



**RULES AND REGULATIONS
(CULTURAL AND SPORTS EVENTS)**

GENERAL RULES

1. Mode of conduction of the events will be completely online.
2. Any sort of profanity or obscenity in any form and will lead to immediate disqualification. Any misbehavior on part of the participants will reflect on their college.
3. Anything that can be perceived as being offensive to any national and/or religious sentiments, gender, caste, race etc will lead to immediate disqualification.
4. Rules listed are subject to change as per the discretion of the Event Heads and the Organizing Committee.
5. Please bear in mind that all events, venues and timings are subject to change.
6. The decision of the Organizing Committee shall be final in all matters.
7. If a participant is found violating any of these rules, it will lead to disqualification.

I. FLAGSHIP EVENTS

I. Ablaze – The Fashion Show

COLLEGE ID: COMPULSORY

MODE OF CONDUCTION: WILL BE COMPLETELY **ONLINE**.

A PRE-RECORDED VIDEO IS TO BE SUBMITTED IN ADVANCE AND IT WILL BE PRESENTED TO THE JUDGES AND OTHERS ACCORDINGLY ON THE DAY OF THE EVENT.

This year's theme is **Vibe Check**. Don't let the pandemic dull your vibe anymore! Vibe to your favourite Lo-Fi Beat and run the show! Participants are requested to select any Lo-Fi Hip Hop beat, per their choice, for the show! Remember, "Fashion is not about utility. An accessory is merely a piece of iconography used to express individual identity." – The Devil wears Prada

1. Number of teams: 1 team per package.
2. Genre of the theme- Lo-Fi Hip Hop (music without lyrics).
3. No. of Participants in a team: 8 to 15. Cross teams are permitted; however, SLS teams will not be allowed to participate in cross teams.
4. Time limit: 8 -12 minutes. There will be negative marking if the time limit is exceeded.
5. The recorded video should be in a landscape/horizontal orientation.
6. Although the participants are allowed to stitch separate videos, video effects and transitions are to be kept at a minimum.
7. The background music is to be mixed with the video and

then uploaded. NOTE: Separate audio video files will lead to disqualification.

8. The video is to be sent to the event head on **25/04/2021**, whose submission details will be communicated later.

The Judging criteria for the participants will be as follows:

1. Choreography
2. Music
3. Coordination
4. Adherence to, and depiction of the theme provided
5. Creative and apt display of garments and accessories
6. Walk of each participant
7. The overall impact of the performance.

Participants are requested to check their event timings well in advance. Depending on the number of registrations, there might be an elimination round which will be duly intimated as and when required. Any form of vulgarity or obscenity is strictly prohibited and any such behavior will call for immediate disqualification of the team. In case of any discrepancy, the decision of the judges and the organizers will be final and binding.

Registration Fee: Rs. 1000/\$25/£20 per team

II. Group Dance – Step in and Drill

COLLEGE ID: COMPULSORY

MODE OF CONDUCTION: WILL BE COMPLETELY **ONLINE**.

A PRE-RECORDED VIDEO IS TO BE SUBMITTED IN ADVANCE AND IT WILL BE PRESENTED TO THE JUDGES AND OTHERS ACCORDINGLY ON THE DAY OF THE EVENT.

1. No. of Participants in a team: 5-12 participants.
2. The competition is open to different forms and styles. The songs and costumes selected should be decent.
3. The competition will have two rounds, i.e., Elimination Round and Final Round.
4. The number of finalists will depend on the number of entries.
5. The Length of performance for Elimination Round is 6-7 minutes, and for Final Round an additional choreography of 30+ seconds is to be added.
6. The video for the elimination round is to be sent to the event head on **25/04/2021**, whose submission details will be communicated later.
7. No participant will be allowed to perform from two different groups.
8. Participants are free to use any props of their choice for both rounds. The same, however, is not compulsory.
9. Transitions and video effects are allowed to the extent that they do not interfere with the choreography. Transitions and video effects would not be included in the judging criteria.
10. Failure to adhere to the rules will lead to disqualification.
11. The decision made by the judges shall be final and binding.
12. In case of any discrepancy, the decision of the organizers and the judges shall be final.

Registration Fee: Rs. 750/\$20/£15 per team.

III. Mr. and Ms. Symbhav

COLLEGE ID: COMPULSORY

MODE OF CONDUCTION: WILL BE COMPLETELY **ONLINE**.

A PRE-RECORDED VIDEO IS TO BE SUBMITTED IN ADVANCE AND IT WILL BE PRESENTED TO THE JUDGES AND OTHERS ACCORDINGLY ON THE DAY OF THE EVENT.

1. It is an individual event.
2. Age limit: 17- 25 years
3. Dress Code - According to the participant's choice.
4. There will be three rounds:
5. Off Broadway (online- pre-recorded - maximum 1 minute)
6. The participants will be judged on their walk, body language, stage presence, etiquette and poise. Additionally, the participants are to mention their name, age and the participant code.
7. With the walk, the participants are required to perform a hook step/ cliché step according to the music/song that is used in the walk.
8. Tap into Talent (online pre-recorded - maximum 1 minute)
9. For this segment, the participants have to prepare a one -minute performance piece to showcase any special talent of theirs.
10. Surprise personality round (live-online)
11. Carpe Symbhav (Question-Answer) (live-online)
12. There will be eliminations following the second round.
13. The participants can choose English / Hindi as their mode of

communication.

14. Criteria for judgment:
15. Walk, facial expressions, poise, voice modulation, pace, language, stage etiquette, attire, dress sense, interaction level, wit and knowledge etc. of the contestants,
16. Any form of vulgarity, profanity and/or obscenity will lead to immediate disqualification.
17. Failure to abide by any of the above rules will result in elimination.
18. In case of any discrepancy the decision of the organizers and the judges shall be final.

Registration Fee: Rs. 300/\$10/£5 per team.

II. PERFORMING ARTS

I. Eastern Solo Singing

COLLEGE ID: COMPULSORY

MODE OF CONDUCTION: WILL BE COMPLETELY **ONLINE**.

A PRE-RECORDED VIDEO IS TO BE SUBMITTED IN ADVANCE AND IT WILL BE PRESENTED TO THE JUDGES AND OTHERS ACCORDINGLY ON THE DAY OF THE EVENT.

1. Number of participants: Maximum 2 per package (1 instrument + 1 singing)
2. This is an individual singing event.
3. The event comprises two rounds. For the first round, participants have to prepare a pre-recorded video. The participants shall then be short-listed for the final round.
4. For the final round, participants have to prepare another pre-recorded performance video.
5. Each participant will sing for a maximum of 3 minutes. Exceeding this time limit would lead to negative marking.
6. Participants may sing any mainstream Bollywood song, or any song that might be a semi-classical, classical or folk composition. Performing an original composition will fetch you bonus points.
7. Participants can play any instrument of choice as an accompaniment. A participant may have a maximum of 1 additional person to play accompanying instruments.
8. Participants shall be judged on the basis of Voice modulation, vocal quality, rhythm and accuracy.
9. Use of background music or any vocal mics is not permitted.
10. In case of any discrepancy the decision of the organizers and the judges shall be final.

