



**JAIPURIA INSTITUTE OF MANAGEMENT, LUCKNOW  
SPORTS AND WELLNESS COMMITTEE**

**PRESENTS**

# **MASHAAL**

**LIVE DARE INSPIRE**



**24TH & 25TH DECEMBER, 2024**



Saransh Gupta



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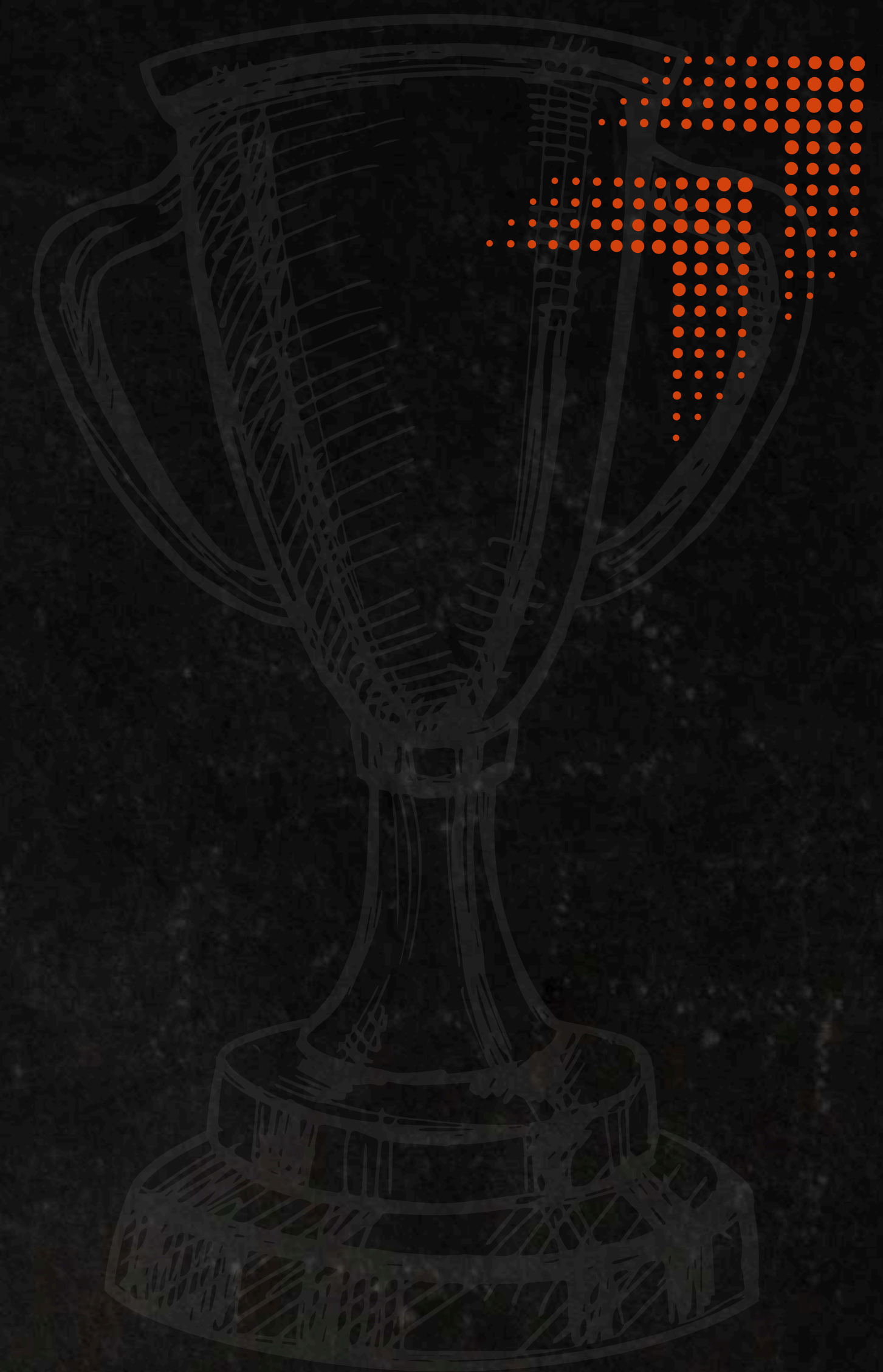


# **GENERAL INSTRUCTIONS**

- Any participant or observer will not be allowed to enter the college premises without an ID card of his or her college and a fee receipt from the college with an Aadhar card.
- Registrations for all the games are meant to be done in advance.
- Scan the QR code attached in every page to register.
- The decisions of coordinators and umpires of each game will be final and binding on all participants in any matter. No disputes regarding the results shall be entertained. In the event of any dispute, the organising committee's decision shall be final.
- Each game is a knockout series.
- There are separate games for Men and Women.
- No last-minute substitutions unless approved by the organizing committee.
- No travel allowance will be paid to the participants. No accommodation will be provided to the participants of the Lucknow region.
- Accommodations and food are provided only for outside participants on a payment basis if they confirm their participation by December 13th, 2024.
- The team should report 15 minutes before their scheduled matches, or the opposition team will be declared the winner by walkover.
- Any kind of interference or misconduct during the conduct of the game will lead to the disqualification of the team.
- For any kind of protest, you have to pay 1000 rupees extra to the organising committee.



