

General Rules

1. Registration & Reporting:

- All teams must report to the **Pharmakumbh Registration Desk** at least **1 hour before** their scheduled match.
- Failure to report on time will result in **overs being deducted** or a **bye** being granted to the opponent team as per the umpire/management's decision.
- **It is mandatory to bring your college ID card and any government-issued ID proof** for registration.

2. Match Rules:

- The **umpire's decision is final** in all matters, and no arguments or disputes will be entertained.
- Teams must ensure they understand the rules of the game, which will be explained before the tournament begins.

3. Certification:

- The losing team will receive their **certificates immediately** after their match.
- Winning teams will receive their certificates and prizes during the **award ceremony Pratibha (26/02/2025)**.

4. Safety & Undertaking:

- All players must sign an **undertaking** acknowledging the risks of injuries and **illnesses** before the tournament begins.

5. Team / Individual Rules:

- Team / Individual must arrive **30 minutes before** their match time.
- Team / Individual failing to arrive on time will forfeit their match, and a **bye** will be given to the opponent as per management's decision.

6. Fair Play:

- Any form of **misconduct, cheating, or unsportsmanlike behavior** will lead to immediate disqualification of the team or individual.
- Players must wear appropriate uniforms and bring their own equipment, if applicable, as specified during registration.

8. Medical Assistance:

- First-aid support will be available at the venue for minor injuries.
- For emergencies, players will be taken to the nearest hospital, and all related expenses will be borne by the individual or their team.

9. Audience Guidelines:

- Spectators must maintain decorum and avoid interfering with the game or players.
- No abusive language, cheering against opponents, or unsporting behavior will be tolerated.

11. Food & Refreshments:

- Teams and spectators are responsible for their own food, only Tea and water provided by us.

12. Management Rights:

- The management reserves the right to make changes to the schedule, format, or rules, and all participants will be informed accordingly.
- Decisions made by the tournament committee are **final and binding**.



GFRPS

GUJARAT FORUM OF PHARMACY STUDENTS

CRICKET

1. **Match Format:**

- Each team will play **2 matches** against random teams during the league stage.
- The top **4 teams** will qualify for the semifinals based on points.
- If points are tied, **run rate** will decide the ranking.

2. **Run Rate Calculation & Replacement guidelines:**

- Run rate will be calculated as per **international cricket standards**.
- Replacement/Substitute is allowed during the tournament for injured players in the squad of 15.

3. **Overs Format:**

- **League matches:** 8 overs, **Semifinals:** 10 overs & **Final:** 12 overs.

4. **Powerplay Rules:**

- No powerplay in league matches.
- **Semifinals:** 2 overs powerplay.
- **Final:** 3 overs powerplay.

5. **Time Restriction:**

- An inning in league matches must be completed within **45 minutes**; otherwise, it will be declared as finished.

6. **Tie Breaker:**

- In case of a tie, a **super over** will be played.
- Only **3 wickets** are allowed in the super over.
- If the super over is tied, the **number of sixes** will determine the winner.

7. **Team Composition:**

- Teams will consist of **15 players**, out of which **11 players** can play in a match.

8. **Scoring Responsibility:**

- One representative from each team must be **present at the score sheet**.

9. **Bowling Restrictions:**

- A maximum of **2 bowlers** can bowl 3 overs each (e.g., 3+3+2) or adjust with combinations like 2+2+2+2.

10. **Awards:**

- **Man of the Match** will be announced immediately after the match.
- The **Winner** will receive a **cash prize**, trophy, individual medals, and certificates.
- The **Runner-Up** will receive a trophy, individual medals, and certificates.

KABADDI

1. **Team Composition:**

- Each team can have **10 players**, with only **7 players** on the field at any given time.

2. **Age and Weight Restrictions:**

- Players must be **30 years or younger** and weigh **85 kg or less**.
- A **Kabaddi uniform** is mandatory for all players.

3. **Weighing Process:**

- Player weighing will be conducted transparently in front of the **Jury**, and the session will be recorded.

4. **Match Duration:**

- **League Matches:** Two halves of **5 minutes** each with a **1-minute halftime break**.
- **Semifinals:** **20 minutes** total match time.
- **Final:** **40 minutes** total match time.
- A **coin toss** decides the first raid; in the second half, the team that didn't raid first will start the raid.

5. **Timeouts:**

- Each team is allowed **2 timeouts** of **30 seconds** during the match, usable at any time.

6. **Raiding Rules:**

- Raiders must take a single breath, run into the opponent's half, tag one or more defenders, and return to their side before inhaling again.
- Raiders must continuously chant '**Kabaddi**'. Failing to do so, even briefly, results in a point for the opposing team.

7. **Defending Rules:**

- Defenders must prevent the raider from returning to their side after tagging them.
- Raiders can only be grabbed by their **limbs or torso**—not by hair, clothes, or other body parts.
- Defenders cannot cross the **center line**.

8. **Winning:**

- The team with the most points at the end of the match is declared the winner.

9. **Tie-Breaker Rules:**

- If a match ends in a tie:
- A 5-raid format will be used, with both teams pre-deciding their order of raiders.
- The Baulk Line will serve as the Bonus Line.
- No defenders will be deemed out during this phase.

- If the 5-raid format also ends in a tie, the match proceeds to a Golden Raid.

10. **Substitutions:**

- **3 substitutions** are allowed per match using a **coin system**.
- Once substitution coins are exhausted, only **medical substitutions** will be allowed.

