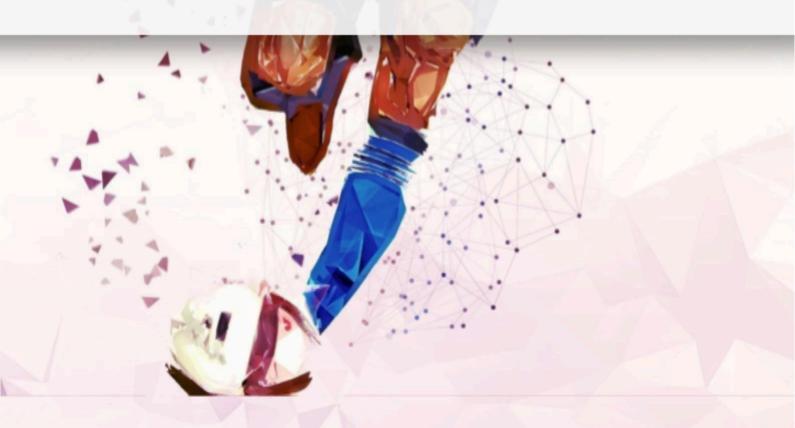


22ND BITS SPORTS FESTIVAL



Rules of the Tournament



BITS Pilani Dubai Campus

Cricket | Badminton | Throwball | Volleyball | Table Tennis | Football | Chess | Basketball | Tennis | Athletics | Boxing



General Rules

- All the matches of BSF 2025 will be conducted on knockout basis.
- 2. All the teams must be accompanied by the Manager/Coach.
- 3. All the players should provide their ID cards to the committee before the match. Without ID cards, players will not be allowed to participate in any BSF matches.
- 4. In case of any indiscipline, which includes the use of abusive language etc., the Committee/Umpire has the full authority to disqualify/penalize the concerned player.
- 5. All COVID-19 and other medical/sanitary Guidelines by KHDA and DSC should be followed, violation of which will result in imposition of a fine by the management.
- 6. The organizing committee shall not be responsible for any kind of injury/death during the event.
 - 7. All the players should be in a proper sports kit.
- 8. The concerned playing team should report to the venue 30 minutes before the commencement of the match.
- A protest can be lodged by the team Coach/Manager and captain with the approval of the Head of the institution. A protest deposit of AED 500 must be paid, which will be refunded in case the Technical Committee upholds the protest.

10. The age restriction for players is:

Boys: Under 25 years of age (as of the date of the start of 24th of November 2025)

Girls: Under 25 years of age (as of the date of the start of 24th of November 2025).

- 11. If any participant is found to be over 25 years of age at any time during BSF, the team will face immediate disqualification.
- 12. Only Undergraduates students are allowed to participate in any of the Outdoor Team events (Football, Volleyball, Basketball, Cricket, Throwball, Athletics) and in Indoor Team events (Tennis, Badminton, Table Tennis, Chess) only One Postgraduate/Higher Degree student can participate per team along with other undergraduate players in the team.
- 13. NO students pursuing Foundation courses or any Pre-University degree are allowed to participate in BSF.
- Any person/student found involving in any sort of misconduct in the campus will result in disqualification of the university.
- 15. All players must submit their Emirates ID and University ID at the Registrations desk at the time of arrival.
- 16. The organizing committee has the right to ask for proof of being a Bonafide student at the university.
- 17. In case of any injury, the organizing committee will arrange First Aid treatment through the professional nurse. If required, we will call emergency ambulance or vehicle for the nearest hospital.

Rules for Cricket (Boys)

- 1. The matches will be conducted on a knockout basis.
- 2. If a match is cancelled due to rain/bad weather, it will be rescheduled.
- 3. In case of a tie the result of the match will be decided by a Super Over.
- 4. Matches will be 12 overs each, 2 bowlers can bowl a maximum of 3 overs and rest 2 overs each.
- 5. Maximum time for an inning will be 50 minutes. If the team fielding first does not complete its over in stipulated time, then a penalty of 1 over for the first 10 minutes delay and subsequently penalty of 1 over for every 5 minutes delay. In case team fielding second does not complete its quota of overs in stipulated time then 10 runs per over will be given to the opposition team.
- 6. No LBW.
- 7. If a team is late by 15 minutes, walkover will be declared.
- 8. Substitute fielder can only be brought subject to the decision of the umpire.
- 9. The decision of the umpires will be final and binding on all matters arising during play.
- 10. Full toss over waist will be called no balls.