# BASKETBALL



- Every team can have a maximum of 10 players and minimum of 8 players.
- All the qualifying games will be played on a knockout basis.
- All the rules and regulations will comply with standard FIBA rules.
- There will be 2 timeouts in each half.
- There will be 4 quarters of 7 minutes each , with a minute break between the quarters and 5 minutes break at halftime.
- All the players on the team should have the same color jersey with printed numbers.
- No player should carry anything in his or her hand or neck (wristwatch, necklace, ring, kada, bracelet, etc.).

SCAN THE QR TO REGISTER

**Shashank Singh - 7706064563**



# FOOTBALL (MEN'S)



- **Minimum number of players in each team will be 11 and maximum can be 16.**
- **All the matches will be played as per AIFF (All India Football Federation) rules.**
- **The duration of each match will be 30 minutes: 15 minutes per half.**
- **Players are required to play in a proper college jersey and playing kit.**
- **No player should carry anything in his hand or neck (wristwatch, necklace, ring, kada, bracelet, etc.).**
- **The teams will be informed before the start of the match of any amendments or changes, if any, keeping in view the weather conditions or any unforeseen circumstances.**

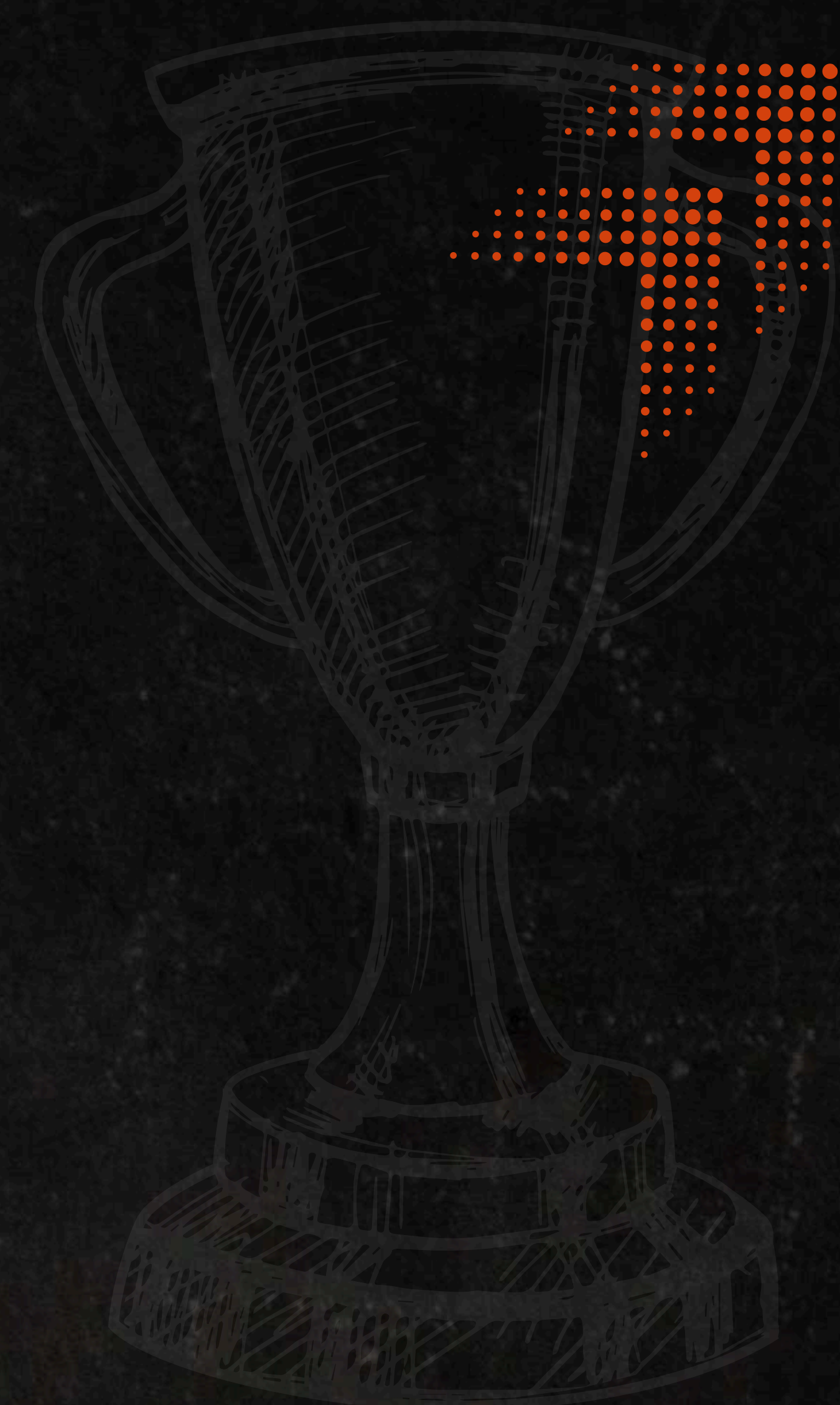
**SCAN THE QR TO REGISTER**

**Shrey Gupta - 8874479795**





# CRICKET (MEN'S)



- Each team will consist of minimum 12 players with 1 player as an impact player and maximum registration can be of 16 players.
- Matches will be played in the format specified by the organizing committee (8 over on knock out basis & final will be of 10 overs).
- Only registered players are allowed to play. No last-minute substitutions unless approved by the organizing committee.
- If the match ends in a tie, a Super Over will be conducted to decide the winner.
- Standard rules apply. One run and an extra ball for each no-ball or wide.
- Matches will be played with green tennis ball (Khanna).
- LBW is not applicable.

