTLE SHALL BE BELOW THE SERVER'S WAIST AT THE INSTANT OF BEING HIT BY THE SERVER'S RACQUET.

SHUTTLE HITTING THE HEAD AND THE STRINGED AREA OF THE RACQUET IN ONE STROKE IS NOT A FAULT; HOWEVER, IF IT IS HIT TWICE BY THE SAME PLAYER/HIS TEAM MEMBER IT WOULD CONSTITUTE A FAULT.

A SERVICE COURT ERROR HAS BEEN MADE WHEN A PLAYER HAS SERVED OR RECEIVED OUT OF TURN, OR HAS SERVED OR RECEIVED IN THE WRONG SERVICE COURT. IF A SERVICE COURT ERROR IS DISCOVERED, THE ERROR SHALL BE CORRECTED AND THE EXISTING SCORE SHALL STAND.

WHEN NECESSITATED BY CIRCUMSTANCES NOT WITHIN THE CONTROL OF THE PLAYERS, THE REFEREE MAY SUSPEND PLAY FOR SUCH A PERIOD AS THE REFEREE MAY DEEM NECESSARY. IF THE PLAY IS SUSPENDED, THE EXISTING SCORE SHALL STAND AND PLAY SHALL BE RESUMED FROM THAT POINT.

A SERVICE COURT ERROR HAS BEEN MADE WHEN A PLAYER HAS SERVED OR RECEIVED OUT OF TURN, OR HAS SERVED OR RECEIVED IN THE WRONG SERVICE COURT. IF A SERVICE COURT ERROR IS DISCOVERED, THE ERROR SHALL BE CORRECTED AND THE EXISTING SCORE SHALL STAND.

BADMINTON RULES & REGULATIONS

WHEN NECESSITATED BY CIRCUMSTANCES NOT WITHIN THE CONTROL OF THE PLAYERS, THE REFEREE MAY SUSPEND PLAY FOR SUCH A PERIOD AS THE REFEREE MAY DEEM NECESSARY. IF THE PLAY IS SUSPENDED, THE EXISTING SCORE SHALL STAND AND PLAY SHALL BE RESUMED FROM THAT POINT.

UNDER NO CIRCUMSTANCES SHALL PLAY BE DELAYED TO ENABLE A PLAYER TO RECOVER STRENGTH OR WIND, OR TO RECEIVE ADVICE. A PLAYER SHALL NOT DELIBERATELY CAUSE DELAY OR SUSPENSION IN PLAY. IN SUCH CIRCUMSTANCES, THE PLAYER WOULD BE LIABLE FOR DISQUALIFICATION AT THE DISCRETION OF THE REFEREE.

HOWEVER, IN CASE A PLAYER IS INJURED, THE REFEREE MAY SUSPEND THE MATCH FOR A MAXIMUM TIME OF 15 MINUTES TO ENABLE THE PLAYER TO RECEIVE MEDICAL AID. IF THE INJURED PLAYER DOES NOT RETURN TO PLAY AFTER 15 MINUTES, HE OR SHE SHALL FORFEIT THE GAME.

NO PLAYER SHALL CAUSE ANY KIND OF DELIBERATE DISTRACTION(S) TO HIS OR HER OPPONENT. IN CASE THE OPPONENT APPEALS AGAINST THE SAME, THE REFEREE SHALL ISSUE A WARNING TO THE VIOLATOR. THE SECOND INSTANCE OF THE SAME SHALL RESULT IN DISQUALIFICATION OF THE VIOLATING TEAM.

BADMINTON RULES & REGULATIONS

NO PLAYER SHALL CAUSE ANY KIND OF DELIBERATE DISTRACTION(S) TO HIS OR HER OPPONENT. IN CASE THE OPPONENT APPEALS AGAINST THE SAME, THE REFEREE SHALL ISSUE A WARNING TO THE VIOLATOR. THE SECOND INSTANCE OF THE SAME SHALL RESULT IN DISQUALIFICATION OF THE VIOLATING TEAM.

THE PLAYERS MUST ENSURE THAT THEIR SUPPORTERS DO NOT DISTRACT THE OPPONENTS. IF ANY PLAYER OBJECTS TO IT, THE REFEREE MAY ISSUE A WARNING TO THE VIOLATOR. THE SECOND INSTANCE OF THE SAME MAY RESULT IN DISQUALIFICATION OF THE VIOLATING TEAM. THE DISCRETION REGARDING THE SAME SHALL REST WITH THE REFEREE.

TEAMS ARE EXPECTED TO BRING THEIR OWN RACKETS. SHUTTLES WILL BE PROVIDED BY THE SPORTS COMMITTEE, NUJS. NUJS SHALL PROVIDE MATCH REFEREES AND LINESMEN FOR EVERY MATCH. THE CALL OF THE REFEREE SHALL BE FINAL AND NOT SUBJECT TO ANY DISPUTE. ONLY THE MATCH REFEREE SHALL HAVE THE POWER TO OVERRIDE ANY CALL(S) MADE BY THE LINESMEN.

REQUESTS FOR CHANGE OF LINESMEN SHALL NOT BE ENTERTAINED UNLESS THE MATCH REFEREE HAS SUFFICIENT REASON TO BELIEVE THAT THE QUALITY OF JUDGMENT OF A PARTICULAR LINESMAN IS AFFECTING THE MATCH. THE DECISION OF THE MATCH REFEREE SHALL BE FINAL IN THIS REGARD.



BASKETBALL RULES & REGULATIONS

THE RULES FOR BASKETBALL (WE ARE FOLLOWING THE NATIONAL FORMAT) ARE SUBJECT TO THE REFEREES' DISCRETION.

TYPE OF TOURNAMENT: LEAGUE, POOL, OR KNOCKOUT, DEPENDING ON THE NUMBER OF TEAMS PARTICIPATING.

EACH TEAM SHALL CONSIST OF 5 PLAYERS ON COURT WITH 7 SUBSTITUTES.

PRELIMINARY ROUNDS:

8-MINUTE QUARTERS WITH 1-MINUTE BREAKS BETWEEN QUARTERS.

8 (2x4) TIME-OUTS ALLOWED PER TEAM.

SEMI-FINALS:

12 MINUTES PER QUARTER.

FINALS:

12 MINUTES PER QUARTER.

12 (3x4) TIME-OUTS ALLOWED PER TEAM.

FIBA RULES SHALL APPLY IN CASE OF ANY DISPUTES.

SOME GENERAL POINTERS:

5-A-SIDE GAME (MEN AND WOMEN)

15-MINUTE WALKOVER RULE

12-MEMBER SQUAD (10 PLAYING MEMBERS + 2 RESERVES) FOR EACH TEAM

IN CASE OF DISPUTES, THE REFEREE'S CALL SHALL BE FINAL AND BINDING.



CRICKET.



CRICKET RULES & REGULATIONS

EVERY TEAM MUST COMPRISE A MINIMUM OF 11 PLAYERS PLUS 4 EXTRAS.

EACH INNINGS SHALL COMPRISE 10 OVERS, WHILE THE FINAL WILL BE PLAYED OVER 15 OVERS.

EVERY TEAM IS REQUIRED TO BRING THEIR OWN EQUIPMENT AND MUST BE DRESSED IN CRICKET WHITES.

MATCHES WILL BE PLAYED WITH CRICKET (LEATHER) BALLS ON MAT OR TURF PITCHES.

TWO BOWLERS WILL BE ALLOWED TO BOWL A MAXIMUM OF 3 OVERS EACH, AND THE REMAINING BOWLERS MAY BOWL A MAXIMUM OF 2 OVERS EACH.

THE FIRST TWO OVERS OF EACH INNINGS SHALL BE DESIGNATED AS THE POWERPLAY, DURING WHICH ONLY TWO FIELDERS SHALL BE ALLOWED OUTSIDE THE POWERPLAY CIRCLE.



