



GITAM

(DEEMED TO BE UNIVERSITY)

(Established by 3 of the UGC Act, 1956)

VISAKHAPATNAM • HYDERABAD • BENGALURU

NAAC A++ ACCREDITED



SPORTS

PARTICIPANTS

GUIDELINES



@SHORE.GITAM

GENERAL GUIDELINES:

- **All participating students and their guardians/University authorities are requested to thoroughly read the stipulated guidelines.**
- **Every Participant must always carry his/her University ID along with a Government Identification Card. No participant will be allowed to play his/her match if they do not carry the same. All Participants to always carry the following documents to verify their University.**

IDENTITY PROOF:

- Original University ID card, University-issued Bonafide letter on the University letterhead, signed and stamped by the University authority (Head of Institution / Director of Sports/Director of Physical Education), NOC from parents. The letter should contain the full name of the REGISTERED Participants (First Name and last Name), their Date of Birth, and their Aadhar card(Physical Card).Participants must ensure they have their physical and digital copies of the things mentioned earlier.
- University teams or Participants who have not carried the above documents, partially or wholly, will be disqualified if he/she fails to present it.
- Sports at the SHORE'24 FEST will be conducted per the schedule released upfront. The participant / University coach / University coordinator is responsible for keeping track of the same. Requests for last-minute fixture changes or walkover relaxations will not be entertained and will only be permitted by the SHORE'24 Organising Committee on a case-by-case basis.
- The SHORE'24 Organizing Committee has the right to alter/postpone/cancel the tournament or any specific sports event in case of unavoidable circumstances. All Universities and Participants are requested to cooperate in such cases.
- In case of a player replacement during the Tournament due to a serious injury, a medical certificate and related reports must be produced and submitted to the SHORE FEST Organizing Committee.During the tournament, a player can be substituted only if the coach/ manager provides the player's registered medical report. In the absence of such documentation, the university must utilize a pre-registered substitute.
- Players may be replaced in a team if changes are made on the Online registration page before the registration deadline. (Note: substitute must also register online, or else they will not be allowed to replace in case of injury to their teammate)
- All participants, coaches, and parents are to uphold the spirit of sportsmanship, fair play, and orderly behavior and conduct.

- Shore'24 Organising Committee will not provide students with the equipment required to play the sport. Each student should carry personal equipment and sport-appropriate apparel for their respective sport.
- Participants are encouraged to wear their University sports jerseys. Bibs will be provided. In case of similar jersey colors, officials will conduct a toss, and vests/ bibs will be provided.
- In case of any dispute, the decision of the Tournament Organizing Committee and the Officials will be final and binding.
- Provisions for drinking water have been made at all sporting arenas, but still, participants are requested to carry their bottles.
- The players' verification desk will be made available.
- Every participant registering for SHORE'24 FEST understands the sport they are registering for, and the Organising Committee/the University shall not be liable for injury caused during the Championship or otherwise.
- Organizers are not responsible for the loss of personal belongings.
- Any kind of inappropriate behavior will not be tolerated. If a player has any issues, then he/she should approach the help desk.
- For any University to participate in this fest for sports they have to qualify the minimum number of participants criteria. If they don't qualify for this criteria, that particular university will be disqualified from the tournament.
- The rules and regulations mentioned are binding on every participant. Any modifications to the tournament and final decisions on any dispute rest with the Officials.
- Note: Every participant must do individual registration with the entry fee, including food and accommodation, the entry fee for the competition, and pro-nights.
- Every participant must follow COVID protocols issued by the Government.

EVENT PROCESS & FLOW:

- The participant must report at the specified Verification desk 60 minutes before his/her scheduled match.
- The team/player must report at the sporting venue 30 minutes before their scheduled match time.
- If any team/player fails to report during the match, the match officials reserve the right to declare that particular University as disqualified.

POINTS TABLE CALCULATION:

- The Winner of a team sporting event will get 10pts.
- The Runner-Up of a team sporting event will get 6 pts.
- No points will be given for 3rd place in any team sport.
- The Winner of an individual sport event will get 5 pts(Both men & Women Categories separately).
- The Runner of an individual sport event will get 3pts(Both men & Women Categories separately).
- The Third place for an individual sport event will get 1 pts(Both men & Women Categories separately).
- Both losing Semi-Final players will be given 3rd place in their respective events.

Sports	Winner pts	Winner Cash prize	Runner pts	Runner cash prize
Cricket(M)	10	15,000	6	8,000
Athletics(M)-100m	5	4,000	3	2,000
Athletics(M)-200m	5	4,000	3	2,000
Athletics(W)-100m	5	4,000	3	2,000
Athletics(W)-200m	5	4,000	3	2,000
Volleyball(M)	10	14,000	6	6,000
Basketball(M)	10	14,000	6	6,000
Badminton(W)	5	9,000	3	4,000
Badminton(M)	5	14,000	3	6,000
Kabaddi(M)	10	14,000	6	6,000
Football(M)	10	10,000	6	5,000
Chess	10	9,000	6	6,000
Tabletennis(M)	5	10,000	3	6,000
Tabletennis(F)	5	8,000	3	4,000
Esports(BGMI)	10	10,000	6	5,000
Esports Valorant	10	25,000	6	10,000

SPECIFIC GUIDELINES:

ATHLETICS:

Categories under the Athletics Domain:

- Boys: 100M, 200M
- Girls: 100M, 200M

Format:

- Events, including Boys and Girls, will be conducted separately.
- The qualification for the next round shall be considered based on the positions/timings finished during the first rounds.

