

**DELHI TECHNOLOGICAL UNIVERSITY
PARAAKRAM – FIXTURES & RULES**

MEN

CRICKET (MEN)

League Knock Out Matches (10 Overs)

DATE: 23/01/2021		
S.NO	Matches	Timings
1.	A vs B	9 AM– 10:30 AM
2.	C vs D	11 AM – 12:30 PM
3.	E vs F	1 PM – 2:30 PM
4.	G vs H	3 PM – 4:30 PM

Semifinals – 15 Overs

DATE: 24/01/2021		
S.NO	Matches	Timings
1.	Semifinal 1	10 AM -1:00 PM
2.	Semifinal 2	2 PM - 5:00 PM

Finals – 20 Overs

DATE: 26/01/2021		
S.NO	Matches	Timings
1.	Final	12:00 Noon - 4:30 PM

FOOTBALL (MEN)

DATE: 26/01/2021		
S.NO	Matches	Timings
1.	Final	11:00 AM - 11:45 AM

DELHI TECHNOLOGICAL UNIVERSITY PARAAKRAM – FIXTURES & RULES

BADMINTON (SINGLES - MEN)

League Knock Out –I Matches (1 GAME 11 POINTS)

DATE: 23/01/2021				
S.NO	COURT 1	COURT 2	COURT 3	Timings
1.	SLOT 1	SLOT 2	SLOT 25	10:00 AM -10:15 AM
2.	SLOT 4	SLOT 5	SLOT 6	10:15 AM - 10:30 AM
3.	SLOT 7	SLOT 26	SLOT 27	10:30 AM - 10:45 AM
4.	SLOT 28	SLOT 11	SLOT 12	10:45 AM - 11:00 AM
5.	SLOT 13	SLOT 14	SLOT 15	11:00 AM - 11:15 AM
6.	SLOT 16	SLOT 17	SLOT 18	11:15 AM - 11:30 AM
7.	SLOT 29	SLOT 20	SLOT 21	11:30 AM - 11:45 AM
8.	SLOT 22	SLOT 23	SLOT 24	11:45 AM - 12:00 Noon
9.	SLOT 3	SLOT 8	SLOT 9	12:00 Noon - 12:15 PM
10.	SLOT 10	SLOT 30	SLOT 31	12:15 PM - 12:30 PM
11.	SLOT 19	SLOT 32	SLOT 33	12:30 PM - 12:45 PM

League Knock Out –II Matches (1 GAME 11 POINTS)

DATE: 24/01/2021				
S.NO	COURT 1	COURT 2	COURT 3	Timings
1.	M1-SLOT 1 VS SLOT 2	M2-SLOT 3 VS SLOT 4	M3-SLOT 5 VS SLOT 6	10:00 AM -10:15 AM
2.	M4-SLOT 7 VS SLOT 8	M5-SLOT 9 VS SLOT 10	M6-SLOT 11 VS SLOT 12	10:15 AM -10:30 AM
3.	M7-SLOT 13 VS SLOT 14	M8-SLOT 15 VS SLOT 16	M9-SLOT 17 VS SLOT 18	10:30 AM-10:45 AM
4.	M10-SLOT 19 VS SLOT 20	M11-SLOT 21 VS SLOT 22	M12-SLOT 23 VS SLOT 24	10:45 AM-11:00 AM
5.	M13-SLOT 25 VS SLOT 26	M14-SLOT 27 VS SLOT 28	M15-SLOT 29 VS SLOT 30	11:00 AM-11:15 AM
6.	M16-SLOT 31 VS SLOT 32	M17 – SLOT 33 (BYE)		11:15 AM-11:30 AM

League Knock Out -III Matches (1 GAME 11 POINTS)

DATE: 24/01/2021				
S.NO	COURT 1	COURT 2	COURT 3	Timings
1.	S1 (M1 VS M2)	S2 (M3 VS M4)	S3 (M5 VS M6)	12:00 Noon -12:15 PM
2.	S4 (M7 VS M8)	S5 (M9 VS M17)	S6 (M11 VS M12)	12:15 PM -12:30 PM
3.	S7 (M13 VS M14)	S8 (M15 VS M16)	S9 (M10 BYE)	12:30 PM -12:45 PM

League Knock Out – IV Matches (1 GAME 11 POINTS)

DATE: 25/01/2021				
S.NO	COURT 1	COURT 2	COURT 3	Timings
1.	P1 (S1 VS S9)	P2(S3 VS S4)	P3 (S5 VS S6)	10:00 AM -10:15 AM
2.	P4 (S7 VS S8)	P5 (S2 BYE)		10:15 AM-10:30 AM