11. **Pro Kabaddi Rules:**

- Additional rules like Super Raid and Super Tackle will follow the Pro Kabaddi rulebook.

12. **Awards:**

- **Man of the Match** will be announced immediately after the match.
- The **Winner** will receive a **cash prize**, trophy, individual medals, and certificates.
- The **Runner-Up** will receive a trophy, individual medals, and certificates.



G F P S

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VOLLEYBALL

RULES:

1. Each team shall consist of no more than 10 players with only 6 taking to the field at any one time.
2. Before the start of match, the referee will toss and winning team will have chance to decide serve or court.

MATCH FORMAT

- **Knockout Matches:** Best of **3 game** to **11 points**.
- **Semifinals and Finals:** Best of **3 games** to **21 points**.

SERVE

3. Server must serve from behind the end line.
4. Ball may be served underhand or overhand
5. Ball must be clearly visible to opponents before serve
6. Served ball may graze the net and drop to the other side for a point.
7. Each subsequent game shall be served by the previous game loser.

PLAYING THE GAME

8. Maximum of three (3) hits per side.
9. Player may not hit the ball twice in succession.
10. A block is not considered a hit.
11. A ball touching a boundary line is online and point will be considered.
12. A player must not block or attack a serve.
13. Rotation is compulsory or based on both team understanding.

BASIC VIOLATIONS

14. Stepping on or across the service line when serving while making contact with the ball.
15. Failure to serve the ball over the net successfully.
16. Hitting the ball illegally (Carrying, Palming, Throwing, etc.).

AWARDS

19. **Man of the Match** will be announced immediately after the match.
20. The **Winner** will receive a **cash prize**, trophy, individual medals, and certificates.
21. The **Runner-Up** will receive a trophy, individual medals, and certificates.

CHESS

Rules:

1. Game Setup:

- Each player starts with **16 pieces**: 1 King, 1 Queen, 2 Rooks, 2 Knights, 2 Bishops, and 8 Pawns.
- The objective is to **checkmate** the opponent's king, meaning the king is under attack and cannot escape capture.

2. Time Limit:

- **Knockout Matches**: 10 minutes per player.
- **Semifinals and Final**: 5 minutes per player.

3. Point System:

- If a player's time runs out, the winner will be decided based on the **point system**.

4. Peace Movement:

- **Rook**: Moves horizontally or vertically.
- **Bishop**: Moves diagonally.
- **Knight**: Moves in an L-shape.
- **Pawn**: Moves forward one square but captures diagonally. It can move two squares forward on its first move.
- **King**: Moves one square in any direction but cannot move into a square under attack.
- **Queen**: Moves any number of squares in any direction.

5. Special Rules:

- **Castling**: Cannot be done if the king is under check.
- **En Passant**: Not allowed.
- **Touch Rule**: If a player touches a piece during their turn, they must play that move.
- **Illegal Moves**: A player committing more than **2 illegal moves** (e.g., moving a white bishop to a black tile) will **lose the game**.

6. Tie Breaker:

- In case of a **stalemate or draw**, the **player with black pieces** will be declared the winner.

7. Awards:

- The **Winner** and **Runner-Up** will receive a trophy and certificates.

BADMINTON

RULES

1. **Serving Rules:**

- A player must wait until the opponent is ready before serving. If the opponent attempts a return, they are considered ready.
- Both players' feet must remain stationary during the serve, and they **cannot touch the service line**.
- It is **not a fault** if the server misses the shuttle while serving.

2. **Game Play:**

- The shuttle cannot be **caught or slung** with the racket.
- A player cannot hold their racket near the net to block a downward stroke or interfere with the opponent's play.

3. **Match Format:**

- **Knockout Matches:** Best of **1 game to 11 points**.
- **Semifinals and Finals:** Best of **3 games to 11 points**.

4. **Scoring System:**

- A point is scored **on every serve**.
- At **10-all**, the side that gains a **2-point lead** wins the game.

5. **Fouls:**

• **Service Errors:**

- Shuttle does not land in the correct service court.
- Server's feet are not within the service court.
- Server steps forward while serving.
- Balking or feinting the opponent before or during the serve.

• **Shot Errors:**

- A shot lands outside the court boundaries, passes under/through the net, or touches obstructions, a player's body, or clothing.

• **Net and Play Errors:**

- A player touches the net or its supports with their body or racket while the shuttle is in play.
- Hitting the shuttle **twice in succession**.

5. **Awards:**

- The **Winner** and **Runner-Up** will receive a trophy and certificates.

SQUID GAME

Rules

1. Participation:

- All participants begin together and compete in **multiple surprise rounds**.
- All Participants have to wear White Tshirt.

2. Chances:

- Each participant gets **two chances** to enter the **third round**.

3. Game Types:

- The games will include a mix of **team-based, traditional, and individual challenges**.

4. Elimination:

- Players who fail to clear a round after two chances will be **eliminated**.

5. Fair Play:

- All players must follow the instructions of game coordinators; **cheating** or breaking rules leads to immediate elimination.

6. Time Limits:

- Each game will have a **fixed time limit** to complete.

7. Prizes:

- The **winner** will receive a **trophy, certificate, and gift**.

8. Team Spirit:

- In team games, members must work together, and all rules for teamwork will be explained before the game begins.

9. Surprise Games:

- The games will be revealed only **just before** each round begins to maintain the element of surprise.

10. Judges' Decision:

- The decision of the judges and coordinators will be **final and binding**.