- 11. If during an innings any batsman gets injured, the batsman will not be allowed to get a by runner, he could either continue running himself or getting himself retired out.
- 12. All the matches will be played with tennis ball (Cricket).
- 13. In case of any kind of NO ball whether above waist or over stepping, free hit will be allotted.
- 14. No synthetic bat allowed
- 15. Keeping gloves allowed.
- 16. Bouncers over the shoulder will result in a single warning. If a second bouncer is bowled, it will be declared a no-ball (resulting in a Free hit).
- 17. Bowling ends will change after every 6 overs.
- 18. No spikes (shoes) allowed.



Rules for Cricket (Girls)

- 1. The matches will be conducted on knockout basis.
- 2. If a match is cancelled due to rain/bad weather, it may be rescheduled.
- 3. 15 players in each team are recorded. 11 players inside the ground plus 4 substitutes.
- 4. In case of a tie the result of the match will be decided by a Bowl out as per international rules.
- 5. Matches will be 10 over each side. 1 bowler will be allowed a maximum of 3 over and rest a maximum of 2 over each.
- 6. Maximum time for an inning will be 1 hour if the team fielding first does not complete its over in stipulated time, then a penalty of 1 over for the first 10 minutes delay and subsequently penalty of 1 over for every 5 minutes delay. In case team fielding second does not complete its quota of over in stipulated time then 10 runs per over will be given to the opposition team.
- 7. If a team is late by 15 minutes, walkover will be declared.
- 8. Throwing/chucking is allowed.
- 9. No fielding restrictions.
- 10. All Matches will be played with hard tennis ball.
- 11. All Players should have a proper Cricket dress and Equipment.

- 12. Substitute fielder can only be brought subject to the decision of the umpire.
- 13. Balls bowled over the shoulder and full toss over waist will be called no balls.
- 14. The organizing committee shall not be responsible for any kind of injury /death during the tournament.
- 15. No LBW.
- 16. No ball is not counted; one extra run will be awarded, and the next ball is a free hit.
- 17. Two bounces before crease is dead ball and is not counted. Dead ball is not considered for a person to be out.
- 18. If there are 3 consecutive dead balls in an over, the over will not be counted and a new bowler has to bowl (This new bowler need to select according to rule number 4).
- 19. Two runs will be awarded for wide ball and the ball is counted (except for the last over).
- 20. In the last over, wide ball will lead to an extra run and the ball will not be counted.

Rules for Badminton (Boys)

- 1. The tournament will be played for the team championship, BSF Trophy.
- 2. All matches will be conducted on knockout basis only.
- The format for the matches will be
 - Singles
 - Singles
 - Doubles
 - Singles
 - Doubles
- Each team will consist of 5 players only.
- 5. First singles player cannot play any other game.
- 6. Each player can play a maximum of 2 matches.
- 7. No player can play two doubles or two singles.
- 8. Each match will be played as best of three games of 21 points each following the rally point system.
- 9. Each win by a player will score one point to the team.
- 10. All players should be in proper kit.
- 11. The decision of the official will be final and binding.
- 12. A team must score 3 points to win the match.
- 13. All the teams should submit the schedule before the match for three singles and two doubles.
- 14. A break of 60 seconds will be given after 11 points in all 21 points matches.