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PARAAKRAM – FIXTURES & RULES**

Quarter Final Matches (1 GAME 21 POINTS)

DATE: 25/01/2021				
S.NO	COURT 1	COURT 2	COURT 3	Timings
1.	Q1 (P1 VS P2)	Q2 (P4 VS P5)	Q3 (P3 BYE)	11:00 AM-11:30 AM

Semi Final Matches (1 GAME 21 POINTS)

DATE: 25/01/2021			
S.NO	COURT 1	COURT 2	Timings
1.	F1 (Q1 VS Q3)	F2 (Q2 BYE)	12:30 PM - 1:30 PM

Final Match (BEST OF 3 GAMES - 21 POINTS IN EACH GAME)

DATE: 26/01/2021		
S.NO	COURT 1	Timings
1.	F1 VS F2	10:00 AM - 11:30 AM

**DELHI TECHNOLOGICAL UNIVERSITY
PARAAKRAM – FIXTURES & RULES**

BADMINTON (DOUBLES - MEN)

League Knock Out – I Matches (1 GAME 11 POINTS)

DATE: 24/01/2021				
S.NO	COURT 1	COURT 2	COURT 3	Timings
1.	SLOT 1	SLOT 2	SLOT 3	01:00 PM -1:15 PM
2.	SLOT 4	SLOT 5	SLOT 6	1:15 PM -1:30 PM
3.	SLOT 7	SLOT 8	SLOT 9	1:30 PM- 1:45 PM
4.	SLOT 10	SLOT 11	SLOT 12	1:45 PM -02:00 PM

League Knock Out – II Matches (1 GAME 11 POINTS)

DATE: 24/01/2021				
S.NO	COURT 1	COURT 2	COURT 3	Timings
1.	M1 (SLOT 1 VS SLOT 2)	M2 (SLOT 3 VS SLOT 4)	M3(SLOT 5 VS SLOT 6)	02:00 PM-02:15 PM
2.	M4(SLOT 7 VS SLOT 8)	M5(SLOT 9 VS SLOT 10)	M6(SLOT 11 VS SLOT 12)	02:15 PM-02:30 PM

League Knock Out – III Matches (1 GAME 11 POINTS)

DATE: 24/01/2021				
S.NO	COURT 1	COURT 2	COURT 3	Timings
1.	P1(M1 VS M2)	P2 (M3 VS M4)	P3(M5 VS M6)	02:30 PM-02:45 PM

Semifinal Matches (1 GAME 21 POINTS)

DATE: 24/01/2021			
S.NO	COURT 1	COURT 2	Timings
1.	F1 (P1 – BYE)	F2 (P2 VS P3)	03:00 PM-03:15 PM

FINAL MATCH (BEST OF 3 GAMES – 21 POINTS IN EACH GAME)

DATE: 26/01/2021		
S.NO	COURT 1	Timings
1.	F1 VS F2	11:30 AM - 01:00 PM

**DELHI TECHNOLOGICAL UNIVERSITY
PARAAKRAM – FIXTURES & RULES**

CHESS (MEN)

League Knock Out – I Matches (POINTS SCORED IN 10 MINUTES)

DATE: 23/01/2021				
S.NO	BOARD 1	BOARD 2	BOARD 3	Timings
1.	SLOT 1	SLOT 2	SLOT 3	10:00 AM -10:15 AM
2.	SLOT 4	SLOT 5	SLOT 6	10:15 AM-10:30 AM
3.	SLOT 7	SLOT 8	SLOT 9	10:30 AM-10:45 AM
4.	SLOT 10	SLOT 11	SLOT 12	10:45 AM-11:00 AM

League Knock Out – II Matches (POINTS SCORED IN 10 MINUTES)

DATE: 24/01/2021				
S.NO	BOARD 1	BOARD 2	BOARD 3	Timings
1.	M1(SLOT 1 VS SLOT 2)	M2(SLOT 3 VS SLOT 4)	M3(SLOT 5 VS SLOT 6)	10:00 AM-10:15AM
2.	M4(SLOT 7 VS SLOT 8)	M5(SLOT 9 VS SLOT 10)	M6(SLOT 11 VS SLOT 12)	10:15 AM-10:30 AM

Quarter Final Matches (POINTS SCORED IN 10 MINUTES)