Rules and Regulations:

- All the participants should be in sports attire.
- Sport shoes/Spike shoes are mandatory for attending the event. (Slippers or running barefoot is not permitted).
- No substitutes for athletics.
- Maximum & Minimum number of participants for:
 - 100M (Boys) : 2 per team
 - 200M(Boys) : 2 per team
 - 100M (Girls) :2 per team
 - 200M(Girls) :2 per team

Sports	Winner pts	Winner Cash prize	Runner pts	Runner cash prize
Athletics(M)-100m	5	4,000	3	2,000
Athletics(M)-200m	5	4,000	3	2,000
Athletics(W)-100m	5	4,000	3	2,000
Athletics(W)-200m	5	4,000	3	2,000

BADMINTON:

Categories under Badminton Domain:

- Men's Singles (2 individuals)
- Men's Doubles (2 double teams)
- Women's Singles (2 individuals)
- Women's Doubles (2 double teams)

Format:

- Knockout format will be followed.
- It is a knockout tournament of 21 points, three sets. The same format will be followed throughout the tournament.
- Before the match 2 minutes will be given for warm-up.
- During the match, players should adhere to the referee's call. In case the player does not respond the match will be 'BYE'.
- Please note that participants are to use this reporting time to prepare for their match (via warm-ups and stretching, etc.)

Rules and Regulations:

- Only non-marking Sports shoes are allowed inside the badminton court.
- Sportswear (playing shorts/ track pants, Tee shirt, sports shoes) is compulsory. Shirt, Jeans and Formals are not allowed.
- Participants should carry their own badminton Racket, kit, water bottle, and towel.
- Feather shuttles will be provided by the Event Organizers.
- Any kind of inappropriate behavior will not be tolerated. If a player has any issues, then he/she should approach the help desk.
- Rules and regulations mentioned are binding on every participant.
- Any participant who participated in one category, are not eligible for the another category except for one singles player (Men's and Women's)

- Minimum number of participants for Men's Singles - 1 per team
- Minimum number of participants for Men's Doubles - 2 per team
- Minimum number of participants for Women's Singles - 1 per team
- Minimum number of participants for Women's Doubles - 2 per team
- Maximum number of participants for Men's Singles- 2 per team
- Maximum number of participants for Men's Doubles - 4 per team (2 pairs)
- Maximum number of participants for Women's Singles - 2 per team
- Maximum number of participants for Women's Doubles-4 per team (2 pairs)

Sports	Winner pts	Winner Cash prize	Runner pts	Runner cash prize
Badminton(W)	5	9,000	3	4,000
Badminton(M)	5	14,000	3	6,000

CHESS:

Categories under Chess:

- Blitz
- Rapid Fire

Format:

- 3 Players play Rapid
- 2 Players play Blitz

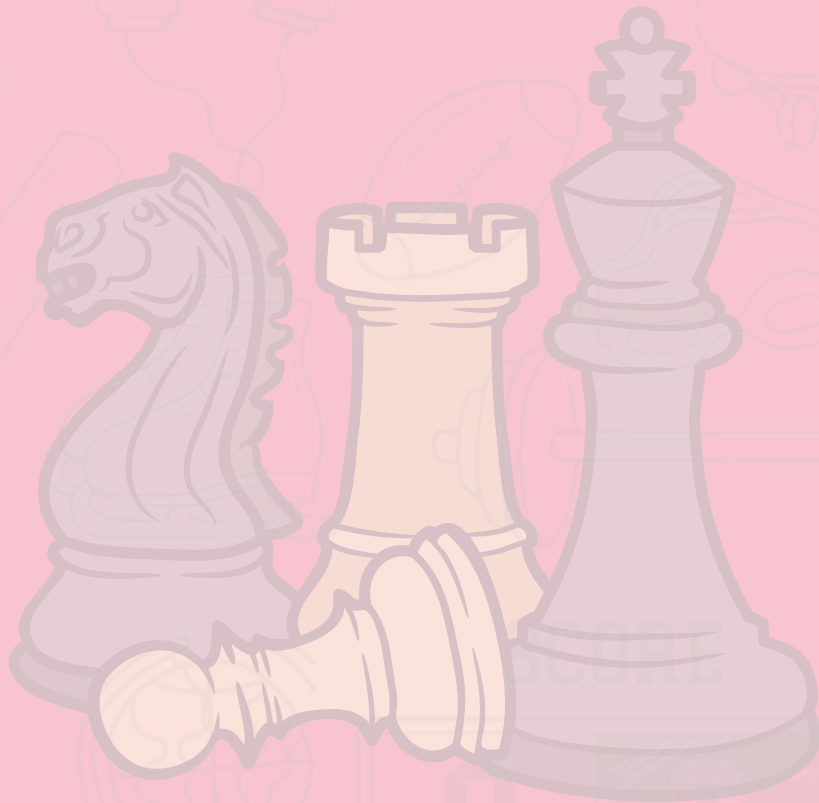
Rules & Regulations:

- Only non-marking Sports shoes are allowed inside the Venue. During the match, players should adhere to the referee's call.
- The Draws & Schedule will be intimated to each participant via WhatsApp.
- Maximum & Minimum no. of participants (for both Men & Women together) : 5
- Time controls for rapid:
- 15 min + 5 sec
- Time controls for blitz:
- 5 min + 2 sec increment

Illegal Moves (For rapid and blitz):

- Pressing the clock without making a move.
- Using two hands to make a single move.
- Moving the king into a square attacked by the opponent's pieces.
- Not protecting the king from the opponent's pieces.
- Moving a piece in a way that it's not allowed to move.
- A player may claim a draw if an identical position has appeared on the chessboard at least three times.
- Wearing wrist watches is often banned in chess tournaments to prevent cheating.
- If the player has moved a pawn to the furthest distant rank, pressed the clock, but not replaced the pawn with a new piece, the move is illegal.
- 1st illegal move: 2 min time gets added to opponents' clock
- 2nd illegal move: Game is forfeited

Sports	Winner pts	Winner Cash prize	Runner pts	Runner cash prize
Chess	10	9,000	6	6,000



CRICKET:

Format:

- Knockout Format.
- Round 1: 10 overs | Red Leather Ball
- Semi-Finals: 20 overs | Red Leather Ball
- Finals: 20 overs | Red Leather Ball will be played between the top 2 teams.
- Please note that participants are to use this reporting time to prepare for their match (via warm-ups and stretching, etc.)
- The Draws & Schedule will be intimated to each participant via WhatsApp.
- Minimum number of participants: 11 per team.
- Maximum number of participants: 15 per team.