FOOTBALL RULES & REGULATIONS

- DURATION OF THE MATCH: THE DURATION OF THE PRELIMINARY STAGE MATCHES WILL BE 40 MINUTES, DIVIDED INTO TWO HALVES OF 20 MINUTES. IN THE EVENT OF TEAMS LEVEL ON POINTS IN THE GROUP STAGES, GOAL DIFFERENCE AND GOALS SCORED WILL BE CONSIDERED FOLLOWED BY A PENALTY SHOOTOUT.
- THE DURATION OF THE FINAL MATCH WILL BE OF 60 MINUTES, DIVIDED INTO TWO HALVES.
- IN CASE OF A DRAW IN THE KNOCKOUT MATCHES, THERE WILL BE EXTRA TIME OF 15 MINUTES, DIVIDED INTO TWO HALVES, FOLLOWED BY A PENALTY SHOOTOUT.
- ROLLING SUBSTITUTIONS ARE ALLOWED THROUGHOUT THE COURSE OF THE MATCH DISCIPLINE ALL DECISIONS REGARDING CONDUCT ON THE FIELD ARE SOLELY THOSE OF THE REFEREE.
- TWO YELLOW CARDS IN ONE GAME AMOUNT TO A RED CARD AND A SENDING OFF.
- HOWEVER, THE SAME DOES NOT RESULT IN THE SUSPENSION FOR THE CONCERNED PLAYER.
- A STRAIGHT RED CARD IN A GAME WILL LEAD TO A PLAYER BEING SENT OFF, AND SUSPENDED FOR ONE GAME.
- IN ADDITION, ANY INCIDENTS OF PHYSICAL VIOLENCE BY A TEAM WILL RESULT IN AN IMMEDIATE DISQUALIFICATION FROM THE TOURNAMENT. THE SAME SHALL APPLY IRRESPECTIVE OF WHETHER A TEAM INITIATES THE VIOLENCE OR NOT. THE DISCRETION OF THE REFEREES AND ORGANIZERS SHALL BE FINAL IN THIS REGARD.

FOOTBALL RULES & REGULATIONS

- RULES WOULD BE SAME FOR BOTH MEN AND WOMEN FOOTBALL.
- ALL STANDARD LAWS ADOPTED BY THE FIFA SHALL BE DEEMED TO GOVERN THE TOURNAMENT, UNLESS SPECIFICALLY MODIFIED BY ANY OF THE FOLLOWING RULES.
- (REFER TO [HTTPS://IMG.FIFA.COM/IMAGE/UPLOAD/KHHLOE2XOIGYNA8JUXW3.PDF](https://img.fifa.com/image/upload/khhloe2xoigyNa8JUXW3.pdf))
- SQUAD AND PLAYERS' EQUIPMENT:
- EACH TEAM SHALL NAME A SQUAD OF 16 PLAYERS (11 PLAYING + 5 EXTRAS) BEFORE THE COMMENCEMENT OF THE TOURNAMENT. NO CHANGES SHALL BE PERMITTED IN THE SQUAD SUBSEQUENTLY, EXCEPT UNDER EXTENUATING CIRCUMSTANCES. THE DISCRETION FOR ALLOWING THE SAME LIES SOLELY WITH THE ORGANIZERS.
- EVERY MEMBER OF THE TEAM SHALL WEAR AN IDENTICAL KIT, WITH SQUAD NUMBERS PRINTED AT THE BACK. THE KEEPER SHALL HAVE A KIT COLOUR DIFFERENT FROM BOTH TEAMS. IN CASE OF TWO TEAMS PICKING THE SAME COLOUR, THE HOME SIDE SHALL HAVE PREFERENCE. IN CASE THERE IS NO HOME SIDE THE DECISION SHALL BE MADE BY VIRTUE OF A TOSS.



KABADDI RULES & REGULATIONS

TERMINOLOGY

LOBBIES: THE STRIPS ON BOTH THE SIDES OF THE PLAYFIELD ARE KNOWN AS THE LOBBIES. WHEN THE LOBBIES, AS PER RULE 4 UNDER 'RULES OF PLAY ARE INCLUDED IN THE PLAYFIELD, THE BOUNDARIES OF THE PLAY-FIELD ARE EXTENDED UP TO THE FOUR LINES, WHICH ENCLOSE THE PLAYFIELD INCLUDING THE LOBBIES.

MID LINE: THE LINE THAT DIVIDES THE PLAY FIELD INTO TWO HALVES IS KNOWN AS THE MIDLINE.

BAULK LINE: EACH OF THE LINES IN COURT PARALLEL TO THE MIDLINE, DRAWN BETWEEN THE MID LINE AND THE BONUS LINE IS KNOWN AS BAULK LINE.

BONUS LINE: THE LINE PARALLEL TO BAULK LINE TOWARDS END LINE IS KNOWN AS BONUS LINE.

CANT: THE REPEATED, WITHOUT BREAK; AT A STRETCH AND CLEAR ALOUD SOUNDING OF THE APPROVED WORD "KABADDI WITHIN THE COURSE OF ONE RESPIRATION SHALL BE CALLED "CANT.

STRUGGLE: WHEN THE ANTI OR ANTIS COME INTO CONTACT WITH THE RAIDER, IT IS CALLED STRUGGLE. AFTER TOUCH OR STRUGGLE THE PLAYFIELD INCLUDES THE LOBBIES.

PURSUIT: WHEN AN ANTI-RUSHES INTO THE OPPONENT'S COURT WITH CANT AND WITHOUT BREACH OF RULES CHASING THE RETURNING RAIDER WITH A VIEW TO TOUCH, IT IS CALLED PURSUIT

KABADDI RULES & REGULATIONS

THE TEAM THAT WINS THE TOSS SHALL HAVE THE CHOICE OF THE COURT OR THE RAID AND THE TEAM THAT LOSES THE TOSS SHALL HAVE THE REMAINING CHOICE. IN THE SECOND HALF, THE COURT SHALL BE CHANGED AND THE TEAM, WHICH DID NOT OPT FOR RAID SHALL SEND THEIR RAIDER FIRST. THE GAME IN THE SECOND HALF SHALL CONTINUE WITH THE SAME NUMBER OF PLAYERS, AS IT WAS AT THE END OF THE FIRST HALF.

EACH RAID SHALL LAST FOR A MAXIMUM OF 30 SECONDS. A RAID IS SUCCESSFUL ONLY WHEN THE RAIDER CROSSES THE BAULK LINE OF THE DEFENDING TEAM AT LEAST ONCE DURING THE COURSE OF A RAID AND REACHES HIS COURT WITH CANT. IN CASE THE RAIDER TOUCHES AN ANTI, OR AN ANTI-TOUCHES THE RAIDER DURING THE RAID, THE RAIDER NEED NOT CROSS THE BAULK LINE BUT MUST REACH HIS COURT WITH THE CANT. THE BAULK LINE IS SAID TO BE CROSSED WHEN ANY PART OF THE BODY OF THE RAIDER IS IN CONTACT WITH THE GROUND BETWEEN THE BAULK LINE AND THE END LINE OF THE OPPONENT'S COURT. AT THE SAME TIME ANY PART OF THE RAIDER'S BODY SHOULD NOT HAVE CONTACT WITH THE GROUND BETWEEN THE MID LINE AND THE BAULK LINE.

A PLAYER SHALL BE OUT IF ANY PART OF HIS BODY TOUCHES THE GROUND OUTSIDE THE BOUNDARY BUT DURING THE STRUGGLE A PLAYER SHALL NOT BE OUT IF ANY PART OF HIS BODY TOUCHES THE GROUND OUTSIDE THE BOUNDARY BY KEEPING CONTACT OF THE PLAYFIELD. THE PORTION OF CONTACT MUST BE INSIDE THE BOUNDARY.

WHEN THE STRUGGLE BEGINS, THE PLAY FIELD INCLUDES THE LOBBIES. DURING THE STRUGGLE AND AFTER THE STRUGGLE IN THE SAME RAID, THE PLAYERS INVOLVED IN THE STRUGGLE CAN USE THE LOBBIES TO ENTER THEIR RESPECTIVE COURTS. THIS RULE WILL ONLY BE APPLICABLE IN THE ANTI'S COURT.