DATE: 24/01/2021				
S.NO	BOARD 1	BOARD 2	BOARD 3	Timings
1.	P1 (M1 VS M2)	P2 (M3 VS M4)	P3 (M5 VS M6)	11:00 AM-11:15 AM

Semi Final Matches (POINTS SCORED IN 15 MINUTES)

DATE: 24/01/2021				
S.NO	BOARD 1	BOARD 2	Timings	
1.	F1 (P1 BYE)	F2 (P2 VS P3)	12:00 Noon-12:30 PM	

Final Match (POINTS SCORED IN 15 MINUTES)

DATE: 26/01/2021				
S.NO	BOARD 1	Timings		
1.	F1 VS F2	10:00 AM -10:30 AM		

DELHI TECHNOLOGICAL UNIVERSITY PARAAKRAM – FIXTURES & RULES

CARROM (MEN)

League Knock Out – I Matches (5 COINS + QUEEN OR POINTS SCORED IN 10 MINUTES, WHICHEVER IS EARLIER)

DATE: 23/01/2021				
S.NO	BOARD 1	BOARD 2	BOARD 3	Timings
1.	SLOT 1	SLOT 2	SLOT 3	10:00 AM-10:15 AM
2.	SLOT 4	SLOT 5	SLOT 6	10:15 AM-10:30 AM
3.	SLOT 7	SLOT 8	SLOT 9	10:30 AM-10:45 AM
4.	SLOT 10	SLOT 11	SLOT 12	10:45 AM-11:00 AM
5.	SLOT 13	SLOT 14	SLOT 15	11:00 AM-11:15 AM
6.	SLOT 16	SLOT 17 (BYE)		11:15 AM-11:30 AM

League Knock Out – II Matches (5 COINS + QUEEN OR POINTS SCORED IN 10 MINUTES, WHICHEVER IS EARLIER)

DATE: 23/01/2021				
S.NO	BOARD 1	BOARD 2	BOARD 3	Timings
1.	M1-SLOT 1 BYE	M2-SLOT 2 VS SLOT 3	M3-SLOT 4 VS SLOT 5	11:30 AM-11:45 AM
2.	M4-SLOT 6 V S SLOT 7	M5-SLOT 8 VS SLOT 9	M6-SLOT 10 VS SLOT 11	11:45 AM -12:00 Noon
3.	M7-SLOT 12 VS SLOT 13	M8-SLOT 14 VS SLOT 15	M9-SLOT 16 VS SLOT 17	12:00 Noon-12:15 PM

League Knock Out – III Matches (5 COINS + QUEEN OR POINTS SCORED IN 10 MINUTES, WHICHEVER IS EARLIER)

DATE: 24/01/2021				
S.NO	BOARD 1	BOARD 2	BOARD 3	Timings
1.	P1- M1 VS M2	P2- M3 VS M4		10:00 AM-10:15 AM
2.	P3 – M5 BYE	P4 – M6 VS M7	P5 – M8 VS M9	10:15 AM -10:30 AM

League Knock Out – IV Matches (5 COINS + QUEEN OR POINTS SCORED IN 10 MINUTES, WHICHEVER IS EARLIER)

DATE: 24/01/2021				
S.NO	BOARD 1	BOARD 2	BOARD 3	Timings
1.	Q1- P1 VS P2	Q2- P3 VS P4	Q3 – P5 BYE	10:30 AM-10:45 AM

Semifinal Matches (BOARD CLEAR)

DATE: 24/01/2021				
S.NO	BOARD 1	BOARD 2	Timings	
1.	F1- Q1 VS Q3	F2- Q2 BYE	11:00 AM-11:30 AM	

Final Match (BOARD CLEAR)

DATE: 26/01/2021				
S.NO	BOARD 1	Timings		
1.	F1 VS F2	10:30 AM - 11:00 AM		

DELHI TECHNOLOGICAL UNIVERSITY PARAAKRAM – FIXTURES & RULES

TABLE TENNIS (SINGLES - MEN)

League Knock Out – I Matches (1 GAME 11 POINTS)

DATE: 23/01/2021				
S.NO	TABLE 1	TABLE 2	TABLE 3	Timings
1.	SLOT 1	SLOT 2	SLOT 3	11:00 AM -11:15 AM
2.	SLOT 4	SLOT 5	SLOT 6	11:15 AM -11:30 AM
3.	SLOT 7	SLOT 8	SLOT 9	11:30 AM-11:45 AM

League Knock Out – II Matches (1 GAME 11 POINTS)