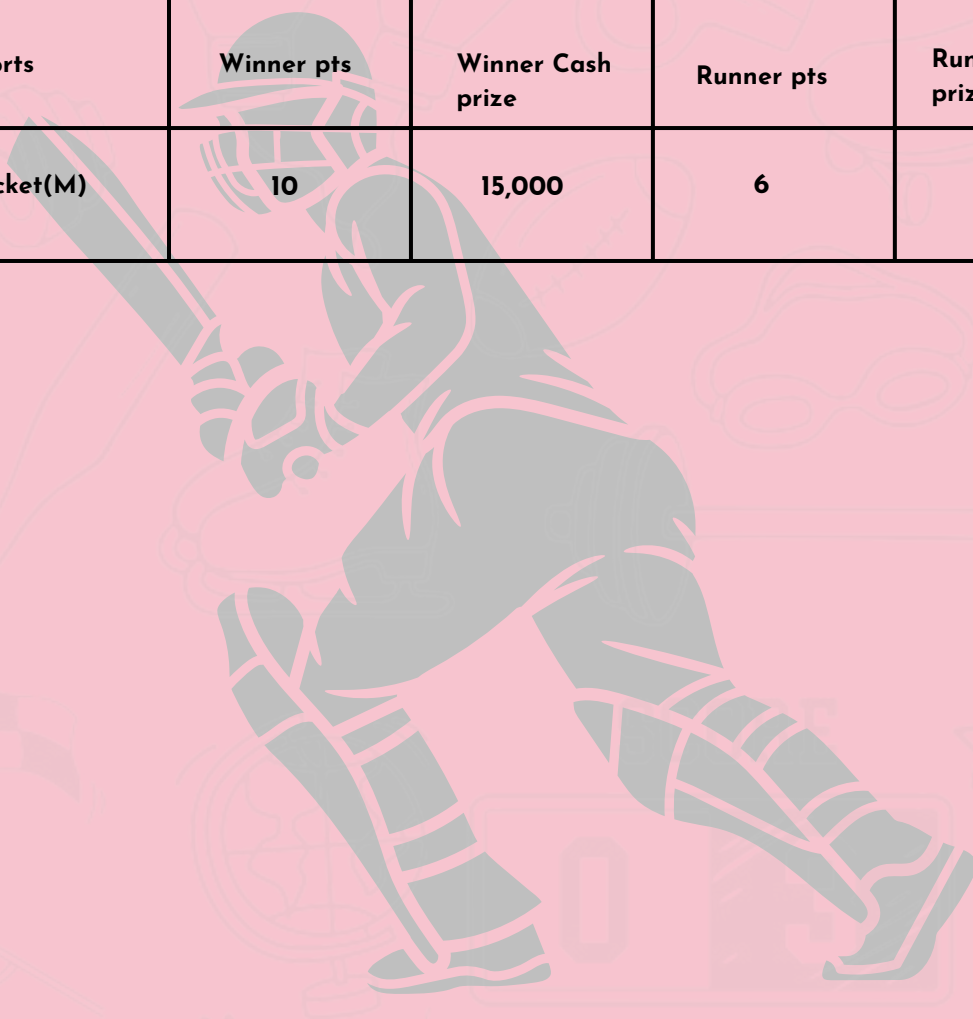
On-field Rules for 10 overs:

- Professional Kit is mandatory for every single player.
- All No balls are applicable and free hit is provided.
- Leg Before wicket is included.
- Leg Byes and overthrows are included.
- No by-runners for the batsman are entertained.
- A wide ball is worth one run.
- New batsman takes strike after the batsman gets out except for the run out.
- Mankading is legal
- New batsman must strike in 90 seconds.
- 5 fielders are allowed on the leg side excluding the bowler and keeper irrespective of the bowler bowling around the wicket.
- Bowling Limit 3-2-2-2-1.
- No power play. 4 fielders inside the 30-yard circle is a must.
- Fielders talking while bowling or indicating any signal unnecessarily results in a penalty of 5 runs. This is strictly applicable.
- Every team must bowl their quota of 10 overs within 52 minutes. Extra 3 minutes is the buffer time. Exceedingly more than the given time the team will be penalized according to Umpire's decision under slow over rate.

Extra on-field Rules included for 20 overs:

- There are twenty overs per side.
- Each bowler is restricted to a maximum of four overs.
- Fielding restrictions in the first six overs: two fielders outside the circle with a minimum of two stationary fielders.
- Fielding restrictions for overs 7-20: maximum five fielders allowed outside of the circle.
- Each side has just 90 minutes to get through their 20 overs. There will be a 15 minute break between innings.

Sports	Winner pts	Winner Cash prize	Runner pts	Runner cash prize
Cricket(M)	10	15,000	6	8,000



VOLLEYBALL TOURNAMENT

Knockout Format:

- Finals will be contested between the top 2 teams in the points table.
- In case of an equal difference even after the set difference, priority will be given to the team that won the head-to-head match.
- Participants must report to the court 30 minutes prior to the match. Failure to do so may result in forfeit. Use this time for warm-ups and preparation.
- Draws & Schedule will be communicated to each participant via WhatsApp.

Rules (Team Composition):

- Only 6 players are allowed on each side of the court during a tournament.
- Teams consist of 3 players in the back row and 3 players in the front row.

Scoring:

- -Points are earned on every service for the winning team in rally-point scoring.

Hits and Contacts:

- Players may not hit the ball twice in succession; however, a block is not considered a hit.
- The ball may be played off the net during a volley and on a serve.
- It is legal to contact the ball with any part of a player's body. If a player uses their leg, the ball must go to the other side in a single kick.

In and Out:

- A ball hitting the boundary line is considered in.
- The ball is out if it hits an antenna, the floor completely outside the court, any net or cables outside the antennae, the referee stand or pole, or the ceiling above a non-playable area.

Illegal Actions:

- It is illegal to catch, hold, or throw the ball.

Serve and Attack:

- A player cannot block or attack a serve from on or inside the 10-foot line.
- After the serve, front-line players may switch positions at the net.

