

HITAISHI 2020

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 indisciplinary behaviour will be disqualified from the entire Hitaishi 2020 and strict action will be taken.

LIST OF CULTURAL EVENTS

Karaoke Singing	Story Writing
Folk Dance	Rangoli
Dance- Mono	Mehendi
Dance- Duel	Nail Art
Dance- Group	T-shirt Painting
Classical Dance (Solo)	Face Painting
Skit	Collage
Street Play	Clay Modeling
Mime	Cartooning
Mono Acting	Poster Making
Duel Acting	Master Chef
Fashion Show	Documentary
Story telling	On the Spot Selfie /Groupie
Indian Classical Vocal Solo	On the Spot Photography
Indian Group Song	Soap sculpture
Western Vocal Solo	Bridge by Straw
Western Group Song	Natya Sangeet
Indian Classical Instrumental	Rapping
Western Instrumental Solo	Beat Boxing
Qawwali Competition	Stand Up Comedy

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LIST OF SPORTS EVENTS

Outdoor Sports	Indoor Sports
Cricket	Carrom Singles/Doubles
Football	Badminton Singles/Doubles
Volleyball	Chess
Kabaddi	Table Tennis Singles/Doubles
Kho-Kho	Rubik's Cube
Tug of War	Lan Gaming
Throw Ball (Girls)	
Dodgeball (Girls)	
Box Cricket (Girls)	
Lagori (boys)	

LIST OF ATHLETIC AND FITNESS EVENTS

Athletics	Fitness Competition
100 metre running	Pull Ups
200 metre running	Push Ups
400 metre running	Skipping
100 metre * 4 relay	Plank
Long Jump	

LIST OF BACK TO 90'S EVENTS

EVENTS	
Marbles (Kachhe/ Gotya)	Spoon & Marble Race
Top Spin (Bhovra)	Potato Race
Gilli Danda	Tyre Race

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RULES FOR CULTURAL EVENTS

STORY WRITING (MARATHI/HINDI/ENGLISH) (INDIVIDUAL EVENT)

- The total duration will be one and a half hour, 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/Hindi/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 (MARATHI/HINDI/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 only in Marathi/Hindi/English language only. 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.

INDIAN CLASSICAL VOCAL SOLO (INDIVIDUAL EVENT)

- Student participants, either for Hindustani or Karnataka style.
- The duration of the performance is **minimum 6 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 TanPura or Swarmandal.

INDIAN CLASSICAL 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.
- The total duration of the performance including both the songs is minimum 5 and maximum 8 minutes.
- The student participants may use synthesizer or any other electronic instrument/gadget during the performance.

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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.
- **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.

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.

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

INDIAN CLASSICAL INSTRUMENTAL 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**.

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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.

DANCE (SOLO/ DUET/ GROUP EVENT)

- Participants should **report 15 minutes prior to reporting time**
- **Dance should not be more than 6 minutes**
- **Group limit: 3-12**
- **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 (MARATHI/ENGLISH/HINDI) (GROUP EVENT)

- Each participating team having **minimum 4 and maximum 6 student participants**.
- The competition will be held in **Marathi/ English/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.

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STREET PLAY (GROUP EVENT)

- Each participating team having **minimum 6 and maximum 10 student participants**.
- The competition will be held in **Marathi language only**.
- **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.

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.
- **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.**
- Other additional lights/special make-up should be arranged by the participants themselves at their own cost and risk.

MONO/DUEL ACTING GROUP (MARATHI/HINDI/ENGLISH)

- The competition will be held in **Marathi/Hindi/English 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.

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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 and measuring 120 cm x 120 cm will be provided to the participant.**
- **Rangoli should be done using rangoli powder only.**
- However other 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.

MEHNDI (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.

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 (disclosed on the day of event)

SOAP SCULPTURE (INDIVIDUAL EVENT)*

- Topic will be given on the spot
- **Time Duration – 1 hour.**
- **Necessary items, material should be brought by the participants.**
- **No stickers will be allowed. No pre-work will be allowed.**

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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.**
- **Time Duration – 1 hour.**

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.
- **Time duration – 1 hour.**

BRIDGE BY STRAW (INDIVIDUAL)

- Necessary items, material should be brought by the participants.
- No pre-work will be allowed.
- **Time duration – 2 hours.**

DOCUMENTARY (INDIVIDUAL EVENT)

- **Time duration :8-10 minutes**
- Take any recent topic
- **Proper editing.**
- **Documentary should be brought in pen drive only.**

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.
- **Time duration – 1 hour.**

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COLLAGE (INDIVIDUAL EVENT)

- The competition will be conducted **"On the Spot"** and the participants are required to do the collage on the subject given by the panel of judges, at the time of competition.
- The total duration for completing the painting shall not exceed 1 hour.
- **However, the participants should bring their own the paper, magazines, pair of scissors, gum and other required material.**

CLAY MODELLING (INDIVIDUAL EVENT)