Registration Fee: Rs. 200/\$5/£3 per head

II. Western Solo Singing (Sing Kong v. Song Zilla)

COLLEGE ID: COMPULSORY

MODE OF CONDUCTION: WILL BE COMPLETELY **ONLINE**.

A PRE-RECORDED VIDEO IS TO BE SUBMITTED IN ADVANCE AND IT WILL BE PRESENTED TO THE JUDGES AND OTHERS ACCORDINGLY ON THE DAY OF THE EVENT.

1. Number of participants: 2 per package (1 instrument + 1 singing)
2. Maximum 3 teams per package (Maximum 2 members in a team)
3. Each team can only have 1 vocalist with a maximum of 1 optional instrumental accompanist.
4. The event comprises two rounds. For the first round, participants have to prepare a pre-recorded video from the 60s or 70s era. The participants shall then be short-listed for the final round.
5. For the final round, participants have to prepare another pre-recorded video act.
6. The time limit is 2-3 minutes for the performance. Exceeding this time limit would lead to negative marking.
7. Performance of original compositions will earn extra points.
8. Participants shall be judged on the basis of Voice modulation, vocal quality, rhythm and accuracy.
9. The decision of the judges will be final and binding under all circumstances.

Registration Fee: Rs. 200/\$5/£3 per head

III. Solo/Duet Dance (Dance to the vibe)

COLLEGE ID: COMPULSORY

MODE OF CONDUCTION: WILL BE COMPLETELY **ONLINE**.

A PRE-RECORDED VIDEO IS TO BE SUBMITTED IN ADVANCE AND IT WILL BE PRESENTED TO THE JUDGES AND OTHERS ACCORDINGLY ON THE DAY OF THE EVENT.

1. The competition is open to different forms and styles. The songs and costumes selected should be decent.
2. The competition will have two rounds, i.e. Elimination Round and Final Round.
3. A maximum of 10 participants will advance to the finals for the solo category. For the duet category, the number of finalists will depend on the number of entries.
4. Length of performance for Elimination Round is 2-3 minutes and for Final Round an additional choreography of 1 minute is to be added for both solo and duet.
5. The video is to be sent to the event head on **25/04/2021**, whose submission details will be communicated later.
6. No participant will be allowed to perform twice for either of the two rounds.
7. Participants are free to use any props of their choice for both rounds. The same, however, is not compulsory.
8. Transitions and video effects are allowed to the extent that they do not interfere with the choreography. Transitions and video effects would not be included in the judging criteria.
9. Failure to adhere to the rules will lead to disqualification.
10. In case of any discrepancy, the decision of the organizers and the judges shall be final.

Registration Fee:

Solo: Rs. 200/\$5/£3 per Head

Duet: Rs. 300/\$5/£3 per Head

IV. Street Play

COLLEGE ID: COMPULSORY

MODE OF CONDUCTION: WILL BE COMPLETELY **ONLINE**.

A PRE-RECORDED VIDEO IS TO BE SUBMITTED IN ADVANCE AND IT WILL BE PRESENTED TO THE JUDGES AND OTHERS ACCORDINGLY ON THE DAY OF THE EVENT.

1. No. of participants: 1 team per package (Composition of 5 – 15 members per team)
2. Each college will be allowed only one entry for the event.
3. No cross teams are allowed.
4. Time limit for performance is 10-15 minutes, exceeding which will result in negative marking.
5. The video is to be sent to the event head on **25/04/2021**, whose submission details will be communicated later.
6. Language of the play – English or Hindi.
7. No offensive, vulgar or obscene language is permissible.
8. A team may use a maximum of 5 props. No electronic props or music is allowed whatsoever.

Marking criteria for the event is as follows:

- Content
- Formation
- Impact

9. The decision of the judge will be final and binding.

Registration Fee: Rs. 500/\$10/£7 per Team

V. Stand Up Comedy

COLLEGE ID: COMPULSORY

MODE OF CONDUCTION: WILL BE COMPLETELY **ONLINE**.

A PRE-RECORDED VIDEO IS TO BE SUBMITTED IN ADVANCE AND IT WILL BE PRESENTED TO THE JUDGES AND OTHERS ACCORDINGLY ON THE DAY OF THE EVENT.

1. Number of Participants – 1 team per package (1 member per team)
2. The video is to be sent to the event head by **23/04/2021**, whose submission details will be communicated later.
3. The event comprises two rounds. For the first round, participants have to prepare a prewritten video act. There are no limitations to the topics that can be chosen by the participants. The participants shall then be short-listed for the final round.
4. For the final round, participants have to prepare a pre-recorded video act. The theme will be decided and sent to the short-listed participants.
5. Language used must be preferably English or Hindi, to cater to the needs of the diverse audience.
6. The participants can take 5-8 minutes for their performance. Exceeding the time limit will result in negative marking.
7. The participants can use their own props, if required.
8. The participants will be judged on the basis of content, fluency, spontaneity, presentation and sense of humor.
9. Participants should conform to reasonable standards of decency; vulgar, obscene or offensive language is prohibited.
10. The decision of the judges and the organizing committee in all matters will be final and binding.

Registration Fee:

Solo: Rs. 200/\$5/£3 per Head

Corporate: Rs. 400/\$10/£7 per Head

VI. Mono Acting

COLLEGE ID: COMPULSORY

MODE OF CONDUCTION: WILL BE COMPLETELY **ONLINE**.

A PRE-RECORDED VIDEO IS TO BE SUBMITTED IN ADVANCE AND IT WILL BE PRESENTED TO THE JUDGES AND OTHERS ACCORDINGLY ON THE DAY OF THE EVENT.

1. Maximum number of Participants: 1 per Package.
2. Each participant is expected to perform for at least 03 minutes, and the maximum time limit for the performance is 05 minutes, exceeding which will attract negative marking. (This time limit includes any set up time that the participant might require)
3. The participant may perform in Hindi, English or Silent.
4. The video is to be sent to the event head on **25/04/2021**, whose submission details will be communicated later
5. No offensive, vulgar or obscene language is permissible. (Any such instance will lead to immediate disqualification)
6. No props, costume or any other material will be provided by the college authorities.
7. The participants will be judged on Content and Impact
8. The decision of the judges and the organizing committee in all matters will be final and binding.

Registration Fee: Rs. 150/\$5/£3 per Head

III. CREATIVE

I. Poster Making

COLLEGE ID: COMPULSORY

MODE OF CONDUCTION: WILL BE COMPLETELY **ONLINE**.

1. This is an individual event
2. Number of participants: 1 per package
3. The theme will be disclosed on the date of the official event
4. The artwork presented should be original, which is a major criterion for assessment. No plagiarism will be accepted.
5. The artwork may be made with either digital or traditional techniques or any other medium.
6. We recommend that participants should have a good and stable internet connection. Cameras must be ideally switched on during the event.
7. The time limit will be 120 minutes.
8. Dialogues can be in English or Hinglish.
9. Poster can be colored or kept black and white as per the artist's choice.
10. The artwork should not be defamatory, libelous, obscene, or otherwise illegal.
11. Use of profanity is strictly prohibited.
12. The participants shall be judged on the basis of creativity and interpretation of the topic.
13. The decision of the judges and the organizing committee in all matters will be final and binding.

