SYMBIOSIS LAW SCHOOL, PUNE

SYMBHAV

8th, 9th and 10th of April, 2022

RULES & REGULATIONS

SYMBIOSIS INTERNATIONAL (DEEMED UNIVERSITY)

ABLAZE - THE FASHION SHOW

COLLEGE ID: COMPULSORY.
MODE OF CONDUCTION: WILL BE COMPLETELY OFFLINE.
NUMBER OF PARTICIPANTS:
1 team per package (No. of participants in a team: 8 to 15).

THEME: This year's theme is "All Aboard"
They say that travelling leaves you speechless and turns you into a storyteller. Every place we travel to has a different culture and vibe to it. Let your outfits tell your stories about the country/city of your choice or what you would wear if you went to that city/country for a vacation. There is an incredible opportunity for cultural expression and infusion of innovative ideas, so make full use of this theme.

P.S – TRY TO USE PROPS OF YOUR CHOICE LIKE TROLLEY BAGS/UMBRELLAS OR ANYTHING THAT YOUR CITY/COUNTRY IS KNOWN FOR.

SEE YOU AT THE CHECK-IN COUNTER!

JUDGING CRITERIA:
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.

RULES AND REGULATIONS
- Time limit: 8-12 minutes. There will be negative marking if the time limit is exceeded.
- Participants should come completely dressed and well prepared. No changing room/ green room will be provided by the organizer(s).
- The tracks should be carried in a pen drive in MP3 format in a consolidated form.
- All props used by the teams must be cleared from the stage immediately after the performances and from the college premises at the end of the event. Use of flammable substances or any substance that would otherwise dirty the stage so as to render its subsequent usage inconvenient or impossible, is strictly prohibited.
- 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 behaviour will call for immediate disqualification of the team.
- Any kind of cultural misappropriation and portrayal of sexism will lead to disqualification of the team immediately. In case of any discrepancy, the decision of the judges and the organizers will be final and binding.

REGISTRATION FEE: RS. 1500 PER TEAM

GROUP DANCE
TAKE CENTERSTAGE!

COLLEGE ID: COMPULSORY
MODE OF CONDUCTION: ONLINE
NUMBER OF PARTICIPANTS: 6-10 participants (a minimum of 6 dancers should be on stage at all times)

JUDGING CRITERIA:

1. Choreography
2. Concept
3. Synchronization
4. Costumes (including props)
5. Choice of music
6. Overall impact

RULES AND REGULATIONS

- 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.
- Mentioning a team name at the time of registration is mandatory.
- The competition is open to different forms and styles. The songs and costumes selected should be decent. Any form of vulgarity, profanity and/or obscenity will lead to immediate disqualification.
- The competition will have two rounds, i.e., Qualification Round and Final Round.
- The number of finalists will depend on the number of entries.
- The Length of performance for Qualification Round is 4 minutes (+1 min additional if required), and for Final Round is 6 minutes (+1 min additional if required). Exceeding the maximum time limit will result in negative marking.
- The video for the qualification round is to be sent to any one of the event heads by ----- whose submission details will be communicated later.
- No participant will be allowed to perform from two different groups.
- Participants are free to use any props of their choice for both rounds. The same, however, is not compulsory
- 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.
- Failure to adhere to the rules will lead to disqualification.
- The decision made by the judges shall be final and binding.
- In case of any discrepancy, the decision of the organizers and the judges shall be final.

REGISTRATION FEE: RS. 800/ TEAM

MR & MS SYMBHAV

COLLEGE ID: COMPULSORY
MODE OF CONDUCTION: OFFLINE
NUMBER OF PARTICIPANTS: Individual Event

There will be three rounds:

1. Walk Your Way - The participants will flaunt themselves in Ramp Walk. Give introduction (The participants are to mention their names and participation code) and describe (Hindi/ English) their fits, within 2 minutes.

2. The Talent - The participants are to roll a ball of any specific talent they want to showcase in 1.5-2 minutes.

3. The Brainy Popcorn - The participants will be asked random questions and would be given 10 secs to brainstorm and will have to answer the first question then and 10 seconds would be given to brainstorm from the second question.

RULES AND REGULATIONS

- Dress Code: That indicates your individual self. Any character of your choice from reel life.
- The contestants must report at least 1.5 hours before the event starts.
- Contestants are requested to be dressed and arrange for the materials they require for the event before the event starts, on their own.
- The host college does not take any responsibility for providing or/finding any of the above materials.
- Since the organizers would not be accepting any on the spot registrations, participants are required to produce a proof of payment at the venue of the competition (the registration form).
- Deduction of marks will take place if the above time limit is not adhered with.
- Elimination will take place after every round.
- Any form of vulgarity, profanity and/ or obscenity will lead to immediate disqualification.
- Failure to abide by any of the above rules will result in elimination.
- In case of any discrepancy, the decision of the judges and the organizers will be final.

REGISTRATION FEE: RS. 350

WAR OF DJs

CCOLLEGE ID: COMPULSORY
MODE OF CONDUCTION: WILL BE COMPLETELY OFFLINE
NUMBER OF PARTICIPANTS: ONLY 2 TEAMS PER PACKAGE

RULES AND REGULATIONS

- The first round is a submission-and-screening based round, in which the selected entries would move onto the next round which is the live performance
- Participants only aged 16-25 can participate.
- Performances by DJ's are considered their own art. There is no specific requirement or theme of music. So roll up your sleeves and prepare for war.
- No on the spot entries will be entertained.
- Participants registering are supposed to send their pre-recorded mixtapes (sets) to pronate.symbhav@gmail.com with the subject as "War of DJs – Mixtape 2022"
- Participants are supposed to bring their own headphones.
- A duo may participate, but in the scenario that the duo wins the prize money shall be shared between the team members.Time limit of each entry shall be 15 minutes (10 mins playing + 5 mins set up time). Exceeding the time limit will lead to the mark being deducted.
- A total of 5 entries will be qualifying for the Final Live Performance.
- There will be prizes for the first two positions.
- The Participants have to bring a Pen Drive which is readable in the software called Record Box on the day of Live Performance.

REGISTRATION FEE: RS. 800

BATTLE OF THE BANDS

COLLEGE ID: COMPULSORY
MODE OF EVENT: Elimination Round- Online; Final Round-Offline
NUMBER OF PARTICIPANTS: 3-8 members per band

RULES AND REGULATIONS

- This is an offline event and the first round is a submission-and-screening based round, in which the selected teams would move onto the next round which is the live performance.
- Participants are allowed to perform in Hindi or English language.
- No on the spot entries will be entertained.
- Participants registering are supposed to send their pre-recorded mixtapes (sets) to pronite.symbhav@gmail.com with the subject as "Battle of Bands – Mixtape 2022"
- Only 2 entries will be allowed per Outstation Team.
- Time limit of each entry shall be 15 minutes (8 mins playing + 3 mins set up time + 4 mins sound check). Exceeding the time limit will lead to marks being deducted.
- 3-8 members are allowed per band (1 accompanist will be allowed)
- Vocals are compulsory, Purely instrumental pieces are not allowed.
- Songs performed by the band may be covers or originals.
- Musical instruments and equipment such as a 5 piece Drum Kit with cymbals with 1 hi-hat, 1 crash and 1 ride , Electric Keyboard, 1 Guitar amplifier and 1 base amplifier, mics and cables will be provided. If the instruments provided by the college are damaged or/ broken in a reasonable way, costs to be borne by the band per se. The bands themselves must bring all other instruments. Participants must carry extra cables.
- Any kind of vulgarity or obscenity will not be appreciated and will lead to immediate disqualification. If you have some cuss words / inappropriate words and phrases in the songs chosen, please censor/replace the words or phrases, in compliance with the guidelines of the event and college.
- All participants must have a valid ID (College ID, Driver's License, Aadhar Card, etc.).
- The judges' decision would be final and binding.
- A total of 5 bands will be qualifying for the Final Live Performance.
- There will be prizes for the first two positions.

REGISTRATION FEE: RS. 2200

LAMHEIN
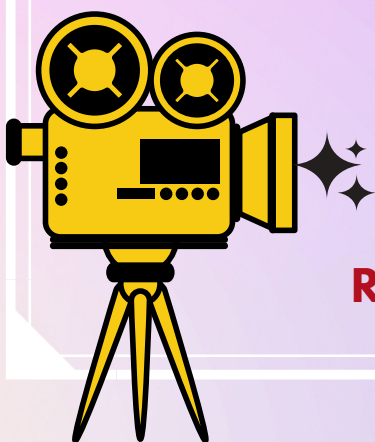
College ID: Compulsory
Mode of Conduction: Online

Get your cameras, make a movie and get it ready to be screened on the 2nd day of Symbhav!!!The submitted movies would be reviewed and top 3 films would be chosen out of all the submissions for final screening on the day of the event, that is, the 2nd day of Symbhav. The screening will be done through a video conference medium (such as Google Meet or Zoom) and there will be a guest Panel composed of two individuals who will be experts in the field of filmmaking, having experience in dealing with socio-legal issues through the camera lens.

JUDGING CRITERIA:

1. Story/Screenplay: Inventiveness, originality and masterful integration of the story.
2. Relevance to the theme(s): Relevance and adherence of the plot and storyline to the themes.
3. Technical Merit: Proficiency in technical aspects of the short-film, including camera movement, editing, production design, sound design etc.
4. Artistic Merit: Excellence in artistic aspects such as: direction, acting, cinematography, music score etc.
5. Message of the short-film: Clarity and effectiveness of the message delivered through the short-film and its relevance to the themes and current socio-political issues.

RULES AND REGULATIONS

- All the submissions made by the participants must be based on any of the given themes:
  - Justice;
  - Liberty;
  - Equality; and/or
  - Fraternity.
- The short-film could be of any genre, as long as it conforms to the stipulated themes.
- The video submissions made by the participants must be of 8 to 15 minutes.
- Only one entry per college is allowed.
- Top 3 films would be screened on the day of the event.
- The script will have to be submitted along with the film. In case the submission happens to be a silent film, the narration for the same shall be submitted alongside the film will have to be submitted.
- Participants are required to submit a 1-page document explaining the theme and vision of their film.
- Marking will be based on the following criteria: 70% Judges marks and 30% Audience Poll. A discussion shall be held after screening the submission made by the participants with the Panelists, which shall account for marking them.
- Participants are free to make the film in any vernacular language, there shall be no penalty for the language chosen. All submissions MUST include English subtitles.
- The college shall not take any responsibility for late or lost entries due to Internet or email problems.
- Presence of any obscene or vulgar content shall lead to immediate disqualification.
- The participants shall provide full details as required and comply with all rules to be eligible for the prizes.
- While the filmmakers retain the copyright to their films, the college shall have the right to use the same for promotional purposes. The makers of the films will be given due credit.
- The results for the event shall be announced at the Valedictory ceremony. All participants will get a certificate of participation.
- In case of any discrepancy, or any complaints of Copyright Infringement, the decision of the judges and the organizing committee will be final and binding.