A RAIDER SHALL CONTINUE TO CHANT "KABADDI AS THE APPROVED CANT. IF HE IS NOT KEEPING THE PROPER APPROVED CANT IN THE OPPONENT'S COURT, HE SHALL BE ORDERED BACK AND THE OPPONENT WILL BE GIVEN ONE TECHNICAL POINT AND CHANCE TO RAID.

KABADDI RULES & REGULATIONS

UNDER SUCH CIRCUMSTANCES, HE SHALL NOT BE PURSUED. A RAIDER MUST START HIS CANT BEFORE HE TOUCHES THE OPPONENT'S COURT. IF HE STARTS THE CANT LATE, HE SHALL BE ORDERED BACK BY THE UMPIRE OR REFEREE AND THE OPPONENT WILL BE GIVEN ONE TECHNICAL POINT & A CHANCE TO RAID.

NOT MORE THAN ONE RAIDER SHALL ENTER THE OPPONENT'S COURT AT A TIME. IF MORE THAN ONE RAIDER ENTERS THE OPPONENT'S COURT AT A TIME, THE UMPIRE OR REFEREE SHALL ORDER ALL TO GO BACK TO THEIR COURT AND A TECHNICAL POINT WILL BE AWARDED TO THE OPPONENT AND CHANCE TO RAID.

AFTER A RAIDER HAS REACHED HIS COURT OR IS PUT OUT IN THE OPPONENT'S COURT, THE OPPONENTS SHALL SEND THEIR RAIDER WITHIN 5 SECONDS. THUS ALTERNATELY EACH SIDE SHALL SEND THEIR RAIDER UNTIL THE END OF THE GAME. IN CASE THE RAIDER FAILS TO START HIS RAID WITHIN 5 SECONDS THE TEAM LOSES ITS CHANCE TO RAID AND THE OPPONENT TEAM GETS A TECHNICAL POINT.

IF A RAIDER, WHO IS CAUGHT BY THE ANTI OR ANTIS, ESCAPES FROM THEIR ATTEMPT TO HOLD AND REACHES HIS COURT SAFELY HE SHALL NOT BE PURSUED. BUT IF A RAIDER TOUCHES THE ANTI OR ANTIS AND REACHES BACK TO HIS COURT SAFELY HE MAY BE PURSUED.

IF A RAIDER, WHILE IN THE OPPONENT'S COURT LOSES HIS CANT, HE SHALL BE OUT. WHEN A RAIDER IS HELD, THE ANTIS SHALL NOT TRY DELIBERATELY TO STIFLE HIS CANT BY SHUTTING HIS MOUTH, USING VIOLENT TACKLING LEADING TO INJURIES, ANY TYPE OF SCISSORING OR USE OF ANY UNFAIR MEANS. IF SUCH INCIDENT HAPPENS, THE UMPIRE OR REFEREE SHALL DECLARE THE RAIDER NOT OUT AND PUNISH THE OFFENDING PLAYERS AS HE/SHE DEEMS FIT.

DURING THE COURSE OF RAID NONE OF THE ANTIS SHALL TOUCH THE RAIDER'S COURT UNTIL COMPLETION OF THE RAID. IN CASE ANY ANTI OR ANTIS TOUCHES THE RAIDER'S COURT BEFORE COMPLETION OF THE RAID THEY WILL BE DECLARED OUT AND THE OPPONENT TEAM WILL BE GIVEN THAT MANY POINTS.

KABADDI RULES & REGULATIONS

IF AN ANTI OR ANTIS WHO ARE OUT, HAVING VIOLATED RULE NO.15, HOLDS A RAIDER OR HAVE VIOLATED THE SAID RULE WHILE HOLDING OR HELPING TO HOLD THE RAIDER, THE RAIDER SHALL BE DECLARED NOT OUT AND THE ANTI OR ANTIS WHO TOUCHES THE RAIDER'S COURT SHALL BE DECLARED OUT.

WHEN A TEAM MANAGES TO PUT OUT THE ENTIRE OPPONENT TEAM AND NONE OF THE OPPONENTS ARE ENTITLED TO BE REVIVED, THEN THAT TEAM SCORES A LONA AND TWO EXTRA POINTS FOR LONA SHALL BE AWARDED IN ADDITION TO THE POINTS SCORED BY THE TEAM PUTTING OUT ALL THE PLAYERS OF THE OPPONENT

RULES OF MATCHES: EACH TEAM SHALL CONSIST OF MINIMUM

7 AND MAXIMUM 12 PLAYERS. 7 PLAYERS SHALL TAKE THE GROUND AT A TIME AND THE REMAINING PLAYERS ARE SUBSTITUTES. THE PLAY CONTINUES AND ALL THE PLAYERS WHO ARE OUT SHALL ENTER IN THEIR COURT WITHIN TEN SECONDS. OTHERWISE THE REFEREE OR UMPIRE SHALL AWARD ONE TECHNICAL POINT TO THE OPPONENT. IF THE TEAM FAILS TO ENTER WITHIN ONE MINUTE, THE TEAM SHALL BE SCRATCHED FROM THE MATCH AND THE MATCH SHALL BE AWARDED TO THE OPPONENT.

A RAIDER OR AN ANTI IS NOT TO BE HELD BY ANY PART OF HIS BODY DELIBERATELY OTHER THAN HIS LIMB OR TRUNK. THE ONE WHO VIOLATES THE RULE SHALL BE DECLARED OUT. IF THE RAIDER IS HELD DELIBERATELY OTHER THAN HIS LIMB OR TRUNK, THE UMPIRE OR REFEREE SHALL DECLARE SUCH RAIDER NOT OUT. IF A RAIDER IS CAUGHT BY HIS CLOTHES OR HAIR THE RAIDER SHALL BE DECLARED NOT OUT AND THE ANTI OR ANTIS WHO HAVE VIOLATED THE RULE SHALL BE DECLARED OUT. WHEN ONE OR TWO PLAYERS OF A TEAM ARE LEFT DURING THE GAME AND THE CAPTAIN OF THE TEAM DECLARES THEM OUT IN ORDER TO BRING IN THE FULL TEAM, THE OPPONENT SHALL SCORE AS MANY POINTS AS THE PLAYERS THAT EXISTED IN THE COURT AT THE TIME OF DECLARATION AS WELL AS TWO EXTRA POINTS FOR LONA.

PLAYER OR PLAYERS WHO ARE OUT SHALL BE REVIVED IN THE SAME ORDER AS THEY WERE OUT WHEN ONE OR MORE OPPONENTS ARE OUT

KABADDI RULES & REGULATIONS

EACH TEAM SHALL CONSIST OF MINIMUM 7 AND MAXIMUM 12 PLAYERS. 7 PLAYERS SHALL TAKE THE GROUND AT A TIME AND THE REMAINING PLAYERS ARE SUBSTITUTES.

THE DURATION OF THE TIME OF THE MATCH SHALL BE TWO HALVES OF 20 MINUTES IN CASE OF MEN WITH MINUTES INTERVAL. IN THE CASE OF WOMEN TWO HALVES OF 15 MINUTES WITH 5 MINUTES INTERVAL. THE TEAMS WILL CHANGE COURT AFTER INTERVAL. THE NUMBER OF PLAYERS FOR EACH TEAM AT THE START OF SECOND HALF SHALL REMAIN THE SAME AS IT WAS AT THE END OF FIRST HALF. NOTE: THE LAST RAID OF EACH HALF OF THE MATCH SHALL BE ALLOWED TO BE COMPLETED EVEN AFTER COMPLETION OF THE SCHEDULED TIME AS MENTIONED ABOVE.

EACH TEAM SHALL SCORE ONE POINT FOR EVERY OPPONENT OUT OR PUT OUT. THE SIDE, WHICH SCORES A LONA, SHALL SCORE TWO EXTRA POINTS. THE OUT AND REVIVAL RULE WILL BE APPLICABLE.