Registration Fee: Rs. 150/\$5/£3 per Head

II. Face Painting

COLLEGE ID: COMPULSORY

MODE OF CONDUCTION: WILL BE COMPLETELY **ONLINE (LIVE EVENT)**

1. Number of Participants: 1 team per package (1-2 members in a team will be permitted).
2. The number of rounds will depend on the number of registrations for the event.
3. The painting may be an individualistic interpretation of the theme.
4. The participants are required to submit their final images of the work on a Google form, the details of which shall be communicated later.
5. The theme will be communicated to the participants on the day of the event.
6. Use of pens, pencils and stencils is strictly prohibited.
7. The participants may use decorative materials like bindis, rhinestones, etc.
8. In case of any medical emergency, the organizers will not be liable to the same.
9. Use of search engines and any other reference material to get ideas for painting is not permitted.
10. Marks shall be deducted if participants leave the meet during the process of the event.
11. In the event that the participants lose internet connectivity, credible proof for the same is required to avoid deduction of marks.
12. We expect the participants to have a strong internet connectivity and a good bandwidth.
13. It is compulsory for the participants to switch on their camera and microphones on during the video call.
14. Do not use your mobile phones to join the video meet.
15. Participants are required to be present at least 15 minutes before the event. Any tardiness may result in disqualification.
16. A total of 60 minutes will be allotted per team to complete their painting.
17. In case of any discrepancy the decision of the organizers and the judges shall be final.

Registration Fee: Rs. 100/\$5/£3 per Head

III. Creative Writing

COLLEGE ID: COMPULSORY

MODE OF CONDUCTION: WILL BE COMPLETELY **ONLINE**.

1. The event is themed. The theme will be disclosed one day prior to the date of the official event.
2. Time - 24 hours
3. The participants have to write an original article of approximately 1500-2000 words.
4. There should be a clear association between the topic and the prose.
5. The submission details will be communicated later.
6. A choice of three topics will be given, out of which participants have to attempt any one.
7. If the article is found to be copied or a modified version of an existing one, the participant will be disqualified.

The criteria for judgment will be as follows:

- Originality - 10 Marks
 - Vocabulary - 5 Marks
 - Coherence - 5 Marks
 - Proportion - 5 Marks
 - Clarity - 5 Marks
 - Content - 10 Marks
8. The decision of the judges and the organizing committee in all matters will be final and binding.

Registration Fee: Rs. 150/\$5/£3 per Head

4. LITERARY

I. Speaking Tree

COLLEGE ID: COMPULSORY

MODE OF CONDUCTION: WILL BE COMPLETELY ONLINE.

Speaking Tree is an event that aims to combine Pop Culture with literary competition in an attempt to redefine the boundaries of both. So, scrounge for all the obsolete pop trivia you find and gather them for a multi-tiered game of excitement, exhilaration and unrelenting fun at Speaking Tree. Speaking Tree consists of a preliminary round and a final round.

Round 1 : Good News And Bad News

Directions :

1. Participants will be in charge of making a newspaper front page that delivers news with a unique twist of satire.
2. A template of a newspaper cover plate will be delivered to the participants with the headlines filled in.
3. The newspaper needs to be filled with satirical content based on this month/year's current affairs.
4. The finished result should resemble a newspaper front page.

Rules and Regulations :

1. The first round will be conducted offline and the newspaper template will be released before the scheduled date and time of the event.
2. Participants have to submit their respective entries at least a day

before the finals, which will be conducted online.

3. At least 1 visual aid (pictures, advertisements, illustrations, etc.) will be provided in the newspaper template and the participants will have to base a column on it according to the requirements of the visual aid provided.
4. Both fiction and non-fiction text is appropriate.
5. They must strictly adhere to the given template.
6. All sources used for information as well as images need to be credited and cited.
7. Plagiarism is prohibited.
8. Unfair discrimination, attacks on race, religion or ethnicity and the likes is strictly prohibited and will lead to immediate disqualification.
9. Participants are requested to submit their work on time. Failure to do so will lead to disqualification.

Judgement Criteria :

- Technical and factual accuracy
- Originality and ingenuity
- Placement of material in the template
- Use of satire and irony and clarity in the thought process
- Use of visual aids

I. Speaking Tree (Continued)

Finals : Stress Mein Best (Stress Interview)

Directions :

The participants will be quizzed based on the respective articles they submitted in the first round as they are put through a stress interview where they will be required to tackle the questions posed at them.

The aim of this event is to test the nerve, patience and presence of mind of the participants under pressure.

Rules and Regulations :

1. The participants will have to answer the questions the judges on the interview panel pose to them.
2. Situations or questions shall be made up on the spot based on the article entries and the participants shall frame their answers accordingly.
3. Failure to respond to questions will invite deduction of points.
4. The participants must be courteous towards the judges throughout the interview and actions towards the contrary will lead to deduction of points.
5. If at any given time, the participant feels uncomfortable, they may leave the room, with the penalty being deduction of points.
6. The decision of the judges is final and binding.

Jugement Criteria :

- Presence of mind
- Speed in answering
- Framing of the answers
- Clarity in reasoning

Registration Fee: Rs. 150/\$5/£3 per Head

II. Slam Poetry

COLLEGE ID: COMPULSORY

MODE OF CONDUCTION: WILL BE COMPLETELY **ONLINE**.

1. The Participants can present any original piece of their prose or poetry.
2. Your work can be either in English or Hindi.
3. The time per performance cannot be less than 2 minutes and must not in any case exceed 5 minutes.
4. The participants will be immediately disqualified in case of Plagiarised or copied work. Any entry using abusive language which can hurt sentiments will be disqualified.
5. This year, the Event is going to be much more challenging than the previous years, as this time, we'll be dividing the event into 2 rounds.
6. Round 1: The Qualifier- All participants have to submit a video of them reciting the poem as entries, latest by 25th April,2021 on the google form that would be circulated to the participants for this round .
7. Round 2: The Finale- Out of all the entries, only the top 10 entries would qualify for the final round, where the participants have to recite their prose or poetry submitted live. (The qualifiers will be informed 24 hours before the event.)

Judging Criteria

- Originality
 - Creativity
 - Fluency
 - Expressions
 - Presentation
8. The decision of the organizers will be final and binding.

Registration Fee: Rs. 100/\$5/£3 per Head

III. Word Games

COLLEGE ID: COMPULSORY

MODE OF CONDUCTION: WILL BE COMPLETELY **ONLINE**.

This event will entail individual participation. It consists of two rounds:

Round One

- This is an Internet Scrabble.
- The Link for the same will be provided on the Zoom call.
- This is a qualifying round.

The number of participants qualifying to the final round will be determined based on the number of registrations.