Rules for Badminton (Girls)

- 1. The tournament will be played for the team championship, BSF Trophy.
- 2. All matches will be conducted on knockout basis only.
- The format for the matches will be
 - Singles
 - Singles
 - Doubles
 - Singles
 - Doubles
- 4. Each team will consist of 5 players only.
- 5. First singles player cannot play any other game.
- 6. Each player can play a maximum of 2 matches.
- 7. No player can play two doubles or two singles.
- 8. Each match will be played as best of three games of 21 points each following the rally point system.
- 9. Each win by a player will score one point to the team.
- 10. All players should be in proper kit.
- 11. The decision of the official will be final and binding.
- 12. A team must score 3 points to win the match.
- 13. All the teams should submit the schedule before the match for three singles and two doubles.
- 14. A break of 60 seconds will be given after11 points in all 21 points matches.

Rules for Throw ball (Girls)

- 1. The tournament will be played for the team championship BSF TROPHY.
- 2. The court measurement will be of beach volleyball court. The height of the net will be 7 feet.
- 3. Each team shall have 12 players consisting of 9 main players and 3 substitute players.
- 4. All the 9 players shall stand in 3 lines of 3 players each. The same relative positions must be maintained throughout any one game. The order of serving will be based on rotation and must not be altered. The player in No.9 position shall serve first for her side.
- 5. The matches shall be played on knockout basis. The best of three games shall decide the match.
- 6. There will be a neutral box at either side of the net measuring 1.5m. If the ball falls in the box, it will be considered out and if any player steps on the box and catches/throws the ball, it will be considered a foul.
- 7. The game consists of 2 matches rally scoring with 21 points and 3rd set 15 points. Total 3 sets. Best of 3.
- 8. The game consists of throwing the ball to and fro across the net. The ball must be caught with both the hands and thrown with one hand.
- 9. Double touch (juggling the ball in both hands) is not allowed.
- 10. Players may not catch the ball with the assistance of the body or legs.

- 11. A 360 degree turn by the player is not allowed.
- 12. A ball served or any ball in play must be touched or thrown into the air by maximum of 2 players, to get it back over the net, but it may not be touched twice in succession by the same player.
- 13. A service online is considered as out. But during the rally, line ball is considered as good.
- 14. The throw ball match shall be conducted according to regular throw ball rules and regulations.
- 15. A player is not allowed to hold the ball for more than 3 seconds. A ball that bounces back from the net during the play is considered good.
- 16. Substitution at service position is not allowed. While serving if the ball touches the net, it will be considered as a foul.
- 17. Not more than one player touches the ball at same time.
- 18. Two timeouts per set per team.
- 19. Line cut when serving is not allowed. You can enter the court once the ball is in the air.
- 20. Carrying the ball and throwing is not allowed. Jump and smash is allowed.
- 21. Jump and catch is not allowed one foot should always be on the ground.

Rules for Volleyball (Boys)

- 1. The tournament will be played on knock out basis
- 2. A maximum of twelve members are allowed in a team and six players in the court.
- 3. All the matches will be best of 3 sets. First two sets of 25 points and the third set will be of 15 points. Tournament will be conducted on rotation basis.
- 4. Each team is entitled to two timeouts per set. Timeouts will be of 30 seconds duration.
- 5. Teams must have at least 6 players to begin the match.
- 6. In the 3rd set, court areas will be switched after one team scores 8 points.
- 7. Only team captain/coach will be allowed to liaise with the organizers or official in case of any disputes
- 8. Referee's decision will be final.
- 9. Rules not mentioned above will be according to the current international rules.
- 10. Finals will be the best of 5 sets, first 4 sets will be played for 25 points and the last set will be for 15 points.
- 11. Libero should have a different colored jersey.
- 12. Teams will be given 15 minutes additional to reporting.

 /Match time. In case they are later than that the opposite team gets a walkover.

Rules for Volleyball (Girls)

- 1. The tournament will be played on knock out basis
- 2. A maximum of twelve members are allowed in a team and six players in the court.
- 3. All the matches will be best of 3 sets. First two sets of 25 points and the third set will be of 15 points. Tournament will be conducted on rotation basis.
- 4. Each team is entitled to two timeouts per set. Timeouts will be of 30 seconds duration.
- 5. Teams must have at least 6 players to begin the match.
- 6. In the 3rd set, court areas will be switched after one team scores 8 points.
- 7. Only team captain/coach will be allowed to liaise with the organizers or official in case of any disputes.
- 8. Referee's decision will be final.
- 9. Rules not mentioned above will be according to the current international rules.
- 10. Finals will be the best of 5 sets, first 4 sets will be played for 25 points and the last set will be for 15 points.
- 11. Libero should have a different colored jersey.
- 12. Teams will be given 15 minutes additional to reporting /Match time. In case they are later than that the opposite team gets a walkover.