TIME OUT: EACH TEAM SHALL BE ALLOWED TO TAKE TWO "TIME

OUTS OF 30 SECONDS EACH IN EACH HALF; SUCH TIME OUT SHALL BE CALLED FOR BY THE CAPTAIN, COACH OR ANY PLAYING MEMBER OF THE TEAM WITH THE PERMISSION OF REFEREE. THE TIME OUT TIME SHALL BE ADDED TO MATCH TIME. B. DURING THE TIME OUT THE TEAMS SHALL NOT LEAVE THE GROUND, ANY VIOLATION IN THIS; A TECHNICAL POINT SHALL BE AWARDED TO THE OPPONENT TEAM. C. OFFICIAL TIME OUT CAN BE CALLED FOR BY THE REFEREE UMPIRE IN THE EVENT OF ANY INJURY TO A PLAYER, INTERRUPTION BY OUTSIDERS, RE-LINING OF THE GROUND OR ANY SUCH UNFORESEEN CIRCUMSTANCES, SUCH TIME OUT TIME WILL BE ADDED TO THE MATCH TIME.

KABADDI RULES & REGULATIONS

FIVE RESERVE PLAYERS CAN BE SUBSTITUTED WITH THE PERMISSION OF REFEREE DURING TIME OUT OR INTERVAL SUBSTITUTED PLAYERS CAN BE RE-SUBSTITUTED.

IF ANY PLAYER IS SUSPENDED OR DISQUALIFIED FROM THE MATCH, NO SUBSTITUTION IS ALLOWED FOR THAT PARTICULARS PLAYER. THE TEAM WILL PLAY WITH A LESSER NUMBER OF PLAYERS, NO SUBSTITUTION IS ALLOWED DURING THE OFFICIAL TIME OUT. SUBSTITUTION IS NOT ALLOWED FOR OUT PLAYERS.

BONUS POINT SYSTEM

ONE POINT SHALL BE AWARDED TO THE RAIDER WHEN HE CROSSES THE BONUS LINE. IF, THE RAIDER AFTER CROSSING THE BONUS LINE IS CAUGHT, THE OPPONENT TEAM WILL ALSO BE AWARDED ONE POINT. RAIDER IS SAID TO HAVE CROSSED THE BONUS LINE WHEN HE COMES INTO CONTACT WITH THE GROUND BETWEEN THE END LINE AND BONUS LINE. AT THE SAME TIME ANY PART OF HIS BODY SHOULD NOT HAVE CONTACT WITH THE GROUND BETWEEN THE MID LINE AND BONUS LINE.

THE BONUS LINE WILL BE APPLICABLE WHEN THERE ARE MINIMUM 6 PLAYERS IN THE COURT: THE REFEREE/UMPIRE SHALL AWARD THE BONUS POINT AFTER COMPLETION OF SUCH RAID BY SHOWING THUMB UPWARDS TOWARDS THE SIDE WHICH SCORES.

IF THE RAIDER WHILE CROSSING THE BONUS LINE IS CAUGHT THEN A POINT WILL BE AWARDED TO THE DEFENDING TEAM & NO BONUS POINT SHALL BE GIVEN.

THE RAIDER AFTER CROSSING THE BONUS LINE IF HE PUTS OUT ONE OR MORE ANTIS, HE WILL GET THE NUMBER OF POINTS SCORED IN ADDITION TO THE BONUS POINT FOR CROSSING THE BONUS LINE

KABADDI RULES & REGULATIONS

THE RAIDER HAS TO CROSS THE BONUS LINE TO SCORE THE BONUS POINT BEFORE TOUCHING THE ANTI / ANTIS OR BEFORE HE IS CAUGHT BY THE ANTI/NTIS. THE RAIDER WILL NOT BE AWARDED BONUS POINT IF HE CROSSES THE BONUS LINE AFTER A TOUCH/STRUGGLE.

THERE SHALL BE NO REVIVAL FOR BONUS POINT.

IF PLAYER/PLAYERS ARE SUSPENDED TEMPORARILY OR DISQUALIFIED FROM THE MATCH, THEN THE TEAM WILL PLAY WITH LESS NUMBER OF PLAYERS. SUCH PLAYERS SHALL BE COUNTED TO AWARD BONUS POINT.

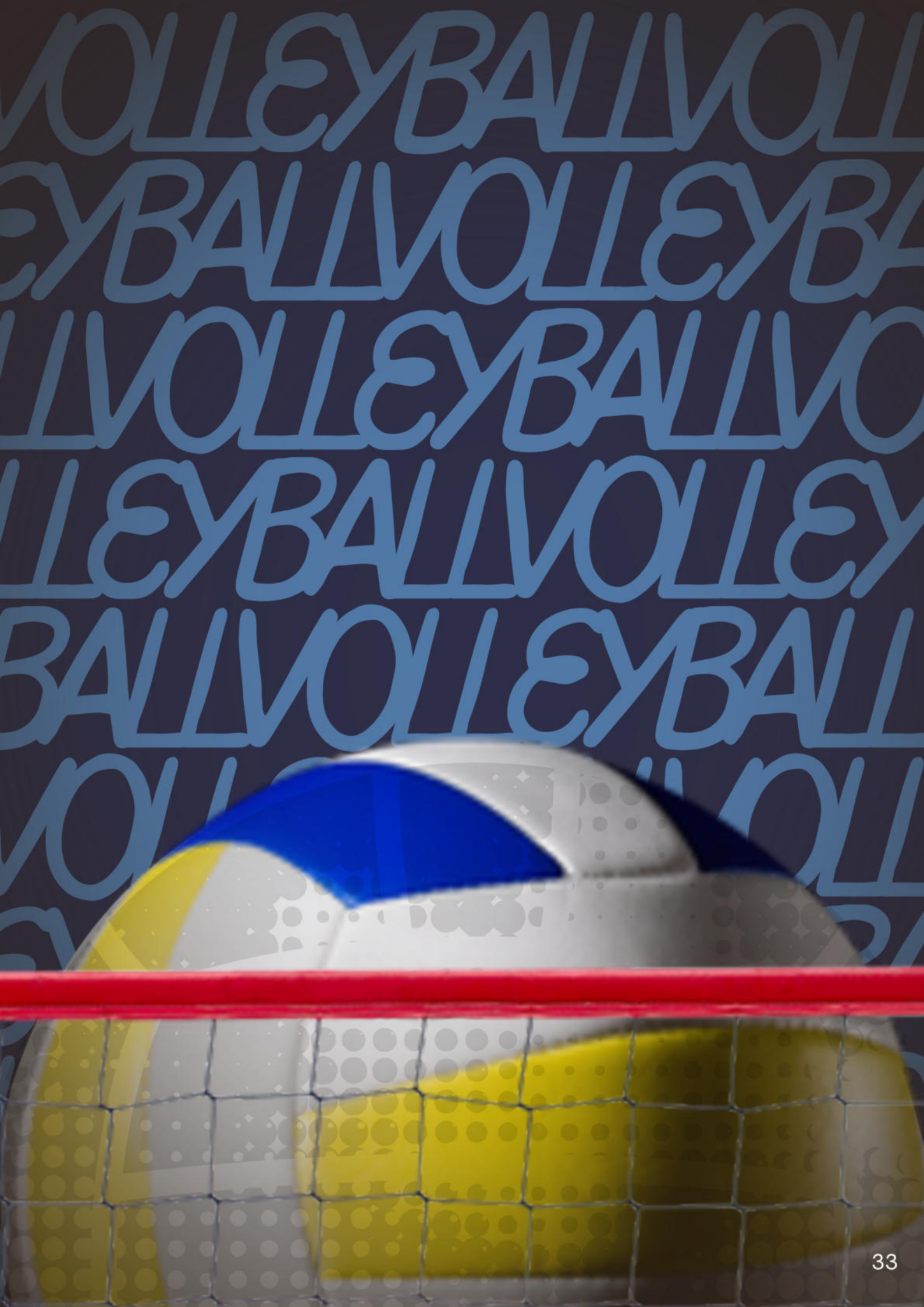
THE TEAM, WHICH SCORES THE HIGHEST NUMBER OF POINTS AT THE END OF THE MATCH, SHALL BE DECLARED THE WINNER.

THE TEAM THAT WINS THE MATCH WILL SCORE TWO LEAGUE POINTS AND THE LOSER WILL SCORE ZERO POINT. IN CASE OF TIE BOTH THE SIDES WILL SCORE ONE LEAGUE POINT EACH.