Round Two

- The second round will be Hangman
 - Link to the platform will be provided on the zoom call.
1. Participants found following unfair practices will be disqualified immediately.
 2. In case of a tie between two teams at the end of either of the two rounds, there shall be a tiebreaker.
 3. The scores displayed by the software will be taken into strict consideration.
 4. The decision of the Organizing Committee in all matters will be final.

Registration Fee: Rs. 100/\$5/£3 per Head

5. QUIZZES

I. General Quiz (Sawalo ka Silsila)

COLLEGE ID: COMPULSORY

MODE OF CONDUCTION: WILL BE COMPLETELY **ONLINE (LIVE EVENT)**

1. Number of Participants: 1 team per package (Only 2 members in a team will be permitted).
2. The number of rounds will depend on the number of registrations for the event.
3. There will be a specific time limit for each round which will be intimated on the day of the event.
4. The team which answers the greatest number of questions gains the most points.
5. We expect the participants to have strong internet connectivity and a good bandwidth.
6. It is compulsory for the participants to switch on their camera and microphones on during the video call.
7. Do not use your mobile phones to join the video meeting.
8. The mode of conduction will be deliberated on the day of the event.
9. In case of any discrepancy, the decision of the organizers and the judges shall be final.

Registration Fee:

Students: Rs. 100/\$5/£3 per Team

Corporate: Rs. 300/\$10/£7 per Team

II. Entertainment Quiz

COLLEGE ID: COMPULSORY

MODE OF CONDUCTION: WILL BE COMPLETELY **ONLINE (LIVE EVENT)**

1. Number of Participants: 1 team per package (Only 1 member in a team will be permitted).
2. The number of rounds will depend on the number of registrations for the event.
3. There will be a specific time limit for each round which will be intimated on the day of the event.
4. The team which answers the greatest number of questions gains the most points.
5. We expect the participants to have a strong internet connectivity and a good bandwidth.
6. It is compulsory for the participants to switch on their camera and microphones on during the video call.
7. Do not use your mobile phones to join the video meeting.
8. The mode of conduction will be deliberated on the day of the event.
9. In case of any discrepancy, the decision of the organizers and the judges shall be final.

Registration Fee:

Students: Rs. 100/\$5/£3 per Team

Corporate: Rs. 300/\$10/£7 per Team

III. TechBiz Quiz

COLLEGE ID: COMPULSORY

MODE OF CONDUCTION: WILL BE COMPLETELY **ONLINE (LIVE EVENT)**

1. Number of Participants: 1 team per package (Only 1 member in a team will be permitted).
2. The number of rounds will depend on the number of registrations for the event.
3. There will be a specific time limit for each round which will be intimated on the day of the event.
4. The team which answers the greatest number of questions gains the most points.
5. We expect the participants to have strong internet connectivity and a good bandwidth.
6. It is compulsory for the participants to switch on their camera and microphones on during the video call.
7. Do not use your mobile phones to join the video meeting.
8. The mode of conduction will be deliberated on the day of the event.
9. In case of any discrepancy the decision of the organizers and the judges shall be final.

Registration Fee:

Students: Rs. 200/\$5/£3 per Team

Corporate: Rs. 300/\$10/£7 per Team

6. MISCELLANEOUS

I. Treasure Hunt (Nicholas Cage in the Cyber Age)

COLLEGE ID: COMPULSORY

MODE OF CONDUCTION: WILL BE COMPLETELY **ONLINE (LIVE EVENT)**

1. Number of Participants - 1 team per package. (Only 4-5 members in a team will be permitted.)
2. The entire treasure hunt will be an online event
3. There shall be elimination after every round depending on the number of registrations.
4. We expect the participants to have a strong internet connectivity and a good bandwidth.
5. It is compulsory for the participants to switch on their camera during the video call.
6. Do not use your mobile phones to join the video meet.
7. The mode of conduction will be deliberated on the day of the event.
8. The team that finishes the hunt first, wins.
9. Usage of any unfair or malicious means while competing shall result in disqualification.
10. In case of any discrepancy, the decision will rest with the organizers and shall be final and binding.

Registration Fee: Rs. 200/\$5/£3 per Head

II. Dumb Charades

COLLEGE ID: COMPULSORY

MODE OF CONDUCTION: WILL BE COMPLETELY **ONLINE (LIVE EVENT)**

1. Number of Participants: 1 team per package (Only 3-4 members in a team will be permitted).
2. There will be elimination rounds depending on the number of entries in the event.
3. Out of a team of three to four members, one member must enact the name of the movie while the other members of the team are required to guess the same.
4. One member from the team can only act once in a round.
5. There will be a specific time limit for each round which will be intimated on the day of the event.
6. The team which guesses the greatest number of movies gains the most points.
7. The person who is enacting the movie and/or novel shall make himself/herself visible from the waist up at all times to the organizers and the judges.
8. There will be two lists for the movies and novels:
 - i) English
 - ii) Hindi
9. We expect the participants to have a strong internet connectivity and a good bandwidth.

10. It is compulsory for the participants to switch on their camera and microphones on during the video call.
11. Do not use your mobile phones to join the video meet.
12. The mode of conduction will be deliberated on the day of the event.
13. Lip-syncing is strictly not allowed.
14. Pointing at objects or people is not allowed.
15. In case of any discrepancy the decision of the organizers and the judges shall be final

Registration Fee: Rs. 100/\$5/£3 per Team

III. Lip Sync Battle

COLLEGE ID: COMPULSORY

MODE OF CONDUCTION: WILL BE COMPLETELY **ONLINE (LIVE EVENT)**

1. Participants may register individually or in teams of two.
2. The performance must be 2 - 5 minutes long.
3. Participants are to lip sync any song or dialogue of their choice. Minimum of 1 song and maximum of 3 songs (merged in one file) can be used.
4. The songs that participants choose must subscribe to the limits of decency and not contain any vulgar or offensive lyrics.
5. Participants are permitted to use their own props for their performance. The usage of flammable objects, weapons or any item that poses a possibility of danger to the surroundings is strictly prohibited.
6. Participants will be judged on the basis of performance, charisma and creativity.
7. The decision of the Judges shall be final and binding.

Registration Fee: Rs. 100/\$15/£10 per Head

7. INDEPENDENTS

I. Iridescence 2021

Registration Guidelines:

1. The theme for Iridescence 2021 is **Shape of Water**. The theme is open to the photographer's interpretation.
2. Registrations and Submissions of Entries will be open till **11:59 PM on the 25th of April, 2021**
3. Registration fees for this event are **Rs.150 / \$5 / £3**, which will be towards the submission of entries and the attendance of the event. The payment can be made through the Unified Payments Interface (UPI) or via any other online method, for which the details will be given below.
4. A screenshot of the payment confirmation with details of the transaction being clearly visible should be uploaded on the form provided. Failure to do so will result in automatic disqualification of the entries.
5. Registrations and Submissions of Entries can be done through the following link: <https://forms.gle/mB7yWXXN4a4C5i3q7>

Payment Details:

- For Unified Payments Interface (UPI) please use
- **aakashpechetti@oksbi** or **anayab1020@okhdfcbank**
- For other modes of payment, please contact us for details.

