

HITAISHI 2022

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 in-disciplinary behaviour will be disqualified from the entire Hitaishi 2022 and strict action will be taken.

LIST OF CULTURAL EVENTS

Karaoke Singing	Story telling
Indian Classical Vocal Solo	Elocution
Western Vocal Solo	Stand Up Comedy
Rapping	Story Writing
Beat Boxing	Rangoli
Dance- Solo	Free Hand Drawing/ Sketching/ Painting
Dance- Pair	Master Chef
Mono Acting	
Duel Acting	

LIST OF SPORTS EVENTS

Outdoor Sports	Indoor Sports
Box Cricket (Boys)	Carom (Doubles)
Rink Football (Boys)	Table Tennis (Doubles)
Kabaddi (Boys)	Chess
Throw Ball (Girls)	Rubik's Cube
Box Cricket (Girls)	

LIST OF FITNESS EVENTS

Fitness Competition
Push Ups
Skipping
Plank

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RULES FOR CULTURAL EVENTS

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 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.

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.

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

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
- Beat boxers may end the round early.
- Performed in one single take.

DANCE (SOLO/ PAIR)

- Participants should **report 15 minutes prior to reporting time**
- **Dance should not be more than 6 minutes**
- **Songs should be submitted to the heads 1 day prior of the audition day**

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- **Music tracks should be submitted to the event head beforehand in a pen drive**

MONO/DUEL ACTING (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.

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.

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.

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.

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 an Innovative Chaat**

STAND UP COMEDY

- **Single participant**
- **5 minutes to perform an initial round.**
- **No abusive and Offensive Content.**

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- Will receive a 10 second warning
- Participant may end the round early.
- Performed in one single take.

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

BOX CRICKET (BOYS)

- **No. of players = 09 + 03 (Sub)**
- **No. of overs will be Four (4) and team need to bowl 4 overs with 4 different bowlers.**
- Compulsory Chasing.
- Free Style **Under-Arm bowling** is allowed. **No Side-Arm** bowling is Allowed
- **No balls:** Front Line cut, Box cut, Bounce before / on Middle line, Over-flight, Above Knee
- **Batting:** Stepping out is **Allowed, Direct Bounce outside boundary line will be given out.**
- 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.

RINK FOOTBALL (BOYS)

- **Number of players = 5 + 3 (Sub)**
- **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 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 in a foul.

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KABADDI (BOYS)

- **No of participants per team =7 + 5 (Sub)**
- 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.

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.

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- 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).

BOX CRICKET (GIRLS)

- **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

RULES FOR INDOOR SPORTS

CARROM (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.

TABLE TENNIS (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.

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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.