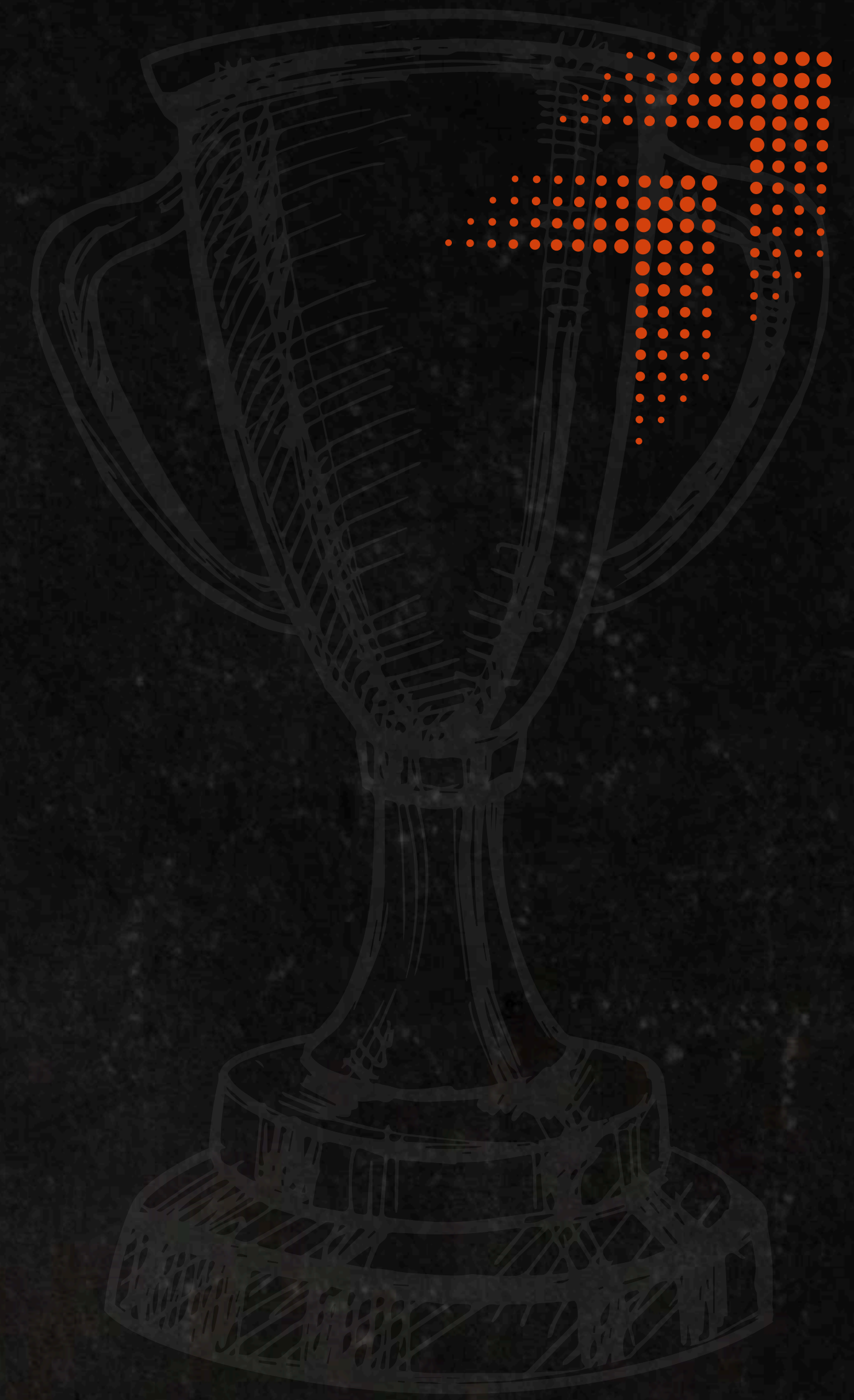
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**Sumoksh Dwivedi - 8707439364**





# **CHESS**



- **White will always start.**
- **Each match will have a total duration of 20 minutes, with each player allotted 10 minutes.**
- **The tournament will be played in rounds, i.e., the qualifying round, the quarterfinals, the semifinal round, and the final round.**
- **You will have to move the piece you actually touch. However, your opponent cannot invoke this rule if you touch a piece by mistake while reaching out for another piece. You are not allowed to move that piece by touching it accidentally. If you think that you need to adjust a piece because it is not placed correctly on the board, you may say, "I adjust" before touching the piece.**
- **Special moves like castling, promoting a pawn, and capturing en passant are allowed.**

**SCAN THE QR TO REGISTER**

**Sudhanshu Tiwari - 7007091960**





# TABLE TENNIS



- The matches will be played as a best-of-three of 11 points. The final match will be played of 21 points.
- All matches will be played as per International Table Tennis Federation rules
- If the ball touches the white line during the serve, it will be considered valid.

## Doubles Specific Rules:

- If a doubles opponent strikes the ball out of the sequence established by the first server and first receiver, the point will be awarded to opposing team
- Each player on a team serves two points in a row, after which the serve passes to the other team. After two serves, the receiving team becomes the serving team, and the server and receiver alternate.
- Each player alternates hitting the ball with their partner during rallies, meaning one partner cannot hit two consecutive shots. If a player hits out of turn, the point goes to the opposing team.