DATE: 24/01/2021				
S.NO	TABLE 1	TABLE 2	TABLE 3	Timings
1.	M1(SLOT 1 VS SLOT 2)	M2(SLOT 3 VS SLOT 9)	M3(SLOT 5 VS SLOT 6)	11:00 AM-11:15 AM
2.	M4(SLOT 7 VS SLOT 8)	M5(SLOT 4 BYE)		11:15 AM-11:30 AM

Quarter Final Matches (1 GAME 21 POINTS)

DATE: 24/01/2021				
S.NO	TABLE 1	TABLE 2	TABLE 3	Timings
1.	P1 (M2 VS M5)	P2 (M3 VS M4)	P3 (M1 BYE)	12:00 Noon – 12:30 PM

Semi Final Matches (1 GAME 21 POINTS)

DATE: 24/01/2021				
S.NO	TABLE 1	TABLE 2	Timings	
1.	F1 (P1 VS P3)	F2 (P2 BYE)	01:00 PM – 01:30 PM	

FINAL MATCH (BEST OF 3 GAMES – 21 POINTS IN EACH)

DATE: 26/01/2021				
S.NO	TABLE 1	Timings		
1.	F1 VS F2	10:00 AM-11:30 AM		

**DELHI TECHNOLOGICAL UNIVERSITY
PARAAKRAM – FIXTURES & RULES**

TABLE TENNIS (DOUBLES –MEN)

League Knock Out Matches (1 GAME 21 POINTS)

DATE: 24/01/2021				
S.NO	TABLE 1	TABLE 2	TABLE 3	Timings
1.	SLOT 1	SLOT 2	SLOT 3 BYE	02:00 PM -02:30 PM

Semifinal Matches (1 GAME 21 POINTS)

DATE: 24/01/2021			
S.NO	TABLE 1	TABLE 2	Timings
1.	F1(SLOT 1 BYE)	F2(SLOT 2 VS SLOT 3)	03:00 PM - 03:30 PM

FINALS (BEST OF 3 GAMES - 21 POINTS IN EACH)

DATE: 26/01/2021		
S.NO	TABLE 1	Timings
1.	F1 VS F2	12:00 Noon -01:30 PM

**DELHI TECHNOLOGICAL UNIVERSITY
PARAAKRAM – FIXTURES & RULES**

VOLLEY BALL (MEN)

Semifinal Matches – Single Game - 25 POINTS

DATE: 24/01/2021		
S.NO	Matches	Timings
1.	F1 (A VS B)	02 PM - 02:30 PM
2.	F2 (C VS D)	02:30 PM - 03:00 PM

Final Match – Single Game - 25 POINTS

DATE: 26/01/2021		
S.NO	Matches	Timings
1.	F1 vs F2	10:30 AM- 11:00 AM

**DELHI TECHNOLOGICAL UNIVERSITY
PARAAKRAM – FIXTURES & RULES**

LAWN TENNIS (MEN)

League Knock Out - I Matches (BEST OF 3 GAMES, 4 POINTS EACH)

DATE: 23/01/2021				
S.NO	COURT 1	COURT 2	COURT 3	Timings
1.	SLOT 1	SLOT 2	SLOT 3	2:00 PM -2:15 PM
2.	SLOT 4	SLOT 5	SLOT 6	2:15 PM -2:30 PM
3.	SLOT 7 (BYE)			

League Knock Out – II Matches (BEST OF 3 GAMES, 4 POINTS EACH)

DATE: 24/01/2021				
S.NO	COURT 1	COURT 2	COURT 3	Timings
1.	M1(SLOT 1 VS SLOT 7)	M2(SLOT 3 VS SLOT 4)	M3(SLOT 5 VS SLOT 6)	2:00 PM -2:15 PM
2.	M4(SLOT 2 BYE)			2:15 PM -2:30 PM

Semifinal Matches (BEST OF 3 GAMES, 4 POINTS EACH)

DATE: 24/01/2021			
S.NO	COURT 1	COURT 2	Timings
1.	F1 (M1 vs M4)	F2 (M2 vs M3)	3:00 PM-3:15 PM

FINAL MATCH (BEST OF 3 GAMES, 4 POINTS EACH)

DATE: 26/01/2021		
S.NO	COURT 1	Timings
1.	F1 vs F2	10:00 AM - 10:15 AM

**DELHI TECHNOLOGICAL UNIVERSITY
PARAAKRAM – FIXTURES & RULES**

WOMEN

CRICKET – WOMEN (6 OVERS EACH)