Simultaneous Contacts:

- If two or more players contact the ball at the same time, it is considered one play. Either player involved may make the next contact, provided the next contact isn't the team's 4th hit.

Match Format:

- Tournaments consist of 3 sets each.

Captain Communication:

- Only the team captain is allowed to talk to the referee.
- Violations:
- Committing any of these volleyball rule violations results in a point for the opponent.
- Stepping on or across the service line when serving while making contact with the ball.
- Failure to serve the ball over the net successfully.
- Ball-handling errors and contacting the ball illegally (double touching, lifting, carrying, throwing, etc.)
- Touching the net with any part of the body while the ball is in play.
- Blocking a ball coming from the opponent's court and contacting the ball when reaching over the net if your opponent has not used 3 contacts AND has a player there to make a play on the ball.

- Attacking a ball coming from the opponent's court and contacting the ball when reaching over the net when the ball has not yet broken the vertical plane of the net.
- Crossing the court center line with any part of your body, with the exception of a hand or foot. It is only considered a violation if the entire hand or entire foot crosses the court center line.
- Back row player blocking (deflecting a ball coming from the opponent) when, at the moment of contact, the back-row player is near the net and has part of their body above the top of the net. This is an illegal block.
- Serving out of rotation or out of order.
- Back-row player attacking a ball inside the front zone (the area inside the 3M/10-foot line) when, at the moment of contact, the ball is completely above the net. This is an illegal attack.

Regulations:

- Participants must come in sports attire (playing shorts/track pants, T-shirt, sports shoes). Shirts, jeans, and formals are not allowed.
- Volleyballs will be provided by the event organizers.
- Organizers are not responsible for the loss of personal belongings.
- Minimum number of participants : 6 per team.
- Maximum number of participants :9 per team.

Sports	Winner pts	Winner Cash prize	Runner pts	Runner cash prize
Volleyball(M)	10	14,000	6	6,000

TABLE TENNIS:

Categories under Table Tennis:

- Men's Singles
- Men's Doubles
- Women's Singles
- Women's Doubles

Format:

- Each set will be played for 11 points, with a total of 3 sets per match.
- After each set, players will change sides across the table.
- The Draws & Schedule will be intimated to each participant via WhatsApp.

Rules for Singles:

- "Love-all", must be declared prior to the start of each set.
- The First serve can be decided by a coin toss.
- In Some cases, it is done by hiding the ball in one or the other hand, usually hiding under the table, allowing the other player to guess which hand the ball is in. The correct or incorrect guess gives the winner" the option to serve, receive, or to choose a side of the table to use.
- For each serve the ball should be tossed at least 16 cm high above the table height by the player's freehand without spin, in clear view of the opponent and umpire.
- After 2 serves per player, the opponent will get a chance to serve 2 times.
- Let will be allowed in the following circumstances:
 - If a ball touches the net in service, provided the service is otherwise correct or the ball is obstructed by a player on the receiving side.
 - When the player on the receiving side is not ready and the service is delivered.
 - Play is interrupted by the umpire or assistant umpire.
 - Player's failure to make a service or a return or to comply with the laws is due to a disturbance outside the control of the player.

- The opponent that has been warned by the umpire commits a second offense in the same individual match or team match. If the third offense happens, 2 points will be given to the player. If the individual match or the team match has not ended, any unused penalty points can be transferred to the next game of that match.
- A game shall be won by the player first scoring 11 points unless both players score 10 points, when the game shall be won by the first player subsequently gaining a lead of 2 points. A match shall consist of the best of any odd number of games. In competition play, matches are typically best of five or seven games.

Rules for Doubles:

- The first serve can be decided by a coin toss.
- Some cases it is done by hiding the ball in one or the other hand, usually hiding under the table, allowing the other player to guess which hand the ball is in. The correct or incorrect guess gives the "winner" the option to serve, receive, or to choose a side of the table to use.
- For each serve the ball should be tossed at least 16 cm high above the table height by the player's freehand without spin, in clear view of the opponent and umpire.
- Service must always be from the right side of the player court to the opponent's left side of the court.
- Let will be allowed in the following circumstances:
- If a ball touches the net in service, provided the service is otherwise correct or the ball is obstructed by a player on the receiving side.
- When the player on the receiving side is not ready and the service is delivered.
- Play is interrupted by the umpire or assistant umpire.
- Player's failure to make a service or a return or to comply with the laws is due to a disturbance outside the control of the player.
- Each player is given 2 serves, after which the opponent's team gets 2 serves.

- “After the first 2 serves, the players on the team that has served, must switch their positions on the table. Following which after every 2 serves, the players on both of the teams will switch their positions on their respective sides of the table in an alternative manner. (If the first team switched after 2 serves previously, after the 2 serves, the second team will position. Following which, again after 2 serves, the first team will switch positions).

Regulations:

- Non-marking shoes are highly preferable.
- Sportswear (mostly shorts) is compulsory. Shirts, Jeans, and Formals are not allowed.
- Participants should carry their own TT Racket, kit, water bottle, and towel.
- Table tennis balls will be provided by the event Organizers.
- Minimum number of participants for Men’s Singles - 1 per team
- Minimum number of participants for Men’s Doubles - 2 per team
- Minimum number of participants for Women’s Singles - 1 per team
- Minimum number of participants for Women’s Doubles - 2 per team
- Maximum number of participants for Men's Singles- 2 per team
- Maximum number of participants for Men’s Doubles - 4 per team (2 pairs)
- Maximum number of participants for Women’s Singles - 2 per team
- Maximum number of participants for Women’s Doubles-4 per team (2 pairs)

Sports	Winner pts	Winner Cash prize	Runner pts	Runner cash prize
Tabletennis(M)	5	10,000	3	6,000
Tabletennis(F)	5	8,000	3	4,000

BASKETBALL:

General Information:

- Number of Teams: 8
- Format: Single Elimination (Knockouts)

Tie-breaking Criteria:

- In the event of a tie,
- an overtime of 5 minutes will be the tie-breaker.