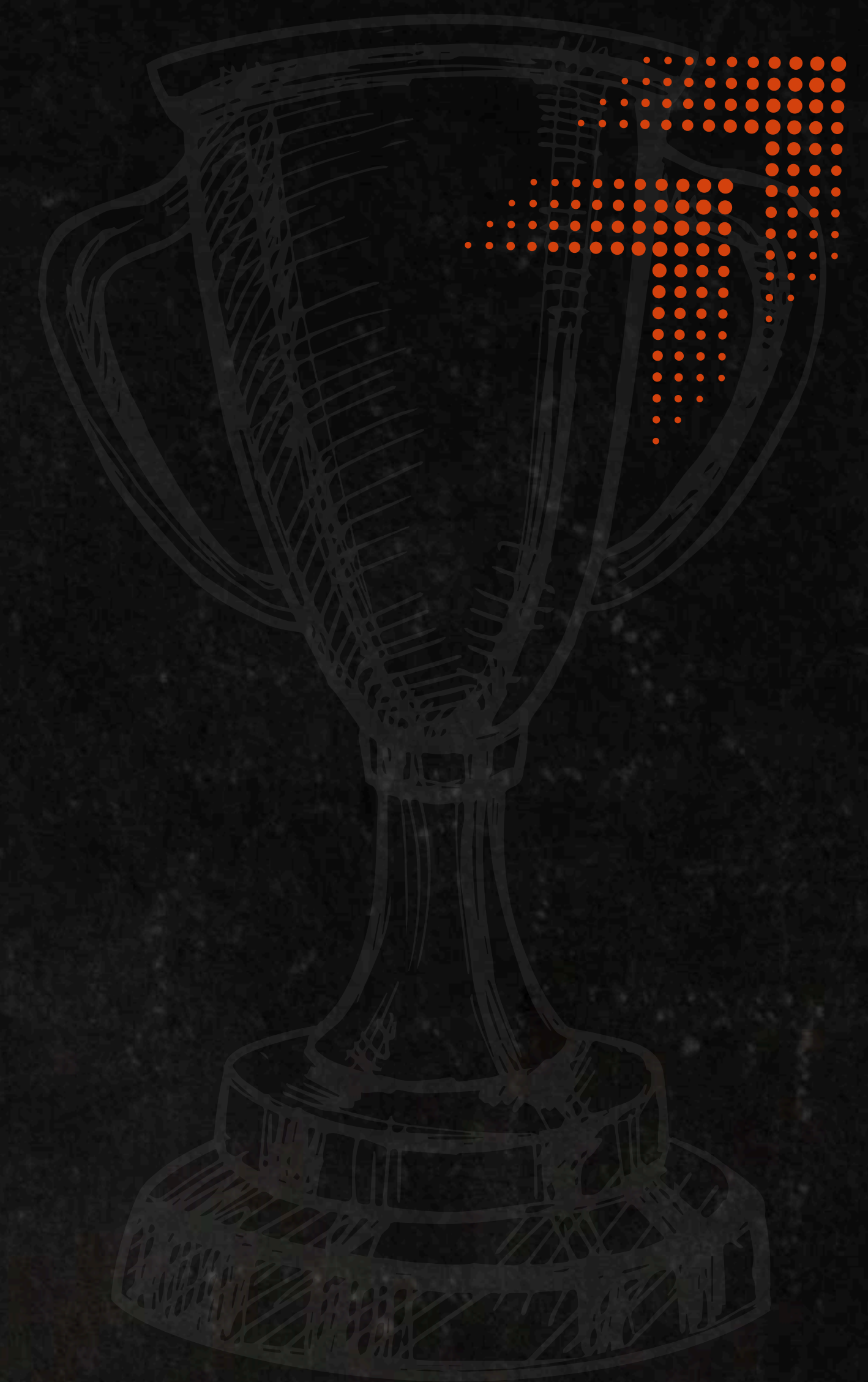
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# 8 BALL POOL



## Time Limit:

- The game has a 15-minute time limit. If the time elapses, the player with the fewest balls remaining wins.
- Tiebreaker: In case of a tie (equal number of balls remaining), a 2-minute extension will be provided.
- Black Ball Continuation: If only the black ball remains, the game continues until a winner is determined.

## Fouls:

- Break Shot: Failing to hit any object balls on the break is a foul.
- Early 8-Ball Pocketing: Pocketing the 8-ball before pocketing all of your assigned balls results in losing the game.
- Incorrect Pocket for 8-Ball: Pocketing the 8-ball in a pocket other than the one called will result in losing the game.
- Jumping Cue Ball Off Table: If the cue ball jumps off the table, it's a foul.
- Failing to Hit Cue Ball Properly: Failing to hit the cue ball with the tip of the cue stick is a foul.
- Fluke Black Ball Pocketing: The black ball must be potted in the called pocket. In the event of a fluke, the opponent is declared the winner.
- Double Hit: Double-hitting the cue ball is a foul.

## Game Progression:

- Foul Consequences: If a player fouls, the opposing player gets the ball in hand, meaning they can place the cue ball anywhere on the table and take a shot. No double shots are allowed.
- Semi-Finals and Finals: There is no time limit in the semi-finals and finals.
- Called Pocket in Finals: In finals, all balls must be potted in the called pocket.
- Pots Opponent's Ball: If a player pots their opponent's ball on a legal shot, they can continue shooting until they foul or miss.