DATE: 26/01/2021		
S.NO	FOOT BALL GROUND	Timings
1.	A VS B	12:00 Noon - 12:30 PM

THROW BALL – WOMEN (11 POINTS)

DATE: 26/01/2021		
S.NO	VOLLEY BALL COURT	Timings
1.	A VS B	01:00 PM - 01:30 PM

BADMINTON (WOMEN - SINGLES)

League Knock Out – I Matches (1 GAME 11 POINTS)

DATE: 25/01/2021				
S.NO	COURT 1	COURT 2	COURT 3	Timings
1.	SLOT 1	SLOT 2	SLOT 3	2:00 PM -2:15 PM
2.	SLOT 4	SLOT 5	SLOT 6	2:15 PM -2:30 PM
3.	SLOT 7	SLOT 8	SLOT 9	2:30 PM -2:45 PM
4.	SLOT 10			2:45 PM – 3:00 PM

League Knock Out – II Matches (1 GAME 11 POINTS)

DATE: 25/01/2021				
S.NO	COURT 1	COURT 2	COURT 3	Timings
1.	M1(SLOT 1 VS SLOT 2)	M2 (SLOT 3 VS SLOT 4)	M3 (SLOT 5 VS SLOT 6)	3:00 PM -3:15 PM
2.	M4 (SLOT 7 VS SLOT 8)	M5 (SLOT 9 VS SLOT 10)		3:15 PM -3:30 PM

QUARTERFINAL MATCHES (1 GAME 11 POINTS)

DATE: 25/01/2021				
S.NO	COURT 1	COURT 2	COURT 3	Timings
1.	P1 (M1 VS M2)	P2 (M3 VS M4)	P3 (M5 BYE)	3:30 PM -3:45 PM

SEMIFINAL MATCHES (1 GAME 21 POINTS)

DATE: 25/01/2021			
S.NO	COURT 1	COURT 2	Timings
1.	F1 (P1 BYE)	F2 (P2 VS P3)	4:00 PM -4:30 PM

FINAL MATCH (1 GAME 21 POINTS)

DATE: 26/01/2021		
S.NO	COURT 1	Timings
1.	F1 VS F2	1:00 PM - 1:15 PM

DELHI TECHNOLOGICAL UNIVERSITY PARAAKRAM – FIXTURES & RULES

BADMINTON (WOMEN - DOUBLES)

League Knock Out – I Matches (1 GAME 11 POINTS)

DATE: 25/01/2021				
S.NO	COURT 1	COURT 2	COURT 3	Timings
1.	SLOT 1	SLOT 2	SLOT 3	04:45 PM - 05:00 PM
2.	SLOT 4 - BYE			

Semifinal Matches (1 GAME 11 POINTS)

DATE: 25/01/2021			
S.NO	COURT 1	COURT 2	Timings
1.	F1 (SLOT 1 vs SLOT 2)	F2 (SLOT 3 vs SLOT 4)	05:15 PM - 05:30 PM

FINAL MATCH (1 GAME – 21 POINTS)

DATE: 26/01/2021		
S.NO	COURT 1	Timings
1.	F1 vs F2	02:00 PM - 02:15 PM

CARROM (WOMEN)

League Knock Out – I Matches (5 COINS + QUEEN OR POINTS SCORED IN 10 MINUTES, WHICHEVER IS EARLIER)

DATE: 25/01/2021				
S.NO	BOARD 1	BOARD 2	BOARD 3	Timings
1.	SLOT 1	SLOT 2	SLOT 3	10:00 AM - 10:15 AM
2.	SLOT 4	SLOT 5	SLOT 6	10:15 AM - 10:30 AM

League Knock Out – II Matches (5 COINS + QUEEN OR POINTS SCORED IN 10 MINUTES, WHICHEVER IS EARLIER)

DATE: 25/01/2021				
S.NO	BOARD 1	BOARD 2	BOARD 3	Timings
1.	M1(SLOT 1 VS SLOT 2)	M2(SLOT 3 VS SLOT 4)	M3(SLOT 5 VS SLOT 6)	10:30 AM - 10:45 AM

SEMIFINAL MATCHES (BOARD CLEAR)

DATE: 25/01/2021			
S.NO	BOARD 1	BOARD 2	Timings
1.	F1 (M1 –BYE)	F2 (M2 VS M3)	11:00 AM- 11:15 AM

FINAL MATCH (BOARD CLEAR)