IF THERE IS A TIE IN THE SEMI-FINAL OR FINAL, THE WINNER AND RUNNER-UP WILL BE DECIDED BASED ON A TOSS. NAILS OF THE PLAYERS MUST BE CLOSELY CLIPPED AND NO ORNAMENTS OF ANY SORT SHALL BE ALLOWED.

ALL PLAYERS MUST HAVE DISTINCT, VISIBLE NUMBERS ON THEIR T-SHIRT.

APPLICATION OF OILS OR ANY OTHER SOFT SUBSTANCES TO THE BODY SHALL NOT BE ALLOWED AND WILL LEAD TO DISQUALIFICATION OF THE PLAYER(S) FOUND GUILTY.



VOLLEYBALL RULES & REGULATIONS

THE RULES OF THE INTERNATIONAL VOLLEYBALL FEDERATION WILL BE FOLLOWED. (REFER TO [HTTPS://WWW.FIVB.ORG/EN/REFEREEING-RULES/DOCUMENTS/FIVBVOLLEYBALL_RULES_2017-2020-EN-V06.PDF](https://www.fivb.org/en/refereeing-rules/documents/fivbvolleyball_rules_2017-2020-en-v06.pdf))

EACH MATCH WILL BE "BEST-OF-THREE" GAMES, WITH THE FIRST TWO GAMES BEING OF 25 POINTS, WITH A DECIDER SET OF 15 POINTS. ALL MATCHES WILL FOLLOW THE RALLY POINT SYSTEM.

A TEAM MUST CONSIST OF MAXIMUM 12 PLAYERS. THERE WILL BE TWO TIME-OUTS OF 30 SECONDS AVAILABLE TO EACH TEAM IN EACH SET.

CLARIFICATION REGARDING PLAYERS' CONTACT WITH THE NET: CONTACT WITH THE NET BY A PLAYER BETWEEN THE ANTENNAE, DURING THE ACTION OF PLAYING THE BALL, IS A FAULT. ROTATION OF PLAYERS IS NOT MANDATORY IN MEN'S AND WOMEN'S VOLLEYBALL.

ALL DECISIONS OF THE MATCH OFFICIALS WILL BE BINDING IN ALL SITUATIONS.

ONE LIBERO SHALL BE ALLOWED PER TEAM. HE/SHE SHALL BE ALLOWED TO REPLACE ANY PLAYER IN THE BACK ROW. REPLACEMENTS REGARDING THE LIBERO SHALL NOT BE COUNTED AS A SUBSTITUTION.



THROWBALL RULES & REGULATIONS

THE TEAMS WILL BE COMPRISED OF SEVEN A SIDE, WITH UP TO FIVE SUBSTITUTES (7+5).

THE SERVICE MUST BE FROM THE RIGHT HAND CORNER, OUTSIDE THE COURT. SERVICE MUST TAKE PLACE WITHIN TEN SECONDS OF THE WHISTLE OF THE REFEREE, AND NOT ANY TIME BEFORE OR AFTER.

A SERVE THAT TOUCHES THE NET IS A LOSS OF POINT. AFTER EVERY LOSS OF SERVE, ROTATION MUST TAKE PLACE. YOU HAVE TO FOLLOW A STRICT ROTATION. ONLY OVER-ARM SERVICE IS ALLOWED.

A DOUBLE TOUCH IS NOT ALLOWED. HOWEVER, IF A PLAYER TOUCHES THE BALL BUT IS UNABLE TO CATCH IT, ANOTHER PLAYER ON THE TEAM MAY CATCH IT. THIS IS ONLY ALLOWED FOR UP TO TWO PLAYERS.

SHIFTING IS NOT ALLOWED - IF YOU CATCH THE BALL TO YOUR LEFT, YOU HAVE TO THROW IT WITH YOUR LEFT HAND, IF YOU CATCH TO THE RIGHT, WITH YOUR RIGHT HAND. IF YOU CATCH THE BALL IN THE CENTER, YOU CAN THROW WITH EITHER HAND.

JUMPING WHEN CATCHING THE BALL IS NOT ALLOWED. SPOT JUMP IS ALLOWED WHILE THROWING THE BALL. HOWEVER, YOU CANNOT JUMP ONCE YOU HAVE TAKEN A STEP.

YOU CANNOT STEP INSIDE THE DEAD ZONE TO CATCH A BALL IF YOU THROW A BALL INTO THE DEAD ZONE, YOU LOSE POINT.

THROWBALL RULES & REGULATIONS

YOU CANNOT FUMBLE THE BALL. IF YOU CATCH THE BALL BELOW KNEE LEVEL, YOU MUST THROW IT FROM THERE. YOU CANNOT BRING IT ABOVE KNEE LEVEL TO THROW IT.

YOU CANNOT TURN A FULL 360 DEGREES WHILE TRYING TO CATCH THE BALL. YOU CANNOT THROW WITH BOTH HANDS. BODY TOUCH IS NOT ALLOWED - THE BALL CANNOT TOUCH ANY PART OF YOUR BODY OTHER THAN YOUR PALMS.

IF YOU HOLD THE BALL FOR MORE THAN 3 SECONDS WITHOUT THROWING IT, IT IS A DELAY. NET TOUCH DURING A RALLY IS ALLOWED.

IF DURING A RALLY, A PLAYER THROWS THE BALL INTO THE NET INSTEAD OF OVER, ANOTHER PLAYER CAN CATCH IT OFF THE NET AND SEND IT OVER. THIS DOES NOT APPLY TO SERVES.

THE MATCH HAS THREE GAMES OF 25 POINTS EACH AND IS BEST OF THREE. IN CASE OF 24 ALL SCORING IS CONTINUED UNTIL A 2 POINT DIFFERENCE IS REACHED.

ON TOSS, ONE SIDE CHOOSES SIDE, THE OTHER SERVICE. THE DECISION OF THE REFEREE SHALL BE BINDING ON ALL TEAMS. APART FROM THE RULES SPECIFIED ABOVE, THE RULES OF INDIAN THROWBALL FEDERATION WILL APPLY.

tennis





TENNIS RULES & REGULATIONS

THE RULES WILL BE THE SAME FOR BOTH MEN'S AND WOMEN'S LAWN TENNIS.

THE NUMBER OF BALLS FOR THE GAME WILL BE ANNOUNCED AT THE BEGINNING OF THE MATCH. CHANGE OF BALLS DURING A GAME SHALL BE AT THE DISCRETION OF THE CHAIR UMPIRE.

THE STANDARD SCORING PATTERN WILL BE FOLLOWED:

"LOVE" — "15" — "30" — "40", "DEUCE", "ADVANTAGE."

IF THE ORGANIZERS FACE TIME CONSTRAINTS, THEY MAY RESORT TO "AD-ALL" RULES.

DURING A TIE-BREAK, THE POINTS ARE SCORED AS "0", "1", "2", "3", AND SO ON. THE FIRST PLAYER TO WIN SEVEN POINTS WINS THE GAME, PROVIDED THERE IS A MARGIN OF TWO POINTS OVER THE OPPONENT. IF NECESSARY, THE TIE-BREAK GAME SHALL CONTINUE UNTIL THIS MARGIN IS ACHIEVED.

THE CHOICE OF ENDS AND THE CHOICE TO SERVE OR RECEIVE IN THE FIRST GAME SHALL BE DECIDED BY A TOSS. PLAYERS SHALL CHANGE ENDS AT THE END OF THE FIRST, THIRD, AND EVERY SUBSEQUENT ODD-NUMBERED GAME.

TENNIS RULES & REGULATIONS

EACH TEAM SHALL CONSIST OF A MINIMUM OF TWO PLAYERS AND A MAXIMUM OF FOUR PLAYERS. THERE WILL BE TWO SINGLES MATCHES, AND IN CASE A TEAM LOSES ONE OF THE SINGLES MATCHES, THEY WILL THEN PLAY A DOUBLES MATCH.

TWO DIFFERENT PLAYERS FROM EACH TEAM SHALL PLAY THE TWO SINGLES MATCHES, AND ANY TWO PLAYERS FROM THE TEAM MAY PLAY THE DOUBLES MATCH.