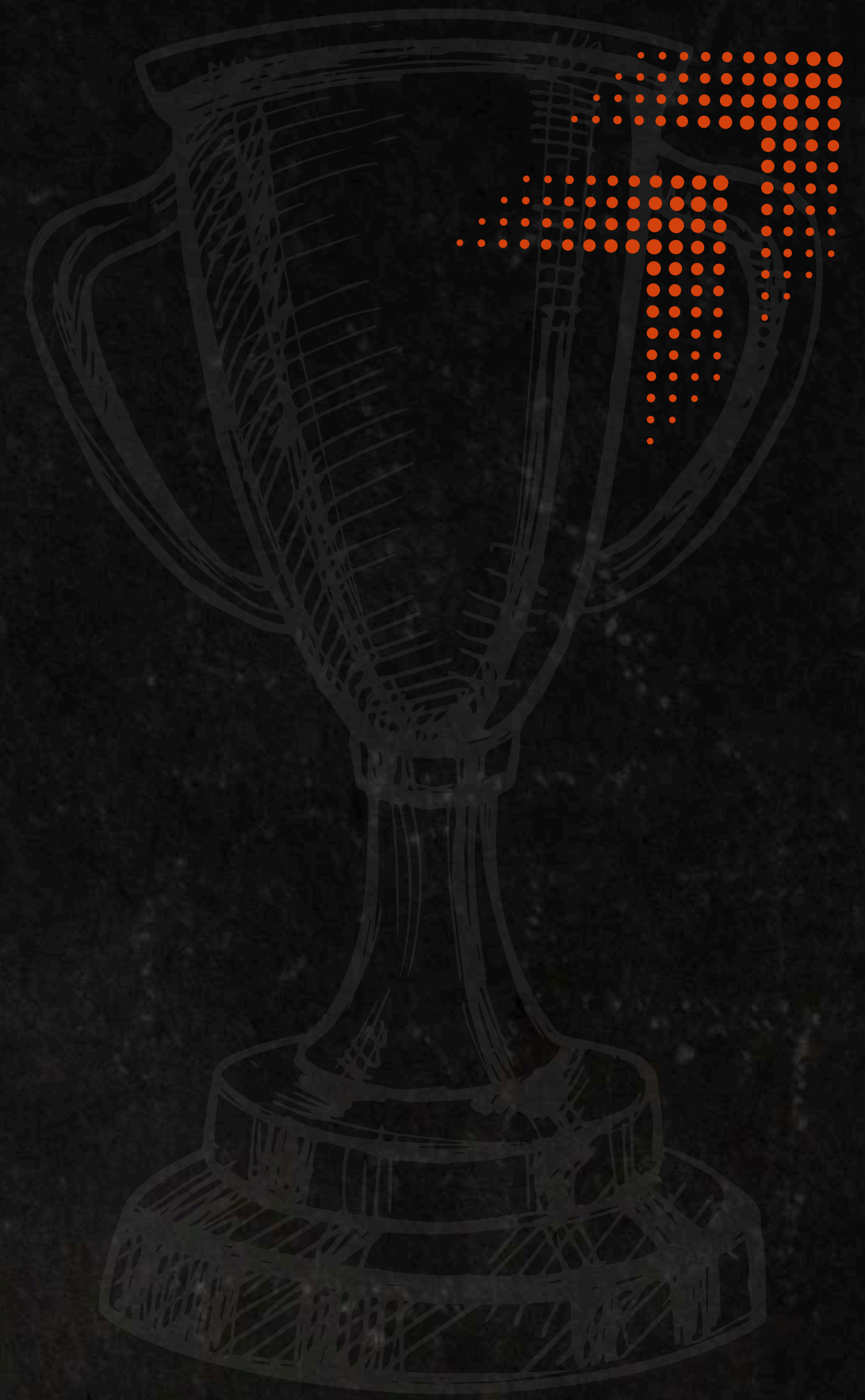
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**Sudhanshu Tiwari - 7007091960**





# TUG OF WAR



- Each team in a tug-of-war competition consists of eight people.
- There are various weight classifications in a tug of war, and the combined mass of the eight people must not weigh more than 700 kilograms.
- The rope used should have a circumference of approximately 11 cm and be marked in the middle with a center line, as well as two additional marks that should be placed 4 m from the center line.
- At the start of the pull, the centre line of the rope should be immediately above the line marked on the ground.
- Both teams pull the rope, with the winner being the team that manages to pull the mark on the rope closest to their opponents over the centre line.
- The rope must be pulled underarm, and nobody's elbow must go below the knee; otherwise, a foul will be called.
- Matches are frequently decided over three pulls, with the winner winning two of the three.

