

**TSEC STUDENTS' COUNCIL  
PRESENTS**

# **SHAZAM**

**WHERE PASSION MEETS PERFORMANCE**



# **ATHLETICS**

- 400 Meters (Relay) (Only for boys)

Team should consist participants from same college.

1. Four teams consisting of four participants each will race at a time.
2. Time slot will be allotted to each team, team should be present at the allotted time otherwise not allowed to participate.
3. Runners must remain in their assigned lane for the entire race.
4. Race begins when the starter fires a starter, if a runner starts before, it is a false start and the race will be halted.
5. Each player has to run 100 metres holding a baton in his hand. When one runner passes the baton to another runner, then another runner starts to run to reach the next player.
6. Team that finishes first is qualified for the next round.

Rules for Passing of the Baton:

1. The participants should exchange the baton within the exchange zone, and the baton must be carried with bare hands throughout the race.
2. Passers should remain in their lanes after passing the batons so that other runners may not find difficulty.
3. The baton should not be dropped during the race or while passing the baton which would result in disqualification of the team.
4. The baton is exchanged in two methods Over-hand and under-hand.
5. The baton should be held in his right hand while running.



# ATHLETICS

DATE: 13TH OCTOBER

LOCATION: KHAR GYMKHANA , KHAR WEST ,MUMBAI 400052

REPORTING TIME: 8:30 AM

ENTRY FEES(RACE):70/-

ENTRY FEES(RELAY):120/-

PRIZE POOL:WORTH-10000/-

- 100 Meters (For both girls and boys)
- 1. Participants will be divided into batches of 8 participants each.
- 2. Each batch will be allotted a time slot, participants not present at their allocated time will be directly eliminated.
- 3. Runners must remain in their assigned lane for the entire race. If a runner crosses into another runner's lane and is caught, officials will disqualify him/her from the race.
- 4. Runners may not obstruct other runners' paths with any parts of their bodies.
- 5. Race begins when the starter fires a starter, if a runner starts before, it is a false start and the race will be halted.
- 6. Top 2 participants that reaches the finish line from each batch will qualify for further rounds.
- 7. A runner finishes the race only after his/her trunk crosses the finish line.
- 8. Jumping the gun can lead to disqualification from the game.

# **BADMINTON**

**DATE: 15TH OCTOBER**

**LOCATION: ANDHERI SPORTS COMPLEX, ANDHERI WEST, MUMBAI 400058**

**REPORTING TIME: 8:30 AM**

**ENTRY FEES(SINGLES):120/-**

**ENTRY FEES(DOUBLES):200/-**

**PRIZE POOL:WORTH-15000/-**

**Team should consist of participants from same college**

- 1. Before starting the game, the opponents toss a coin with the winner choosing: a. to serve first to receive first b. the side**
- 2. In subsequent games, the winning side serves first.**

## **SCORING SYSTEM:**

- 1. Match consists of 3 games of 7 points each, team winning 2 out of 3 games wins the match.**
- 2. Every time there is a serve - there is a point scored. a. A rally is won when a shuttle is hit over the net and onto the floor of the opponent's court. b. A rally is lost if the shuttle is hit into the net, or over the net but outside of the opponent's court. A rally is also lost if the shuttle touches the player's clothing or body, or if it is hit before it cross over the net.**
- 3.The side winning a rally adds a point to its score.**

## **DURING THE SERVE, IT IS A FAULT IF :**

- 1. The shuttle is contacted above the server's waist or the racket head is above any part of the hand.**

# BADMINTON

2. The shuttle does not fall into the diagonally opposite service court.
3. Some part of both feet of the server and receiver are not in contact with the appropriate court until the shuttle is contacted by the server. Touching a line with the foot is considered out of the court.
4. It is illegal for a player to hold up his /her racquet to block a return at the net. However, he she may hold it up to protect his/her face or if he she is returning it from within the appropriate receiving court.
5. Any accidental hindrance is considered a "let" and there will be a re-serve. For example, a player or shuttle from another game entering the court.

All Other General Rules For Serving, General Play And Faults Are Applied.



# FOOTBALL

DATE: 15TH 16TH OCTOBER

LOCATION: ANDHERI SPORTS COMPLEX, ANDHERI WEST, MUMBAI 400058

REPORTING TIME: 8:30 AM

ENTRY FEES:2100/-

PRIZE POOL:WORTH-15000/-

Team should consist of participants from same college

## 1. FIXTURES

The named Team Organiser will be responsible for ensuring that his team fulfils all the fixtures at the correct times and for advising his players of their match times/dates. If for any reason, a team cannot fulfil a fixture, the League Coordinator should be informed at least 2 days in advance. Failure to turn up for a match at the stated time will result in an automatic defeat. they will be withdrawn from the league. It's not possible to rearrange any fixtures. The first round of Day 1 will be the group stage where all the teams will be segregated into groups of 4. Each team will play a total of 3 matches on Day 1. The top two teams of every group will further move ahead to the round of 16 which will be held on day 2. Every match after the RO16 will be a direct knockout system until a winner has been crowned.

