



General Rules regarding the event

1. Each team and individual must be punctual, the timings will be strictly followed. To avoid being late, arrive at your respective field or court at least 30 minutes before your match.
2. If any player/team is late by more than 15 minutes, a walkover will be awarded.
3. For team sports, the team must have a proper kit (Bibs will be provided if needed)
4. All participants are requested to be dressed in proper sports attire.
5. The referee's decision will be binding and final, any misbehaving will result in disqualification.
6. The players will NOT argue with the Referees/Umpires. Only the Captain can come and discuss with the referee/umpire.
7. Due to Limited Registration slots, Registration will be accepted on first come first serve Basis.
8. Participants have to register separately for Singles and Doubles Matches. (Table Tennis, Tennis, Badminton)
9. Transfer of players between teams is strictly not allowed. Teams found guilty will be disqualified from the tournament without any prior notice.
10. Only the Organizers reserve the right to change the venue, date or time and reduce the overs of matches (cricket) at short notice.
11. Smoking is strictly not allowed on or near the field.
12. All participants shall maintain a climate of mutual respect and dignity. Any remarks or gestures, during events, that degrade one's beliefs, ethical or moral values shall not be tolerated.
13. All decisions taken by the Olympiad Host Team will be final and not subject to any changes.
14. All participants must wear their name tags (issued at the gate) at all times for identification purposes.

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15. All participants are reminded to respect the NUST-PNEC community; students, faculty and administration.

Failure to abide by these rules and regulations will result in INSTANT disqualification

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Basketball

Venue: Basketball court

1. Each team has a roster of 12 players, with a maximum of five players of each team on the court at any time.
2. Substitutions are unlimited but can only be done when play is stopped and coach is present.
3. Four timeouts are allowed per match.
4. Games will be played in four quarters of 10 minutes running time.
5. Shot clock of 24 seconds.
6. If the scores are tied, overtime periods of five minutes will be played until one team has more points than the other (at the end of the 5-minute period)
7. The game will be controlled by the officials consisting of the referee and the table officials.
8. Official decisions will be final.

For Female Basketball:

1. A roster of 8 players, 5 players of each team on the pitch at any time.
2. Match consists of two halves, each of 10 minutes.

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BADMINTON

Venue: Gunroom Mess

1. Matches will adhere to Badminton World Federation rules.
2. Before play commences, a toss shall be conducted and the winning side may choose to serve or receive first; the side losing the toss shall then exercise the remaining choice.
3. A match shall consist of the best of three sets. A set shall be won by the side first to score 21 points. If the score becomes 20-all, the side which gains a two point lead first, shall win that game.
4. If the score becomes 29-all, the side scoring the 30th point shall win that game.
5. The side winning a set shall serve first in the next set.
6. The umpire shall be in charge of the match, the court and its immediate surrounds. The official decision shall be final on all points of fact for which that official is responsible.
7. Each player must be dressed in appropriate badminton attire.
8. Participants are requested to bring their own racquets.

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Chess

Venue: NUST Library

1. International Swiss rules will be observed.
2. A dual timer clock will be provided. Each player will have a specified time for all moves.
3. In case of any irregularity, the clocks will be paused until issue is resolved.
4. Each pool match will be 15 minutes per player.
5. Each knockout match will be 20 minutes per player.
6. A coin toss will be used to determine white and black.
7. In the case of a tie:
 - For pool match; players will be awarded 1 point each
 - For knock-out; a tiebreaker will be played. Tiebreaker will be a blitz match, with 5 minutes for each player.
8. In case of any participant being late or absent, clocks will be started at allotted time.
 - The participant can join the game whenever he arrives.
 - If participant does not show up, the game may be decided on time.
9. The use of mobile phones during a game is strictly forbidden. Any participant seen using it will be disqualified, after a warning.
10. In case two players are tied on score in a pool, the winner of their mutual match will qualify.
11. In a pool match, a win awards 2 points, a tie awards 1 point and a loss awards 0 points. Scores are not counted for knockout matches.

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CRICKET

Venue: Muster Ground

1. A tennis ball (Tape ball) tournament.
2. Games will be played between two teams of 11 players each with 1 reserve players (total 12 players)
3. Each game consists of a maximum of eight overs (six-balls each)_bowled by each side and the over limit would be (2-2-2-1-1)
4. First two overs power play with 3 players outside the circle.
5. In case if two teams are tied with the same points after the group stages, the team with the higher NET RR will qualify.
6. Tournament points system awards two points for each match won (Group stages)
7. Tournament will be on an asphalt pitch.
8. Wide and No balls count as 1 run. All No balls will result in a free hit
9. A bowler can bowl only 1 above shoulder delivery (bouncer) per over. The second would be given as a No Ball.
10. Byes, leg byes and over throws are applicable in this tournament but LBW out is not applicable.
11. One Substitute fielder is allowed only.
12. In case of a tie, there will be a super over match*
13. **Illegal bowling action is not allowed:** If the batsman gets an impression that the bowler action is illegal than he can raise the objection by informing the umpires after playing the ball. The action will be checked in subsequent deliveries. If the umpire feels that the action is illegal, then he can declare a no ball or can cancel the over.
14. Organizing committee will reserve full authority to intervene off field and umpires will have full authority to intervene in field.
15. Umpire's decision would be final.
16. All cricketing rules are applicable as per :

<https://www.lords.org/mcc/laws-of-cricket/laws/>

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*In a SUPER over, 3 batsmen and bowler will be nominated from each team and if the 2nd wicket falls before the over is completed the team is declared all out. In case of tie in super over, the team with highest number of sixes in the whole match (actual innings + super over match) becomes the winner.