REGISTRATION FEE: RS. 200

FILM CRITIQUE WRITING

COLLEGE ID: COMPULSORY
MODE OF CONDUCTION: ONLINE
NUMBER OF PARTICIPANTS: Individual Event

RULES AND REGULATIONS:

- A legal film critique writing event will also be held under the umbrella of the Ibtida and will be held on **the 1st day of Symbhav**. The rules are as follows:
- The organizers shall curate a list of films whose themes are centered on law and society. The films shall be finalized only after consulting the judge(s) of the event.
- The event itself will be divided into **two rounds,** both of which will take place on the same day.
- For *Round 1*:
- 1. The participants will be shown a clip from a film which will highlight a prevailing socio-legal issue. The duration of the clip will range from **2 to 5 minutes**.
- 2. The participants will then be given a time limit of **15 minutes**. They are expected to utilise these 20 minutes to write a short analysis of the socio-legal issue as portrayed in the video clip.
- 3. Word Limit for **Round 1** analysis – **300 to 500 words**.
- The participants' Round 1 submission will be evaluated by the judges, and the top performers will qualify for Round 2.

- **For Round 2:**
- 1. The qualifying participants from Round 1 will be shown a clip from the list of curated films. The clip will show a courtroom scene, and its duration will range from 15 to 20 minutes.
- 2. The participants will then be given a time limit of 30 minutes, which they are expected to utilise to write a socio-legal analysis of the clip they have been shown.
- 3. Word Limit for Round 2 analysis – **700 to 1000 words.**
- All submissions must be made in PDF format, via a Google Form which will be circulated among the participants on the day of the competition.
- It is **mandatory** for the essay to discuss the nexus that exists between the movie, and law and society.
- Presence of any obscene or vulgar content shall lead to immediate **disqualification**.
- All answers will be subjected to plagiarism test; only original pieces shall qualify for evaluation.
- The results for the event shall be announced at the Valedictory ceremony. All participants will receive 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 FEE: RS. 100

EASTERN SOLO SINGING

ONLINE

COLLEGE ID: COMPULSORY
MODE OF CONDUCTION: ONLINE
NUMBER OF PARTICIPANTS: Individual Event

ROUND ONE:

- Each participant will sing for a maximum of 3 minutes. Exceeding this time limit would lead to negative marking.
- For this round, 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 bonus points.
- Participants can bring any instrument of choice as an accompaniment. A participant may have a maximum of two additional persons to play accompanying instruments. The participants also may use the background music.
- The use of cell phones to refer to lyrics is not permitted.

ROUND TWO:

- The top scoring participants (6 to 12, depending on total participation) will be selected for the final round. The decisions made by the judges in this regard will be final. The exact number of participants advancing to this round will be decided.
- Participants are expected to perform a different, preferably a more technically complex song for this round. The general rules from the previous rounds will be followed, except that the participant will have 5 minutes to perform in this round.
- An additional minute will be given to set up before the performance.

JUDGING CRITERIA:

1. ***Vocal Technique:*** Tone Quality, Breath Support, Intonation, Diction and Articulation.
2. ***Language Criteria:***
   a. ***Accent:*** Performer(s) emulate a native-like accent,
   b. ***Correctness:*** Performer(s) sing the lyrics accurately,
   c. **Pronunciation:** Performer(s) pronounce words with clarity.
3. **Performance and show design:** body movements, confidence, focus, , Music Selection, audio and background music settings.

REGISTRATION FEE: RS. 200

EASTERN SOLO SINGING
OFFLINE

COLLEGE ID: COMPULSORY
MODE OF CONDUCTION: OFFLINE
NUMBER OF PARTICIPANTS: Individual Event

RULES AND REGULATIONS:

- Participants may bring any instrument of choice as an accompaniment. A participant may have a maximum of two additional people to play accompanying instruments. No extra points will be given for the same.
- Use of background music is not permitted.
- Participants will be given an extra minute to set up. Exceeding the time limit mentioned for each round will lead to point deduction
- Mobile phones are allowed for the purpose of referring the lyrics

Round 1:
- Each participant will be given a maximum of 3 minutes to sing.
- For this round, participants may sing any mainstream Bollywood song, or any song that might be a semi-classical, classical, folk or original composition.

Round 2:
- The top scoring participants will be selected for the round 2. The decisions made by the judges in this regard will be final. The exact number of participants advancing to this round will be decided depending on total participation.
- Participants are expected to prepare a medley composition of their choice and restrict the performance strictly within 5 minutes.

Round 3:
- Participants are expected to perform a different, preferably a more technically complex song for this round within 4 minutes.
- This round would compromise Raga/genre singing.

JUDGING CRITERIA:

1. **Vocal Technique** –Tone Quality, Breath Support, Intonation, Diction and Articulation.
2. **Language Criteria -**
   a. **Accent:** Performer(s) emulate a native like accent,
   b. **Correctness:** Performer(s) sing the lyrics accurately.
   c. **Pronunciation:** Performer(s) pronounce words with clarity.
3. **Performance and show design** – body movements, confidence, focus, , Music Selection, audio and background music settings.

REGISTRATION FEE: RS. 200

WESTERN SOLO SINGING

ONLINE

COLLEGE ID: COMPULSORY
MODE OF CONDUCTION: ONLINE
NUMBER OF PARTICIPANTS: Individual Event

JUDGING CRITERIA:

- **Vocal Quality** – Tone Quality, Breath Support, Intonation, Diction and Articulation
- **Rhythm & Tempo** – Voice in relation to music
- **Harmony** – How the harmonies have been arranged and executed, Difficulty and Creative
- **Intonation**- This seems simple at first glance: are you singing in tune? In reality, it isn't always that easy to tell. For example, you might sing perfectly in tune 99% of the time but go slightly out of tune for just one high or low note.
- **Dynamics**- The concept of dynamics traditionally refers to intensity, or gradations of volume from loud to soft.

RULES AND REGULATIONS:

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.

- Number of participants: 2 per package (1 instrument + 1 singing)
- Maximum 3 teams per package (Maximum 2 members in a team)
- Each team can only have 1 vocalist with a maximum of 1 optional instrumental accompanist.
- 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.
- For the final round, participants have to prepare another pre-recorded video act.
- The time limit is 4 minutes for the performance. Exceeding this time limit would lead to negative marking.
- Performance of original compositions will earn extra points.
- Participants shall be judged on the basis of Voice range, vocal quality, Intonation , rhythm and accuracy.
- The decision of the judges will be final and binding under all circumstances.

REGISTRATION FEE: RS. 200

WESTERN SOLO SINGING

OFFLINE

COLLEGE ID: COMPULSORY
MODE OF CONDUCTION: OFFLINE
NUMBER OF PARTICIPANTS: Maximum 3

JUDGING CRITERIA:

- **Vocal Technique** – Tone Quality, Breath Support, Intonation, Diction and Articulation.

- **Performance** – How well the performer is able to express the meaning and mood of the song.

- **Show Design** – Music Selection, Effective use of Stage and Performance Area, Outfit, and style.

RULES AND REGULATIONS:

- All teams must register at the venue 45 minutes before the start of the event.
- Each team can only have 1 vocalist with a maximum of 2 optional instrumental accompanists.
- The event will consist of two rounds.
- The time limit is **4-5 min** for the performance.
- Performance of **original composition** will get extra points.
- The decision of the judges will be the **final and binding under all circumstances.**

REGISTRATION FEE: RS. 200

STREET PLAY

COLLEGE ID: COMPULSORY.

MODE OF CONDUCTION: OFFLINE.

NUMBER OF PARTICIPANTS:
No. of participants in a team: 10 to 15

THEME: Any debated social issue, Human Rights depiction will be appreciated.[Please note – It should highlight the social issue and how it should be dealt with]

JUDGING CRITERIA:

1. Content
2. Formation
3. Impact
4. Energy and Expression
5. Script and Dialogues
6. Costume / Dressing
7. Coordination and Teamwork

RULES AND REGULATIONS

- Each college will be allowed only one entry for the event.
- The registration for the street play is limited to 15 teams.
- Registration will be on a first-come, first-serve basis.
- The time limit for performance is 15 minutes, exceeding which will result in negative marking. A warning bell will be provided at 12 minutes, and a final bell will be rung at the end of 15 minutes.
- Language of the play - English, Hindi and Marathi.
- Participants must report at the venue 30 minutes prior to the commencement of the event to avoid penalization.
- No offensive, vulgar or obscene language is permissible.
- The Competition will be conducted in a "Street" like an open place and hence no microphones, Speakers, Music systems will be allowed or available. Teams can sing / dance by themselves to create the necessary music or sound.
- No props, costumes or any other material (including drums or other musical instruments) will be provided by the host college. A team may use a maximum of 5 props.
- The decision of the judge will be final and binding.

REGISTRATION FEE: RS. 750 PER TEAM

MONO ACTING

COLLEGE ID: COMPULSORY
MODE OF EVENT: ONLINE
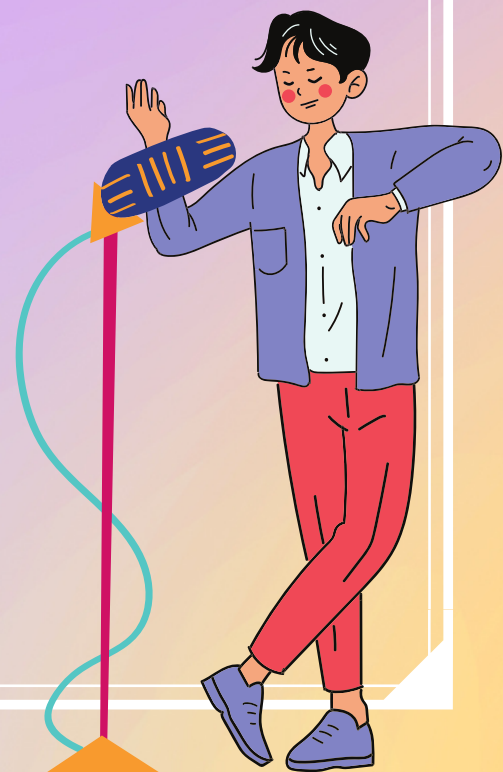**NUMBER OF PARTICIPANTS:** Individual Event

RULES AND REGULATIONS

- 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.
- Language for the purpose of the event can be Hindi, English or Silent.
- Maximum number of participants will be one.
- Each participant is expected to perform for at least 3 minutes, and the maximum time limit for the performance can be 6 minutes.
- Exceeding the time limit will attract negative marking. (This time limit includes any set up time that the participant might require)
- The video is to be sent to the event head on (yet to be decided), whose submission details will be communicated later
- Any disrespectful, vulgar, or obscene language will not be allowed. Any such incident will result in immediate disqualification.
- No props, costume or any other material will be provided by the college authorities.
- The judges' and organising committee's decisions will be final and binding in all respects.