- The competition will be conducted **"On the Spot"** and the participants are required to do the Clay modelling on the subject given by the panel of judges, at the time of competition.
- The total duration for completing the painting shall not exceed 1 hour and 30 minutes.
- **However clay and other required implements and material should be arranged by the participant.**

CARTOONING (INDIVIDUAL EVENT)

- The competition will be conducted **"On the Spot"** and the participants are required to do the Cartooning on the subject given by the panel of judges, at the time of competition.
- The total duration for completing the painting shall not exceed 1 hour.
- **However required implements and material should be arranged by the participant.**

QAWWALI

- **The team should be of 6-10 Participants.**
- The themes should be based on **national integration and communal harmony.**
- Maximum three accompanist (musicians) will be allowed
- **Duration of performance will be 8-12 minutes.**
- The team should bring their **own instruments.**
- The judgment will be based on theme, concept, quality of singing, costume, musical accompaniment.

ON THE SPOT SELFIE/GROUPIE (INDIVIDUAL EVENTS)

- **The participant has to bring his/her own smartphones**
- **No digital cameras allowed.**
- **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.
- No face filter/editing app will be allowed.
- The additional instructions will be announced at the time of competition.

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SPOT PHOTOGRAPHY (INDIVIDUAL EVENT)

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

BEAT BOXING

- **2 minutes to perform an initial** round and will be cut off exactly at the 2 minute mark.
- Will receive a 10 second warning
- Beatboxers may end the round early.
- Performed in one single take.

RAPPING

- **Single participant**
- **5 minutes to perform an initial** round.
- No abusive and Offensive Content.
- Will receive a 10 second warning
- Participant may end the round early.
- Performed in one single take

STAND UP COMEDY

- **Single participant**
- **5 minutes to perform an initial** round.
- No abusive and Offensive Content.
- Will receive a 10 second warning
- Participant may end the round early.
- Performed in one single take.

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NATYA SANGEET

- The song should be of Natya geet style, any other type of song (ovi, bhavgeet) will not be considered as natyageet.
- 5 minutes to perform an initial round.(Maximum 7mins)
- Maximum 2 accompanists will be allowed.
- Singer may use the tanpura, electronic tanpura or swaramandal
- Natyapad in film songs may be allowed.

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Rules for Outdoor Sports

GENERAL RULES FOR OUTDOOR SPORTS

- Only one team from each class can participate in particular sports in outdoor sports category.
- **With prior permission from Hitaishi core committee**, the 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

CRICKET

- **No. of players = 11+3**
- **No. of overs will be Three (3) for first round.**
- 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.
- Misbehaviour won't be entertained during the game.
- Team which will not report on time will be disqualified.

FOOTBALL

- **Number of players = 5+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, the 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 misbehaviour towards the referee from the particular team will be disqualified.**
- **Two warnings will be given to a player on account of a foul. Yellow card will be given after two warring 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 in a foul.

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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 centre 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.

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KHO-KHO

- **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.
- Umpire's decision will be final.
- **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 the whole team will be disqualified.**
- If team members have any objection or doubt they should inform before match to the respective head.
- Mischievous behaviour is strictly prohibited on ground.

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.
- No side by side passing of the ball between the players.
- Referee's 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.

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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).

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GIRLS BOX CRICKET

- No. of players=6+3.
- No. of overs=3
- In case of a tie: Super Over, the team batting 2nd will bat 1st.
- In case of 2nd tie: Coin toss.
- The Umpire's 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 (ONLY BOYS)

- A game of Lagori is played between two teams of 6 each.
- 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 rearranged in a chronological order to complete the Lagori & gain points.

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RULES FOR INDOOR SPORTS

CARROM (Singles/Doubles)

- Knockout round
- **No mixed double allowed.**
- **Within 20 secs you have to play your turn.**
- Striker will not be provided
- No 2nd chance for foul play
- For every foul play a coin will be placed on the board.
- Fouls will be explained by the referee on the spot.

BADMINTON (Doubles)

- **A match consists of 5-7 points for few rounds.**
- **No mixed double allowed.**
- **Only fixed team is allowed (player cannot participate more than one time.)**
- 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.

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

RUBIKS CUBE

- The tournament will be conducted time based.
- Participant should bring their own Rubik cube.
- Other rules will be disclosed on spot.

TABLE TENNIS (Singles/Doubles)

- **A match consists of 7 points for few rounds.**
- **No mixed double allowed.**
- 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

- The tournament will be conducted time based.
- Other rules will be disclosed on the spot.

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Athletics

- Participants should report **15 minutes** prior to the given reporting time or participant will lead to disqualification.
- **Shoes are compulsory.**
- For Relay, 4 participants are required.
- Other rules will be disclosed on the spot.

Back to the 90's

- Participants should report **15 minutes** prior to the given reporting time or participant will lead to disqualification.
- Other rules will be disclosed on the spot.