Rules for Table-Tennis (Boys)

- The tournament will be played for the team championship BSF Trophy.
- 2. All matches will be conducted on knock out basis only.
- 3. Each team consists of only five players.
- 4. The format for the matches will be two single matches followed by doubles and two reverse singles.
- 5. First two players will compete for the first two single matches. Next two players should play doubles and the same players who have played the double match have to play the reverse singles, if required.
- 6. Each match will be played as best of 5 games of 11 points each including finals.
- 7. A tie will end when a college/university team has won three matches. International rules and regulations of TT will be followed.
- 8. The team championship will be conducted on knockout basis only.
- 9. The manager/coach must accompany all teams.
- 10. If a team is 30 minutes late, walkover will be declared.
- 11. All the players should bring their original ID cards for the tournament, which will be checked by the committee. In case IDs are not available with players they will not be able to compete in the matches.

- 12. All players should be in proper kits
- 13. The organizing committee will not be responsible for any in- jury during the matches.
- 14. The decision of the officials will be final and binding on all matters arising on the field of play.
- 15. The protest will be received only from coach/ manager of the team 1hour before/after the match.
- 16. The ceiling height is 10 feet, which is not in accordance with the international rules. If the ball touches the ceiling, player who hit the ball will lose the point. We need your cooperation regarding this.
- 17. Students who have not passed GED/'A' level/12th cannot participate in this tournament.
- 18. The technical committee's decision will be final and binding. This is not subject to any further review or challenge.

Rules for Table-Tennis (Girls)

- 1. The tournament will be played for the team championship BSF Trophy.
- 2. All matches will be conducted on knock out basis only.
- 3. Each team consists of five players only.
- 4. The format for the matches will be two single matches followed by doubles and two reverse singles.
- 5. First two players will compete for the first two single matches. Next two players should play doubles and the same players who have played the double match have to play the reverse singles, if required.
- 6. Each match will be played as best of 5 games of 11 points each including finals.
- 7. A tie will end when a college/university team has won three matches. International rules and regulations of TT will be followed.
- 8. The team championship will be conducted on knockout basis only.
- 9. The manager/coach must accompany all teams.
- 10. If a team is 30 minutes late, walkover will be declared.
- 11. All the players should bring their original ID cards for the tournament, which will be checked by the committee. In case IDs are not available with players they will not be able to compete in the matches.

- 12. All players should be in proper kits.
- 13. The organizing committee will not be responsible for any in-jury during the matches.
- 14. The decision of the officials will be final and binding on all matters arising on the field of play.
- 15. The protest will be received only from coach/ manager of the team 1hour before/after the match.
- 16. The ceiling height is 10 feet, which is not in accordance with the international rules. If the ball touches the ceiling, player who hit the ball will lose the point. We need your cooperation regarding this.
- 17. Students who have not passed GED/'A' level/12th cannot participate in this tournament.
- 18. The technical committee's decision will be final and binding. This is not subject to any further review or challenge.

Rules for Football (Boys)

- 1. The tournament will be played on a knockout basis. Field dimension: 35X55
- 2. 12 players in a team will be recorded 7 players on field (including the goalkeeper) 5 substitutes.
- 3. The match will commence after 7 players from each team are recorded by the on-field referee.
- 4. The game will be played with rolling substitutions. Substitutions will take place when the match is stopped by the referee.
- 5. Each match will be conducted for duration of 40 minutes containing 2 halves, 20 minutes each and 5 minutes break between the halves.
- 6. In case of free kicks, the opponent teams' wall should stand at a minimum distance of 2.5 meters from the spot where the kick is taken.
- 7. The offside rule is not applicable. Slide tackle is not allowed.
- 8. If the ball goes out of bounds, the play is restarted by a throw in.
- 9. It is mandatory that shoes are worn and proper football kit with shin guards is used while playing.
- 10. Teams must report to the coordinator 30 minutes prior to the start of the match.