Submission Guidelines:

- Submissions for Iridescence 2021 may be done only through the Google Form provided.
- Submissions will not be accepted after **11:59 PM on the 25th of April, 2021**.
- Participants are permitted to submit a maximum of 3 entries.
- The submitted photographs may be of landscape or portrait orientation in the ratios 3:2 or 2:3 respectively. The resolution must be large enough to be displayed on a screen without major loss of quality.
- Participants are required to provide a caption of not more than 2 lines for every photograph while uploading their submissions. This caption can be in the form of a quote, lyric, or even a short description.
- All submitted photographs must contain the original EXIF metadata information, which should include the ISO, Shutter Speed, Aperture and details about the camera used.
- There must be no border, logo, copyright marks, identifying marks, or any other visible references and/or marks on the photograph.
- Basic editing of the photograph is acceptable, provided any such editing does not affect the authenticity and/or genuineness of the photograph.

I. Iridescence 2021 (Continued)

Submission Guidelines (Continued from Page 32)

- Advanced editing used to create illusions, deceptions and/or manipulations, and the adding and removing of significant elements within the frame is prohibited. Multiple exposures that have been combined to produce a single “High Dynamic Range” image are acceptable.
- Every photograph submitted is subject to a screening process before it is displayed at Iridescence 2021. The Organizer reserves the right to assess and disregard any submitted photograph at its discretion.
- Photographs that portray or include inappropriate and/or offensive content are strictly prohibited and will be immediately discarded. A participant who submits any such photograph(s) may be permanently banned, at the Organizer’s discretion from participating in any future exhibitions/ competitions conducted by the Organizer.

Evaluation of Submissions

- The Organizer will appoint a judge/judges for the competition. The judging panel shall assess and determine the winning photographs based on various parameters.
- The decision of the judging panel will be final and binding on all the participants in respect to all matters relating to the competition.
- The Organizer reserves the right to ask for original JPEG or RAW files with unchanged EXIF for the purpose of authentication. A photograph

may be disregarded if this information cannot be provided.

Intellectual Property Rights

- Submitted photos must be original, created and/or taken by the participant. The photograph must not infringe the copyright, trademark, moral rights, rights of privacy/ publicity or intellectual property rights of any person or entity.
- The Organizer respects participants’ copyrights and the same shall remain vested with the creator of the photograph. Upon making the submission, the participant grants Iridescence 2021 and the Organizer worldwide, non-exclusive, royalty free, sub-licensable right and the license to use, publish, reproduce, display, perform, adapt, create derivative works, distribute, have distributed, print, in whole or in part, in any form, in all media forms, now or hereafter, to promote the competition, photograph and/ or participant or for educative use.
- The participant will be credited wherever the image is used.

I. Iridescence 2021 (Continued)

Under no circumstances will the Organizer be liable for any:

1. Lost, late, misdirected, stolen, illegible or incomplete submissions;
2. Error, omission, interruption, deletion, defect, delay in operation or transmission, communications line failure, theft or destruction or unauthorized access to, or alteration of, submitted photographs;
3. Problems, failures or technical malfunction of any telephone network or lines, computer online systems, servers, providers, computer equipment, software, email, players or browsers, on account of technical problems or traffic congestion on the Internet, at any website, or on account of any combination of the foregoing;
4. Incorrect or inaccurate information, caused by any of the equipment or programming associated with or utilized in the competition or by any technical or human error which may occur in the processing of the photographs; and/or injury or damage to any participant or to any computer related to, resulting from or in connection with the competition.
5. If, for any reason, Iridescence 2021 is not capable of being conducted as anticipated, the Organizer reserve the right, at its sole discretion to cancel, terminate, modify or suspend Iridescence 2021, as deemed appropriate, disqualify any participant, and/or select winners from all eligible photographs submitted prior to the termination, cancellation, modification or suspension. The Organizer also reserves the right to correct any typo-graphical, printing, computer programming or operating errors at any time.

II. Ibtida 2021

I. LAMHE

Students/participants from various colleges would submit their entries via a Google Form, which would be circulated to all interested participants along with the invitation. The submitted movies would be reviewed and six films will be chosen out of all the submissions for final screen of the days of the event, that is, 29th and 30th of April, 2021. The screening will be done through a video conferencing medium (such as Google Meet or Zoom) and there will be a guest Panel comprising of two individuals – one of whom will be an expert at film making, and the other would be someone who possesses knowledge of law (preferably an Associate Professor of Symbiosis Law School, Pune). After all entries have been screened, a winner will be chosen on the basis of a number of criteria (such as editing skills, format of story, impact, nexus with law and society, to name a few).

Rules and Regulations:

1. All the submissions made by the participants must be based on a social theme or legal issue or can both.
2. There is no definite duration requirement. However, films under one hour of duration shall be preferred.
3. Only one entry per college is allowed.
4. Top 3 films will be screened on each day of the fest (28,29, 30 April 2021). The number of selection may change depending upon the quality of

the entries.

5. Participants are required to submit 1 page document explaining the theme and vision of their film.
6. Making will be based on the following criteria : 50 % Judges marks and 50% Audience Poll. A discussion shall be held after screening the submission made by the participants with the Panellists, which shall account for marking them.
7. Language: Preferably English. However, it shall be preferred that all submissions to be accompanied with English subtitles.
8. The college shall not take any responsibility for late or lost entries due to Internet or email problems.
9. Presence of any obscene or vulgar content shall lead to immediate disqualification. Any Complaints of Copy Right Infringement shall be decided by the Organizers and their decision as to either penalty or complete disqualification shall be final.
10. The participants shall give full details as required and comply with all rules to be eligible for the prizes.
11. While the film makers retain the copy rights to their films, the college shall have the right to use the same for promotional purposes. The makers of the films will be given full credit.
12. There shall be one winner, who shall get a winner's certificate and a cash prize is ₹4,000 (Four Thousand Rupees Only).

Registration Fees: ₹150 per team.

II. Ibtida 2021 (Continued)

2. Legal Film Critique Writing

A critical writing event will also be held under the umbrella of Ibtida and will be held on 29 April 2021. The rules are as follows:

There shall be two rounds of the competition.

Round 1:

1. Participants on the day of the competition, will be shown a video clip from a movie. The clip's duration shall be between 5-10 minutes.
2. The clip will highlight a prevailing socio-legal issue in the society. The participants are expected to write a short analysis with regards to the socio-legal issue as portrayed by the video clip within 20 minutes. The word limit for the piece shall be 300-500 words.

Round 2:

1. Qualifiers of Round 1 will now be shown a courtroom scene of 15-20 minutes and will be expected to give a socio- legal analysis of the scene in 700-1000 words within 30 minutes.
2. Submissions must be made as a PDF file via a Google Form which shall be circulated to the participants on the day of the event.
3. The essay must mandatorily contain the nexus that exists between the movie, and law and society.
4. Presence of any obscene or vulgar content shall lead to immediate disqualification.