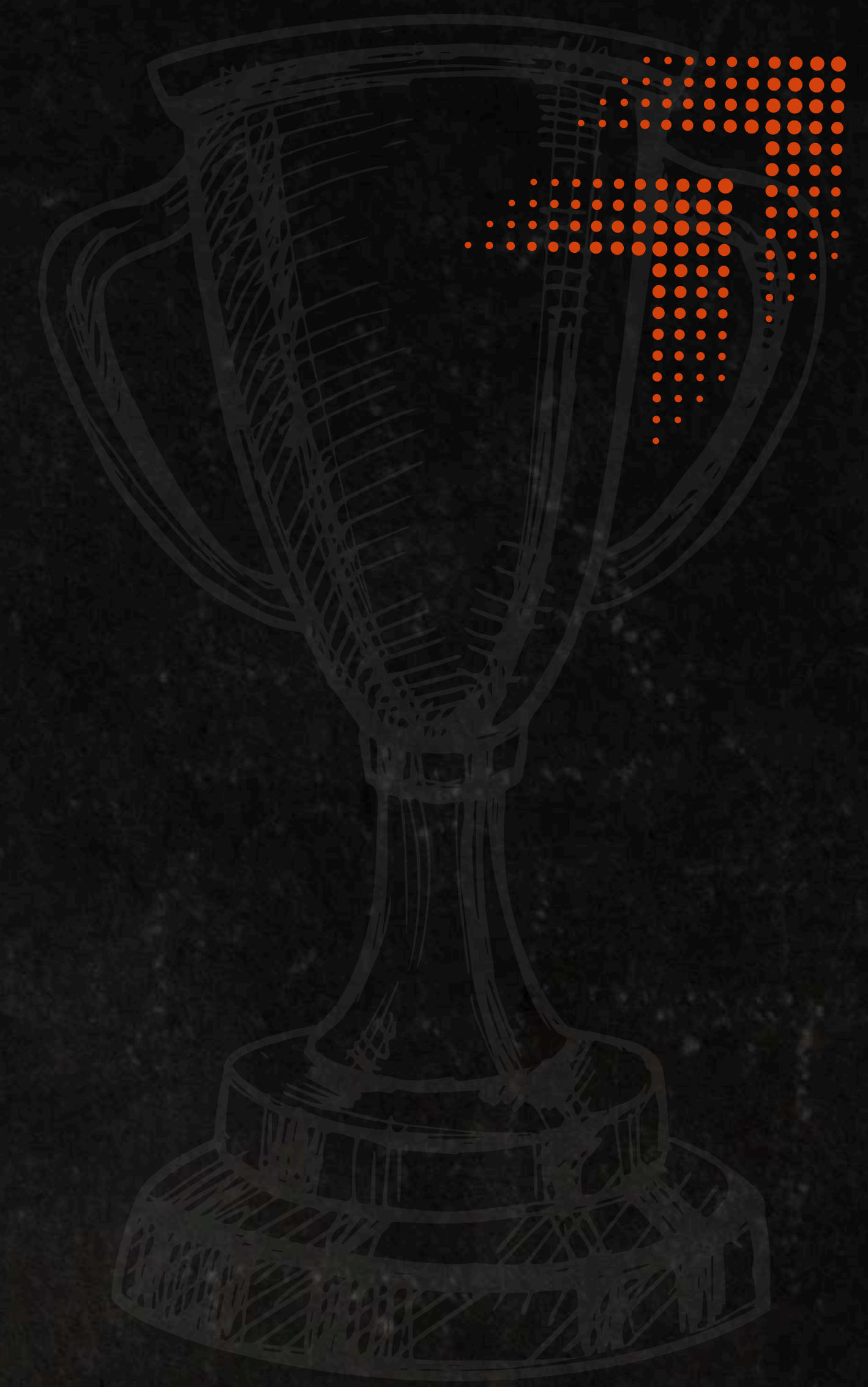
SCAN THE QR TO REGISTER

**Shrey Gupta - 8874479795**





# BADMINTON



- Matches can be played in the categories listed in the Google form.
- The player or pair winning a game serves first in the next game.
- Points are scored when the shuttlecock lands inside the opponent's court. A player loses a point if the shuttlecock hits the net or lands outside of the court.
- At the start of each rally, the server and receiver must stand diagonally opposite each other in their respective service courts.
- The serve must be hit underarm and below the server's waist height, with the entire shuttlecock remaining below 1.15 meters from the court surface.
- Second serves are not allowed. Players may return the shuttlecock from both inside and outside the court.
- Players must not touch the net with any part of their body or racket.
- A 'let' may be called by the referee in case of unforeseen or accidental issues.
- Each game will include two rest periods: a 50-second rest after the first game and a 3-minute rest after the second game.
- The Final Decision would be the decision of the match coordinators.
- Each college is allowed a maximum of five players to participate in the badminton event.
- A single player can take part in up to 2 categories.

SCAN THE QR TO REGISTER

**Monika Tiwari - 6392849665**





# **VOLLEYBALL**



- **A minimum number of 8 players should be registered and maximum can be 12 players.**
- **Matches will be played in the best of three sets, with the first team to score 25 points (with at least a 2-point lead) winning the set.**
- **Each team member should wear a proper kit with the number printed on the front as well as on the back.**
- **Matches will be played according to FIVB (International Volleyball Federation) rules, with no rotation allowed during the game.**