DATE: 26/01/2021		
S.NO	BOARD 1	Timings
1.	F1 VS F2	11:00 AM - 11:15 AM

DELHI TECHNOLOGICAL UNIVERSITY
PARAAKRAM – FIXTURES & RULES
RULES OF GAMES/SPORTS

GENERAL

1. Teams shall play only those players as per the list published on website. Every player may produce their University ID Card, whenever requested by the Organisers. Certificate/ Medal/ Memento/ Trophy will be issue to only registered and participated players.
2. All Players are recommended to wear White or Light Coloured T-shirts.
3. All Players shall strictly adhere to COVID-19 guidelines issued by the Government.
4. **Team/Player/Pair need to report to the ground/court/board/table 15 minutes before the scheduled start time. Walkover will be given to team/player/pair if the opponent team/player/pair is/are not able to reach the ground/court/board/table 15 minutes before the scheduled time.**
5. No request for change of Slot and/or Date/Time shall be entertained.
6. Decision of Umpire(s)/Referee(s) is final. No player shall argue with the Umpire(s)/Referee(s) on their decision.

DELHI TECHNOLOGICAL UNIVERSITY PARAAKRAM – FIXTURES & RULES

CRICKET

MEN:

Format of Match: -

- Knock out - 10 overs
- Semifinals – 15 overs
- Final - 20 overs

WOMEN:

Format of Match: -

- Final – 6 overs

1. Matches shall be played according to the ICC rules in force, as adopted from time to time by the Board of Control for Cricket in INDIA, unless otherwise modified.
2. All the matches shall be conducted on knock out basis and each side is allowed to complete specified number of overs unless the opposing team is dismissed earlier.
3. Each bowler can bowl a maximum of 02 Overs in 10 Over Match, 03 Overs in 15 Over Match and 04 Overs in 20 Over Match.
4. The bowling team will be given 40 minutes, 55 minutes and 85 minutes to complete its quota of 10, 15 and 20 overs respectively.
5. No spike shoes will be allowed to use by the players.
6. If there is a tie, SUPER OVER will be played.
7. The umpires are empowered to rearrange the number of overs by each side in the event of a delayed start or if suspended the number of overs for the team batting second will not be reduced if the team batting first has been dismissed in fewer than agreed number of overs.

DELHI TECHNOLOGICAL UNIVERSITY PARAAKRAM – FIXTURES & RULES

FOOTBALL

MEN

Format of Match: -

20 + 20 Minutes

1. Matches shall be played according to the rules of FIFA as adopted from time to time by the all India football federation unless otherwise modified
2. In the event of draw at the end of a knock out game, two periods of extra time (10 minutes each with 2 minutes break) will be included. There will be penalty shootout if the tie still persists.
3. Three substitutions per match will be allowed.
4. Kick offs will be taken from half way
5. No slide tackles
6. No offside
7. No throw ins
8. No corners
9. If the ball hits any part of the net behind the goalkeeper off a shot, keeper save or deflection, the ball automatically goes to the goalkeeper for a restart. An indirect free kick shall be awarded at the referees discretion should a player kick the ball into their own back net.
10. Goalkeepers can pass the ball out with their feet or throw it out with their hands
11. Goalkeepers cannot come outside of their goal circle at anytime
12. Goalkeepers may not pick the ball up if it has been passed to them from a team mate
13. Goalkeepers cannot kick the ball out of their hands
14. Goalkeepers must release the ball within 6 seconds
15. If a team kicks the ball out of the pitch, the match will be a restart with the goalkeeper of the opposing team
16. All free kicks are indirect
17. No pushing or grinding into the rebound boards
18. Serious foul play will be punishable by yellow and red cards
19. In the event of a penalty being awarded all penalty takers can only take one step before striking the ball

DELHI TECHNOLOGICAL UNIVERSITY PARAAKRAM – FIXTURES & RULES

VOLLEY BALL

MEN

Format:- Single Game 25 points

1. Concerning the game-play, all standard FIVB rules will be followed.
2. Each team can hit the ball up to 3 times before the ball must be returned. The defensive team can then try and block or return the ball again hitting it a maximum of three times.
3. Games are played up to 25 points.
4. Violations will be called for the following:
 - Stepping over the base line when serving the ball.
 - Ball hits the net and fails to get over the net (If the ball hits the net and still goes over the net then this is perfectly legal).
 - Players are not allowed to carry, palm or run with the ball.
 - Players must not touch the net with any part of the body. If the net is said to have hit them rather than vice-versa, then this is ok.
 - The ball cannot travel under the net.
 - Players cannot reach over the net and hit the ball.