EACH MATCH-UP SHALL BE PLAYED AS A BEST OF 9 GAMES FORMAT (5 GAMES TO WIN). FOR THE FINALS, EACH MATCH-UP SHALL BE BEST OF 11 GAMES (6 GAMES TO WIN).

PLAYERS ARE EXPECTED TO BRING THEIR OWN RACQUETS.

IN CASE OF ANY CONTROVERSY REGARDING SCORING OR OTHER ISSUES, THE DECISION OF THE CHAIR UMPIRE SHALL BE FINAL.

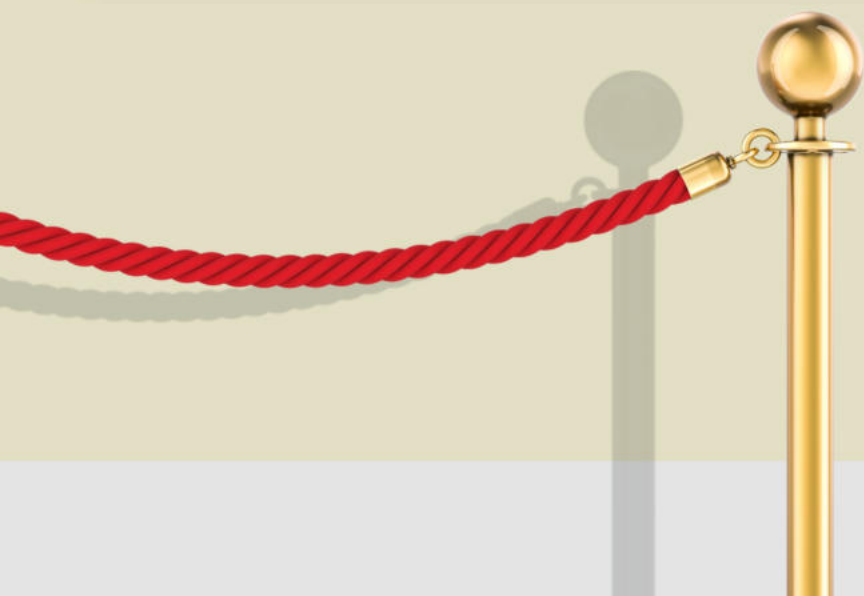
IF THE ORGANIZERS FACE TIME CONSTRAINTS, THEY MAY REDUCE THE LENGTH OF THE MATCHES.

THE DECISION OF THE ORGANIZERS SHALL BE FINAL IN ALL REGARDS.



TUG OF WAR

13 x 14 x 15 feb '26



TUG OF WAR

RULES &

REGULATIONS

A TOTAL OF 8 PLAYERS TUG AT THE ROPE IN ONE MATCH. THE TOTAL WEIGHT OF THE 8 PLAYERS MUST NOT EXCEED 800 KGS FOR MEN AND 550 KGS FOR WOMEN.

ALL TUGGING MUST BE DONE BAREFOOT.

PLAYERS ARE NOT ALLOWED TO SIT AND PULL OR HOLD THE ROPE IN A SITTING POSITION. THE FORMAT WILL BE A BEST OF 3 MATCHES, WITH A 5-MINUTE BREAK BETWEEN MATCHES.

COURT AND ROPE SETUP

THERE WILL BE A LINE IN THE MIDDLE OF THE COURT AND TWO PARALLEL LINES ON EITHER SIDE.

A BLACK RIBBON WILL BE TIED TO THE ROPE DIRECTLY ABOVE THE MIDDLE LINE, AND WHITE RIBBONS WILL BE TIED TO THE ROPE ABOVE THE SIDE PARALLEL LINES.

TO WIN, A TEAM MUST PULL THE ROPE TOWARD ITS OWN SIDE SO THAT THE WHITE RIBBON ON THE OPPONENT'S SIDE CROSSES THE PARALLEL LINE ON THE TEAM'S SIDE.

CONDUCT AND RULES

NO PLAYER MAY CROSS THE MIDDLE LINE.

NO ARGUMENTS WITH THE REFEREE ARE PERMITTED. THE REFEREE'S DECISION IS FINAL, AND THEY HAVE THE AUTHORITY TO DISQUALIFY A TEAM FOR UNRULY BEHAVIOR.

THE COACH OF A TEAM MAY ENTER THE COURT FOR STRATEGIC AND MOTIVATIONAL PURPOSES, BUT CANNOT DIRECTLY ENGAGE IN PLAY, I.E., PULL OR HOLD THE ROPE.

Game Line-Up

INDOOR EVENTS

HOLE

PAR

1

2

3

4

5

6

7

8

9

CHESS

TABLE TENNIS

POOL

TABLE TENNIS



TABLE TENNIS

RULES &

REGULATIONS



RULES OF THE GAME

ALL GENERAL RULES OF TABLE TENNIS AS PRESCRIBED BY INTERNATIONAL TENNIS FEDERATION (REFER: [HTTPS://DOCUMENTS.ITTF.SPORT/DOCUMENT/ 311](https://documents.ittf.sport/document/311)) SHALL APPLY TO THE TOURNAMENT, EXCEPT AS MENTIONED BELOW.

A TEAM CAN CONSIST OF MINIMUM 2 PLAYERS AND A MAXIMUM OF 4 PLAYERS. ANY 2 PLAYERS CAN PLAY THE FIRST 2 SINGLES, AND ONLY THE SAME TWO PLAYERS CAN PLAY THE REVERSE SINGLES. DOUBLES CAN BE PLAYED EITHER BY THE SAME PLAYERS OR BY A DIFFERENT DOUBLES TEAM.

A MATCH AND MATCH-UP: A MATCH SHALL CONSIST OF THE BEST OF 5 GAMES, I.E. A SINGLE-SINGLE- DOUBLES-REVERSE SINGLES FORMAT FOR THE KNOCKOUTS. BEST OF 3 SHALL BE COUNTED FOR QUALIFYING ROUNDS.

THE SERVICE

THE SERVER SHALL PROJECT THE BALL NEAR VERTICALLY UPWARDS, WITHOUT IMPARTING SPIN, SO THAT IT RISES AT LEAST 16CM AFTER LEAVING THE PALM OF THE FREE HAND AND THEN FALLS WITHOUT TOUCHING ANYTHING BEFORE BEING STRUCK.

FROM THE START OF SERVICE UNTIL IT IS STRUCK, THE BALL SHALL BE ABOVE THE LEVEL OF THE PLAYING SURFACE AND BEHIND THE SERVER'S END LINE, AND IT SHALL NOT BE HIDDEN FROM THE RECEIVER BY THE SERVER OR HIS OR HER DOUBLES PARTNER OR BY ANYTHING THEY WEAR OR CARRY.

AS SOON AS THE BALL HAS BEEN PROJECTED, THE SERVER'S FREE ARM AND HAND SHALL BE REMOVED FROM THE SPACE BETWEEN THE BALL AND THE NET.

IF EITHER THE UMPIRE OR THE ASSISTANT UMPIRE IS NOT SURE ABOUT THE LEGALITY OF A SERVICE HE OR SHE MAY, ON THE FIRST OCCASION IN A MATCH, INTERRUPT PLAY AND WARN THE SERVER; BUT ANY SUBSEQUENT SERVICE BY THAT PLAYER OR HIS OR HER DOUBLES PARTNER WHICH IS NOT CLEARLY LEGAL SHALL BE CONSIDERED INCORRECT. WHENEVER THERE IS A CLEAR FAILURE TO COMPLY WITH THE REQUIREMENTS FOR A CORRECT SERVICE, NO WARNING SHALL BE GIVEN AND THE RECEIVER SHALL SCORE A POINT.

THE ORDER OF SERVING, RECEIVING AND ENDS
THE RIGHT TO CHOOSE THE INITIAL ORDER OF SERVING, RECEIVING AND ENDS SHALL BE DECIDED BY LOT AND THE WINNER MAY CHOOSE TO SERVE OR TO RECEIVE FIRST OR TO START AT A PARTICULAR END.