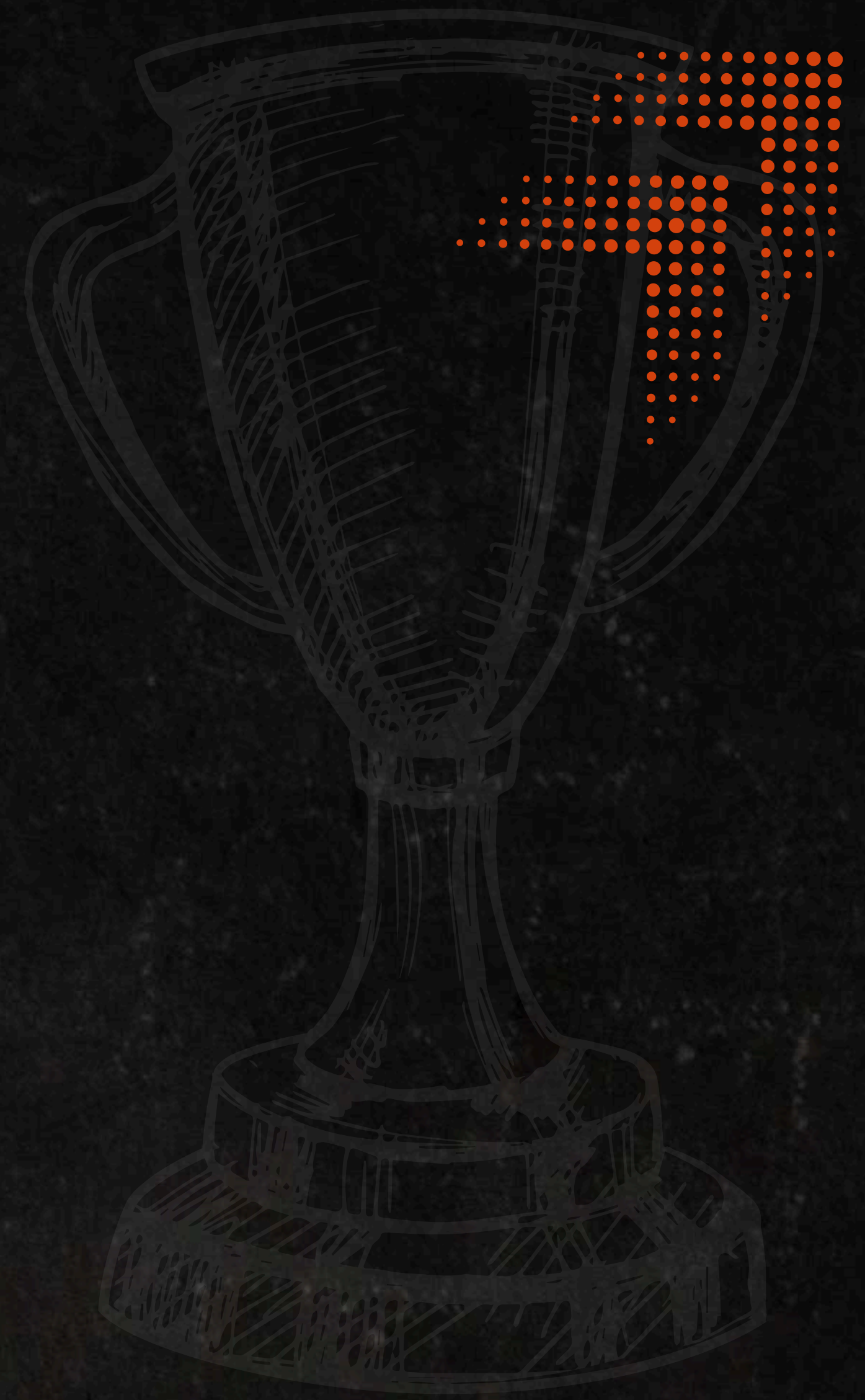
**SCAN THE QR TO REGISTER**

**Sumoksh Dwivedi - 8707439364**





# BGMI



## RULES TO BE FOLLOWED FOR BGMI

- Each team must have a minimum of 4 and a maximum of 6 players.
- All players must have a valid BGMI ID.
- The game must be played on the latest version of BGMI.
- The tournament will be played in squad mode.
- The map and mode will be decided by the organisers.
- Before entering the room, check your slot. If any team is found in the wrong slot, then points won't be considered.
- Players will be given a limited amount of time to drop into the game and prepare.
- Solos will be kicked, but if any team is found playing solo or duo, then points won't be considered.
- If any team is found playing with unregistered players, then points won't be considered.
- Any kind of toxicity with management will lead to team disqualification.
- All four players of every team must record their POV with in-game voice chat when asked by management or disqualified.
- Punctuality is appreciated. In case of any problem, inform the relevant staff immediately.
- Emulators or iPad players are not allowed.
- Teams must take a screenshot of every result.
- Strict action will be taken against the teams using any kind of hack, exploiting glitches, bugs, etc.
- Any cheating or hacking will lead to immediate disqualification.
- The decision of the organisers is final and binding.

**SCAN THE QR TO REGISTER**

**Shashank Singh - 7706064563**





# DETAILS

<b>SPORTS</b>	<b>CATEGORY</b>	<b>ENTRY FEES</b>	<b>WINNER</b>	<b>RUNNER - UP</b>
<b>CRICKET</b>	<b>MALE</b>	<b>3000</b>	<b>7000</b>	<b>5000</b>
<b>BASKET BALL</b>	<b>MALE</b>	<b>2000</b>	<b>4000</b>	<b>3000</b>
	<b>FEMALE</b>	<b>2000</b>	<b>4000</b>	<b>3000</b>
<b>FOOTBALL</b>	<b>MALE</b>	<b>2500</b>	<b>5000</b>	<b>3750</b>
<b>VOLLEYBALL</b>	<b>MALE</b>	<b>2000</b>	<b>4000</b>	<b>3000</b>
	<b>FEMALE</b>	<b>2000</b>	<b>4000</b>	<b>3000</b>
<b>BADMINTON</b>	<b>MALE SINGLES</b>	<b>250</b>	<b>1000</b>	<b>KIND</b>
	<b>FEMALE SINGLES</b>	<b>250</b>	<b>1000</b>	<b>KIND</b>
	<b>MALE DOUBLES</b>	<b>500</b>	<b>1500</b>	<b>KIND</b>
	<b>FEMALE DOUBLES</b>	<b>500</b>	<b>1500</b>	<b>KIND</b>
	<b>MIXED DOUBLES</b>	<b>500</b>	<b>1500</b>	<b>KIND</b>