THROW BALL

WOMEN

Format:- Single Game 11 points

1. Service is done immediately after the referee's whistle at the start of the game and after a point is scored. It is done from behind the back line towards any area of the opposition's half.
2. Points are lost in Throwball if a team fails to return a serve or throw such as by hitting the net or failing to catch the ball and then throw it back.
3. Balls should not be volleyed as in volleyball but should be caught and then thrown quickly. Any ball being released should be done so from on or above the shoulder line only.
4. Passes are not allowed in Throwball, as soon as a player receives the ball, they should return it over the net immediately.
5. Two players cannot catch the ball simultaneously.

DELHI TECHNOLOGICAL UNIVERSITY PARAAKRAM – FIXTURES & RULES

BADMINTON

Format of Match: - Singles & Doubles – Men & Women

- Knock out - 11 points
 - Quarterfinals and Semifinals – 21 points
 - Final – Best of 03 Games- 21 points in each Game
1. To score a point the shuttlecock must hit within the parameters of the opponent's court.
 2. If the shuttlecock hits the net or lands out then a point is awarded to your opponent.
 3. Players must serve diagonally across the net to their opponent. As points are won then serving stations move from one side to the other. There are no second serves so if your first serve goes out then your opponent wins the point.
 4. A serve must be hit underarm and below the server's waist. No overarm serves are allowed.
 5. Each game will start with a toss to determine which player will serve first and which side of the court the opponent would like to start from.
 6. Once the shuttlecock is 'live' then a player may move around the court as they wish. They are permitted to hit the shuttlecock from out of the playing area.
 7. If a player touches the net with any part of their body or racket then it is deemed a fault and their opponent receives the point.
 8. A fault is also called if a player deliberately distracts their opponent, the shuttlecock is caught in the racket then flung, the shuttlecock is hit twice or if the player continues to infract with the laws of badminton.
 9. Each game is umpired by a referee on a high chair who overlooks the game. There are also line judges who monitor if the shuttlecock lands in or not. The referee has overriding calls on infringements and faults.
 10. Let may be called by the referee if an unforeseen or accidental circumstance arose. These may include the shuttlecock getting stuck in the bet, server serving out of turn, one player was not ready or a decision which is too close to call.
 11. If the laws are continuously broken by a player then the referee holds the power to dock that player of points with persisting fouls receiving a forfeit of the set or even the match.

DELHI TECHNOLOGICAL UNIVERSITY PARAAKRAM – FIXTURES & RULES

TABLE TENNIS

Format of Match: - Singles & Doubles - Men

- Knock out - 11 points
 - Quarterfinals and Semifinals – 21 points
 - Final – Best of 03 Games- 21 points in each Game
1. The toss of a coin or another form of lot-drawing determines which of the players shall serve first.
 2. Each table tennis player serves twice in turn and serves must be made from an open palm, the ball tossed six inches then struck so it bounces on the service side, clears the net, then bounces on the receiver's side.
 3. Points are decided as described above and games must be won by two clear points.
 4. After each game the players rotate both the end of the table from which they are playing as well as who serves and receives the ball first.
 5. In the deciding game of a match the players swap ends after either player reaches five points.

CHESS

Format of Match - Men

- Knock out – Points Scored in 10 Minutes
- Semifinals – 10 points
- Final – 15 points

White is always first to move and players take turns alternately moving one piece at a time. Movement is required. If a player's turn is to move, he is not in check but has no legal moves, this situation is called "Stalemate" and it ends the game in a draw. Each type of piece has its own method of movement. A piece may be moved to another position or may capture an opponent's piece, replacing on its square (en passant being the only exception). With the exception of the knight, a piece may not move over or through any of the other pieces. When a king is threatened with capture (but can protect himself or escape), it's called check. If a king is in check, then the player must make a move that eliminates the threat of capture and cannot leave the king in check. Checkmate happens when a king is placed in check and there is no legal move to escape. Checkmate ends the game and the side whose king was checkmated loses

DELHI TECHNOLOGICAL UNIVERSITY PARAAKRAM – FIXTURES & RULES

CARROM

Format of Match (Men & Women)

- Knock out – Knock out - (5 coins+ queen) or (points scored in 10 mins), whichever is earlier
- Semifinal - Board clear
- Final – Board Clear

Striking

- For each strike, the player must position the striker within the baseline OR on one of the two circles at either end of the baseline.
- A striker within the baseline must touch both the front line and the rear line.
- The striker may not "cut the moon" - be placed partially within the baseline and partially within the circle.
- The player must flick the striker with one finger so that it crosses the front baseline - it is not permitted to flick backwards or horizontally.
- A piece that is on or behind the front baseline must not be struck by the striker until the striker has crossed the front baseline.
- In striking, the player's hand or arm must not cross the diagonal foul lines at either end of the baseline.