5. All answers will be subjected to plagiarism test, only original pieces shall be qualified for evaluation .
6. Late submission shall attract penalty in marking

The results for the event shall be announced at the Valedictory ceremony. There shall be one winner, who shall get a winner's certificate and a cash prize is ₹1,500 (One Thousand Five Hundred Rupees only). All participants will get a certificate of participation. The prize money's value may increase, subject to participation.

Symbiosis Law School, Pune's decision will be final in every situation.

Registration Fees: ₹100 per participant.

8. SPORTS

I. Virtual Fitness Challenge

COLLEGE ID: COMPULSORY

MODE OF CONDUCTION: WILL BE COMPLETELY **ONLINE**.

Requirements:

1. Participants need to provide their WhatsApp numbers as it will be the main platform of communication.
2. A stable Internet Connection.
3. Participants are required to appear 30 minutes prior to their rounds and in case of a delay beyond 15 minutes from the schedule time the participant shall be disqualified.
4. If participants are unable to appear on time, they are required to inform the organising committee or the event head in due time.
5. ID Verification of the Participants shall be done prior to the commencement of the rounds.
6. Participants are required to wear proper sports clothes that they are comfortable in.

General Rules:

1. It is an individual event open for Boys and Girls
2. Participants will be divided into slots.
3. The number of rounds for the event will be contingent to the number of participants.
4. For each level different fitness activities will be assigned to test your core, stamina, flexibility and endurance.
5. The intensity of the fitness activities will increase as and when you move further into the competition.
6. Participants will be informed about their activity on the day of their event.
7. Organizers can bring any changes to the rules subject to prior notice.
8. Prizes will be given subject to the Covid Situation.

I. Virtual Fitness Challenge (Continued)

Judgement Criteria:

1. After each level there will be a break given for the participants to get ready for the next round.
2. The judge's decision is final and binding.
3. In case of a tie (Applicable for all the levels): A tiebreaker activity will be given so that the participants can perform. Whoever does the activity better or completes it in faster will be promoted to the next round.
4. In case of a dispute, the decision of the organisers would be binding.

Technical Rules:

1. The participants need to have good bandwidth.
2. Scoring shall stop if there is any disruption in connectivity during the performance. In such cases the opponent would be declared the winner.
3. A player shall ensure that the challenge is performed in full visibility and may seek assistance for videography. Any skill that is not visible on screen shall not be counted.
4. The placement of the camera should be minimum 5 ft from the participant, from where all the challenges would be performed and monitored.
5. In case of any technical glitches, the same must be informed to the Organizing Committee or the Event Head as soon as possible.

Disqualification Rules:

1. If caught using any unfair means during the event, the participants would be disqualified immediately.
2. Not complying with rules and regulations of the competition will lead to immediate disqualification.
3. Any type of fitness equipment won't be allowed and use of such equipment will result in disqualification. Only Yoga Mat will be accepted if the participant has one in his/her possession.

II. Virtual Marathon

Eligibility:

1. Participants have to submit all the identity proofs and meet with all the verification procedures required for the challenge shall only be permitted to take part in the challenge (e.g. aadhar card, college id card, etc).
2. Only individuals are allowed to participate (inclusive of all genders).
3. Participants should have a valid working WhatsApp number.

Requirements:

- To have the said application downloaded.
- To have Google Fit installed.

General Rules:

4. It will be held between 06:00 a.m. to 07:00 p.m.
5. After registration all the participants will be added to WhatsApp group and will be given an individual participation code.
6. The three day event will be in the form of a knockout.
7. Round 1 – This round is to be held on Day 1 where the participant is required to cover a total distance of 8kms.
8. Round 2 – This round is to be held on Day 2 where the participant is required to cover a total distance of 12kms.
9. Round 3 – This round is to be held on Day 3 where the participant is required to cover a total distance of 16kms.

10. After each round a Google Form will be circulated on the WhatsApp group where the participants will have to share the screenshot once they conclude the rounds as proofs.
11. Participants may choose to walk or run subject to specific instructions.
12. In cases of a tie breaker, the total time taken by one or more participants to cover the same distance shall be considered to be the final deciding factor.
13. A Leader Board shall be posted on all the 3 days of the challenge updating all the participants of the individuals who are leading the marathon streak.
14. In case of a dispute, the decision of the organisers would be binding.

Disqualification Criteria:

1. Use of any unfair means whatsoever to win the challenge is strictly prohibited. Participants may be disqualified as per the organizers' discretion if found to be indulging in the same.
2. The proofs of the challenge completed by all participants shall be collected via Google forms on a day-to-day basis, the link for which shall be floated across to all the participants' failure to do so will be treated as a disqualification.

III. Chess

Requirements:

1. The event will be conducted in Cyberspace. Participants must have their own account on “Lichess”.
2. Participants need to adhere to the rules and regulations of FIDE, which will be followed throughout the tournament.
3. No age restrictions are imposed for participating in the tournament.
4. Stable Internet Connection required during the tournament.
5. Participants are required to report 30 minutes prior to their round. Failing which, they will be eliminated. If participants are unable to appear on time, they are required to inform the organising committee or the event head in due time.
6. Participants need to go through the procedure of verification.

General Rules:

1. Tournament will be conducted for 2 days in knockout format.
2. There are two prizes – 1st and 2nd position, and in case of a tie, face-off will be conducted.
3. Participants must not have any electronic device in their surroundings.
4. Participants must approach the arbiter in case of any queries.
5. Participants must register their FIDE ratings with the arbiter.
6. The rules are subject to change with prior notice.
7. In case of any discrepancies the arbitrator holds the right to call a rematch.
8. In case of any dispute, the decision of the arbitrator will be final.

III. Chess (Continued)

Technical Rules

1. Participants are not allowed to discuss their games with anyone.
2. Participants are not allowed to take any kind of help from a person or engine.
3. Time control will be 20 minutes per player (40-minutes per game) without any increment.

Types of a Drawn Game

- Stalemate
- Three-fold repetition
- Agreement
- Insufficient material to checkmate
- 50 move rules
- Insufficient material to win on time
- Draw declared by arbitrator.

Participants are informed that if a game ends up in a draw, then they will play another game of 5 minutes per person (10-minute game) without any increment. After completion of the game, both players are supposed to take screenshot of the result and send it to the arbitrator.

In case of a dispute, the decision of the organisers would be binding. If anyone is found using an engine or using any kind of unfair means, the event head holds the right to disqualify you.

IV. Sports Quiz

Requirements:

1. No age restrictions imposed for participation in the tournament.
2. Stable Internet Connection required during the tournament.
3. Participants are required to report 30 minutes prior to their round failing which they will be eliminated. If participants are unable to appear on time, they are required to inform the organising committee or the event head in due time.
4. Participants need to go through the procedure of verification and must have a pen and a paper.

