



Late Shri Vishnu Waman Thakur Charitable Trust's

## HITAISHI 2017-18

### DISCIPLINE RULES

- All the participants have to carry their College ID cards and submit it before the events.
- Umpire or referee's decision will be the final decision.
- Any individual or team found guilty in any disciplinary behavior will be disqualified from the entire Hitaishi 2017-18 and strict action will be taken.

### GENERAL RULES

- Only one team from each class can participate in particular sports in outdoor sports category.
- Merging of the class is allowed for outdoor sports events (**only for GIRLS Category**) if students count is lesser than the number of required players for a particular outdoor sports.
- **Merging of the team is not allowed except the condition mentioned above.**

### RULES FOR CULTURAL EVENTS

#### **STORY WRITING GROUP A (MARATHI) (INDIVIDUAL EVENT)**

- The total duration will be 2 hours, during which the participant shall write Story under the supervision of the officials.
- The subject for Story Writing will be announced at the time of competition / event.
- The participating student has to write a story in Marathi language only.
- Writing sheets will be provided. Other materials such as pen, pencil etc., should be arranged by the participants themselves.
- No participant is allowed to carry any written or printed material at the time of competition / event.



**STORY WRITING GROUP B (HINDI OR ENGLISH) (INDIVIDUAL EVENT)**

- The total duration will be 2 hours, during which the participant shall write Story under the supervision of the officials.
  - The subject for Story Writing will be announced at the time of competition / event.
  - The participating student has to write a story in Hindi or English language.
  - Writing sheets will be provided. Other materials such as pen, pencil etc., should be arranged by the participants themselves.
  - No participant is allowed to carry any written or printed material at the time of competition / event.
- 

**STORY TELLING GROUP A (MARATHI) (INDIVIDUAL EVENT)**

- The total duration of performance is minimum 5 and maximum 8 minutes.
  - The computation of time shall start immediately after the final announcement by the organizer/s.
  - The story to be presented by the student participant can be authentic, adapted or originally written.
  - The participating student should present the story only in Marathi language. They may present the story partially or completely with any Marathi dialects or they may present some part/dialogues in Marathi dialects as per the requirement of the story.
  - Use of background music, properties and written materials are not allowed during the performance.
  - Three copies of a Script of the story should be submitted at the time of registration on the day of competition.
-



**STORY TELLING GROUP B (HINDI OR ENGLISH) (INDIVIDUAL EVENT)**

- The total duration of performance is minimum 5 and maximum 8 minutes.
  - The computation of time shall start immediately after the final announcement by the organizer/s.
  - The story to be presented by the student participant can be authentic, adapted or originally written.
  - The participating student should present the story in Hindi or English language.
  - They may present the story partially or completely with any Hindi or English dialects or they may present some part/dialogues in Hindi or English dialects as per the requirement of the story.
  - Use of background music, properties and written materials are not allowed during the performance.
  - Three copies of a Script of the story should be submitted at the time of registration on the day of competition.
- 

**INDIAN CLASSICAL VOCAL SOLO (INDIVIDUAL EVENT)**

- Student participant, either for Hindustani or Karnataka style.
- The duration of the performance is minimum 8 and maximum 10 minutes for any style of performance. The computation of time shall start immediately after the final announcement by the organizer/s.
- Maximum 2 accompanists will be allowed. The singer may use an instrument such as Tan Pura, Electronic Tan Pura or Swarmandal.



Late Shri Vishnu Waman Thakur Charitable Trust's

## HITAISHI 2017-18

- Film songs based on classical style are not allowed under this event.
  - Three copies of the details regarding Raga, Taal and Bandish written in Marathi or English, must be submitted at the time of registration on the day of competition.
- 

### **INDIAN GROUP SONG (GROUP EVENT)**

- Each single group of singers having minimum 4 and maximum 6 student participants.
  - Maximum 3 accompanists will be allowed. However singers may also play instruments while singing.
  - Only one group song will be presented by each group, that should be Patriotic □ Song.
  - The songs can be in any regional / official language/s of India, other than English.
  - Film songs are not allowed in this event. \*\*
  - The total duration of the performance including both the songs is minimum 5 and maximum 8 minutes. The computation of time shall start immediately after the final announcement by the organizer/s.
  - The student participants may use synthesizer or any other electronic instrument/gadget during the performance.
  - Three copies of the songs with their meaning written in Marathi or English (for the songs in the language other than Marathi or Hindi) must be submitted at the time of registration on the day of competition.
- 

### **WESTERN VOCAL SOLO (INDIVIDUAL EVENT)**

- The total duration of the performance is minimum 4 and maximum 6 minutes. The computation of time shall start immediately after the final announcement by the organizer/s.