JUDGING CRITERIA:
1. The content of the performance
2. The impact of the performance
3. The script used in the performance

REGISTRATION FEE: RS. 200

STAND UP

COLLEGE ID: COMPULSORY
MODE OF CONDUCTION: OFFLINE
NUMBER OF PARTICIPANTS: 1 team per package (Individual Event)

JUDGING CRITERIA:

1. Content
2. Fluency
3. Spontaneity
4. Presentation
5. Sense of humor

- The competition will have two rounds (the details related to the rounds will be given to the registered participants later).
- Participants have to prepare a prewritten act. There are no limitations to the topics chosen by the participants.
- The language used must be preferably English or Hindi to cater to the needs of the diverse audience.
- The participants can take 4-6 minutes for their performance. Exceeding the time limit will result in negative marking.
- Participants must be present at the venue at least an hour before the assigned time. A participant who is not present shall forfeit his chance to participate.
- Each participant must carry their college ID for verification purposes.
- No participant will be allowed to perform twice for either of the two rounds. The participants can use their props if required. The college authorities will provide no props, costumes, or other material.
- Participants should conform to reasonable standards of decency; vulgarity, obscenity, or offensive language is prohibited.
- The decision of the judges and the organizing committee in all matters will be final and binding.
- Failure to adhere to the rules will lead to disqualification.

**REGISTRATION FEE: RS. 200(STUDENTS)
RS. 400(CORPORATE PARTICIPANTS)**

SOLO DANCE

COLLEGE ID: COMPULSORY

MODE OF CONDUCTION: ONLINE

NUMBER OF PARTICIPANTS: Individual Event

- 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.
- The competition is open to different forms and styles. The songs and costumes selected should be decent.
- The competition will have two rounds, i.e., Elimination Round and Final Round.
- A maximum of 10 participants will advance to the finals for this category.
- Length of performance for Elimination Round is 2-3 minutes and for Final Round an additional choreography of 1 minute is to be added.
- The video is to be sent to the event head by 4th March whose submission details will be communicated later.
- No participant will be allowed to perform twice for either of the two rounds.
- Participants are free to use any props of their choice for both rounds. The same, however, is not compulsory.
- 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.
- Failure to adhere to the rules will lead to disqualification.
- In case of any discrepancy, the decision of the organizers and the judges shall be final.

JUDGING CRITERIA:

- Choreography
- Expressions
- Entertainment
- Synchronization
- Concept

REGISTRATION FEE: RS. 200

DUET DANCE

COLLEGE ID: COMPULSORY
MODE OF CONDUCTION: OFFLINE
NUMBER OF PARTICIPANTS: 2

RULES AND REGULATIONS

- The number of rounds will depend on the number of registrations. You will be informed of the same at least a week before the event.
- The minimum time limit of the performance is 3 minutes while the maximum time limit is 5 minutes.
- Participants are free to use any props of their choice. However, the same is not compulsory. But it would be entirely the participants responsibility of carrying and ensuring the props safety throughout the event.
- No participant will be allowed to perform twice in the same round.
- There must be no vulgar, disrespectful or obscene tracks or choreography.
- Failing to adhere to any of the rules might lead to disqualification.
- In case of discrepancy, the decision of the judges and the organizing committee would be final and binding.

JUDGING CRITERIA:

1. Choreography
2. Expression
3. Synchronization with your partner
4. Concept and Expression of the Theme

REGISTRATION FEE: RS. 250/TEAM

BUSY BUSINESS

COLLEGE ID: COMPULSORY
MODE OF CONDUCTION: ONLINE
NUMBER OF PARTICIPANTS: MAX. 3 MEMBERS

EVENT STRUCTURE

- Round One shall be conducted in the morning session and the Final Round shall be conducted in the afternoon session.
- Round One - The team shall pitch their business ideas to the investors for virtual capital/virtual infrastructure in exchange for the company's equity. Each team will get 150 seconds at the max to present and pitch their ideas to the investors.
- For Round one, all the participants shall be provided with a fixed minimum virtual amount, assigned topic, allocated resources, and allotted assets via email by the evening before the day of the event. The participants shall use the given information to pitch their business idea.
- Final Round - The teams shall present their business growth based upon 5 years in the future where the teams have to present the business growth, revenues, losses, problems encountered, etc. of the past five years and its future outlook. Each team will be given 180 seconds at max to present the same.

JUDGING CRITERIA:

1. Innovative idea
2. Audacious Presentation
3. Communication Skills
4. Negotiating Skills

RULES AND REGULATIONS

- All the teams will participate in both rounds of the event, there shall be no elimination across these two rounds.
- Every team would be provided a certain time lot of 150 seconds and 180 seconds for each round respectively, the same can exceed subject to the discretion of the investors or judges. Participants have to be present in their particular slots allocated.
- The business ideas or model should be unique and not copied from somewhere else.
- Teams should maintain dignity during the event. The decorum must be maintained while pitching the ideas to the investors or judges.
- The entire team would be disqualified if any person of a team acts abusive or in unethical behavior at the time of the event.
- The Organizing Committee would be available to help you at any point if you have doubts.
- If any team pitches and earns their fruitful investment from the investors, it would be a false money transaction. No real money trade-off is taken place.
- The decision of the Organizing Committee would be final.
- Results will be declared at the end of the event.
- All the participants have to be dressed in formals (Mandatory).

REGISTRATION FEE: RS. 300/TEAM

FACE PAINTING

COLLEGE ID: COMPULSORY
MODE OF CONDUCTION: HYBRID(LIVE EVENT)
NUMBER OF PARTICIPANTS: 1-2
(1 PAINTING, OTHER BEING PAINTED ON)

RULES AND REGULATIONS

Participants need to bring their own painting materials.

- Use of stencils, pens, and pencils are not permitted.
- The participants may use decorative materials like bindis, rhinestones, etc.
- Marks shall be deducted if participants leave the venue in a mess.
- If required, participants must bring their own volunteers.
- Use of internet and any other reference material during the event is not permitted.
- Participants are required to be present at least 15 minutes before the event.
- Marks shall be deducted if participants leave the meet during the process of the event.
- The Institute will not be liable in case of any medical emergency, but medical aid will be provided to the best of our ability.
- In the event that the participants lose internet connectivity, credible proof for the same is required to avoid deduction of marks.
- We expect the participants to have a strong internet connectivity and a good bandwidth.
- It is compulsory for the participants to switch on their camera and microphones during the video call.
- You are advised not to use your mobile phones to join the video meet.
- A total of 60 minutes will be allotted per team.
- The theme will be communicated to the participants one hour prior to the event.
- In case of any discrepancy the decision of the organizers and the judges shall be final.

JUDGING CRITERIA:

1. Creativity
2. Interpretation of theme
3. Aesthetic appeal

REGISTRATION FEE: RS. 150

CREATIVE WRITING

COLLEGE ID: Compulsory
MODE OF CONDUCTION: Online
NUMBER OF PARTICIPANTS: Individual Partcipation

JUDGEMENT CRITERIA

- Originality- 10 Marks
- Content- 10 Marks
- Creativity- 5 Marks
- Coherence and fluency- 5 marks
- Climax- 5 Marks
- Vocabulary and grammar- 5 Marks

RULES AND REGULATIONS

- Event will be themed. There will be three themes/topics disclosed at the time of the event. The participant has to choose one.
- Time: 2 hours
- The participants are required to write an original article of around 1000-1200 words.
- There should be a clear association between the topic and the prose.
- The article should be original. If the article is found to be copied or a modified version of an existing one, the participant will be disqualified.
- Submission details will be communicated later.
- Each participant must carry their college IDs for verification purposes.
- The decision of the judges and the organizing committee will be final and binding.
- Failure to adhere to the rules will lead to disqualification.

REGISTRATION FEES: RS. 150 PER HEAD

ENVIRONMENTAL PHOTOGRAPHY

COLLEGE ID: COMPULSORY
MODE OF CONDUCTION: ONLINE
NUMBER OF PARTICIPANTS: Individual participation

RULES AND REGULATIONS

- Each participant can send one entry only.
- The photograph submitted must be related to any aspect of the environment.
- Submitted images must be large and in the JPEG Format.
- Each photograph should be accompanied by a short description (100 -120 words).
- It must be an original work that does not contain, incorporate or otherwise use any content, material or element that is owned by a third party or entity. Any kind of plagiarism shall lead to disqualification.
- The camera resolution should be at least 5 megapixels.
- Participants must provide the following details regarding:
  - ISO
  - Camera model/Phone model
  - Aperture
  - Shutter Speed
- Photos that have been digitally altered beyond standard optimization (removal of dust, cropping, reasonable adjustments to exposure, colour and contrasts, etc.) will be disqualified. Multiple exposures that have been combined to produce a single "High Dynamic Range" image are acceptable.
- The copyright of the photograph shall remain with the participant.
- There shall be one winner and one runner-up for this event. The decision of the Judges/Panel will be rendered as final.
- Please note that the theme is open to your interpretation and the same shall be justified through the description provided.

JUDGING CRITERIA:

- Artistic merit
- Composition
- Conveyance
- Concept
- Technical Excellence.
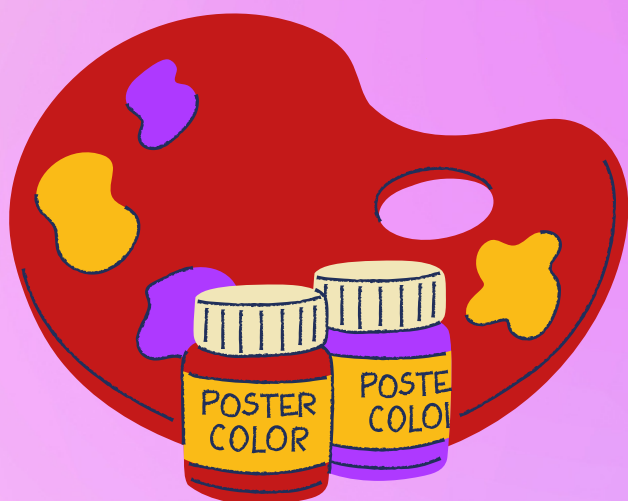
REGISTRATION FEES: RS.100

POSTER MAKING

COLLEGE ID- Compulsory
MODE OF CONDUCTION: Hybrid
NUMBER OF PARTICIPANTS: Individual event

JUDGING CRITERIA:

- *Creativity*
- *Interpretation*

RULES AND REGULATIONS

- The theme will be disclosed on the date of the official event.
- The artwork presented should be original, which is a major criterion for assessment. **No plagiarism will be accepted.**
- We recommend that participants should have a good and stable internet connection. Cameras must be ideally switched on during the event.
- The artwork may be made with either digital or traditional techniques or any other medium.
- Dialogues can be in English or Hinglish.
- The poster can be colored or kept black and white as per the artist's choice.·
- The time limit will be **90 minutes.**
- The artwork should not be defamatory, libelous, obscene, or otherwise illegal and the use of profanity is strictly prohibited.
- The decision of the judges and the organizing committee in all matters will be final and binding.