## 2. SQUAD:

Teams can name a squad of up to 7 players, all of whom can play during a match. Only 5 players may play at any one time, one of whom must be a goalkeeper. Teams can use an unlimited number of rolling substitutions throughout the game. Players must enter and leave the field of play from behind their own goal line. Players may only play for one team in the Competition.

# FOOTBALL

All questions of eligibility of players or interpretation of the rules should be referred to the opposing team captain, or in the final instance, to the League Co-ordinator, whose decision shall be final.

## 3. TIME

### Day 1:

Each match will be played for 14 minutes with each half consisting of 7 minutes each with a 2-minute break between each half time during which teams must change ends. Teams will be allowed 5 minutes warm up before each match, Captains should toss a coin to decide ends and kick off. All matches must start at the stated time.

### Day 2:

Each match will be played for 20 minutes with each half consisting of 10 minutes each with a 2-minute break between each half time during which teams must change ends. Teams will be allowed 5 minutes warm up before each match, Captains should toss a coin to decide ends and kick off. All matches must start at the stated time.

## 4. PLAYING KIT AND FOOTBALLS

All players within a team must wear shirts of identical or similar colours. Bibs can be provided if there is a clash in colours on any occasion. Footballs will be provided at the reception desk.

# CRICKET

DATE: 13TH 14TH OCTOBER

LOCATION: ANDHERI SPORTS COMPLEX, ANDHERI WEST, MUMBAI 400058

REPORTING TIME: 8:30 AM

ENTRY FEES: 2100/-

PRIZE POOL: WORTH-20000/-

Team should consist participants from same college

## GENERAL INSTRUCTIONS

- Each team must consist of 7 players (1 girl compulsory).
- Matches are to be held in knockout format. Location:
- Reporting time for all the teams: 8:30 am Matches will commence from 9 am – 4
- Setting up wicket keeper is optional.
- over throws are allowed
- UMPIRE decision is the final decision

## BOWLING:

- Ball type – Tennis.
- 5 overs – Underarm
- A player can bowl only once.
- 1 over mandatorily to be bowled by a girl.
- Sidearm action not allowed.
- Taking Run-ups not allowed.
- ball must pitch ahead of the center line or else it is considered no ball

## BATTING:

- Batting Rules of turf to be explained on the same day of the event to the team leaders.
- Players can bring their own bats.



# CRICKET

- Fibre bats are not allowed.
- No LBWs will be awarded.
- No leg bye

# CARROM

DATE: 16TH OCTOBER

LOCATION: DECATHLON, AZAD NAGAR, ANDHERI WEST, MUMBAI 400102

REPORTING TIME: 9 AM

ENTRY FEES(DOUBLES):120/-

PRIZE POOL:WORTH-3000/-

Team should consist of participants from same college.

## Gameplay:

- Team starts the game through a coin toss or any other fair method.
- Each team takes turns to shoot their carrom men and try to pocket them. The order of play is as follows:
  - Player A1 (Team A)
  - Player B1 (Team B)
  - Player A2 (Team A)
  - Player B2 (Team B)
- When it's your team's turn, you can decide which player will shoot the striker. However, players from the same team cannot consecutively shoot the striker.
- A player must shoot the striker from within the baseline area and flick it onto the board, attempting to hit the carrom men. The striker must touch both the baseline and the front line.

## Scoring:

- If a player pockets an opponent's carrom man, that carrom man is removed from the board, and the player gets one point.
- If a player pockets a carrom man of their own colour, it is considered a valid pocket, and the player's team earns that point.

# CARROM

- If a player pockets the red carrom queen along with a carrom man of their colour, they earn the queen and that carrom man's points.
- If a player pockets only the red carrom queen, they earn the queen but no additional points.
- When a player fails to pocket any carrom men or the queen during their turn, it's a foul, and the player's turn is over. The opponent team gets a chance to shoot the striker.
- If a player pockets the striker, it's a foul, and the player's turn is over. The opponent team gets a chance to place the striker anywhere on their baseline.
- If a player pockets the last carrom man of their colour before the queen, they must place the queen in the centre of the board to continue their turn.
- The game continues until all the carrom men are pocketed, and the queen is covered by a valid carrom man. The team with the highest score wins the game.

In doubles carrom, both players on a team can discuss and strategize their moves during their team's turn. Keep score and maintain good sportsmanship throughout the game.