Late Shri Vishnu Waman Thakur Charitable Trust's

## HITAISHI 2017-18

- Maximum 2 accompanists will be allowed. However, the singer himself/herself may also play an instrument.
- The students can present any number of songs in English language; there is no limit on the number of songs.
- Film songs are allowed in the event.
- The student participant may use synthesizer or any other electronic instrument/gadget during the performance.
- Three copies of the songs with their meaning written in English, must be submitted at the time of registration on the day of competition.

### **WESTERN GROUP SONG (GROUP EVENT)**

- Each participating group of singers having minimum 4 and maximum 6 student participants.
- The students can present any number of songs in English language; there is no limit on the number of songs.
- The duration of the performance is minimum 5 and maximum 8 minutes. The computation of time shall start immediately after the final announcement by the organizer/s.
- Maximum 3 accompanists are allowed. However, the singers also may play an instrument while singing.
- Film songs are allowed in the event.
- The student participants may use synthesizer or any other electronic instrument/gadget during the performance.
- Three copies of the song/s with its/their meaning written in English must be submitted at the time of registration on the day of competition
- Karaoke Singing (Solo)
- Participants should report 15 minutes prior to reporting time
- Song shouldn't be more than 5 minutes
- No language barrier
- Karaoke or any musical instrument is allowed



Late Shri Vishnu Waman Thakur Charitable Trust's

## HITAISHI 2017-18

- Well checked karaoke should be submitted to the event heads 20 minutes prior (pen drive, DVD, cell phone)
- 

### **INDIAN CLASSICAL INSTRUMENTAL (TAALVADYA) SOLO (INDIVIDUAL EVENT)**

- Student participant, either for Hindustani or Karnataka style.
  - The duration of the performance is minimum 8 and maximum 10 minutes for any style of performance. The computation of time shall start immediately after the final announcement by the organizer/s. Hence, the participants are advised to tune their instruments well in advance.
  - Only 1 accompanist shall be allowed.
- 

### **INDIAN CLASSICAL INSTRUMENTAL (SWARVADYA) SOLO (INDIVIDUAL EVENT)**

- Student participant, either for Hindustani or Karnataka style.
  - The duration of the performance is minimum 8 and maximum 10 minutes for any style of performance. The computation of time shall start immediately after the final announcement by the organizer/s. Hence, the participants are advised to tune their instruments well in advance.
  - Only 1 accompanist shall be allowed.
-



**WESTERN INSTRUMENTAL SOLO (INDIVIDUAL EVENT)**

- A participant shall play western music on any percussion or non-percussion instrument.
  - The duration of the performance is minimum 5 and maximum 7 minutes. The computation of time shall start immediately after the final announcement by the organizer/s.
  - Maximum 2 accompanists are allowed.  
The accompanists may use synthesizer or any other electronic instrument/gadget during the performance.
- 

**INDIAN FOLK DANCE (GROUP EVENT)**

- Each participating group having minimum 8 and maximum 10 student participants.
  - The total duration of dance performance is minimum 8 and maximum 10 minutes.
  - The computation of time shall start as soon as music/announcement starts or curtain is fully open, whichever is earlier.
  - The dance should either be a tribal or a folk and it should not be a classical dance.
  - Maximum 2 accompanists/back-stage artists/helpers will be allowed.
  - It is the responsibility of the participants to remove their sets, property, etc. within five minutes after their performance.
  - Three copies of a brief note either in Marathi or in English giving details of the type/style of dance and the text meaning of the song, if any, should be submitted at the time of registration on the day of competition.
-



**DANCE (SOLO/ DUET/ GROUP EVENT)**

- Participants should report 15 minutes prior to reporting time
- Dance should not be more than 6 minutes
- Group limit: 8-10
- Songs should be submitted to the heads 2 days prior of the audition day
- Music tracks should be submitted to the event head beforehand in a pen drive