REGISTRATION FEES: RS. 150

ENTERTAINMENT QUIZ

COLLEGE ID : COMPULSORY
MODE OF CONDUCTION: Online (Live Event)
NUMBER OF PARTICIPANTS: 2 members per team. Each team must register.

RULES AND REGULATIONS

- Number of Rounds : There will be a Preliminary Round (Prelims) and a Finals Round (Finals).
- For Prelims :
  - 20 Questions to be answered using Google Forms.
  - Top 6 teams qualify for the Finals.
- For Finals :
  - Infinite Pounce
  - Pounce will be done through Voice-Note on WhatsApp.

- There will be an hour interval between Prelims and Finals to check the Prelims scoresheet.
- The participants must have a strong internet connectivity and a good bandwidth.
- It is compulsory for the participants to switch on their camera and microphones during both Prelims and Finals.
- Do not use any electronic devices during the Quiz other than the purposes of Pounce.
- If any issues arise, the decision of the organizers and the Quiz Master shall be final.

REGISTRATION FEES

RS.150 FOR A TEAM OF ALL STUDENTS
RS.200 FOR ANY TEAM WITH A NON-STUDENT MEMBER.

GENERAL QUIZ

COLLEGE ID : Compulsory
MODE OF CONDUCTION : Online
NUMBER OF PARTICIPANTS : Individual/ maximum of 2 members in a team

RULES AND REGULATIONS

- There will be two rounds in this Quiz. There will be a preliminary round and the final round will be a Live Event.
- Mode of conducting the first round will be duly notified to all the participants. The Final round will be a Live Event Round hosted over Microsoft Teams. The individual / team raising the hand first gets the opportunity to answer first. The individual / team giving the right answer gets the points else the subsequent raised hand gets the opportunity to answer.
- The team which answers the greatest number of questions gains the most points. This rule will help the Organizing Committee ascertain the Round 2 Teams / Individuals and the same rule will be applicable in the Final Round as well.
- We expect the participants to have strong internet connectivity and a good bandwidth for the final round.
- It is compulsory for the participants to switch their cameras and microphones on during the entirety of the Final round.

- Do not use your mobile phones to join the video meeting.
- Any instances of malpractice will be dealt strictly as per the discretion of the Organizing Committee.
- In case of any discrepancy, the decision of the organizers and the judges shall be final.

REGISTRATION FEES

RS.100 FOR A TEAM OF ALL STUDENTS
RS.200 FOR ANY TEAM WITH A NON-STUDENT MEMBER.

TECHBIZ QUIZ

College ID: COMPULSORY
MODE OF CONDUCTION: Online (Live Event)
NUMBER OF PARTICIPANTS: 1 or 2 per team are allowed

RULES AND REGULATIONS

- The number of rounds will depend on the number of registrations for the event (Details will be communicated later).
- There will be a specific time limit for each round which will be intimated on the day of the event.
- Participants have to compulsorily turn on their camera and microphone during the event.
- Participants are advised to join with laptop over mobile phones to avoid technical glitches.
- Participants are advised to have strong internet connectivity and a good bandwidth.
- In case of Internet/Device failure, no extra time shall be given.
- In case of any discrepancy, the decision of the Quiz Organizers shall be final.

REGISTRATION FEE:
STUDENTS: RS.150 PER TEAM
CORPORATE: RS.300 PER TEAM

SPEAKING TREE

COLLEGE ID: Compulsory
MODE OF CONDUCTION: Hybrid
NUMBER OF PARTICIPANTS: Individual

RULES AND REGULATIONS:

ROUND 1: SANSANI KHES KHULASA (CONSTRUCTING CONSPIRACIES)

Directions:

- Participants will write conspiracy theories based on current events.
- The theories should be satirical.
- The first round will be conducted offline.
- Participants have to submit their respective entries at least a day before the finals, which will be conducted online.
- Both fiction and non-fiction text is appropriate.
- All sources used for information as well as images need to be credited and cited.
- Explicit content is prohibited.
- Plagiarism is prohibited.
- Unfair discrimination, attacks on race, religion or ethnicity and the likes is strictly prohibited and will lead to immediate disqualification.
- Participants are requested to submit their work on time. Failure to do so will lead to disqualification.

JUDGING CRITERIA:

- Technical and factual accuracy as applicable per the text
- Originality and ingenuity
- Placement of material in the theory
- Use of satire and irony
- Clarity in the thought process

FINALS: STRESS MEIN BEST (STRESS INTERVIEW)

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

JUDGING CRITERIA:

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

REGISTRATION FEE: RS. 150

SLAM POETRY

COLLEGE ID: COMPULSORY
MODE OF CONDUCTION: HYBRID (Online and Offline)
NUMBER OF PARTICIPANTS : Individual Event

Slam Poetry is an event that binds together words, rhythm and sentiment into a delightful combination of prose and poetry. When you recite, time stands still for all those who listen and when you bare your soul, we feel what you felt when you wrote that beautiful peace of literary art that escapes from the depths of your mind. We are here to appreciate that talent of writing that is otherwise overlooked in a relentless corporate world. So join Slam Poetry if a few hours of poetic respite is what you seek.

This event comprises a preliminary round and a final round.

ROUND 1: THE QUALIFIER

Each participant must submit their entries in the form of a video recording of everyone reciting their poetry. The submission will be on a google form circulated on a later date before the last date.

ROUND 2: THE FINALE

Only the top ten entries would qualify for the final round. In the final round, the participants will have to perform the prose or the poetry they submitted live. The qualified participants will be informed 24 hours before the event.

RULES AND REGULATIONS

- **Originality counts** - The participants can present any original piece of their prose or poetry.
- **All is well, when the audience understands you** - Your work can either be in English or Hindi.
- **Time is the need of the hour** – We can hear you the whole day, but we have got limits. The time per performance cannot be less than 2 minutes and must not exceed 5 minutes.
- **Poets don't copy** – We appreciate you for who you are. The participants will be immediately disqualified in case of plagiarized or copied work.
- **Respect all -** Any entry using abusive language which can hurt sentiments will be disqualified.
- **Heads up -** Please make sure to mention Trigger Warnings, if necessary, before you present your piece.
- **Mugging up not required -** Memorization is not required or necessary. The poet may choose to bring a sheet of paper or read off from their phone.
- **Rounds -** We will be dividing the event into 2 rounds as stated earlier.
- Kindly show us your college ID at the time of the registration.

JUDGEMENT CRITERIA

- Originality
- Creativity
- Fluency
- Expression
- Presentation

NOTE: The decision of the organisers will be final and binding.

REGISTRATION FEE: RS. 150/ TEAM

WORD GAMES

COLLEGE ID: Compulsory
MODE OF CONDUCTION: Online
NUMBER OF PARTICIPANTS: 1 Team per package

RULES AND REGULATIONS:

ROUND 1

- 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 2

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

## REGISTRATION FEE: RS. 100/ TEAM

SHIPWRECK

COLLEGE ID: Compulsory
MODE OF CONDUCTION: Hybrid
NUMBER OF PARTICIPANTS: 1 Team per institution

DISCLAIMER

- If any participant is found cheating or using any undue means during the course of the event, the participant is subject to disqualification.
- Silence is to be maintained at all times during the event. The participants are requested to be keep themselves muted while someone else is speaking.
- Any disruption to the event in any form shall lead to the disqualification of the participant by the organisers with the exercise of their discretion.
- The decisions of the judges and organisers are absolute for the adjudication of each round, the declaration of the winners for the event and the disqualification of participants.
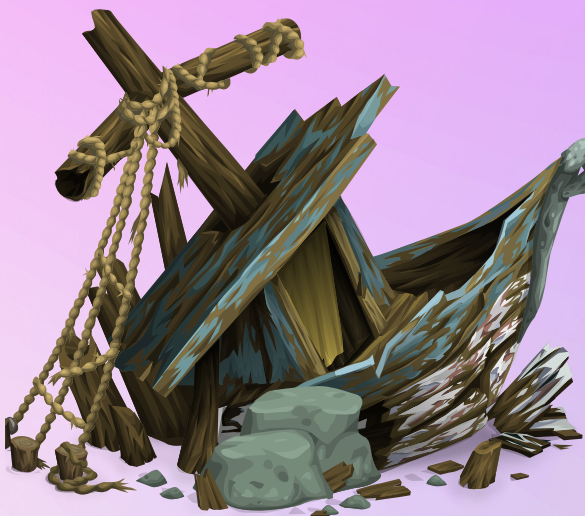
RULES AND REGULATIONS:

- The participants will all be given certain characters on the spot by the judges who shall be considered the captains of the ship.
- The characters are all then hypothetically put in a sinking ship with only one life jacket. The aim of the game for each participant is to convince the captains (judges) that they are the ones that need to be saved using the life jacket.
- Points are awarded based on the ability to play the character well and use related pop-culture references to convince the judges.
- The characters will each be given maximum 1:30 minutes to put their arguments forward in their initial speech.
- After a character has given their speech, the floor is open for any participants to refute the arguments made by such character. The rebuttal round shall last for 3 minutes or as per the discretion of the judges.
- The judges will decide on a survivor who gets the lifejacket at the end of the round based on the arguments made by the characters.
- The judges may introduce conditions on the characters during their speech or otherwise including but not limited to the following:
  - The judges may switch your characters at any point.
  - They can ask you to speak at 0.5x or 2x speed.
  - They can ask you to convince them in less than 20 words.
  - They can ask you to counter the opponent's statement.

REGISTRATION FEE: RS. 150/ TEAM

LEGAL LABEL

COLLEGE ID: COMPULSORY
MODE OF CONDUCTION: ONLINE
NUMBER OF PARTICIPANTS: This is an individual event.