These are the basic rules for playing doubles carrom. Remember that carrom can have variations in rules depending on local customs and preferences, so it's a good idea to clarify any specific rules with your opponents before starting the game.



# **CHESS**

**DATE: 16TH OCTOBER**

**LOCATION: DECATHLON, AZAD NAGAR, ANDHERI WEST, MUMBAI 400102**

**REPORTING TIME: 9 AM**

**ENTRY FEES(SINGLES):70/-**

**POOL PRIZE:WORTH-2500/-**

## **10 MINUTES TIMER (NO INCREMENT)**

### **Basic rules**

#### **1. Board Setup:**

- Place the chessboard so that each player has a white square on their right-hand side.
- Set up the pieces as follows:
  - Each player has 16 pieces: 1 king, 1 queen, 2 rooks, 2 knights, 2 bishops, and 8 pawns.
  - Place the rooks in the corners.
  - Knights are placed next to the rooks.
  - Bishops are placed next to the knights.
  - The queen is placed on the remaining square of her color.
  - The king is placed next to the queen.

#### **2. Objective:**

- The primary objective is to checkmate your opponent's king, meaning the king is under attack and cannot escape capture.

#### **3. Basic Piece Movement:**

- Each type of piece moves differently:
  - King: Moves one square in any direction (horizontally, vertically, or diagonally).
  - Queen: Moves horizontally, vertically, or diagonally any number of squares.
  - Rook: Moves horizontally or vertically any number of squares.
  - Bishop: Moves diagonally any number of squares.

# CHESS

- Knight: Moves in an L-shape: two squares in one direction (either horizontally or vertically) and then one square at a right angle.
- Pawn: Moves forward one square but captures diagonally. On its first move a pawn can choose to move forward two squares.

## 4. Special Moves:

- Castling: A king can castle with a rook if neither the king nor the rook has moved before, there are no pieces between them, and the king is not in check. Castling can be done kingside (towards the edge of the board) or queenside (towards the center). The king moves two squares towards the rook, and the rook moves to the square the king jumped over.
- En Passant: If a pawn moves two squares forward from its starting position and lands next to an opponent's pawn, the opponent can capture the moving pawn as if it had only moved one square forward.
- Pawn Promotion: When a pawn reaches the opponent's back rank (8th rank for White and 1st rank for Black), it can be promoted to any other piece (except a king), typically a queen.

## 5. Check and Checkmate:

- When a king is under attack, it is in check. The player must make a move to remove the check.
- If a player's king is in checkmate (i.e., there is no legal move to get the king out of check), that player loses the game.

## 6. Draws:

- A game can end in a draw (a tie) for various reasons, including stalemate (when a player has no legal moves but is not in check), insufficient material to checkmate, or a repetition of moves.

# **CHESS**

## **7. Touch-Move Rule:**

- If a player touches one of their own pieces, they must make a legal move with that piece if possible. If a player touches an opponent's piece, they must capture that piece if legal. Once a player releases a piece, the move is considered final.

## **8. Ending the Game:**

- A game can end in victory, defeat, or a draw. The result is determined when a player's king is checkmated, when a player resigns, or when a draw condition is met.

**Note:** You must call an arbiter if an illegal move is made and if any problem arises



# TABLE TENNIS

DATE: 14 TH OCTOBER

LOCATION: ANDHERI SPORTS COMPLEX, ANDHERI WEST, MUMBAI 400058

REPORTING TIME: 8:30 AM

ENTRY FEES(SINGLES):120/-

PRIZE POOL:WORTH-3000/-

- Match consists of 3 games of 11 points each
- Player winning 2 out of 3 games wins the match

## Basic rules:

**The Serve :** The game begins with a serve. The server must toss the ball vertically at least 6 inches (15 cm) into the air and strike it so that it bounces once in their own half of the table before crossing the net and landing in the opponent's half. The serve must be diagonal, moving from the right half of the server's court to the right half of the receiver's court.

**Scoring:** 11 points game will be played . A player wins a point by making the ball bounce twice in the opponent's court, failing to return the opponent's shot legally, or if the opponent hits the ball out of bounds. If the score reaches 10-10, a player must win by two clear points.

**Let:** A let is called when a point is interrupted due to a minor hindrance, such as the ball touching the net during a serve. In such cases, the point is replayed.

**Continuous Play:** Players must return the ball without delay. Continuous play is a fundamental rule of table tennis, and the game is known for its fast pace.

# TABLE TENNIS

**Code of Conduct:** Players are expected to conduct themselves with sportsmanship and adhere to the rules and regulations of the sport.

These are the basic rules of table tennis, but there are more specific and detailed rules for competitive play. It's important to understand and follow these rules when playing in a formal setting or in organized competitions.