General Rules:

1. It is a team event with 2 participants per team. Mixed Teams are allowed.
2. The teams will be divided into slots.
3. The number of rounds for the event will be contingent to the number of teams.
4. Organizers can bring any changes to the rules subject to prior notice.
5. Participants will be informed about their fixture prior to the rounds.
6. Prizes will be given subject to the Covid Situation.
7. ID Verification of the participants shall be conducted prior to the commencement of the rounds

Technical Rules:

1. All participants shall first be part of a preliminary round.
2. Prelims shall consist of 15 questions.
3. The prelims shall be held over Google Meet, and you will have to write on sheet of paper, and upload an image of it on a Google form.
4. In case of a tie in preliminary scores, in-built tiebreakers in the prelim questions shall be used to resolve the tie. The Quiz Masters shall notify such questions at the time of the Quiz.
5. The top 8 participants qualify for the finals. Two of these slots will be reserved for first year students.
6. There will be 4 rounds in the finals.
7. The discretion of the Quizmaster is final.
8. In case of a dispute, the decision of the organisers would be binding.

Disqualification Criteria:

1. Any evidence of cheating or malpractice will result in immediate disqualification from the event.
2. Joining the event late will result in disqualification from the event, or as per discretion of the Quizmaster

V. Sportify (Sports Essay)

General Rules:

1. Participants should have a valid and working WhatsApp number.
2. Maximum of two authors are allowed per entry of the essay i.e. co-authoring is allowed.
3. It is open for all and not just college students.
4. A mail stating the intent to participate is to be sent at sports@symlaw.ac.in, the mail should state the names of the authors, phone number, name of the college (if any), after which the mode of payment for registration shall be communicated.
5. The mail is to be sent to sports@symlaw.ac.in, the subject of the mail has to be "Symbhav2021_SportifySubmission", and the body of the mail should mention the name of the authors, name of the college (if any) and the topic chosen.
6. The final essays should be mailed at sports@symlaw.ac.in.
7. All the essays will be put through Turn-it-in for plagiarism check.
8. In case of a dispute, the decision of the organisers would be binding.

Technical Rules:

1. Font – Times New Roman
2. Font Size – 14 for Heading and 12 for the Body of the essay
3. Line spacing – 1.5
4. Footnotes – 20th Bluebook edition citation
5. Word limit shall be maximum 4000 words (excluding footnotes)
6. Plagiarism should be below 10%.

Disqualification Criteria:

If any of the rules are not followed then the participant will be disqualified.

VI. Virtual IPL Auction

Requirements:

1. No age restrictions imposed for participation in the tournament.
2. Stable Internet Connection required during the tournament.
3. Participants are required to report 30 minutes prior to their round failing which they will be eliminated. If participants are unable to appear on time, they are required to inform the organising committee or the event head in due time.
4. Participants need to go through the procedure of verification.

General Rules:

Tournament will be conducted for 1 day.

There are two prizes – 1st and 2nd position and in case of a tie, face -off will be conducted.

Auctioneers' discretion is the final discretion.

The rules are subject to change without prior notice

Three illegal moves results in automatic forfeiture of the game.

In case of a dispute, the decision of the organisers would be binding.

Technical rules:

1. Each team will be provided with some virtual money, which can be considered as the individual team budget. Teams will have to bid for players and buy them.
2. Players are categorised. Therefore, by the end of the auction, the

structure of the team should look like:

Team Structure

4 – Batsmen

4- Bowlers

1 – All Rounder

1 – Legend

1 – Wicket keeper

1 – Player of choice of any Category

Points Structure

Legends – 20

Grade A: 14

Grade B – 12

Grade C – 10

Grade D – 8

VI. Virtual IPL Auction (Continued)

Winner Rules:

1. The teams with maximum number of points wins
2. In case of tie:
3. The amount left with the tied teams will be checked. The team remaining with more amount of money will win.
4. In case of same amount is left the tied teams will have to nominate the best batsmen of the team and ODI statistics of the players will be checked head-to-head. The team with the better player wins

Disqualification Rules:

1. At any moment of the game, team crossing the stipulated budget stand to be disqualified.
2. Teams not satisfying the Mandatory Team Structure as above will be disqualified.

VII. Football Skills Challenge

Requirements:

1. Participants need to provide their WhatsApp numbers as it will be the main platform of communication.
2. A Stable Internet Connection.
3. Participants are required to appear 30 minutes prior to their event and in case of a delay beyond 15 minutes from the schedule time the participant shall be disqualified.
4. If participants are unable to appear on time, they are required to inform the organising committee or the event head in due time.
5. Participants to use their own football, which should be between the sizes of 5 and 7.

General Rules And Regulations:

1. It is an individual event open for Boys and Girls
2. The participants will be divided into slots.
3. Organizers can bring any changes to the rules subject to prior notice.
4. The number of rounds for the event will be contingent to the number of participants.
5. The rounds will include challenges in relation to dribbling, juggling etc and the difficulty level will increase as and when you move further into the competition.
6. Participants will be informed about their challenge on the day of their event.

7. Prizes will be given subject to the Covid Situation.
8. ID Verification of the participants shall be conducted prior to the commencement of the rounds

Judgment Criteria

1. The Initial Rounds (Day 1) of the tournament will be based by the scores of the judges
2. The Final Round (Day 2) will be based on the Judge's decision and Online voting
3. The judge's Decision will be final and binding.
4. In case of a tie (Applicable for all the levels): Will be subject to the decision of the Organisers and Judges
5. Dropped ball after trick attempt will be equal to a mistake
6. In case of a dispute, the decision of the organisers would be binding.

VII. Football Skills Challenge (Continued)

Technical Requirements:

1. Scoring shall stop if there is any disruption in connectivity during the performance. In such cases the opponent may be declared the winner.
2. A player shall ensure that the challenge is performed in full visibility and may seek assistance for videography. Any skills that are not visible on screen shall not be counted.
3. The placement of the camera should be minimum 5 ft. from the participant, from where all the freestyle kills would be performed and monitored.
4. In case of any technical glitches, the same must be informed to the Organizing Committee or the Event Head as soon as possible.

Disqualification Rules:

1. If caught using any unfair means during the event, the participants would be disqualified immediately.
2. Not complying with rules and regulations of the competition will lead to immediate disqualification.
3. Participant should only have a football and no foreign items (ropes or bottles)

VIII. Basketball Skills Challenge

Requirements:

1. Participants need to provide their WhatsApp numbers as it will be the main platform of communication.
2. A Stable Internet Connection.
3. Participants are required to appear 30 minutes prior to their event and in case of a delay beyond 15 minutes from the schedule time the participant shall be disqualified.
4. If participants are unable to appear on time, they are required to inform the organising committee or the event head in due time.
5. Participants to use their own basketball, which should be from Size 6-7

General Rules And Regulations:

1. It is an individual event open for Boys and Girls
2. The participants will be divided into slots.
3. Organizers can bring any changes to the rules subject to prior notice.
4. The number of rounds for the event will be contingent to the number of participants.
5. The rounds will include challenges in relation to dribbling, ball coordination etc. and the difficulty level will increase as and when you move further into the competition.
6. Participants will be informed about their challenge on the day of their event.
7. Prizes will be given subject to the Covid Situation.