Tournament Format:

- Knockout format
- 4 matches in the preliminary round;
- 2 semi-finals
- Final Match
- The winners of the two semi-finals play each other in the final.
- The basketball game consists of four quarters of 7 minutes each (runtime).
- Teams play one way for two quarters, and the other way for the next two.
- There is a two-minute interval between any two quarters and a five-minute interval after the first half.
- Coaches can call two one-minute timeouts during the first half and three timeouts in the second half.
- The clock stops when the referee's whistle blows. It stays stopped if free throws are being taken and starts again when the ball touches a player on the court.
- Participants must report on the court 30 minutes prior to the match. If they fail to do so, then they are liable to forfeit their match. Please note that participants are to use this reporting time to prepare for their match (via warm-ups and stretching, etc.)
- The Draws & Schedule will be intimated to each participant via WhatsApp.

Rules(Time limits in basketball):

- 24-second rule After a team gains possession of the ball, they have 24 seconds to shoot. Possession is handed to the other team if they fail to do so.
- 8-second rule When a player has the ball in their own half or 'backcourt,' they have 8 seconds to move the ball over the halfway line into the 'frontcourt' .Otherwise, they will lose possession.
- 5-second rule A closely guarded player holding the ball has 5 seconds to pass or advance the ball toward the hoop. When called, possession of the ball goes to the opposite team.
- 3-second rule A player can only be in the opposition's rectangular 'key' area under the basket for 3 seconds. A foul will be called if the player does not leave within those 3 seconds.

Types of basketball infringement:

- Personal foul – this is when illegal body contact occurs between opposing players. Typical examples are charging, blocking, holding, illegal guarding, pushing, criminal screening, hand checking, and illicit use of a hand. A personal foul results in either a player taking free throws or a team losing possession of the ball.
- Charging – called by the official when an attacking player moving with the ball runs straight into a defender.
- A defensive player may not stand in the way or 'block' a dribbling player unless that defender has established a legal guarding stance.
- Holding – this is when personal contact is made with an opponent to slow their movement.
- Illegal guarding – when a defending player bumps into an opponent from behind.
- Pushing – this is exactly as it sounds and applies even when a player does not have possession of the ball.
- Illegal screening – an attempt to slow down or stop an opponent who does not have control of the ball.
- Hand checking – when a defending player uses their hands to grab or slow an opponent
- Illegal hand use – when contact is made on an opponent when they are attempting to release the ball.

Other types of basketball infringement include:

- Technical fouls – these are awarded against any player or coach for unsportsmanlike behavior such as swearing or arguing with a referee.
- This leads to at least one free throw and possession of the ball. If a player or coach receives two technical fouls, he or she is removed from the game.
- Persistent fouling – this can lead to a player being removed from the game. If a player commits five fouls, they must leave the game permanently but can be substituted.
- Team foul – this is called when a team has committed five fouls of any kind in any one period. The opposing team is awarded two free throws.
- Violation – a violation of the rules covers such things as an illegal dribble or not releasing the ball within the specified time limits. Possession is handed to the opposition.
- Backcourt violation – an attacking player with the ball may not cross back over the halfway line once he or she has advanced the ball beyond it. .

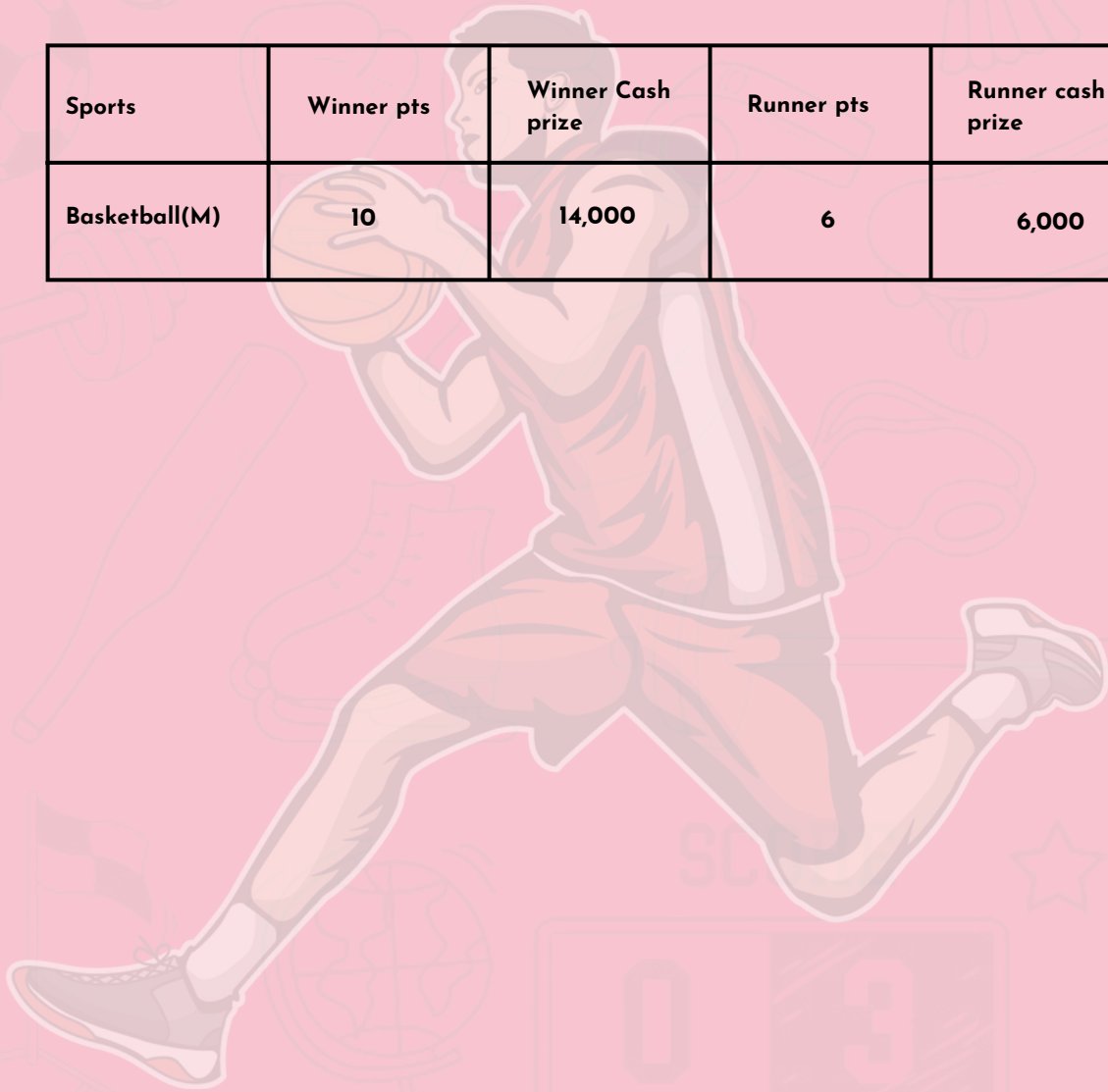
Basketball scoring:

- The scoring and points system of basketball comprises the following - The number of points scored by a shot depends on the position of the player when they release the ball.
- - Outside the three-point line (3pts) – the highest number of points that can
 - be achieved when a basket is scored from outside the three-point line.
 - Inside the three-point line (2pts) – any basket shot inside the line earns two
 - points.
 - Free throw (1pt) – a free throw from the free-throw line is worth one point. It is an unchallenged shot at the basket, awarded after a foul by the opposition.

Regulations:

- Sportswear (playing shorts/ track pants, Tee shirt, sports shoes) is compulsory. Shirts, Jeans, and Formals are not allowed.
- ▪ Sports shoes are compulsory.
- ▪ Minimum number of participants - 5
- ▪ Maximum number of participants - 8
-

Sports	Winner pts	Winner Cash prize	Runner pts	Runner cash prize
Basketball(M)	10	14,000	6	6,000



FOOTBALL:

Format:

- Knockout Format.
- Each team will consist of 9 players, 6 playing and 3 rolling subs. (Max 2 international students allowed on the pitch)
- Each and every participant must be disciplined in the field and any foul language or fights or inappropriate behavior won't be tolerated.
- Each half will consist of 20 minutes and 5 minutes half time.
- If a draw occurs there will be a few minutes extended in the match time, after that if it's still a draw then each team will be given 3 penalties each , if its a draw even after that each team will be given 1 penalty each, even then if its a draw the referee will do a toss and the team that wins the toss will win the match.
- Participants must report on the court 30 minutes prior to the match If they fail to do so, then they are liable to forfeit their match. Please note that participants are to use this reporting time to prepare for their match (via warm-ups and stretching, etc.)
- The drawings & Schedule will be intimated to each participant via WhatsApp.

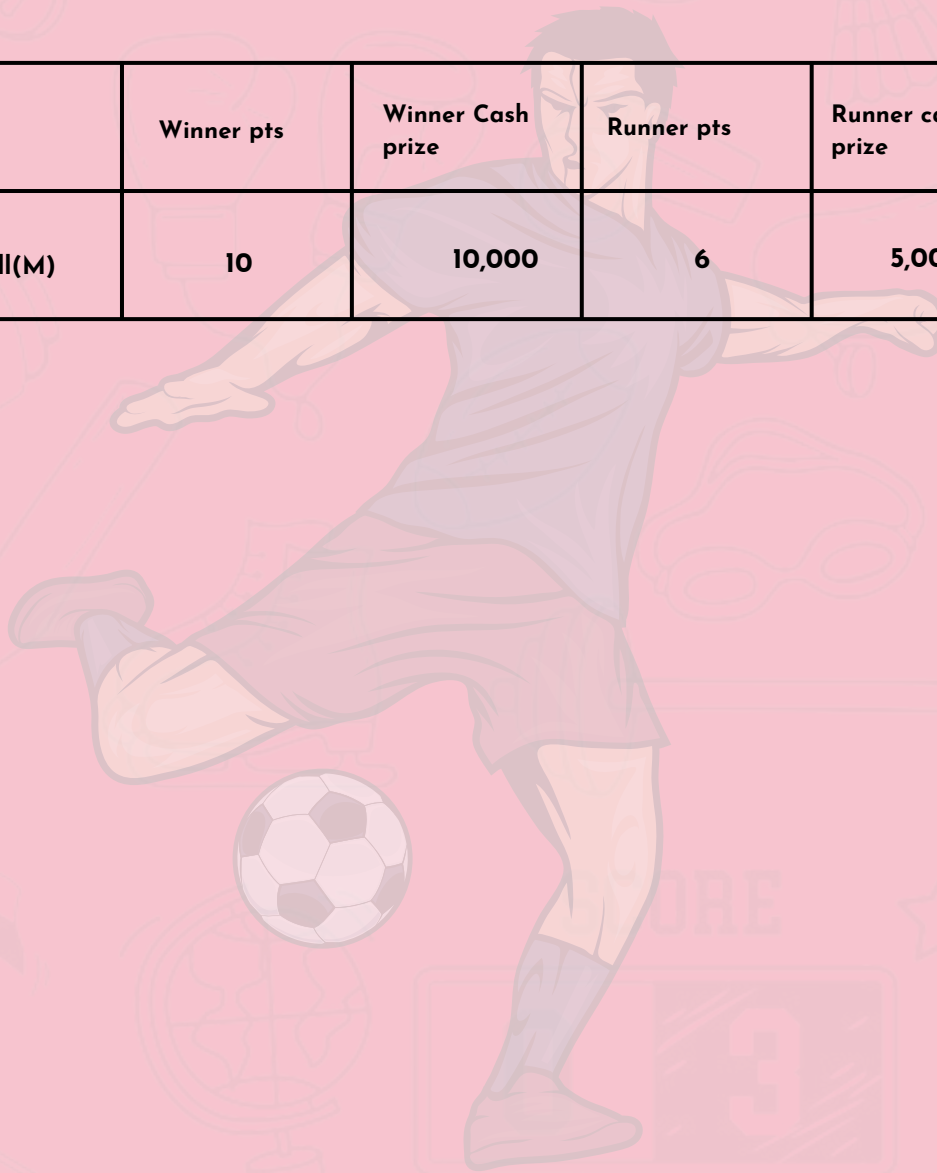
Rules:

- During the match, players should adhere to the referee's call. Any kind of inappropriate behavior will not be tolerated.
- • A match is played between two teams where one of the players on the field must be designated as the goalkeeper.
- • Minimum team size:- 7
- • Maximum team size:- 9
- • Players shall not wear anything which endangers themselves or other players.
- • Each goalkeeper must wear colors that are distinguishable from all outfield players and the referee. Bibs are recommended to save jersey switching.
- **Basic compulsory equipment shall consist of:**
 - A jersey or t-shirt with sleeves
 - Shorts
 - Socks
 - Shin guards
 - Appropriate footwear (Studs or Trainers)
 - The match shall last two equal periods of 20 minutes each.
 - Players are entitled to a half-time interval of 5 minutes. Allowance is made in either period for all time lost through:
 - o Substitutions

Procedure:

- Before the kickoff, at the start of the match, a coin is tossed and the team that wins the toss decides which goal it will attack in the first half; the other team takes the kick-off to start the match.
- In the second half of the match, the teams change ends and attack the opposite goals.

Sports	Winner pts	Winner Cash prize	Runner pts	Runner cash prize
Football(M)	10	10,000	6	5,000



KABADDI:

Tournament Format: Knockout Tournament:

- . Number of teams: 8
- 2. The matchups for each round for the quarterfinals will be determined through Fixtures.
- 3. There will be four matches in the quarter finals and then the winning teams will go to the semi-finals.
- 4. Finals will be played between the top 2 teams in the points table.
- 5. In case both teams end up with the same points by the end of the game we follow this rule: 5 raids per team are given. Both teams' field 7 players. The team that raids first in the match will raid first in the tiebreaker. The baulk line becomes the baulk + bonus line. No outs or revivals during the tiebreaker. Only points scored by the raider counts. 5 different raiders are supposed to raid during the tiebreaker. The team that scores the most points wins.

Rules:

A minimum of 7 players per team is mandatory and 3 substitutes.

- Only 14 players are allowed on the mat at any given time.
- Minimum number of players - 8
- Maximum number of players - 10
- Every match consists of two halves with little breaks, each half is 20 minutes and the break usually lasts for 5 minutes. The team which scores the highest points after the completion of two halves is declared as the winner.
- Each Team takes alternate turns to defend and raid.
- The Players are sent out of the field when they are tagged, captured, or break a rule.
- Players who are sent out of the field can be revived by getting an opponent out.
- The defending team gets a point if the raider says anything besides pre-approved "KABADDI"; chants late; goes out of order and if his teammates help him by calling out warnings.
- Raider is supposed to reach the baulk line for the ride to be valid. Raiders can claim a bonus point by reaching the bonus when there are 6 or more defenders on the field.

- If the defenders can prevent the raider from reaching the center line within the given 30-second time frame, the defending team will be awarded a tackle point.
- A raider can score a point in two ways; touch point and bonus point; when the raider successfully completes the raid by touching one or more defenders and returns to his side, the raider will be awarded a touch point.

Objectives for Raiders in Kabaddi match:

- The raiders should continuously chant 'kabaddi kabaddi' without any break or else he/she is out.
- The raider should tag a member of the defending team and return back to his half.
- If the raider enters the lobby without touching any defender, he is considered out.

Objectives for Defenders in Kabaddi match:

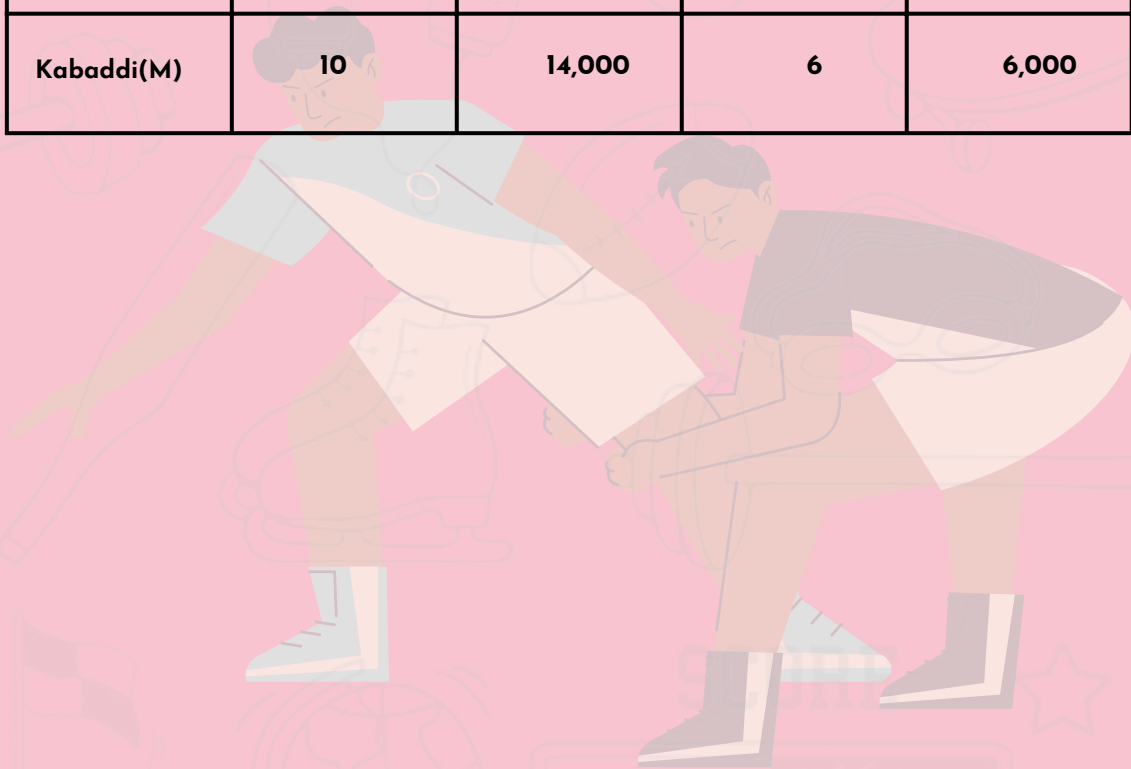
- The role of a defending player is to tackle the raider and prevent him/her from reaching the midline.
- One point will be awarded to the defender if he/she successfully tackles the raider and prevents them from reaching the midline.
- Defenders must be cautious not to reach the midline, which results in providing a point to the raider's side.
- Defenders are not allowed to tackle raiders anywhere apart from limbs or torso; holding the raiders by clothes, hair, or anywhere else will be considered foul.
- If any defenders enter the lobby without touching the raider, the raider will be given a point.