**SKIT GROUP A (MARATHI /HINDI) (GROUP EVENT)**

- Each participating team having minimum 4 and maximum 6 student participants.
- The competition will be held in Marathi or Hindi language only.
- The skit should preferably highlight an issue of national/social importance.
- The total duration of performance is minimum 8 and maximum 10 minutes. The time computation shall start as soon as the announcement starts or the curtain is fully open, whichever is earlier.
- Maximum 3 accompanists/back stage artists/workers/helpers shall be allowed in this event.
- Use of make-up, drapery and back-ground music is allowed in this event.
- No skit shall be repeated by same college in consecutive Youth Festivals.
- Skits should possess an acceptable level of decency, failing which, the item may be disqualified.
- Three copies of script, three copies of theme of the scripts explained in Marathi and three copies of printouts of forms of role played must be submitted at the time of registration on the day of competition.





**STREET PLAY (GROUP EVENT)**

- Each participating team having minimum 6 and maximum 10 student participants.
  - The skit should preferably highlight an issue of national/social importance.  
The total duration of performance is minimum 10 and maximum 15 minutes. The time computation shall start as soon as the announcement starts or the curtain is fully open, whichever is earlier.
  - Maximum 3 accompanists/back stage artists/workers/helpers shall be allowed in this event.
  - Use of make-up, drapery and back-ground music is allowed in this event.
  - No skit shall be repeated by same college in consecutive Youth Festivals.
  - Skits should possess an acceptable level of decency, failing which, the item may be disqualified.
  - Three copies of script, three copies of theme of the scripts explained in Marathi and three copies of printouts of forms of role played must be submitted at the time of registration on the day of competition.
- 

**MIME (GROUP EVENT)**

- Team should contain minimum 4 and maximum 6 student participants.
  - The total duration of performance is minimum 3 and maximum 5 minutes.
  - The computation of time shall start immediately after the final announcement by the organizer/s.
-



Late Shri Vishnu Waman Thakur Charitable Trust's

## HITAISHI 2017-18

- It is desirable to perform with plain, dark back-ground on the stage and to have black / white skin tight dress for the participants besides making their faces with white make-up, dark eye liners, dark raised eye-brows and broadened lips with red lip-stick.
- Since importance shall be given to conveying a concept purely through expressions and gestures only, use of any property is not allowed. However, use of music may be permitted to strengthen the performance.
- Maximum 2 accompanists/back stage artists are allowed.
- Normally five spot-lights and general make-up facilities are provided by the University. Other additional lights/special make-up should be arranged by the participants themselves at their own cost and risk.

### **MONO ACTING GROUP A (MARATHI) (INDIVIDUAL EVENT)**

- The competition will be held in Marathi language only.
  - The total duration of performance is minimum 5 and maximum 7 minutes.
  - The computation of time shall start immediately after the final announcement by the organizer/s.  
□ Costumes/make-up is allowed. However, only acting skills will be adjudged for the prize.
  - Three copies of script, three copies of theme of the scripts explained in Marathi and three copies of printouts of forms of role played must be submitted at the time of registration on the day of competition.
-



Late Shri Vishnu Waman Thakur Charitable Trust's

## HITAISHI 2017-18

### **RANGOLI (INDIVIDUAL EVENT)**

- The competition will be conducted "On the Spot" and the participants are required to draw Rangoli on the project given by the panel of judges, at the time of competition.
  - The total duration for completing the painting shall not exceed 2 hours and 30 minutes.
  - A space admeasuring 120 cm x 120 cm will be provided to the participant.
  - Rangoli should be done using rangoli powder only.
  - Required material should be arranged by the participant. Use of any reference such as greetings or printed material/picture in miniature form is not allowed.
-



Late Shri Vishnu Waman Thakur Charitable Trust's

## HITAISHI 2017-18

### **MEHNDI DESIGNING (INDIVIDUAL EVENT)**

- The participant has to draw the Mehndi on palmer side of both hands of the model.
  - The model should be the student of the same college.
  - The Mehndi must be extended to the palmer side forearm with minimum six inch length.
  - The total duration for completing the painting shall not exceed 2 hours.
  - The participant has to bring its own Mehndi and other materials required for it.
  - Use of hand print, any kind of mold and any kind of decorative material is not allowed.
  - The due credit will be given on originality, creativity, decorative art with aesthetic sense.
- 

### **NAIL ART (INDIVIDUAL EVENT)**

- Topic will be given on the spot
  - Necessary items, material should be brought by the participants.
  - No stickers will be allowed.
  - No pre-work will be allowed.
  - Model should be arranged by contestants.
- 

### **SPOT PHOTOGRAPHY (INDIVIDUAL EVENT)**

- The participant has to bring his/her own digital camera.