Basic rules

- For the very first turn, the player is allowed three attempts to "break" i.e. disturb the central group of counters.
- It doesn't matter which piece the striker hits first and it doesn't matter if the striker hits no pieces.
- If a the striker pockets the Queen and/or one or more pieces of her own colour, the player retrieves the striker and takes another strike.
- If the player pockets no pieces or commits a foul, the turn finishes.
- Covering the Queen
- A player may only pocket and cover the Queen if that player has already pocketed at least one piece of that player's colour.
- Should a player pocket the Queen before being permitted to cover it, the turn continues but the Queen is returned to the centre at the end of the turn.
- If a player pockets the Queen and one of her own pieces in the same turn, this counts and that player has covered the Queen. Such a player must have already pocketed at least one piece in order to cover the Queen as per normal.
- When a player pockets the Queen but does not cover it, the Queen is returned as near as possible to the centre circle by the opponent.

Other Rules

- Pieces returned to the centre can be placed on top of other pieces within the main circle.
- If pieces come to rest standing on their edge or overlapping another piece, they are left as they are until moved again in the normal course of play.
- If the striker comes to rest under another piece, the striker should be removed with as little disturbance to the covering piece as possible.

Fouls

When a player commits a foul, the turn comes to an end immediately and a penalty is incurred. The penalty is that one pocketed piece is returned to the board by the opponent anywhere within the main circle. Any other pieces requiring to be returned to the board are also placed within the main circle by the opponent. It is normal for pieces to be positioned in order to confer an advantage for the opponent.

A foul is recorded in the following situations:

- The striker is pocketed.
- The striker or any other piece leaves the board.
- A player pockets an opponent's piece. If the Queen was also pocketed, it is returned to the centre by the opponent together with the penalty piece. Any other pieces pocketed in the same strike remain pocketed.
- A player pockets the final opponent's piece. Regardless of whether the Queen has been covered, the opponent's piece is returned to the centre in addition to the penalty piece.
- A player pockets the final piece before the Queen has been covered. In this case both the pocketed piece and a penalty piece are returned to the centre.
- A player contravenes the rules for striking.
- A player touches any piece in play, other than the striker.
- The first player to strike fails to break the counters in three attempts.
- Where a penalty is incurred but no pocketed pieces exist to return, the penalty is "owed" until a piece becomes available. If a penalty is owed, when a piece becomes available due to being pocketed, the piece is returned to the centre by the opponent at the end of the turn. Should the opponent forget to do this before the start of the next turn, any owed penalties are lost.

DELHI TECHNOLOGICAL UNIVERSITY PARAAKRAM – FIXTURES & RULES

LAWN TENNIS

Format of Match - Men

- League Knock Out Matches (BEST OF 3 GAMES, 4 POINTS EACH)
 - Semifinal - (BEST OF 3 GAMES, 4 POINTS EACH)
 - Final – (BEST OF 5 GAMES, 4 POINTS EACH)
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1. The game starts with a coin toss to determine which player must serve first and which side they want to serve from.
 2. The server must then serve each point from alternative sides on the base line. At no point must the server's feet move in front of the baseline on the court prior to hitting their serve.
 3. If the server fails to get their first serve in they may take advantage of a second serve. If they again fail to get their second serve in then a double fault will be called and the point lost.
 4. If the server clips the net but the ball goes in the service area still then let is called and they get to take that serve again without penalty. If the ball hits the net and fails to go in the service area then out is called and they lose that serve.
 5. The receiver may stand where they wish upon receipt of the serve. If the ball is struck without the serve bouncing then the server will receive the point.
 6. Once a serve has been made the amount of shots between the players can be unlimited. The point is won by hitting the ball so the opponent fails to return it in the scoring areas.
 7. If a player touches the net, distracts his opponent or impedes in anyway then they automatically lose the point.
 8. The ball can hit any part of the line for the point to be called in, outside the line and the ball is out.
 9. The balls in a tennis match are changed for new balls every 6 games
 10. A player loses a point if they fail to return the ball in either the correct areas on the court, hits the net and doesn't go into opponent's area or fails to return the ball before it bounces twice in their half.