Code of Conduct:

- For any player who fails to follow the code of conduct, the following applies:
- 1st Time: Warning will be given
- 2nd Time: Reduction of Fair Play Points.
- 3rd Time: Individual player removal or Team removal from the match, depending on the severity of the actions.
- 4th Time: The player or Team will be removed from the tournament.
- Substitute players of the team should sit and remain seated till the substitution request is raised and received (i.e, they should not stand around the court while a match is happening).

- Any player or attendee obstructing the umpire's view will be politely asked to leave.
- We consent to permit Kabaddi Club to use tournament pictures on their social media and for marketing.
- The maximum weight of a player (for men's kabaddi) should not exceed 100 kilograms (100 kgs).
- All the players are expected to follow the code of conduct..

Sports	Winner pts	Winner Cash prize	Runner pts	Runner cash prize
Kabaddi(M)	10	14,000	6	6,000



ESPORTS:

General Information:

Game - 1: BGMI

Tournament Format:

- Number of Teams: 16 (2 from Each University).

Day-1

- Format: Battle Royale.
- 8 Battle Royale matches.
- The scoreboard will be tallied at the end of each match.
- Scoreboards of the 8 matches from Day -1 will be tallied at the end of Day-1.

Day-2

- 8 Battle Royale matches.
- The scoreboard will be tallied at the end of each match.
- Scoreboards of the 8 matches from Day -2 will be tallied at the end of Day 2.
- Scoreboards from Day - 1 and Day - 2 will be combined and tallied at the end of Day - 2 to form a Final Scoreboard.

Winning Criteria:

- The top 3 teams from the Final Scoreboard will be titled Winner & Runner Up.

Points To Be Noted:

- Standard BGMI Tournament Rules Apply.
- Slots allocation and positioning based on teams to register first.
- The Scoreboard Tally process will be carried out by the Match Co-Ordinator's respectively.
- Teams must report at the venue 30 minutes before their scheduled match.
- Technical Issues and pauses will be addressed by the Match Co-Ordinator, if any.

- **Minimum number of participants - 8**
- **Maximum number of participants - 8**

Sports	Winner pts	Winner Cash prize	Runner pts	Runner cash prize
Esports(BGMI)	10	10,000	6	5,000

General Information:

Game - 2: Valorant:

- Number of Teams: 8 (1 from Each University).
 - The Shore Fest Valorant Tournament is an Inter university tournament Conducted by GITAM
 - Teams will consist of five players, one of whom will be designated Captain (IGL) and the main point of contact with the Tournament organizers.
 - The Tournament is a 3-day event, Valorant tournament.
 - The tournament will consist of team brackets.
 - To qualify for the Tournament, Participants must
 - Should be studying at the university that they are representing.
 - Play on their registered Riot account.
 - Team captains will be invited to join a Discord for centralized communication before and during the Tournament.
 - Gaming Desktops and Peripherals will be provided at the venue for the players to utilize and play in the tournament, but players can opt to use their peripherals (Keyboard/Mouse/Headset, etc....) if they choose to do so.
-
- **Minimum number of participants - 5**
 - **Maximum number of participants - 5**

GENERAL RULES:

- By participating in the Valorant Tournament hosted during Shore'24, Participants acknowledge they will, without limitation, comply with the Tournament Rules and with the statements and decisions made by the Administration.
- Every Participant acknowledges the right of the Administration to modify the rules and regulations for adjustments without notice and, if necessary, overrule those to ensure fair play and integrity throughout the Tournament.
- Every Participant must be respectful towards Admins and other Participants. Insults and unfair or disrespectful behavior will not be tolerated and will be punished under these rules.
- and unfair or disrespectful behavior will not be tolerated and will be punished under these rules.

FORMAT & SCHEDULE:

- The Initial rounds (single match) are direct elimination rounds, which will be hosted on Day - 1.
- The Teams who qualify on Day - 1 will have Semi-Finals (Bo3) accordingly on Day - 2.
- The Final 2 teams who qualify in the semi-finals of Day- 2 will proceed to the Finals (Bo3) accordingly on Day - 3.

MATCH TIMES:

- Each game will be played at a time within the Tournament Window to be determined by the Administration at their sole discretion.
- Matches cannot be postponed or rescheduled to another date or time unless determined by the Administration at its sole discretion for any reason.
- If one Team is not ready to start at the official match time, the admins in their sole discretion, may disqualify the Team from the match or the Tournament. Admins may extend the punctuality deadline in exceptional circumstances to get the match played at their sole discretion.

DURING THE MATCH:

- Participants are prohibited from intentionally disconnecting from the game when a match begins. If a Participant or Team disconnects intentionally after the game has started, the game will continue with the remaining players and will not be restarted.
- If there are technical issues during a round, A brief technical pause will happen before the next round starts.
- A Team may request a match restart if the game's fairness is seriously compromised by an issue outside the player's control. Matters that may lead to the match being restarted include but are not limited to:
 - enemy players using 3rd party tools or software in breach of Riot's Terms of Service or
 - if the game crashes for all players.

Sports	Winner pts	Winner Cash prize	Runner pts	Runner cash prize
Esports Valorant	10	25,000	6	10,000



GITAM

(DEEMED TO BE UNIVERSITY)

(Established by 3 of the UGC Act, 1956)

VISAKHAPATNAM • HYDERABAD • BENGALURU

NAAC A++ ACCREDITED

SHORE FEST '24



@SHORE.GITAM