Late Shri Vishnu Waman Thakur Charitable Trust's

## HITAISHI 2017-18

- The digital camera should have a memory card which will be formatted by the judges before the commencement of the contest.
  - The total duration for completing the painting shall not exceed 2 hours and 30 minutes.
  - The participant has to produce only best 5 photographs on the theme announced on the spot by judges.
  - No mixing, matching or morphing of photographs will be permitted.
  - Software such as Photoshop etc. for enhancing images will not be permitted.
  - The organizers will have all rights for the use of these pictures as and when they deem it.
  - Digital images are evaluated on the basis of impact, composition, technical quality, and suitability for the specific theme.
  - The additional instructions will be announced at the time of competition.
- 

### **MASTERCHEF (INDIVIDUAL EVENT)**

- Compulsory veg
  - Participants should bring their own ingredients .nothing will be provided
  - Participants should be present 20 minutes prior
  - A meeting will be conducted on a specified day prior to the competition week
  - Round 1
  - Make a sandwich without using bread
  - Round 2
  - Suspense
-



Late Shri Vishnu Waman Thakur Charitable Trust's

## HITAISHI 2017-18

### **SOAP SCULPTURE (INDIVIDUAL EVENT)\***

- Topic will be given on the spot
  - Necessary items, material should be brought by the participants.
  - No stickers will be allowed.
  - No pre-work will be allowed.
- 

### **T-SHIRT PAINTING (INDIVIDUAL EVENT)\***

- Topic will be given on the spot
  - Necessary items, material should be brought by the participants.
  - No stickers will be allowed.
  - No pre-work will be allowed.
- 

### **FACE PAINTING (INDIVIDUAL EVENT)\***

- Necessary items, material should be brought by the participants.
  - No pre-work will be allowed.
  - Model should be arranged by contestants.
-



Late Shri Vishnu Waman Thakur Charitable Trust's

## **HITAISHI 2017-18**

### **BRIDGE BY STRAW (GROUP EVENT)**

- Necessary items, material should be brought by the participants.
- No pre-work will be allowed.

### **DOCUMENTARY (INDIVIDUAL EVENT)**

- Time :8-10 minutes
- Take any recent topic
- Proper editing.

---

### **POSTER MAKING (INDIVIDUAL EVENT)\***

- Topic will be given on the spot
  - Necessary items, material should be brought by the participants.
  - No pre-work will be allowed.
-



## **Rules for Outdoor sports**

### **CRICKET**

- No. of players = 11+3
  - No. of overs = 3 for the first few rounds.
  - A player can bowl only 1 over.
  - If it's a tie the winner will be decided according to the wickets.
  - Team should report immediately at the scorer's desk, as the team name is announced.
  - Misbehavior won't be entertained during the game.
  - Team which will not report on time, will be disqualified.
- 

### **RINK FOOTBALL**

- Number of players = 6+3
- 7-10 mins per half for eliminators
- Rise Rule below attacking lines of each half.
- Goal is allowed from the attacking line.
- Goal scored from a shot outside the attacking line through deflection is considered.
- On scores level, winner is decided through penalty shootout.
- Goalkeeper can use his hands inside the 'D'
- Back pass cannot be collected in hands by the goalkeeper.

Referees decision will be the ultimate.

On foul play misbehavior towards the referee from the particular team will be disqualified





Two warning will be given to a player on account of a foul. Yellow card will be given after two warning after which the player will sit outside for 2mins. After one more foul, the player will be given a red card.