WHEN ONE PLAYER OR PAIR HAS CHOSEN TO SERVE OR TO RECEIVE FIRST OR TO START AT A PARTICULAR END, THE OTHER PLAYER OR PAIR SHALL HAVE THE OTHER CHOICE.

IN EACH GAME OF A DOUBLES MATCH, THE PAIR HAVING THE RIGHT TO SERVE FIRST SHALL CHOOSE WHICH OF THEM WILL DO SO AND IN THE FIRST GAME OF A MATCH THE RECEIVING PAIR SHALL DECIDE WHICH OF THEM WILL RECEIVE FIRST; IN SUBSEQUENT GAMES OF THE MATCH, THE FIRST SERVER HAVING BEEN CHOSEN, THE FIRST RECEIVER SHALL BE THE PLAYER WHO SERVED TO HIM IN THE PRECEDING GAME.

IN DOUBLES, AT EACH CHANGE OF SERVICE THE PREVIOUS RECEIVER SHALL BECOME THE SERVER AND THE PARTNER OF THE PREVIOUS SERVER SHALL BECOME THE RECEIVER.



IN DOUBLES, AT EACH CHANGE OF SERVICE THE PREVIOUS RECEIVER SHALL BECOME THE SERVER AND THE PARTNER OF THE PREVIOUS SERVER SHALL BECOME THE RECEIVER.

THE PLAYER OR PAIR SERVING FIRST IN A GAME SHALL RECEIVE FIRST IN THE NEXT GAME OF THE MATCH AND IN THE LAST POSSIBLE GAME OF A DOUBLES MATCH THE PAIR DUE TO RECEIVE NEXT SHALL CHANGE THEIR ORDER OF RECEIVING WHEN FIRST ONE PAIR SCORES 5 POINTS.

THE PLAYER OR PAIR STARTING AT ONE END IN A GAME SHALL START AT THE OTHER END IN THE NEXT GAME OF THE MATCH AND IN THE LAST POSSIBLE GAME OF A MATCH THE PLAYERS OR PAIRS SHALL CHANGE ENDS WHEN FIRST ONE PLAYER OR PAIR SCORES 5 POINTS.

IF THE PLAYERS HAVE NOT CHANGED ENDS WHEN THEY SHOULD HAVE DONE SO, PLAY SHALL BE INTERRUPTED BY THE UMPIRE AS SOON AS THE ERROR IS DISCOVERED AND SHALL RESUME WITH THE PLAYERS AT THE ENDS AT WHICH THEY SHOULD BE AT THE SCORE THAT HAS BEEN REACHED, ACCORDING TO THE SEQUENCE ESTABLISHED AT THE BEGINNING OF THE MATCH. IN ANY CIRCUMSTANCES, ALL POINTS SCORED BEFORE THE DISCOVERY OF AN ERROR SHALL BE RECKONED.

A LET
THE RALLY SHALL BE A LET.

IF IN SERVICE THE BALL, IN PASSING OVER OR AROUND THE NET ASSEMBLY, TOUCHES IT, PROVIDED THE SERVICE IS OTHERWISE CORRECT OR THE BALL IS OBSTRUCTED BY THE RECEIVER OR HIS PARTNER;

IF THE SERVICE IS DELIVERED WHEN THE RECEIVING PLAYER OR PAIR IS NOT READY, PROVIDED THAT NEITHER THE RECEIVER NOR HIS PARTNER ATTEMPTS TO STRIKE THE BALL.



IF FAILURE TO MAKE A SERVICE OR A RETURN OR OTHERWISE TO COMPLY WITH THE RULES IS DUE TO A DISTURBANCE OUTSIDE THE CONTROL OF THE PLAYER;

IF PLAY IS INTERRUPTED BY THE UMPIRE OR ASSISTANT UMPIRE.

A GAME: A GAME SHALL BE WON BY THE PLAYER OR PAIR FIRST SCORING 11 POINTS UNLESS BOTH PLAYERS OR PAIRS SCORE 10 POINTS, WHEN THE GAME SHALL BE WON BY THE FIRST PLAYER OR PAIR SUBSEQUENTLY GAINING A LEAD OF 2 POINTS.

MATCHES SHALL BE PLAYED ON BEST-OF-3 BASIS FOR THE QUALIFYING ROUNDS AND BEST-OF-5 BASIS FOR THE SEMIFINALS AND FINALS. FIRST PLAYER/PAIR TO WIN 3 SETS SHALL WIN THE MATCH.

ALL DECISIONS OF THE CHAIR UMPIRE SHALL BE BINDING ON THE PARTICIPANTS.





CHESS RULES & REGULATIONS

TEAMS ARE DIVIDED INTO GROUP A AND GROUP B. EVERY TEAM WILL PLAY AGAINST THE OTHER TEAMS WITHIN THE GROUP. THE TOP-SCORING TEAM FROM EACH GROUP WILL QUALIFY FOR THE FINALS.

IF THE NUMBER OF TEAMS IN A GROUP IS MORE THAN FOUR, THEN THERE WILL BE A KNOCKOUT FORMAT WITHIN THAT GROUP.

EACH MATCH SHALL BE PLAYED OVER FOUR BOARDS. EACH TEAM SHALL HAVE FOUR PLAYERS WHO, BEFORE THE MATCH, SHALL BE DESIGNATED AS BOARDS 1, 2, 3, AND 4.

THE PLAYERS ON BOARD NO. 1 SHALL TOSS FOR COLORS. THE OTHER MEMBERS OF THE TEAM SHALL THEN ALTERNATE IN COLORS. FOR INSTANCE, IF BOARD NO. 1 OF TEAM A WINS THE TOSS AND CHOOSES TO PLAY WHITE, THEN BOARD NO. 2 OF TEAM A SHALL PLAY BLACK, BOARD NO. 3 SHALL PLAY WHITE, AND BOARD NO. 4 SHALL PLAY BLACK. A WIN SHALL COUNT AS 1 POINT, A DRAW AS 0.5 POINTS, AND A LOSS AS 0 POINTS. THE SIDE WITH THE MOST POINTS AFTER THE MATCH SHALL BE DECLARED THE WINNER.

NORMAL MATCHES AND GAMES WILL BE PLAYED ACCORDING TO THE FIDE RAPID LAWS OF CHESS. THE TOUCH-MOVE RULE IS SPECIFICALLY APPLICABLE. IF A PLAYER WISHES TO ADJUST A PIECE ON ITS SQUARE WITHOUT BEING REQUIRED TO MOVE IT, THEY MUST STATE "I ADJUST" OR A SIMILAR PHRASE BEFORE TOUCHING THE PIECE.

PLAYERS ARE ADVISED THAT DURING THE MATCH, THEY WILL NOT BE PERMITTED TO CONSULT WITH TEAMMATES, SPECTATORS, COACHES, ADVISORS, FRIENDS, OR ANY OTHER INDIVIDUAL OTHER THAN THE TEAM CAPTAIN, WITH WHOM THEY MAY COMMUNICATE ONLY FOR THE PURPOSE OF ENQUIRING WHETHER A DRAW OFFER SHOULD BE ACCEPTED OR MADE.

CHESS RULES & REGULATIONS

THE MATCHES SHALL BE 15/10 RAPID MATCHES. EACH PLAYER SHALL HAVE 15 MINUTES TO COMPLETE ALL THEIR MOVES, WITH AN INCREMENT OF 10 SECONDS PER MOVE. THE DECISIONS OF THE ARBITERS SHALL BE FINAL IN ALL CASES.

THE ORGANIZERS RESERVE THE RIGHT TO CHANGE THE FORMAT OR RULES AS MAY BE NECESSARY.

TIE-BREAK

IN CASE THE MATCH ENDS AT 2-2, THE OPPOSING PLAYERS DESIGNATED AS BOARD NO. 1 SHALL PLAY TWO 10-MINUTE BLITZ GAMES, WHERE EACH PLAYER SHALL PLAY WHITE FOR ONE GAME AND BLACK FOR THE OTHER.