JUDGING CRITERIA:

1. Presence of Mind
2. Speed in Answering
3. Framing of the Answers
4. Clarity in reasoning

RULES AND REGULATIONS

- The number of rounds will depend on the number of registrations for the event.
- The number of rounds will depend on the number of registrations for the event.
- The team which answers the greatest number of questions gains the most points.
- Usage of any unfair or malicious means while competing shall result in disqualification.
- We expect the participants to have strong internet connectivity and a good bandwidth.
- It is compulsory for the participants to switch on their camera and microphones on during the video call.
- .Do not use your mobile phones to join the video meeting.
- In case of any discrepancy, the decision will rest with the organizers and shall be final and binding.

REGISTRATION FEE: RS. 200

LEGAL QUIZ

COLLEGE ID: COMPULSORY
MODE OF CONDUCTION: ONLINE
NUMBER OF PARTICIPANTS: This is an individual event.

RULES AND REGULATIONS

- The number of rounds will depend on the number of registrations for the event.
- There will be a specific time limit for each round which will be intimated on the day of the event.
- The team which answers the greatest number of questions gains the most points.
- Usage of any unfair or malicious means while competing shall result in disqualification.
- We expect the participants to have strong internet connectivity and a good bandwidth.
- It is compulsory for the participants to switch on their cameras and microphones during the video call.
- Do not use your mobile phones to join the video meeting.
- In case of any discrepancy, the decision will rest with the organizers and shall be final and binding.
- The quiz shall be based on the following areas of law- Contract Law, Criminal Law, Constitutional Law, Insolvency and Bankruptcy Code, Intellectual Property Law, Family Law.

REGISTRATION FEE: RS. 200

FIFA

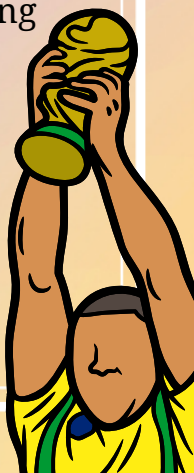**COLLEGE ID:** COMPULSORY
MODE OF CONDUCTION: Offline
NUMBER OF PARTICIPANTS: Individual and will be a one on one (1 v 1) competition.

RULES AND REGULATIONS

A highly charged and competitive game of football on one of the most celebrated and successful games on the Esports platform, practice your 5-star skill moves and show up ready to play possession-ball or counter attacking football on FIFA.

- Tournament format is knockout/single elimination.
- There will be one game per round for each player.
- The game will be played on a PlayStation 4 (Ps4) device.
- Each half will last for 5 minutes. The halves of the final round will be 6 minutes.
- The level of difficulty would be at the "Legendary" setting.
- Players can choose any team to play with apart from World 11, Classic 11 and Adidas All Stars. This discretion will lie with the organizers of the event.
- Players are permitted to bring their controllers, as long as they are compatible with the PlayStation 4 (Ps4) device on which the game would be played.
- Only on the possession of the ball can the players avail the option of a 'Pause'.
- Only 2 'Pauses' per match are allowed.
- The duration of a 'Pause' must not exceed 30 seconds.
- Pausing the game when the ball is not in possession of the player would result in disqualification.
- The option of Offside and Injuries will be switched on.
- Timed finishing will be switched off in all the games.
- Any form of Misbehaviour, Vulgarity, foul language, obscenity, cheating will lead to immediate disqualification of the participant.
- Re-entry will be permitted only during the first round.
- The Organizing Committee's discretion shall be final and binding.

REGISTRATION FEE: RS. 200

VALORANT

COLLEGE ID: COMPULSORY
MODE OF CONDUCTION: ONLINE
NUMBER OF PARTICIPANTS: 1 team (5 People)

RULES AND REGULATIONS

- Matches will be hosted on Mumbai Server Standard Mode Custom Match.
- Maps will be finalised by vetoing active duly maps until one remains.
- Maps will be finalised by vetoing active duty maps until one remains. The selection of attackers and defenders will be decided by a toss on a discord server.

TEAM CAPTAINS

- Each team must have a designated captain.
- The captain is the link between the organizers, administrators and his team before, during and after the event.
- The captain must be a member of the team.
- The captain is responsible for the check-in on the day of the tournament.
- The captain has to be reachable on Discord at all times during the tournament's hours.
- The captain should frequently check the tournament's Discord channel to be aware of any announcement made by the Tournament Administrators.
- The captain will be the spokesperson of the team in case of a dispute.

CODE OF CONDUCT

- All players are expected to exhibit good sportsmanship and maintain respect for one another, players, and the staff. They are to treat others as they themselves would like to be treated. Any behavior that is considered to be inappropriate and in violation of the code of conduct includes, but is not limited to, the following:
  - Non-fair-play behavior, physical or verbal abuse towards players, staff, or any participant.
  - Acting in an unsportsmanlike or disruptive manner, or with the intent to disrupt or undermine the legitimate operation of the Tournament, or to annoy, abuse, threaten or harass any other person.
  - Hacking, exploiting, the use of any kind of cheating device and/or cheat programs, or any similar cheating method.
  - Intentionally using any in-game bugs or so-called "hacks" to seek an advantage.
  - Cheating, manipulating game files, using unapproved game modifications, or any other method by which one may gain an unfair advantage over another player.
  - Engaging in violence or any activity which is deemed in the judgment of the Tournament Administrators to be immoral, unethical, disgraceful, or contrary to common standards of decency.
- Any player who violates these rules may be disqualified or sanctioned. Warnings and sanctions may lead to immediate disqualification and removal of the player and his team from the tournament. This decision will be at the discretion of the Tournament Administrators. You can talk to your Tournament Administrators if you see any improper or suspicious behavior.

REGISTRATION FEE: RS. 150/TEAM

VALORANT

WARNING

- A team may be cautioned and receive a warning if one of his players commits any of the following offenses:
- Refuses to follow tournament officials' instructions;
- Arrives late at his convocation schedule;
- Shows dissent by word or action;
- Uses insulting language and/or gestures;
- Is guilty of unsportsmanlike behavior.

ISSUES DURING A MATCH

If a match is interrupted for reasons beyond the control of the teams (player crash, server crash, network outage, etc.) no rematch will be conducted.

SCRIPTS & INGAME ACTIONS

The following actions are strictly prohibited during the tournament and will result in a round loss (the amount is determined by the tournament admin) which will be deducted at the end of the match, and a warning:

- Using pause during a round is forbidden (except for technical problems at the end of a round or during freeze time.).
- Using bugs that change the game principle (i.e. spawn bugs, leaving the map, etc.).
- Using bugs that allow players to see through floors and walls.
- Out of map Cypher cameras as well as cameras that are unable to be destroyed.
- Any form of script is forbidden.
- Any custom (game) files.

REGISTRATION FEE: RS. 150/TEAM

BGMI

COLLEGE ID: Compulsory
MODE OF EVENT: Online
NUMBER OF PARTICIPANTS: 1 Team (4 Members)

RULES AND REGULATIONS

- The event will be a knock-out tournament.
- Registrations can be done prior to as well as on the day of the event.
- Each game lasts for about 40 mins.
- Players will have to play with their own mobiles relying on their own data providers in order to avoid any disconnections. Wi-Fi service will not be available.
- Map played on would be – Erangel/Sanhok/Miramar with "sunny" option squad
- TPP, (as per your requirement)
- Any dispute will be handled by the event head.
- Use of any emulators, hacks, software/tools, or any trigger/controllers and items which give an undue advantage are strictly prohibited and would lead to disqualification.
- The organizers will not be responsible for any connection issues during the matches which may or may not result in disconnections.
- Use of any external software or files is not allowed.
- Any kind of physical assistance is strictly prohibited.
- Participants are expected not to disturb other players during the match and are expected to leave the spot immediately after their elimination.

CODE OF CONDUCT

- All players are expected to exhibit good sportsmanship and maintain respect for one another, players and the staff. They are to treat others as they themselves would like to be treated. Any behavior that is considered to be inappropriate and in violation of the code of conduct includes, but is not limited to, the following:
  - Non-fair play behavior, physical or verbal abuse towards players, staff or any participant.
  - Acting in an unsportsmanlike or disruptive manner, or with the intent to disrupt or undermine the legitimate operation of the tournament, pr to annoy, abuse, threaten or harass any other person.
  - Hacking, exploiting, the use of any kind of cheating device and/or cheat programs, or any similar cheating method.
  - Intentionally using any in-game bugs or so-called "hacks" to seek an advantage.
  - Cheating, manipulating game files, using unapproved game modifications, or any other method by which one may gain an unfair advantage over another player.
  - Engaging in violence or any activity which is deemed in the judgement of the event head to be immortal, unethical, disgraceful, or contrary to common standards of decency.
  - Any player who violates these rules may be disqualified or sanctioned. Warnings and sanctions may lead to immediate disqualification and removal of the player and his team from the tournament. This decision will be at the discretion of the event head. You can talk to your event head if you see any improper or suspicious behavior.

ISSUES DURING MATCH

- If a match is interrupted for reasons beyond the control of the teams (player crash, server crash, network issue) no rematch will be conducted.

REGISTRATION FEE: RS.100 FOR DUO & 200 FOR SQUAD

ROCKET LEAGUE

COLLEGE ID: COMPULSORY
MODE OF CONDUCTION: ONLINE
NUMBER OF PARTICIPANTS: 1 team (2 People)

About

A highly charged and competitive game of football powered by the most glamorous rocket-fuelled cars you've ever seen. Team coordination and outsmarting your opponents are important skills to have. Pull off the flashiest mechanics or simply shove it beyond the opponent's defense, all that matters is getting that goal explosion! So, prepare yourself, improve your skill moves and get ready, because it's kick-off time!!

The tournament will be putting the PC and Consoles players against each other in a single elimination-based format.

RULES AND REGULATIONS

- The games (2v2) shall be played with the help of Private Match feature in-game and each match shall last for 5 minutes.
- The team which answers the greatest number of questions gains the most points.
- The tournament will be putting the PC and Consoles players against each other in a single-elimination-based format.
- The best of 3 matches will be conducted from Round of 16 onwards.
- All participants must have their EPIC IDs linked to the game.
- Use of foul language, causing hindrances in the smooth conduct of the event, unacceptable behaviour, will lead to immediate disqualification.
- The server shall be the Indian server and no requests for a change in the same shall be entertained.
- Any form of hacking or cheating is not allowed and if observed, will lead to disqualification.
- Participants shall be responsible for ensuring that their internet connections are proper and the organizers shall not be responsible for any technical/network issues on behalf of the participants.
- If a match is interrupted for reasons beyond the control of the teams (player crash, server crash, network outage, etc.) no rematch will be conducted.
- The Organizing Committee's discretion shall be final and binding.