11. In case of a draw after 40 minutes of game time, the match will go into a penalty shoot-out. There will be 5 penalties which will be taken by either team. In case of a tie at the end of the 5 penalties, the shoot-out will be sudden death.

Note: Only the 8 players present on the field at the end of the game are allowed to participate in the penalty shootout. During the penalty shootout, until all the 8 players on field have taken their penalty, in case of any substitute player is made to do the penalty, the team will be disqualified.

PENALTIES:

- A. Two yellow cards in a match will result in the player being sent off.
- B. A direct red card will result in the player being sent off and he

will be disqualified from participating in next match as well.



Rules for Chess (Boys and Girls)

- There will be only four players in a team and one substitute.
- 2. The time control is game of 15 minutes. The game is clock move. A move is not complete until the opponent's clock has been started.
- 3. In the match between two teams, four players of one team play simultaneously against four players of the other team. Points are as such:
 - a) Point for each win of the individual players.
 - b) 0.5 points for each draw.
 - c) 0 points for a loss
- 4. In case of points being equal at the end of four matches, the fifth player of respective teams play each other to decide the winner of the round. If the fifth match also results in a tie, the fifth players will have a rematch in an Armageddon match. An Armageddon match is a blitz match with the following rules:
 - a) White starts with 5 minutes and black starts with 4 minutes
 - b) A drawn game will count as a win for black.
 - c) A toss will be done to select the sides before the match.

- 5. Illegal moves have one warning; second offence loses (if called out)
 - a) If an opponent makes a move and starts the opponent's clock, they have forfeited the right to claim that illegal move.
 - b) Before play begins both players should inspect the position of the pieces and the setting of the clock, since once.
 - c) If an opponent's illegal move is correctly claimed by a player, they are given an additional minute on the clock.
- 6. Each side has made a move all claims for correcting either is null and void.
- 7. Illegal moves, unnoticed by both players, cannot be corrected afterwards, nor can they become the basis for later making an illegal move claim. If the King and Queen are set up incorrectly when the game begins, then you may castle short on the queen side and castle long on the kingside. Once each side has made a move, incorrect setups must stay.
- 8. Team Partners cannot verbally communicate throughout a game. It is illegal for one partner to make move suggestions to the other partner.
- 9. Each player must push the clock button with the same hand they use to move their pieces. Exception: only during castling may a player use both hands. While capturing only one hand may be used. The first infraction will get a warning, the second a one illegal and the third will result in the loss of the game.

- 10. Except for pushing the clock button neither player should touch the clock except:
 - i. To straighten it.
 - ii. Neither player should keep their hand on or over the clock.

Define a win. A game is won by the player:

- 1) Who has mated their opponent's king.
- 2) Whose opponent concedes.
- 3) Whose opponent's time ends first, at any time before the game is otherwise ended, provided he/she points it out and neutralizes the clock while their own time is still available (- clock time)
- 4) Who, after a 2nd illegal move, takes the opponent's king or stops the clock.

Defining a draw. A game is a draw:

- A. By agreement between the teams during the game only.
- B. If the time of one player ends after the time of the other player has already ended and a win has not been claimed, unless either side mates before noticing both flags down. Announced check mate nullifies any later time claims.
- C. In case of a dispute either player may stop both clocks while the tournament arbiter will consider the testimony of both players and any reliable witnesses before rendering his decision.
- 11. The tournament arbiter shall not pick up the clock, except in the case of a dispute.

