



Ahmedabad
University

Details and Category of Events

Sr No	Discipline	Category	Team Size / Criteria
1	Badminton	Mixed	4 Players (1 from each gender mandatory)
2	Volleyball	Mixed	6 Players (4 Boys and 2 Girls)
3	Turf Cricket	Mixed	7 Players (5 Boys and 2 Girl)
4	Table Tennis	Doubles	Men's Doubles And Women's Doubles
5	Carrom	Mixed	Individual
6	Football	Mixed	7 Players (5 Boys and 2 Girls)
7	Frisbee	Mixed	7 Players (5 Boys and 2 Girls)

CONDUCT RULES -GAMES/SPORTS

Rules of the games and other regulations laid down by the organizing committee for participants.

1) BADMINTON

1. Team will consist of 4 Players (1 from each gender mandatory).
2. The preliminary round matches shall consist of the best of 3 (set) games of 15 points
3. singles & 1 Doubles, QF best of 3 (set) games of 21 points 2 singles & 1 Doubles and SF& Final best of 3 (set) games of 25 points 2 singles & 1 Doubles.

2) VOLLEYBALL

1. Team will consist of 6 players (4 Boys and 2 Girls).
2. Pool matches will be played best of 3 (11,11,11) formats, QF best of 3 (15,15,15) format and SF & Final will be of best of 3 (21,21,21) format.
3. Rotation is NOT mandatory.
4. Matches will be played as per V.F.I. Rules unless modified in these rules.
Competition points will be allocated as follows (in case of round robin format)–

3) TURF CRICKET

1. Team will consist of 7 players (5 Boys and 2 Girls).
2. Overs: The match will typically be played with 7- over innings per side
3. Bowling Restrictions:
 - a. Each bowler can bowl a maximum of 2 overs.
 - b. At least 1 over must be bowled by a girl.
4. Batting Order:
 - a. A girl must bat within the top 4 of the batting order.
5. Batting Rules:
 - a. Wickets: The team is considered all out if 7 players are dismissed.
 - b. No Balls & Free Hits: Normal no-ball and free-hit rules apply.

4) TABLE TENNIS

1. Team will consist of maximum 2 players (men's doubles, women's double)
2. These would be knockout matches
3. Group stage matches shall consist of the best of 3 (set) games of 15 points
4. QF best of 3 (set) games of 21 points
5. SF & Final best of 3 (set) games of 25 points

5) CARROM

1. For the very first turn, the player is allowed three attempts to "break" i.e. disturb the central group of counters.
2. It doesn't matter which piece the striker hits first and it doesn't matter if the striker hits no pieces.
3. If the striker pockets the Queen and/or one or more pieces of her own color, the player retrieves the striker and takes another strike.
4. If the player pockets no pieces or commits a foul, the turn finishes. A player pockets an opponent's piece. If the Queen was also pocketed,
5. it is returned to the center by the opponent together with the penalty piece. Any other pieces pocketed in the same strike remain pocketed.
6. A player pockets the final opponent's piece. Regardless of whether the Queen has been covered, the opponent's piece is returned to the center in addition to the penalty piece.
7. 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 center.

6) FOOTBALL FUTSAL

1. Each team consists of 7 players: 5 boys and 2 girls
2. The game starts with a kickoff from the center of the field. The team that wins the coin toss chooses to kick off or select a goal to attack.
3. Direct free kicks are awarded for serious fouls and are taken from the foul spot, indirect free kicks are for less serious infractions requiring the ball to touch another player before scoring, and penalty kicks are awarded for fouls inside the penalty area and taken from a designated 6-meter spot.
4. If the match ends at a tie then a penalty shootout will take place .
5. The game typically consists of two halves, each lasting 7 minutes, with a 5-minute halftime.
6. Each team is allowed one 1-minute timeout per half, which can be called by the captain.

7) FRISBEE

1. Players must pass the disc to move it down the field.
2. The player with the disc (the "thrower") must establish a pivot foot and cannot move beyond this point.
3. The thrower has **10 seconds** (stall count) to release the disc. A defender (the "marker") will count aloud up to 10 to enforce this rule.
4. A turnover occurs if the disc is dropped, the disc is intercepted or knocked down by the opposing team, the disc is thrown out of bounds. The thrower is still holding the disc when the stall count reaches 10.
5. After a turnover, the opposing team immediately takes possession of the disc at the spot of the turnover.
6. A point is scored when a player successfully catches the disc in the opponent's end zone.
7. After a point is scored, the teams switch ends, and the team that scored pulls the disc to the opposing team to restart play.
8. Substitutions can only be made after a point is scored or during injury stoppages