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FIFA

Venue: Class Room

Half Length Timings (May vary due to number of registrations):

Group and Knockout Rounds: 5 minutes.

Quarter Finals: 6 minutes.

Semi Finals: 6 minutes.

Final: 8 minutes.

1. 3 pauses are allowed in each match, the time allotted will be 30 seconds.
2. Classic Extra time format will be followed AFTER the group stages, otherwise matches in the group stages will end at regular time.
3. A toss will be conducted to choose which player will play as the home side.
4. Players will be allotted a time of only 1 minute to manage controller settings along with team management. No query will be entertained after the match has started.
5. Kit colors of the respective teams should be mutually accepted.
6. Classic XI and World XI teams are NOT allowed

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Event team will be present at all times to monitor the matches and enforce authority at all times. The Event Head has the right to disqualify or cancel any participation without providing details.

FUTSAL

Venue: Gunroom Lawn

1. International FIFA Futsal rules will be observed.
2. A coin toss will be used to determine sides followed by kickoff.
3. Referee's call will be final; any arguing with the referee will be considered a bookable offense.
4. If a red card is given to a player, he will NOT be allowed to play the rest of the game. The team is DOWN one player for the rest of the game.
5. **PLAYING COURT**
 - a. It will be a grassy field.
 - b. Players are allowed to play in studs
 - c. Players are required to be in proper attire.
 - d. No one will be allowed to play in sandals or bare feet.
6. **NUMBER OF PLAYERS**
 - a. Each team will consist of 8 players.
 - b. Maximum 5 players can play at a time (including keeper, 4+1).
 - c. Rolling substitutions will be allowed.
 - d. Minimum of 4 players will be required on the field to start the match.

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7. DURATION OF THE GAME

- a. Each half will be of 8 minutes.
- b. In case of a draw, both teams will share equal points (group stages).
- c. Penalties will decide the result in case of a draw (knockout stages).

Failure to comply with above rules will lead to disqualification.

SQUASH

Venue: Squash Courts

1. Individual matches will adhere to the Profession Squash Association rules.
2. Scoring will be under point-a-rally format, with best of 3 games to 11 points played per match.
3. In the case of score becoming 10-all, the winner will be decided when one player leads by 2 points.
4. The choice to be server or receiver in the first game shall be decided by a toss before the warm-up starts, and shall change per game.
5. The referee is the final authority on all questions of squash law and the referee's decision is final.
6. Each player must be dressed in appropriate squash attire.
7. Participants are requested to bring their own racquets.

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THROWBALL

Venue: Tennis Courts

- 1) Two teams of 7 players, with a maximum of five substitute players (max 12 players in total) is allowed for each team (Maximum five substitutions during a set)
- 2) A team can take two time-outs of 30 seconds each during a set.
- 3) The first team to score 25 points wins a set. A match is three sets.
- 4) Service: one within five seconds after the referee whistles and is done from the service zone, without crossing the end line. A player cannot jump while serving the ball. The service ball must not touch the net. Double touch is not allowed for receiving the service ball and players stay in 2-3-2 position during the serve.
- 5) During a rally, the ball must be caught at once with both hands, without any sound or movement of the ball within the hands. Two players are not allowed to catch the ball simultaneously.
- 6) The ball is thrown within three seconds after being caught, only from above the shoulder-line and only with one hand. A player can jump when throwing the ball, which can touch the net
- 7) The ball is not touched with any part of the body other than the palm when catching or throwing (body touch). The ball can't be shifted (passed) to the left or right, nor deliberately pushed.
- 8) The referee's decision will be final.



TABLE TENNIS

Venue: Gunroom Mess

- All rules will be according to International Table Tennis Federation rules.
- Before play commences, a toss shall be conducted and the winning side may choose to serve or receive first.
- The game shall be won by the player or pair first scoring 11 points unless either player or pair scores 10 points (deuce), in which case the game shall be won by the first player or pair subsequently gaining a lead of 2 points.
- Match will be in best of three format and players will alternate their places after every set
- The umpire shall be in charge of the match, the court and its immediate surrounds.
- Participants are requested to bring their own racquets.

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Tennis

Venue: Tennis Courts

- Each match will be a knockout match.
- Type of Tennis Court is Concrete.
- The game starts with a coin toss to determine which player must serve first and which side they want to serve from.
- The server must then serve each point from alternative sides on the base line.
- The first player to win 7 games will win the set. Match will comprise of 3 sets. There will be no Tie Breakers.
- If a player touches the net, distracts his opponent or impedes in anyway then they automatically lose the point.
- The ball can hit any part of the line for the point to be called in, outside the line and the ball is out.
- Players are requested to be in proper sports attire.
- Players must bring their own racquets.

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Volleyball

Venue: Volleyball court

1. A maximum of 10 players, 6 on-field and 4 substitutes, will be allowed per team.
2. Each player must be dressed in appropriate volleyball attire.
3. Matches will adhere to the International Federation of Volleyball rules.
4. Scoring will be under point-a-rally format, with best of 3 games to 15 played per match.
5. In the case of the score becoming 14-all, the winner will be decided when one team leads by 2 points.
6. The choice to be server or receiver in the first game shall be decided by a toss before the warm-up starts, and shall change per game.
7. The referee is the final authority on all questions of volleyball law and the referee's decision is final.

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