- 12. Players in another match are not to speak or otherwise interfere in a game. If a player interferes in any way, such as by calling attention to the flag fall or an illegal move, the tournament arbiter may cancel the game and rule that a new game be played instead, and he may also expel the offending party from the playing room. The tournament arbiter should also be silent about illegal moves, flag falls, etc. as this is entirely the responsibility of the players.
- 13. Only a tournament arbiter may determine if a clock is defective and change clocks.
- 14. Excessive banging of pieces or clock will not be tolerated, and the offending player may be penalized with loss of time. Piece touched must be moved.
- 15. All participants must have their ID cards with them.
- 16. A manager must accompany each team. Only the manager can inform the tournament Arbiter about substitutions (if any).
- 17. Report 15 minutes in advance.
- 18. Inform about being unable to play 1 day in advance.

Rules for Basketball (Girls)

- 1. The matches will be played on knock out basis.
- 2. A maximum of 12 players can be included in one team and 5 players in the court.
- 3. Playing time will be 10 minutes each half in running time with 5 minutes break. Last 2 minutes will be stop page time. The clock will only be stopped during time outs and free throws.
- 4. Each team is entitled to two time-outs per half.
- 5. Any injured player must be replaced within 15 seconds or else change time out will be charged against the team.
- 6. All substitutes must report to the table officials before entering the court.
- 7. A player will be ejected on the 5th personal foul.
- 8. Team fouls when a team commits five (5) player fouls in a half, all subsequent fouls will be penalized by two (2) free throws.
- 9. In case of deadlock during the regulation period, there will be a 3-minute extension.
- 10. Five minutes interval between the halves and two minutes interval in case of extra time.
- 11. Only team captain/coach will be allowed to liaise with the organizers or official in case of any dispute.

- 12. Hanging on the ring is not allowed and a technical foul will be given.
- 13. Referee's decision is final.
- 14. Rules not mentioned above will be according to the current FIBA rules. (Including 24s violation)
- 15. Semi-Finals and Final will be 8 minutes per quarter.
- 16. A person who commits two technical fouls in one game will be ejected from that game and three technical fouls will be ejected from the tournament.



Rules for Basketball (BOYS)

- 1. The matches will be played on a knock out basis.
- 2. A maximum of 12 players can be included in one team and 5 players on the court.
- 3. All the matches will be played with two halves of 15 minutes each on running time with a 3-minute break. Last 2 minutes will be stop page time.
- 4. The clock will only be stopped during time outs, free throws, for injuries and other technical issues/running time.
- 5. Each team is entitled to two time-outs for the first half and three time-outs for the second half of the game.
- 6. Each time out is 30 seconds long.
- 7. Any injured player must be replaced within 15 seconds or else time out will be charged against the team.
- 8. All substitutes must report to the table officials before entering the court otherwise a technical foul will be charged.
- 9. A player will be ejected on the 5th personal foul.
- 10. Team fouls when a team commits five (5) player fouls in a half, all subsequent fouls will be penalized by two (2) free throws.
- 11. In case of a tie during the regulation period, there will be at 3 minutes overtime with 2-time outs (30 seconds long) for each team. (3 minutes only).

- 12. Only team captain/coach will be allowed to liaise with the organizers or official in case of any dispute. Any other Player
- 13. Hanging/Dunking on the ring is not allowed and a technical foul will be given.
- 14. Referee's decision is final.
- 15. Rules not mentioned above will be according to the current FIBA rules. (Including 24s violation)
- 16. A person who commits two technical fouls in one game will be ejected from that game and three technical fouls will be ejected from the tournament.
- Inappropriate attitude from players/coaches to officials will result in technical fouls.
- 18. Semi Final and Finals 10 minutes per quarter. (Time will be stopped in every break)



Rules for Tennis (BOYS)

- 1. The match between two teams will be a best of 3 sets.
- 2. Each set will be won only with a minimum difference of two games; In case of 6 6, a tiebreaker will decide the winner of the set
- 3. Deuce will be Double Point
- 4. Minimum of 3 and maximum of 5 players
- 5. One player can play at most 2 sets (One singles, and one doubles) and other players can play only 1 set each.
 - 1) First Singles
 - 2) First Doubles
 - Second Singles (If match is tied at 1 set each) Complying with official international rules.