REGISTRATION FEE: RS. 200 PER HEAD

MOVIE MIMICRY

COLLEGE ID: COMPULSORY
MODE OF CONDUCTION: Hybrid
NUMBER OF PARTICIPANTS: 1-3

TICKET
CINEMA
★ ★ ★

JUDGING CRITERIA:

1. Be creative.
2. Be confident with your performance.
3. Memorize your scripts that you don't forget your set between the performance
4. Keep your time limit in mind as you perform.

RULES AND REGULATIONS

- The time limit of the performance is 3-4 minutes.
- Participants will be given a particular scene from a Bollywood movie and they have to enact the same with their own set of dialogues. It is mandatory to change the setting of the theme.
- Participants appearing in person will have to perform it live in their allotted event room.
- Participants appearing online will have to perform it live through the assigned platform.
- We expect the participants to have strong internet connectivity and good bandwidth.
- It is compulsory for the participants to switch on their cameras and microphones during the video call.
- Do not use your mobile phones to join the video meeting.
- The mode of conduction will be deliberated on the day of the event.
- In case of any discrepancy, the decision will rest with the organizers and shall be final and binding.

REGISTRATION FEE: RS. 100

STRESS INTERVIEW

COLLEGE ID: COMPULSORY
MODE OF CONDUCTION: Hybrid
NUMBER OF PARTICIPANTS: Individual Events

JUDGING CRITERIA:

1. Stress and time management
2. Impromptu skills
3. Argumentative skills
4. Logical ability and critical thinking

RULES AND REGULATIONS

- All the participants will be divided into groups of 3-4, and will be asked questions together.
- Each round will last for around 5-10 minutes. During this time, all the participants will be pitted against the organiser and each other.
- The participants will be given fun real life-situations, and based on their responses to them, there will be a line of cross-questioning. This round will be a screening round.
- In the next round, the questions asked will require personally opinionated answers from the participants on the topics, which are social, ethical, medical, contemporary and economic in nature.
- The questions will test the person's logical ability, and hence, will not require the participant to memorise any statistics/ facts. However, the answers must factually align with reality.
- Participants are expected to understand that the questions will be posed to them continuously, and they might not be given time to justify their answers entirely. In that case, they are not allowed to interrupt the organiser or be rude to them.

REGISTRATION FEE: RS. 100

SYMEME
MEME CONTEST

COLLEGE ID: COMPULSORY
MODE OF CONDUCTION: Online
NUMBER OF PARTICIPANTS: Individual Event

EVENT STRUCTURE

- This #MakeAmeme challenge will be conducted in 2 rounds. i.e Preliminary and Meme Master.
- **Preliminary**
  - One entry per Applicant
  - Every Applicant will be asked to upload a meme of their choice, which they think is best and would take them into the Meme Master Round
  - Every Meme Submitted by Participants will go through evaluation by the Panel of Judges and be marked accordingly
  - 50%(Subject to change) of the Participants in the Preliminary round will be short-listed to the Meme Master Round
- **Meme Master**
  - Short-listed Participants of the Preliminary Round will be eligible to Participate in the Meme Master Round
  - One entry per Participant
  - Participants will be asked to create a meme on the given theme within the specified time of 24 hours (Subject to Change).
  - The Memes Submitted by Participants will go under evaluation by judges and marked accordingly
  - The Best 25 memes (Subject to change) will be screened on the event day with general feedback from Judges
  - The Best Meme Creator and the second best will receive the Award of Meme Master and Runner-up respectively.

SUBMISSION

- This is an Individual Event, Group Entries are Prohibited
- Submissions are accepted in PNG, JPEG, MP4 (Video entries should not exceed 30 sec) via the G-Forms Provided
- Memes should be either in English, Hindi or a combination of both languages
- Participants are Advised to use Canva However they are free to use any software of their choice
- It must be of good quality (i.e., able to be reproduced or viewed on a website or in a gallery)
- Must be original and free of any copyright or ethical (e.g., plagiarism) violations. If the submission or a part of the submission is found to be plagiarized, then it would amount to disqualification or deduction of Marks
- Must be free of any curse words, bias and hate.
- The Symbhav organizing committee reserves the right to disqualify any submissions that are considered offensive
- By entering this contest, Applicants give permission to the Symbiosis Law School, Pune to publish their submissions in any manner they wish and to use the submissions for educational, promotional, or research purposes

JUDGING CRITERIA:

1. **Creativity-** Includes Ideas, Content. Design, Understanding, Emotions incorporated, Commonality etc.
2. **Originality-** Includes Ideas, Content, Design etc.
3. **Theme (Round 2)-** How well the given theme is incorporated in the meme

REGISTRATION FEE: RS. 100

TREASURE HUNT

COLLEGE ID: Compulsory
MODE OF CONDUCTION: Offline
NUMBER OF PARTICIPANTS: 3-4

RULES & REGULATIONS

- The area for hiding clues has been restricted to the vicinity of Viman Nagar, Pune.
- There will be 20 clues (approx.) hidden around the vicinity of Viman Nagar.
- There will be 2 rounds of elimination. The first elimination will be after the first 8 clues. The second after the completion of 15 clues.
- The treasure hunt will start in the SLS, Pune campus.
- The hunt will be in the form of a race. The first 10 teams to solve the first 8 clues shall qualify thereafter and only 5 teams shall remain after the 15th clue.
- The registration fee does not include transportation charges. The expense of autos to get around the area during the hunt shall be borne by the participants themselves.
- A part of the hunt will be online. Hence, the teams should have 1 laptop with them during the hunt.
- The teams can ask for 5 free hints. After that every hint will have a 10-minute stop go penalty.
- The team that finishes the hunt first, wins.
- Usage of any unfair or malicious means while competing shall result in disqualification. The decision will rest with the organizers and shall be final and binding.

REGISTRATION FEE: RS. 250/TEAM

DUMB CHARADES

COLLEGE ID: COMPULSORY
MODE OF CONDUCTION: Online (Live Event)
NUMBER OF PARTICIPANTS: 1 team per package (Only 3-4 members In a team will be permitted)

RULES & REGULATIONS

- There will be elimination rounds depending on the number of entries in the event
- 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.
- One member of the team can only act once in a round.
- There will be a specific time limit for each round which will be intimated on the day of the event.
- The team which guesses the greatest number of movies gains the most points.
- The person who is enacting the movie and/or novel shall make him/her visible from the waist up at all times to the organizers and the judges.
- There will be two lists for the movies and novels:
    - English
    - Hindi
- We expect the participants to have strong internet connectivity and a good bandwidth
- It is compulsory for the participants to switch on their cameras and microphones during the video call.
- Do not use your mobile phones to join the video meeting.
- The mode of conduction will be deliberated on the day of the event.
- Lip-syncing is strictly not allowed.
- Pointing at objects or people is not allowed.
- In case of any discrepancy, the decision of the organizers and the judges shall be final.

REGISTRATION FEE: RS. 100/TEAM

LIP-SYNC BATTLE

COLLEGE ID: COMPULSORY
MODE OF CONDUCTION: Hybrid
NUMBER OF PARTICIPANTS: Individual or in A Team of Two.

RULES & REGULATIONS

- Participants may register individually or in teams of two.
- The performance must be 2 - 5 minutes long.
- 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.
- The songs that participants choose must subscribe to the limits of decency and not contain any vulgar or offensive lyrics.
- 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.
- Participants will be judged on the basis of performance, charisma and creativity.
- The decision of the Judges shall be final and binding.

REGISTRATION FEE: RS. 100/HEAD

VOLLEYBALL

COLLEGE ID: COMPULSORY
MODE OF CONDUCTION: Offline
Category: Boys and Girls
Type of Tournament: League or Knock-out (Depending on the number of registrations).

Requirements

1. Each team should report at the venue 30 minutes prior to the match.
2. In case of delay, 15 minutes from the scheduled time, a walkover will be granted to the opposition.
3. If participants are unable to appear on time, they are required to inform the Organizing Committee or the Event Head.
4. The participants are supposed to submit their college I.D Cards before the match and without the same participation will not be allowed.
5. I.D Verification shall be done prior to the commencement of the match.
6. Participants are required to wear proper sports attire that they are comfortable in.
7. Participants need to provide their WhatsApp numbers as it will be the main platform of communication.
8. Participants will be informed about the timings etc. via mail, phone call or WhatsApp. Any changes regarding the same will be conveyed through prior notice.

General Rules:

1. General Rules:
2. Each team shall comprise of a minimum of 6 members and a maximum of 12 members.
3. One college can send in a maximum of two teams (Team A and Team B).
4. Initial matches will be conducted in the form of best-of-three rally-scoring sets (25 points/set).
5. The semi-finals and finals will be conducted as a best of five rally scoring sets.
6. Teams are allowed a maximum of 3 substitutions per set excluding the Libero.
7. Each team is allowed two timeouts per set (30 seconds in duration).
8. The Libero, if any, shall wear a jersey different from that of the other team members.
9. Cross-teams are not allowed.

Technical Rules:

1. All the other FIVB (Fédération Internationale de Volleyball) rules will be applicable.
2. Compulsory rotation for all the categories.
3. All events are subject to registrations and the availability of venues.
4. Decisions made by the referee regarding facts connected to play would be final.

Disqualifications:

1. Use of any unfair means whatsoever to win the challenge is strictly prohibited. If caught using any unfair means during the event, the participants would be disqualified immediately.
2. Not complying with the rules and regulations of the competition will lead to immediate disqualification.
3. In case of any disputes/altercation, the final discretion and the decision of the Organizing Committee would prevail.
4. Any use of abusive language or inappropriate behaviour towards any player or members of the organizing committee shall result in the disqualification of the participating institution from the SLS Pune Sports Tournament.

REGISTRATION FEE: RS. 1500 (MALE)
RS. 1500 (FEMALE)

FUTSAL

COLLEGE ID: COMPULSORY
MODE OF CONDUCTION: Offline
Category: Boys and girls
Type of Tournament: League or Knock-out (Depending on the number of registrations).

Requirements

1. Cross-teams are not allowed and players are to submit their college ID cards before the match without which participation will not be allowed.
2. The reporting time for each team shall be 30 minutes prior to the scheduled time of the match.
3. Failure to report at the ground beyond 15 minutes of the scheduled time of the match will result in a walkover.
4. All events are subject to registrations and availability of the venues.
5. All decisions by the match Referees and Organizing Committee will be final.

General Rules:

1. Type of Tournament: Knockout, depending on the number of registrations.
2. A maximum of 15 teams shall be allowed to play in the tournament.
3. The teams shall consist of a maximum of 8 members (5 starters +3 substitutes).
4. All rules of FIFA (Fédération Internationale de Football Association) will be followed in the tournament.