IF THE SCORES REMAIN EQUAL, THEY WILL PLAY ONE FINAL GAME, WHERE THE PLAYERS SHALL TOSS FOR COLORS. IN THIS GAME, WHITE SHALL HAVE 6 MINUTES ON THE CLOCK AND BLACK SHALL HAVE 5 MINUTES. A DRAW SHALL BE CONSIDERED A WIN FOR BLACK IN THIS GAME.

TIE-BREAKER GAMES WILL BE PLAYED ACCORDING TO THE FIDE LAWS OF BLITZ CHESS.



POOL RULES & REGULATIONS

DURING MATCHES, PLAYERS WILL GET 15 MINUTES TO FINISH THE MATCH. IF THEY DO NOT END IN TIME, THE PLAYER WHO HAS POTTED MORE OF HIS BALLS WILL BE DECLARED THE WINNER. THERE WILL BE NO TIME CONSTRAINTS IN THE SEMI-FINAL AND FINAL MATCHES.

IN CASE BOTH THE PLAYERS POT THE SAME NUMBER OF BALLS IN A 15-MINUTE GAME, 2 MINUTES OF EXTRA TIME WILL BE GIVEN. IF THE CONDITION REMAINS THE SAME AFTER 15+2 MINUTES, THE PLAYER WHO POTS HIS BALL FIRST WILL BE DECLARED THE WINNER.

A PLAYER HAS TO TAKE A SHOT WITHIN 30 SECONDS OF HIS CHANCE. ALL BASIC RULES OF THE GAME SHALL APPLY.

THERE WILL BE A TOSS FOR THE OPENING BREAK SHOT. THE PLAYER WINNING THE TOSS CAN PERFORM THE OPENING BREAK SHOT OR ASSIGN IT TO THE OPPONENT.

THE TABLE IS ALWAYS OPEN IMMEDIATELY AFTER THE BREAK SHOT. THE BALL POTTED AFTER THE BREAK DECIDES THE CHOICE OF STRIPES OR SOLIDS.

JUMP SHOTS ARE NOT ALLOWED.

PLAYERS ARE NOT ALLOWED TO COMMIT INTENTIONAL FOULS. THE REFEREE SHALL WARN THE PLAYER WHEN HE COMMITS A FIRST INTENTIONAL FOUL. IF HE COMMITS A SECOND INTENTIONAL FOUL, THE OPPONENT PLAYER CAN PLACE THE CUE BALL ANYWHERE ON THE TABLE.

POOL RULES & REGULATIONS

IF ANY OBJECT BALL IS JUMPED OFF THE TABLE, IT IS A FOUL AND LOSS OF TURN. HOWEVER, THE BALL WILL BE CONSIDERED POTTED. IF THE 8-BALL IS JUMPED OFF THE TABLE, IT RESULTS IN A LOSS OF THE GAME.

FOULS WITH THE 8-BALL

A PLAYER LOSES THE GAME BY COMMITTING ANY OF THE FOLLOWING INFRACTIONS:

POCKETING THE 8-BALL ON THE SAME STROKE AS THE LAST OF HIS GROUP OF BALLS.

JUMPING THE 8-BALL OFF THE TABLE AT ANY TIME.

POCKETING THE 8-BALL IN A POCKET OTHER THAN THE ONE CALLED.

POCKETING THE 8-BALL WHEN IT IS NOT THE LEGAL OBJECT BALL.

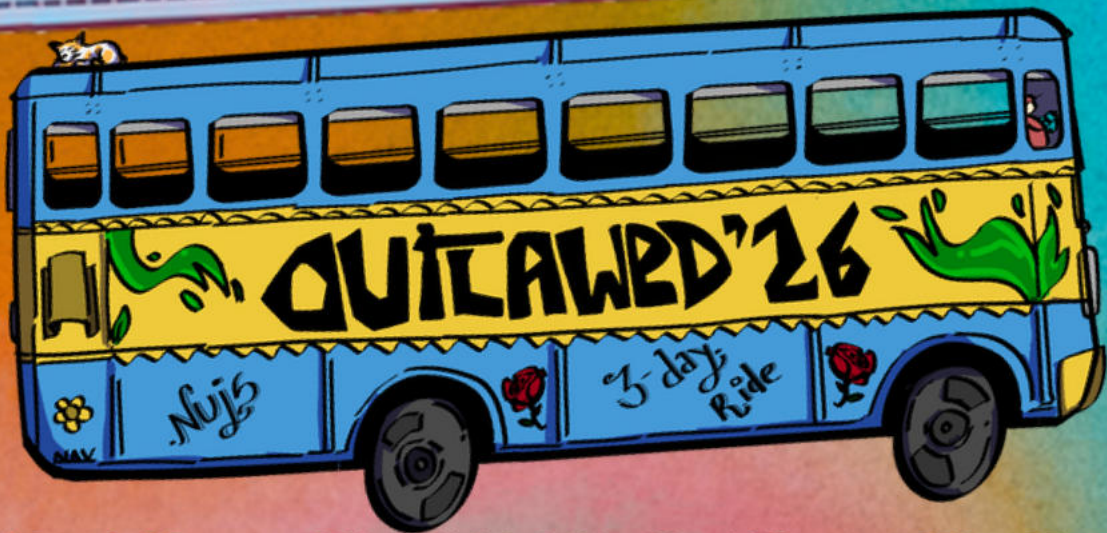
IN ANY OTHER DISPUTE, THE REFEREE'S DECISION SHALL BE FINAL AND BINDING AND SHALL NOT BE CONTESTED.

POINT STRUCTURE

THE FOLLOWING POINT STRUCTURE SHALL BE ADHERED TO IN ORDER TO DETERMINE THE WINNER OF INVICTA

S. No.	Event	Winner Points	Runner-Up Points
1	Athletics*	7	5
2	Cricket	7	5
3	Football (Men)	7	5
4	Football (Women)	7	5
5	Basketball (Men)	7	5
6	Basketball (Women)	7	5
7	Badminton (Team)	7	5
8	Kabaddi (Men)	7	5
9	Kabaddi (Women)	7	5
10	Table Tennis (Team)	7	5
11	Volleyball (Men)	7	5
12	Volleyball (Women)	7	5
13	Throw Ball	7	5
14	Tennis (Men)	7	5
15	Tennis (Women)	7	5

*EACH EVENT UNDER ATHLETICS WILL CONTRIBUTE 3 POINTS TO WINNERS AND 2 POINTS TO SECOND POSITION AND 1 POINT TO THIRD POSITION OF THAT EVENT.



ALONGSIDE INVICTA, PARTICIPANTS ARE INVITED TO ATTEND OUTLAWED AS WELL, NUJS' CULTURAL FEST, WHICH IS ONE OF THE LARGEST AMONG INDIAN LAW SCHOOLS AND UNDERGRADUATE COLLEGES IN EASTERN INDIA. OUTLAWED FEATURES A DIVERSE RANGE OF EVENTS AND STARNIGHT PERFORMANCES, SUCH AS STREETFUNK, IRSHAAD, THE GREAT CALCUTTA RACE, FASHIONISTA: THE FASHION SHOW, THE TURNCOAT DEBATE, THE BATTLE OF THE BANDS, AND MANY MORE ALL OF WHICH HAVE DRAWN PHENOMENAL PARTICIPATION YEAR AFTER YEAR.

IN RECENT YEARS, NUJS HAS HOSTED PERFORMANCES BY ARTISTS LIKE INDIAN OCEAN, INQUIRY, DARZI YELLOW DIARY, LOCAL TRAIN PRATEEK KUHAD, NUCLEYA, NALAYAK, NANKU, AND LOST STORIES.

PLEASE KEEP IN MIND THAT NUJS WILL REACH OUT WITH MORE DETAILS ON OUTLAWED AND ABOUT SUBSIDISED TICKETS ON SALE FOR INVICTA PARTICIPANTS ONLY.



CHAAR DIWAARI

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AIRLINES



To: Calutta (CCU)

Seat
8F

Time
1645

Name PASSENGER
Flight AF 21084
Gate C
Seat 8F

Date 13feb26
Time 1645

LNDR 597 65356965785421
SEQ 0102

AIRLINES