SERVICE TIME LIMIT (ITF Rule 29)

- 1. As a principle, play should be continuous, from the time the match starts (when the first service of the match is put in play) until the match finishes.
- 2. Between points, a maximum of twenty-five (25) seconds is allowed. When the players change ends at the end of a game, a maximum of ninety (90) seconds are allowed. However, after the first game of each set and during a tie- break game, play shall be continuous, and the players shall change ends without a rest.

FOOT FAULT (ITF Rule 18 and 19)

During the service motion, the server shall not:

- a. Change position by walking or running, although slight movements of the feet are permitted; or
- b. Touch the baseline or the court with either foot; or
- c. Touch the area outside the imaginary extension of the sideline (a line perpendicular to baseline and extension of the side gallery line) with either foot; or
- d. Touch the imaginary extension of the center mark.

(a line perpendicular to base line; dividing court into left and right halves) with either foot.

If the server breaks this rule, it is a "Foot Fault" resulting in service fault.

Case 1: In a singles match, is the server allowed to serve standing behind the part of the baseline between the singles sideline and the doubles sideline. Decision:

No.

Case 2: Is the server allowed to have one or both feet off the ground? Decision: Yes.

Rules for Tennis (GIRLS)

- 1. The match between two teams will be a best of 3 sets.
- 2. Each set will be won only with a minimum difference of two games; In case of 6 6, a tiebreaker will decide the winner of the set.
- 3. Deuce will be double points.
- 4. Minimum of 3 and maximum of 5 players
- 5. One player can play at most 2 sets (One singles, and one doubles) and other players can play only 1 set each.
 - 1) First Singles
 - 2) First Doubles
 - Second Singles (If match is tied at 1 set each) Complying with official international rules.

SERVICE TIME LIMIT (ITF Rule 29)

- 1. As a principle, play should be continuous, from the time the match starts (when the first service of the match is put in play) until the match finishes.
- 2. Between points, a maximum of twenty-five (25) seconds is allowed. When the players change ends at the end of a game, a maximum of ninety (90) seconds are allowed. However, after the first game of each set and during a tie-break game, play shall be continuous, and the players shall change ends without a rest.

FOOT FAULT (ITF Rule 18 and 19)

During the service motion, the server shall not:

- b. Change position by walking or running, although slight movements of the feet are permitted; or
- b. Touch the baseline or the court with either foot; or
- c. Touch the area outside the imaginary extension of the sideline (a line perpendicular to baseline and extension of the side gallery line) with either foot; or
- d. Touch the imaginary extension of the center mark.

(a line perpendicular to base line; dividing court into left and right halves) with either foot.

If the server breaks this rule, it is a "Foot Fault" resulting in service fault.

Case 1: In a singles match, is the server allowed to serve standing behind the part of the baseline between the singles sideline and

the doubles

sideline. Decision: No.

Case 2: Is the server allowed to have one or both feet off the ground?

Decision: Yes.

Rules for Athletics (Boys & Girls)

Boys: 100m, 200m, 400m, 800m, 1500m, 4x100m Girls: 100m, 200m, 400m, 800m, 1500m, 4x100m

RULES FOR REGISTRATION

*A college may register two/one athletes per individual event and only 1 team in both the relays.

*An athlete can only take part in 2 events (excluding Relay)
The relay team shall consist of 4 runners and 1 substitute.

Rules for 100m, 200m & 400m

- 1. The athletes will be lined up according to a stagger and will continue to run in their lanes until the finish lines. If the athlete steps into any other lane it will lead to disqualification of the athlete
- 2. There shall be 2 verbal commands from the starter: "On your marks" and "Set". After this the starter shall blow the whistle.
- 3. Athletes are expected to stay in their lanes behind the starting line. Upon hearing the command "On your marks" the athletes shall move to the starting line and take their positions. Upon hearing the command "Set" athletes shall get ready to run.
- After the set command there should be no movement from any athlete until the whistle is blown. Any such movement will be considered as false start.