8. ID Verification of the participants shall be conducted prior to the commencement of the rounds.

Judgment Criteria

1. The Initial Rounds (Day 1) of the tournament will be based by the scores of the judges
2. The Final Round (Day 2)) will be based on the Judge's decision and Online voting
3. The judge's Decision will be final and binding.
4. In case of a tie (Applicable for all the levels): Will be subject to the decision of the Organisers and Judges.
5. Dropped ball after trick attempt will be equal to a mistake
6. In case of a dispute, the decision of the organisers would be binding

VIII. Basketball Skills Challenge (Continued)

Technical Requirements:

1. Scoring shall stop if there is any disruption in connectivity during the performance. In such cases the opponent may be declared the winner.
2. A player shall ensure that the challenge is performed in full visibility and may seek assistance for videography. Any skills that are not visible on screen shall not be counted.
3. The placement of the camera should be minimum 5 ft. from the participant, from where all the freestyles kills would be performed and monitored.
4. In case of any technical glitches, the same must be informed to the Organizing Committee or the Event Head as soon as possible.

Disqualification Rules:

1. If caught using any unfair means during the event, the participants would be disqualified immediately.
2. Not complying with rules and regulations of the competition will lead to immediate disqualification.
3. Participant should only have a basketball and no foreign items.

IX. Virtual Yoga

Requirements:

1. Participants should have stable internet connection.
2. Participants are required to enter the meet at least thirty minutes prior to the start of the event.
3. The participants will be required to have their yoga mats.
4. Participants are allowed to wear their outfit of choice; however the outfit should not be a hindrance to the visibility of your performance.
5. If any of the participants are unable to meet these requirements please contact the organising committee as soon as possible.

General rules:

1. This event can only be participated individually.
2. It will be based on the yoga asanas, the asanas will be declared at least a week prior to the event.
3. Participants will be divided into slots.
4. The event is categorised into two levels; basic and intermediate.
5. In both basic and intermediate levels participants will be given five asanas from which they will have to choose three.
6. In case of a tie it will be decided by the participants performing the remaining asanas that were not chosen by said participant.
7. If any changes are brought to the rules the participants will be informed will before the competition and through a group Whatsapp.

Technical rules:

1. Placement of the camera should be five feet away from the participant.
2. The participant should ensure that the challenge is performed with full visibility.
3. Any skill that is not visible on screen shall not be counted.
4. The prize will be given coinciding with the covid situation.

Judging criteria

The judges vote is final no arguments will be accepted.

Participants will be judged on these criteria's

- A) posture
- B) flexibility
- C) resistance in static balance
- D) resistance in strength
- E) execution of an asana

In case of a dispute, the decision of the organisers would be binding.

Disqualification rules

If any participant does not appear for at least fifteen minutes before your given slot it will lead to disqualification. Arguments with judges will not be tolerated and will lead to immediate disqualification. However your concern can be brought up to the organising committee.

X. Sports Debate

Requirements:

1. Participants need to provide their WhatsApp numbers as it will be the main platform of communication.
2. A Stable Internet Connection.
3. Participants are required to appear 30 minutes prior to their event and in case of a delay beyond 15 minutes from the schedule time the participant shall be disqualified.
4. If participants are unable to appear on time, they are required to inform the organising committee or the event head in due time.

General Rules And Regulations:

1. This is a team event comprising of two speakers in each team. Therefore, registrations should be done in a team of two
2. The participants will be divided into slots.
3. Organizers can bring any changes to the rules subject to prior notice.
4. Prizes will be given subject to the Covid Situation.
5. ID Verification of the participants shall be conducted prior to the commencement of the rounds

Technical Rules

1. Draws shall be announced one day prior to the event.
2. Sides and Motions will be released 15 minutes prior to the fixture. Each team will get 15 minutes for preparation.

3. Every individual would be given 7 minutes to present his/her side. This would happen alternately between the competing teams.
4. Participants can only raise POIs after 1st min and before the 6th min ends. POIs will be raised through chat box only.
5. Chair would ask one question to FOR and AGAINST teams for the purpose of evaluation. Any speaker can answer for the team.

Judgment Criteria

1. Participants would be judged on parameters like originality, eloquence, content of the speech, logical flow of arguments, language and discipline.
2. Decision of the Chair would be final and non-negotiable. Teams can ask for personal feedback after event culminates.
3. In case of a dispute, the decision of the organisers would be binding.

Disqualification Rules:

1. If caught using any unfair means during the event, the participants would be disqualified immediately
2. Not complying with rules and regulations of the competition

XI. Sports Feud

Requirements:

1. Participants need to provide their WhatsApp numbers as it will be the main platform of communication.
2. A Stable Internet Connection.
3. Participants are required to appear 30 minutes prior to their event and in case of a delay beyond 15 minutes from the schedule time the participant shall be disqualified.
4. If participants are unable to appear on time, they are required to inform the organising committee or the event head in due time.
5. General Rules And Regulations:
6. It is a team event with 2 participants per team. Mixed Teams are allowed.
7. The teams will be divided into slots.
8. The number of rounds for the event will be contingent to the number of teams.
9. Organizers can bring any changes to the rules subject to prior notice.
10. Participants will be informed about their fixture prior to the rounds.
11. Prizes will be given subject to the Covid Situation.
12. ID Verification of the participants shall be conducted prior to the commencement of the rounds

Judgment Criteria

1. The survey conducted for the event is strictly confidential. Teams cannot demand proof of the answers as the organizers will take due care to ensure fair methods of conduction which are free from any bias.
2. The answers need not be factual, the most popular answer attained from the survey will be considered as the right one.
3. The judge's decision will be final and binding.
4. In case of a tie (Applicable for all the levels): Will be subject to the decision of the Organisers and Judges
5. In case of a dispute, the decision of the organisers would be binding.

XI. Sports Feud (Continued)

Technical Requirements:

1. Scoring shall stop if there is any disruption in connectivity during the performance. In such cases the opponent team maybe declared the winner.
2. Teams are required to turn on their microphones and cameras while they participate. A stable internet connection is essential.
3. In case of any technical glitches, the same must be informed to the Organizing Committee or the Event Head as soon as possible.

Disqualification Rules:

1. Answering out of turn or prompting answers is strictly prohibited. Personally messaging someone, whether abusive or with the intent of cheating will call for strict action leading to disqualification
2. Dishonest or uncordial means will lead to instant disqualification, whether direct or indirect.
3. Not complying with rules and regulations of the competition will lead to immediate disqualification.

CONTACT US

FOR REGISTRATION:

Adyasha Kar: +91 8763240506
Lavanya Gupta: +91 7420037345

FOR EVENT-RELATED QUERIES:

Abhishek Ganesan: +91 9553193002
Abhishek Ingale: +91 9762971863

FOR QUERIES ABOUT SPORTS EVENTS:

Sridattha Charan: +91 9845999544
Vikrant Dere: +91 9769414403
Abhay Tripathi: +91 7355006776
Dhananjay Chaudhari: +91 7350970242

FIND US ONLINE

Website: www.symbhav.org | Email Addresses: symbhav@gmail.com / qcsymbhav@gmail.com
Facebook: www.facebook.com/symbhav | Instagram: [@symbhav](https://www.instagram.com/symbhav) | Twitter: [@symbhav](https://twitter.com/symbhav)