- Seriousness of the foul will be decided by the referee.
  - While taking outside, ball rises above the knee level, will result to a foul.
- 

### **VOLLEYBALL**

- Each match will be played on best of three set.
  - Each set will be of 15 points.
  - If the score of both the team is 14-all then set will be decided on difference of 2.
  - Court will be changed after each set.
  - If the match goes on third set then side of service will be decided on toss.
  - In each set only 2 time-out are allowed.
  - No rotation rules will be followed (Only if both the teams agree).
  - Number of players (6+3).
  - Full leg crossing from the center line will be considered as a foul.
  - Body touch will be considered as a foul.
  - Ball should go to opponent court in maximum three touch.
  - Continuous 2 touch by the same player will be consider as a foul.
  - Referee decision will be the final decision.
-



## KABADDI

- No of participants per team =7+5.
  - Umpire's decision will be final.
  - If a raider does not score any points or lose any points during the raid (30 seconds), the raid will be treated as unproductive or empty raid for his team.
  - After three consecutive empty raids, the raider who carried out the third empty raid is given out and the opposite team is awarded one point.
  - Each team scores one point for every opponent out (while raiding) or pulled out (while defending). The side which manages to put out all the opponents scores a Lona or All Out. Effecting an 'All Out' will give the team two extra points
  - If the raider is caught when there are only 3 defenders or less, the defending team (antis) gets 2 points instead of 1. The additional point is known as the 'Super Catch' point.
  - Only 5 substitutions allowed in the match
  - The Game will be played in accordance with PRO Kabaddi rules.
  - Game of 2 halves of 15 mins each.
  - 3 mins break between the two halves.
  - 2 timeouts in each half.
-



### **KHO-KHO**

- Umpire's decision will be final.
  - No. of players =9+3.
  - Duration: An innings will consist of chasing and running turns which will be of five minutes duration. Each match will consist of two innings. b. An interval of 5 minutes is allowed after an inning and 2 minutes between two turn
  - Each round will be of 5min.
  - 2 mins break between each round.
- 

### **TUG OF WAR**

- Compulsory 10 players should be there in a team.
- Rope should not be tied on waist and/or rolled on hand.
- One should not use handkerchief or gloves for grip purpose.
- Players of 1 team cannot play again in another team & if they do so whole team will be disqualified.
- If team members have any objection or doubt they should inform before match to the respective head.
- Mischievous behavior is strictly prohibited on ground.



### **THROW BALL (GIRLS)**

- Each team will consist of 8 active players and 2 substitutes.
- A match shall consist of 1 set for 15 points. If a team wins the first 1 set wins the game.
- 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.
- Players are expected to be at the court at least 15 minutes prior to the game. If the players fail to show up the match will be cancelled and the opponent will be declared a winner.
- Teams will be divided into groups. Knock out round starts after each team has played the teams in their group.
- Double touch (juggling the ball in both hands) is not allowed while receiving the service ball.
- Players cannot catch the ball with the assistance of body or legs.
- The ball should be served after the whistle and within 5 sec and be served without crossing the service line with single hand.
- Any ball after catching should be released within 3 seconds.
- During the service, the ball cannot touch the net.
- A player can jump when throwing the ball or while serving.
- Players cannot touch the net during the play but the ball can touch the net.
- A player while releasing the ball cannot rotate (360 degrees) or turn around to throw the ball.



- During catching or releasing, the ball should not touch any part of the body except the palm.
  - 2 players cannot catch the ball simultaneously.
  - Any ball falling on the side-line or end-line is a good ball.
  - Shifting the ball from right to left or left to right or deliberately pushing is not permitted.
  - The service ball or the rally ball should not touch the poles. If it touches, then it is considered a foul.
  - During the play or rally, players cannot cross the net or obstruct the opponent team. It is necessary to serve once in a game from every player.  
Suppose the ball touches the net during serve it will be considered as foul but if the same is repeated while the game is on it will be allowed.  
1 timeouts (1 min) is permitted for each set.
  - Teams can substitute only when it is their turn to serve; only exception is if a player gets injured.
  - Only 1 person can be substituted at a time up to a maximum of 2 substitutes per set.
  - Umpire decision is final (no exceptions).
  - Only the Coach or the captain can talk to the Umpire before or after the server (not during the play).
- 

### **DODGE BALL (GIRLS)**

- Compulsory 10 players in a team.
- Hitting or dodging the ball should be strictly below knee, else penalty.
- The ball should not cross or leave the circle else penalty.