- 5. If an athlete feels at any point before the whistle that he or she is not ready for the start, then he may signal this to the referee by raising his hand.
- 6. Any movement from the athlete other than raising his hand will be considered as false start and will lead to direct disqualification. A red flag will be shown to the athlete and the start will commence again.
- 7. In case of 4X100m relay, a false start will lead to a warning and a yellow flag will be shown to the team. If any team commits a false start a second time it shall be disqualified, and a red flag will be shown to all players.
- 8. The race results will be decided based on the timings given by stopwatch

Rules for 800m

- 1. The athletes shall line up in a curve and may immediately move to the first track once the whistle is blown.
- 2. Overtaking another athlete can only be done from the right. Any attempt to overtake from the left will be considered as afoul and will lead to direct disqualification.

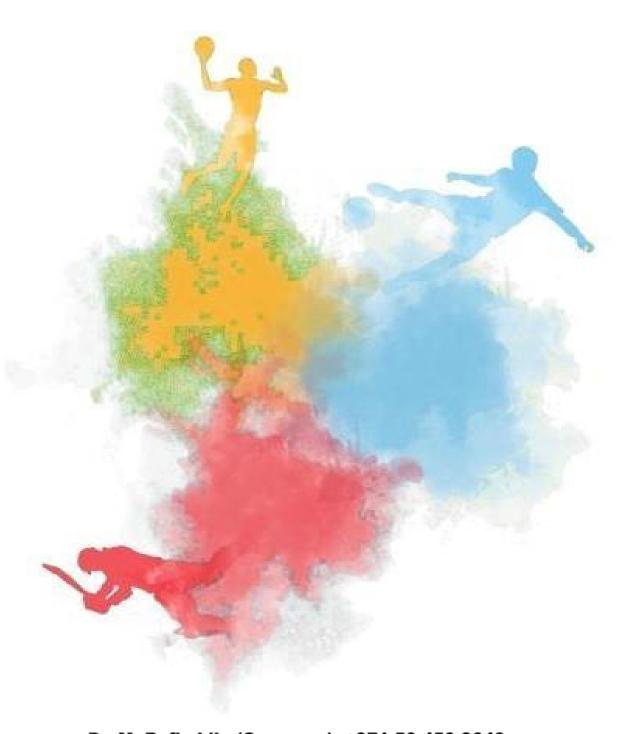
Rules for 1500m

- 1. The athletes shall line up in a curve and may immediately move to the first track once the whistle is blown.
- 2. Overtaking another athlete can only be done from the right. Any attempt to overtake from the left will be considered as a foul and will lead to direct disqualification.

Rules for Boxing

- 1. There will be 3 rounds of 2 minutes each.
- 2. Scoring will be done according to international rules as followed by the World Boxing Federation.
- 3. Contestants must wear headgear and mouth guard, hand wraps and gloves.
- 4. Boxers cannot hit below the belt, hold, kick, trip, bite, head-butt, wrestle, spit on, or push an opponent. You cannot hit your opponent with your shoulder, forearm, elbow, or your head. You cannot hit with an open glove, the inside of the glove, the wrist, the backhand, or the side of the hand.
- 5. 10 second count down is given to the knocked down contestant (provided still conscious)
- 6. Hits behind the head, back caused due to poor slipping, rolling techniques is a foul on the one who is slipping.
- 7. Contestants who ignore the bell signaling the round ending and proceed to punch is considered a foul.
- 8. Punches after the opponent is knocked down is considered a foul.
- 9. If a contestant is knocked down 3 times in one round the match will be over.

- Spinning around, exposing your back to your opponent as a form of defense or doge is considered a foul
- 11. Using the ropes as leverage is considered a foul.
- 12. A towel thrown in by the coach of a contestant is considered as retire for said contestant if during or between rounds.
- 13. Under the case of draw there will be an additional round to be completed immediately with which the winner is decided





Dr. M. Rafiuddin (Convener): +971 50 450 3640 Shaurya Gupta (Sports Council President): +971 58 583 0464 Vipasha Nanawati (Head of Registrations): +971 50 420 8218



bitssportsfestival@dubai.bits-pilani.ac.in



https://bsf.bitsdubaievents.com/