Technical Rules:

1. Each half in the round of 16 and quarter-finals shall run for 15 minutes; the same shall be extended to 20 minutes for semi-finals and finals.
2. In the event of a draw, a penalty shoot-out will take place. Both teams will take 5 penalties each and if the scores continue to be level, it will go into sudden death.
3. Stoppage/injury time is to be provided at the discretion of the Referee.
4. The break at halftime will last 5 minutes.
5. Coaches can make as many substitutions as they wish.
6. Substitutions can be made without stopping the game.

Disqualifications:

1. As in football, fouls are penalized with either a direct or indirect free-kick, or a penalty if the foul is committed inside the penalty area.
2. Fouls can be sanctioned with red and yellow cards.
3. Use of any unfair means whatsoever to win the challenge is strictly prohibited. If caught using any unfair means during the event, the participants would be disqualified immediately.
4. Not complying with the rules and regulations of the competition will lead to immediate disqualification.
5. In case of any disputes/altercation, the final discretion and the decision of the Organizing Committee and the referees would prevail.
6. Any use of abusive language or inappropriate behaviour towards any player or members of the organizing committee shall result in the disqualification of the participating institution from the SLS Pune Sports Tournament.

REGISTRATION FEE: RS. 1500 (MALE)
RS. 1500 (FEMALE)

FOOTBALL

COLLEGE ID: COMPULSORY
MODE OF CONDUCTION: Offline
Category: Boys
Type of Tournament: League or Knock-out (Depending on the number of registrations).

Requirements

1. Cross-teams are not allowed and players are to submit their college ID before the match without which participation will not be allowed.
2. The reporting time for each team shall be 30 minutes prior to the scheduled time of the match.
3. Failure to report at the ground beyond 15 minutes of the scheduled time of the match will result in a walkover.
4. All events are subject to registrations and availability of the venues.
5. All decisions by the match Referees and Organizing Committee will be final.
6. Participants need to provide their WhatsApp numbers while registering as it would be the main platform of communication.

General Rules:

1. A maximum of 16 teams shall be allowed to play in the tournament.
2. The teams shall consist of a maximum of 16 members (11 starters +5 substitutes).
3. All rules of FIFA (Fédération Internationale de Football Association) will be followed in the tournament.

Technical Rules:

1. Each half in the round of 16 and quarter-finals shall run for 20 minutes; the same shall be extended to 25 minutes for semi-finals and finals.
2. A total of 05 substitutes will be allowed. No rolling substitutes will be allowed.
3. In the event of a draw, a penalty shoot-out will take place. Both teams will take 5 penalties each and if the scores continue to be level, it will go into sudden death.
4. Stoppage/injury time is to be provided at the discretion of the Referee.
5. The break at halftime will last 5 minutes.

Disqualifications:

1. Use of any unfair means whatsoever to win the challenge is strictly prohibited. If caught using any unfair means during the event, the participants would be disqualified immediately.
2. Not complying with the rules and regulations of the competition will lead to immediate disqualification.
3. In case of any disputes/altercation, the final discretion and the decision of the Organizing Committee and the referees would prevail.
4. Any use of abusive language or inappropriate behaviour towards any player or members of the organizing committee shall result in the disqualification of the participating institution from the SLS Pune Sports Tournament.

REGISTRATION FEE: RS. 1800 (MALE)

BASKETBALL

COLLEGE ID: COMPULSORY
MODE OF CONDUCTION: Offline
Category: Boys and Girls
Type of Tournament: League or Knock-out (Depending on the number of registrations).

Requirements

1. Cross-teams are not allowed and players are to submit their college ID cards before the match without the same the participants will not be allowed.
2. ID Verification of the Participants shall be done prior to the commencement of the rounds.
3. Participants need to provide their WhatsApp numbers as it will be the main platform of communication.
4. After the registration, participants will be informed about the timings of the game, via WhatsApp or phone call.
5. Participants are required to appear 30 minutes prior to their match and in case of a delay beyond 15 minutes from the scheduled time the participant shall be disqualified.
6. If participants are unable to appear on time, they are required to inform the organizing committee or the event head in due time.
7. The tournaments committee reserves the right to change the venue, time & date of the matches if necessary.
8. All decisions by the match referees and Organizing Committee will be final.
9. Two Teams per college is allowed. (Team A and Team B)

General Rules:

1. The tournament is to be held in the knock-out format, subject to the number of registrations.
2. The team shall comprise of 12 participants (5 Starters + 7 Substitutes)

Technical Rules:

1. Every match shall be conducted in 4 quarters.
2. Every quarter shall run for 8 minutes in the preliminary rounds; in the semi-final and final rounds, the same shall be increased to 10 minutes.
3. A total of 7 substitutes will be allowed, not more than that.
4. Each game will start with a jump ball at the center court. Each possession thereafter will be alternated.

Disqualifications:

1. If players are caught in any form of misconduct or malpractice, they will be disqualified from participating in any other sporting events
2. Failure to follow the tournament's rules and regulations will result in automatic disqualification.
3. In the event of a dispute or disagreement, the final decision of either the Organizing Committee or the referees will prevail.
4. Any form of abusive language or improper behaviour directed at any player or member of the organizing committee may result in the participating institution's elimination from the SLS Pune Sports Tournament.

REGISTRATION FEE: RS. 1500 (MALE)
RS. 1500 (FEMALE)

LAWN TENNIS

COLLEGE ID: COMPULSORY
MODE OF CONDUCTION: Offline
Category: Boys and Girls
Type of Tournament: League, Pool or Knock-out (Depending on the number of registrations).

Requirements

1. Participants need to provide their WhatsApp numbers while registering as it would be the main platform of communication.
2. Participants are required to be present at the court 30 minutes prior to their match and in case of delay beyond 10 minutes, they shall be disqualified.
3. If participants are unable to appear on time, they are required to inform the organizing committee or the event head 30 minutes prior to the time of their match.
4. ID verification of the participants shall be done prior to the commencement of the rounds.
5. Participants are required to carry their own racquets and kit bags. The tennis balls will be provided by the organizers.
6. Participants are required to come in proper attire for the matches.

General Rules:

1. Lawn Tennis is an individual event.
2. The format of the match will be racing to 6 games.
3. All rules related to professional Lawn Tennis matches will be followed.
4. The referee will do a coin toss at the beginning of the match to decide who will serve and who will get to pick the side. Players will be given a maximum of 5 minutes after the coin toss to rally with each other.
5. In case of a deuce, the advantage system will be followed wherein a player has to score 2 consecutive points to win the match.
6. In case of any disputes, the decision of the Organizing Committee would prevail.
7. All decisions by the referees and Organizing Committee will be final.
8. Participants are required to follow tennis etiquette and maintain decorum.

Disqualifications:

1. Non-compliance with the rules shall lead to the disqualification of the participant.
2. Resorting to unfair means shall call for disqualification
3. Disobeying the code of conduct, including sledging, shall not be tolerated and the participant shall be immediately disqualified.

REGISTRATION FEE: RS. 800 (MALE)
RS. 800 (FEMALE)

VIRTUAL IPL

College Id: Compulsory
Mode of Conduction: Online

General rules

1. For the event i.e., the IPL Auction, the participants will be given half an hour during which they will be allotted their respective teams and be briefed about the important technical rules related to the event. The participants would also be provided with the list of the players available for bidding with their prices and points to help the participants make a good team.
2. In case two or more teams have a tie during the IPL Auction then a face-off would be conducted.
3. Any use of abusive language or inappropriate behaviour towards any Judge, player or members of the organizing committee shall also result in the disqualification of the participating institution from the SLS Pune Sports Tournament.
4. Any altercations/misbehaviour shall be dealt with strictly, and the decision of the Organizing Committee in this regard is final. Please note that an altercation may result in the disqualification of the participating institution from the SLS, Pune Sports Tournament.
5. Auctioneers' and the Event Heads' discretion would be final and binding.
6. The rules are subject to change without prior notice.
7. Three illegal moves result in automatic forfeiture of the game.
8. There are three prizes – 1st, 2nd and 3rd position.

Requirements:

1. The event will be hosted through an online platform and the participants will be informed about the same prior to the day of the event.
2. The selected participants advancing to the IPL Auction round would be required to report 30 minutes prior to the event failing which they would be eliminated. If participants are unable to appear on time, they are required to inform the organizing committee or the event head in due time.
3. A stable internet connection is recommended during the event.
4. Participants are required to submit their college ID cards before the event, and the same will be scrutinized through the procedure of verification.
5. Only the ***Initial 20 registrations*** will be acceptable and eligible.

Point Structure:

1. Legends - 20
2. Grade A: 14
3. Grade B – 12
4. Grade C – 10
5. Grade D – 8

Winner Rules:

- In the Auction, the teams with a maximum number of points will win.
- In case of a tie:
  - The amount left with the tied teams will be checked. The team remaining with more amount of money will win.
  - In case of the 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, any team crossing the stipulated budget would be subject to disqualification.
2. Teams not satisfying the Mandatory Team Structure as mentioned above will be disqualified.

VIRTUAL IPL

College Id: Compulsory
Mode of Conduction: Online

Preliminary Round Rules:
- Two preliminary rounds comprising 10 teams each will be conducted on two consecutive days.
- Only 4 Teams will be selected for the final IPL Auction.

Technical Rules:
1. City names will be allotted to each team by the organizing committee.
2. The teams will be provided with some virtual money, which can be considered as the individual team budget.
3. Every team will be given a fixed budget of 80 Crores (8000 lakhs). Those teams which exceed the allotted budget of 80 Crores will be disqualified.
4. The teams must purchase 11 players in total within the given budget,

Out of that at least:
1. 4 should be batsmen (including one wicketkeeper),
2. 4 bowlers and
3. 3 all-rounders.
4. Each team must purchase exactly 11 players only. Those who exceed the limit and those who do not meet the limit will be disqualified.
5. In the auction, every cricket player will have a fixed rating and a base price. Base price ranges from 20 lakhs to 2 Crores (200 lakhs) depending on the player's ratings.
   - E.g.: K L Rahul, Rohit Sharma, Virat Kohli and all the star players being great performers, their base price will be 2 Cr. Similarly, players with low ratings will have a base price starting from 20 lakhs.
6. The purchase will be auction-based, the team giving the highest bid for a player will get the same.
7. The bid amount will increase in the multiple of 10 lakhs till the bid amount reaches 1 crore and after 1 crore the bid amount will increase in the multiple of 15 lakhs, and accordingly, it will increase.
8. After the latest bid, the other teams will get a chance to put a higher bid before the tap is made by the host.
9. Only the Team leader will be allowed to bid for players during the Auction.
10. Each team will be allowed to purchase a maximum of 4 foreign players.
11. The name of the player along with the base auction price will be announced by the host. He will call out the bid amount 3 times. Before 3 times the teams should raise their hand if they are interested.
12. Note that when the bid amount is increased, the teams who don't put their hand down will be considered for going to the next amount.
13. All the team leaders will have to submit their respective IPL teams after the bid is completed.
14. In case of discrepancies, the decision of the judges/event organizers will be final.
15. Organizers reserve the right to change the time of the event.