## HITAISHI 2017-18

- No side by side passing of the ball between the players.
  - Referee decision will be final. No fights or arguments will be tolerated else disqualified.
  - Pushing of players will be a penalty.
  - Maximum time provided for the 4 players to get out will be 3mins otherwise the team in will score.
  - Each round is of 3 mins. Total rounds for each team=2.
  - Game will be strictly time based.
  - When in the circle touching of players is prohibited.
- 

### GIRLS BOX CRICKET

- No. of players=6+3.
  - No. of overs=4.
  - In case of a tie: Super Over, the team batting 2nd will bat 1st.
  - In case of 2nd tie: Coin toss.
  - Umpires decision will be final decision.
  - Batting overstepping & box bowling rules will be explained on the spot by umpires. □  
Other rules will be explained on the spot
- 

### LAGORI

- The dimension of Lagori court- Length 81 feet X Breadth 45 feet.



Late Shri Vishnu Waman Thakur Charitable Trust's

## HIT AISHI 2017-18

- The matches will be best of three sets and each set will last for 3 minutes. After each set there will be a gap of 30 seconds.
- The ball can be caught in single hand or both hands, even during passing. Ball must be passed & a player cannot run with the ball.
- A knocked over pile of Lagori tiles must be re-arranged in a chronological order to complete the Lagori & gain points.



**RULES FOR INDOOR SPORTS**

**CARROM**

- Knockout round
  - Within 20 secs you have to play your turn
  - Striker will not be provided
  - No 2<sup>nd</sup> chance for foul play
  - For every foul play a coin will be placed on the board.
  - Fouls will be explained by referee on the spot.
  - \*Terms & Conditions Apply\*
- 

**BADMINTON**

- A match consists of 5-7 points for few rounds.
- Every time there is a serve – there is a point scored.
- A rally is won when a shuttle is hit over the net and onto the floor of the opponent's court.
- A rally is lost if the shuttle is hit into the net, or over the net but outside of the □ Opponent's court. A rally is also lost if the shuttle touches the player's clothing or □ Body, or if it is hit before it crosses over the net.
- The side winning a rally adds a point to its score.
- At 5 all, the side which gains a 2 point lead first, wins that game.
- At 7 all, the side scoring the 8th point, wins that game.





## SERVING

1. The first serve of the game is always made from the right side of the court to the opposite diagonal side. Only the player standing in the proper service court may return the serve.
  2. The server must obey laws designed to force underhand delivery of the serve, and the receiver must stand still until the service is struck.
  3. Following the serve, players may move anywhere on their side of the net.
  4. A player continues to serve (alternating service courts) as long as a player scores points.
- 

## CHESS

- The tournament will be conducted time based in the initial round.
- In the initial rounds players will be paired randomly, so in case you unfortunately face the best player of the tournament in the first round and lose the first game.
- Final round is knock-out.
- Clock time for initial rounds will be half an hour.
- **All standard rules for the game**
  - i. Understand pawn promotion.
  - ii. Understand Check and the ways to get out of check (move, block, capture)
  - iii. Understand Checkmate
  - iv. Understand the “touch-move” rule
  - v. Understand 50 moves draw rule i.e. the game can be claimed drawn after 50 moves if there are no pawn



- vi. Moves or no captures. Understand 3 fold repetition rule. The game can be claimed drawn if the exact same position is repeated
  - vii. No outside assistance during games is allowed.
- 

### TABLE TENNIS

- A match consists of 7 points for few rounds.
  - Every time there is a serve – there is a point scored.
  - A point is scored when:
    1. an opponent fails to make a correct service,
    2. an opponent fails to make a return,
    3. the ball touches any part of an opponent's body,
    4. an opponent strikes the ball twice in succession,
    5. if an opponent, or anything an opponent wears, touches the playing surface or net during play,
    6. If a doubles opponent strikes the ball out of the sequence established by the first server and first receiver.
  - At 7 all, the side which gains a 2 point lead first, wins that game.
  - At 9 all, the side scoring the 8th point, wins that game.
- 

### LAN GAMING

- Limited Spot Entries will be taken on the event day



Late Shri Vishnu Waman Thakur Charitable Trust's

**HITAIISHI 2017-18**



Late Shri Vishnu Waman Thakur Charitable Trust's

**HITAIISHI 2017-18**