# DETAILS

<b>SPORTS</b>	<b>CATEGORY</b>	<b>ENTRY FEES</b>	<b>WINNER</b>	<b>RUNNER - UP</b>
<b>TUG OF WAR</b>	<b>MALE</b>	<b>1500</b>	<b>3000</b>	<b>2250</b>
	<b>FEMALE</b>	<b>1500</b>	<b>3000</b>	<b>2250</b>
<b>CARROM</b>	<b>SINGLE MIXED</b>	<b>250</b>	<b>1000</b>	<b>KIND</b>
	<b>DOUBLES MIXED</b>	<b>500</b>	<b>1500</b>	<b>KIND</b>
<b>CHESS</b>	<b>MIXED</b>	<b>250</b>	<b>1000</b>	<b>KIND</b>
<b>8 BALL POOL</b>	<b>MIXED</b>	<b>250</b>	<b>1000</b>	<b>KIND</b>
<b>TABLE TENNIS</b>	<b>MALE SINGLES</b>	<b>250</b>	<b>1000</b>	<b>KIND</b>
	<b>FEMALE SINGLES</b>	<b>250</b>	<b>1000</b>	<b>KIND</b>
	<b>MALE DOUBLES</b>	<b>500</b>	<b>1500</b>	<b>KIND</b>
	<b>FEMALE DOUBLES</b>	<b>500</b>	<b>1500</b>	<b>KIND</b>
	<b>MIXED DOUBLES</b>	<b>500</b>	<b>1500</b>	<b>KIND</b>



# **SCHEDULE - DAY 1**

<b>S/NO</b>	<b>EVENT / SPORTS</b>	<b>VENUE</b>	<b>TIMINGS</b>
<b>1</b>	<b>INAUGURATION</b>	<b>Jaipuria Campus</b>	<b>8 A.M onwards</b>
<b>2</b>	<b>CRICKET</b>	<b>School Ground</b>	<b>8 A.M onwards</b>
<b>3</b>	<b>BADMINTON</b>	<b>College Badminton Court</b>	<b>10 A.M onwards</b>
<b>4</b>	<b>BASKETBALL</b>	<b>School Basketball Court</b>	<b>10 A.M onwards</b>
<b>5</b>	<b>VOLLEYBALL</b>	<b>School Volleyball Court</b>	<b>10 A.M onwards</b>
<b>6</b>	<b>CHESS</b>	<b>College Mess Area</b>	<b>10 A.M onwards</b>
<b>7</b>	<b>CARROM</b>	<b>College Mess Area</b>	<b>10 A.M onwards</b>
<b>8</b>	<b>8 BALL POOL</b>	<b>College Student Lounge</b>	<b>11 A.M onwards</b>
<b>9</b>	<b>TABLE TENNIS</b>	<b>College Student Lounge</b>	<b>10 A.M onwards</b>
<b>10</b>	<b>TUG OF WAR</b>	<b>College Lawn Area</b>	<b>2 P.M onwards</b>
<b>11</b>	<b>BGMI</b>	<b>Auditorium</b>	<b>2 P.M onwards</b>
<b>12</b>	<b>FOOTBALL</b>	<b>School Ground</b>	<b>6 P.M onwards</b>



# **SCHEDULE - DAY 2**

<b>S/NO</b>	<b>EVENT / SPORTS</b>	<b>VENUE</b>	<b>TIMINGS</b>
<b>1</b>	<b>CRICKET</b>	<b>School Ground</b>	<b>8 A.M onwards</b>
<b>2</b>	<b>BADMINTON</b>	<b>College Badminton Court</b>	<b>10 A.M onwards</b>
<b>3</b>	<b>BASKETBALL</b>	<b>School Basketball Court</b>	<b>10 A.M onwards</b>
<b>4</b>	<b>VOLLEYBALL</b>	<b>School Volleyball Court</b>	<b>10 A.M onwards</b>
<b>5</b>	<b>CHESS</b>	<b>College Mess Area</b>	<b>10 A.M onwards</b>
<b>6</b>	<b>CARROM</b>	<b>College Mess Area</b>	<b>10 A.M onwards</b>
<b>7</b>	<b>TABLE TENNIS</b>	<b>College Student Lounge</b>	<b>10 A.M onwards</b>
<b>8</b>	<b>8 BALL POOL</b>	<b>College Student Lounge</b>	<b>11 A.M onwards</b>
<b>9</b>	<b>TUG OF WAR</b>	<b>College Lawn Area</b>	<b>2 P.M onwards</b>
<b>10</b>	<b>BGMI</b>	<b>Auditorium</b>	<b>2 P.M onwards</b>
<b>11</b>	<b>FOOTBALL</b>	<b>School Ground</b>	<b>6 P.M onwards</b>



***SPORTS STUDENT COORDINATOR -  
SARANSH GUPTA***

**FOR PAYMENT**



**UPI ID: 7905290491@PTSBI**

**NOTE- PLAYERS ARE REQUIRED TO PROVIDE THE SPORT/EVENT AND  
CATEGORY IN PAYMENT PORTAL'S DESCRIPTION**