REGISTRATION FEE: RS. 350

CHESS TOURNAMENT

College Id: Compulsory
Mode of Conduction: Online

General rules

1. The tournament will be conducted for 2 days in knockout format.
2. The participants must not have any electronic device in their surroundings.
3. The participants must approach the arbiter in case of any queries.
4. The participants must register their FIDE ratings with the arbiter.
5. The rules are subject to change with prior notice.
6. In case of any discrepancies, the event head holds the right to call a rematch.
7. In case of any dispute, the decision of the event head will be final.
8. Before starting the game, the participants are supposed to send a screenshot of the settings to their respective arbitrators and after finishing the game they are supposed to send the screenshot of the result and chessboard (it has to be done by both the players).
9. If any participant is found involved in any kind of malpractice, they shall be banned from all Sporting Activities of Symbhav.
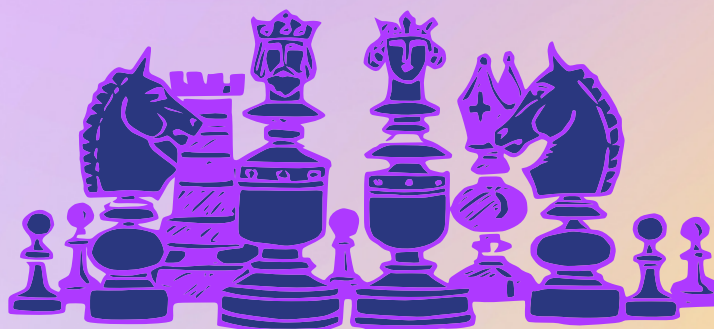
Requirements:

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. The FIDE Laws of Chess can be accessed here: https://www.fide.com/FIDE/handbook/LawsOfChess.pdf
3. No age restrictions are imposed for participating in the tournament.
4. A stable Internet Connection was required during the tournament.
5. Participants are required to report 10 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.

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. The time control will be 20 minutes per player (40-minutes per game) without any increment. (20 + 0)
4. 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.
5. 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. (5+0)
6. After completion of the game, both players are supposed to take a screenshot of the result and send it to the arbitrator.
7. Walkover time is 5 minutes and no relaxation will be given. If there is any unforeseen circumstance and the player cannot play the match, they have to inform the arbitrator or the event head at least 10 minutes prior to their match.

Disqualifications:

1. If anyone is found using an engine or using any kind of unfair means, the event head holds the right to disqualify them.
2. The event head holds the right to disqualify.

REGISTRATION FEE: RS. 350

SPORTS FUED

College Id: Compulsory
Mode of Conduction: Online
Category: Boys and Girls

Requirements

1. Participants need to provide their WhatsApp numbers as it will be the main platform of communication.
2. A Stable Internet Connection is required. The organizer won't be responsible for any connectivity issue.
3. Participants are required to appear 30 minutes prior to their event. In case of a delay beyond 15 minutes from the scheduled time, the participant shall be disqualified.
4. If participants are unable to appear on time, they are required to inform the organizing committee or the event head in due time.

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 fixtures prior to the rounds.
6. 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 that 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 Organizers and Judges
5. In case of a dispute, the decision of the organizers would be binding.

Technical Rules:

1. Scoring shall stop if there is any disruption in connectivity during the performance. In such cases, the opponent team may be 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.

Disqualifications:

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 the rules and regulations of the competition will lead to immediate disqualification.
4. In case the participant is found doing any malpractice, he/she shall be disqualified from all events

REGISTRATION FEE: RS. 600

SPORTS QUIZ

COLLEGE ID: COMPULSORY
MODE OF CONDUCTION: Online
Category: Boys and girls

Requirements

1. A stable internet connection is required during the tournament.
2. The participants are required to report 30 minutes before their round failing which they will be eliminated.
3. If the participants are unable to appear on time, they are required to inform the organizing committee or the event head in due time.
4. The participants are supposed to submit their college ID Cards before the match and without the same participation will not be allowed.
5. The participants need to provide their WhatsApp numbers as it will be the main platform of communication.
6. Participants will be informed about the timings etc. via mail, phone call or WhatsApp. Any changes regarding the same will be conveyed through prior notice.

General Rules:

1. Each team shall comprise of one participant only.
2. The number of rounds for the event will be contingent on the number of participants.
3. The organizers can bring any changes to the rules subject to prior notice.

Technical Rules:

1. All participants shall first be part of a preliminary round.
2. The prelims shall be held over Google Meet, and questions will be answered with a google form.
3. In case of a tie in the preliminary round, a tie-breaker question will be asked by the quizmaster and the participant who answers correctly will qualify to the next round.
4. The discretion of the Quizmaster and Organizing Committee is final.

Disqualifications:

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 the discretion of the Quizmaster or Organizing Committee.
3. Use of any unfair means whatsoever to win the challenge is strictly prohibited. If caught using any unfair means during the event, the participants would be disqualified immediately.
4. Any use of abusive language or inappropriate behaviour towards any player or members of the organizing committee shall result in the disqualification of the participating institution from the SLS Pune Sports Tournament.

REGISTRATION FEE: RS. 600

SPORTIFY
(SPORTS ESSAY)

College Id: Compulsory
Mode of Conduction: Online
Category: Boys and Girls
Type of Tournament: Knockout

Requirements

1. Having a valid and working WhatsApp number.

General Rules:

1. A maximum of two authors are allowed per entry of the essay i.e. co-authorship is allowed.
2. A mail should be sent stating the intent to participate 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.
3. All the participants will then be added to a WhatsApp group where the topic of the essay will be revealed.
4. After that, the participants have to submit their final essays on or before April 10th, 2022
5. The mail is to be sent to sports@symlaw.ac.in, the subject of the mail has to be "Symbhav2022_SportifySubmission", and the body of the mail should mention the name of the authors, name of the college (if any) and the topic was chosen.
6. All the essays will be put through Turnitin for plagiarism check as this will be one of the factors for judging.
7. In case of a dispute, the decision of the organising committee 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 between 2000-4000 words (excluding footnotes)
6. Plagiarism should be below 15%.

Disqualifications:

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

REGISTRATION FEE: RS. 500
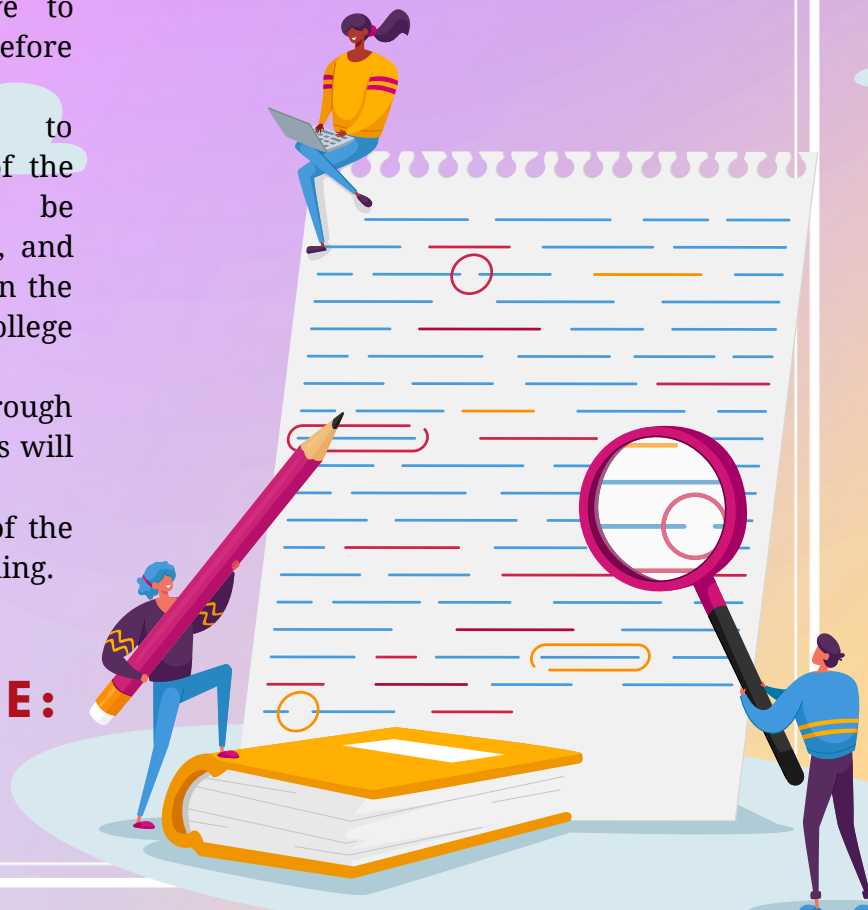
VIRTUAL FITNESS CHALLENGE

College Id: Compulsory
Mode of Conduction: Online
Category: Boys and Girls
Type of Tournament: Knockout

Requirements

1. All participants should show their college ID for verification.
2. The participants need to provide their WhatsApp numbers as it will be the main platform of communication.
3. A stable internet connection is required during the tournament.
4. The participants are required to appear 30 minutes prior to their round failing which they will be eliminated.
5. The participants are required to wear proper sports clothes.
6. The participants are required to appear 30 minutes prior to their rounds and in case of a delay beyond 15 minutes from the scheduled time the participant shall be disqualified
7. If participants are unable to appear on time, they are required to inform the Organizing Committee or the Event Heads in due time.

General Rules:

1. The participants will be divided into slots.
2. For each level, different fitness activities will be assigned to test your Core, Stamina, Flexibility and Endurance.
3. The judgment criteria will be based on form, timing and repetition.
4. The participants will be informed about the fitness task on the day of the event.
5. Any participant who has any medical issue will not be allowed to participate in the event.
6. The intensity of the fitness activities will increase as and when you move further into the competition.
7. The organizers have the right to change the regulations at any time with prior notice.

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 a minimum of 5 feet from the participant, from where all the challenges would be performed and monitored.
5. After each level, there will be a break given for the participants to get ready for the next round. Organizers can bring any changes to the rules subject to prior notice.
6. 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 less time will be promoted to the next round.
7. The judge's decision is final.
8. The participants will be judged on timing form and reps.

Disqualifications:

1. Any type of fitness equipment won't be allowed and use of such equipment will result in disqualification.
2. A Yoga Mat will be advised to have.
3. If a participant loses connectivity during the fitness challenge, he or she will lose points.
4. Any type of malpractice would be a disqualification from the event
5. Not complying with the rules and regulations of the competition will lead to immediate disqualification

REGISTRATION FEE: RS. 450

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