CARROM

- Team format: 3 players + 2 extra players(5 total).
- Match format: Singles – Doubles – Singles (S–D–S).
- The match will consist of 3 sets.
- Each set will be 10 minutes long.
- The team that wins any 2 of the 3 games advances to the next round.
- Tapping is not allowed from the striker line. Tapping is allowed but moving a coin during tapping is a foul; number of fouls will depend on the number of coins moved.
- Last coin touch is allowed.
- While placing a coin on the board no other coin should be moved.
- Movement of chair is a foul.
- Once a player gets up from his chair, the match ends.
- Keeping hand on the board during other's turn is a foul.
- Not saying the word 'break' while breaking is a foul.
- All fouls will only be considered if the opponent appeals to the referee.
- In a doubles match, foul can be claimed by any partner. But the foul can be kept on the board only by the player sitting on the right side.
- While keeping the foul the striker has to be kept below the striking line.
- For double due in case of the queen, only the queen and one extra coin will be called.
- In case of due in the last coin, the set will be considered as won by the team pocketing the coin.
- If the queen goes out of the board or a foul has to be placed, the coin already at the centre will not get replaced.
- Powder will be used according to the needs of the player who has the break chance.
- Powder will not be available to any player in between the game.
- Face expressions in doubles will directly lead to foul without a warning.
- Break will not be considered if no coin moves out of the circle.
- Rotation will be clockwise. Break rotation will be anticlockwise.
- In the case of 2 different coins being present on the board at last and if the player pockets both the coins, the set will be considered won by the player who pockets the coins, regardless of the coin which goes in the pocket first.
- Decision made by the match referee will be final.

PLEASE NOTE: Rules may be subject to changes announced by the tournament organizers before play.

CHESS

- Each team consists of 4 players, out of which 3 will play and 1 will be a substitute.
- The match will be played in a best-of-three format, and the team that wins 2 out of 3 games will be declared the winner.
- Touch and move will be strictly followed.
- Maximum of 2 illegal moves are allowed; the game ends at the third illegal move.
- There is no 50-move rule, unlimited moves are allowed if the king is only piece left.
- The timings will be 30 minutes + 5 seconds inc rem ent af ter each move.
- Castling is allowed only if the king has not been moved from its position. Also, at the time of check, castling is not allowed.
- The player is not necessarily required to say 'check' even after the check is imposed. If the opponent does not realize this and plays some other move, it will be counted as illegal move.
- Only one hand can be used to move the pieces .
- Dur ing castling, if the squares besides king has threat, then castling is allowed.
- While adjusting the chessmen, say 'adjust'. Else it will be seen as the piece being touched to move for the next turn.
- En-p assant rule is applicable.
- All fo uls will only be considered if the opponent appeals to the referee.
- All other standard FIDE rules are applicable.
- Decision made by the match referee will be final.
- Same-Hand Rule: Players must press the chess clock with the same hand used to move the piece.

PLEASE NOTE: Rules may be subject to changes announced by the tournament organizers before play.

CRICKET

- Team of 9 players with 3 extras (9 players + 3 Extras)
- 8 overs per innings in the preliminary stages and 10 overs in the finals
- Over rates applicable.
- Providing a runner to the batsman will be decided by the umpires.
- 3 overs maximum 1 bowler in the preliminary stages; 4 overs in the fina
- Free hit for a no ball.
- In case of a tie, a super over will be played. If the super over is tied, the team scoring more boundaries in the match will win.
- All the other rules will be as specified by the umpires before the start of the match. Umpire's rules will be final in case of any dispute.
- Common Out Rules
  Bowled — the ball hits the stumps.
  Caught — a fielder catches the ball before it touches the ground, subject to local rules.
  Run out — the batter is out of the crease when the wicket is broken.
  Hit wicket — the batter breaks their own wicket.
  Wall or net out — applies only if specified by the ground rules.
- Wides and no-balls: Extra runs are awarded according to the tournament rules.
- Cricket Rules
- Use of a wooden bat is compulsory.
- Overarm bowling is mandatory for all deliveries.
- Underarm bowling is strictly prohibited.
- All balls must be delivered using the overarm bowling action.
- Standard Wide Ball and No-Ball rules will apply.

PLEASE NOTE: Rules may be subject to changes announced by the tournament organizers before play.

BADMINTON RULES — SINGLES AND DOUBLES

1. Singles(1vs1)

- Ateamconsists of 2 players competing individually, one against one.
- Each match is best of 3 sets, with 15 points per set.
- A player must win by 2 points if the score reaches 15–15. At 20–20, the player scoring the 20th point wins.
- The serve must be made diagonally into the opponent's service court.
- Serve from the right side when your score is even and from the left side when your score is odd.
- The singles court uses the inner side lines and the outer back boundary lines.
- Players score a point by winning a rally.
- Touching the net with the racket or body during play is a fault.
- The shuttle landing outside the court is considered out.
- Ifthe game reaches the 3rd set, both players must change ends of the court after 8 points.

2. Doubles (2 vs 2)

- Ateamconsists of 2 players playing together against another pair.
- Each match is best of 3 sets, with 15 points per set.
- A team must win by 2 points at 15–15. At 20–20, the team scoring the 20th point wins.
- The serve must be made diagonally into the opponent's service court.
- Serve from the right side when the serving team's score is even and from the left when it is odd.
- The doubles court uses the outer side lines during rallies.
- The doubles service court is wider and shorter than the singles service court.
- Either partner may hit the shuttle, but the same player cannot hit it twice consecutively.
- Players must not touch the net with their racket or body during play.
- A shuttle landing outside the court boundaries is considered out.
- The serving team continues serving after winning a rally and switches service courts. If it loses the rally, the opposing team gains the serve.
- Ifthe game reaches the 3rd set,players must change ends after 8 points.

General rules for both formats

- Theshuttlemust pass over the net andland within the opponent's court.
- Players must wait until the serve is delivered before attempting to return it.The referee's decision is final.
- All other standard badminton rules apply
- Non marking shoes are compulsary

PLEASE NOTE: Rules may be subject to changes announced by the tournament organizers before play.

TABLE TENNIS

- Team format: 3 players + 2 extra players(5 total).
- Match format: Singles – Doubles – Singles (S–D–S).
- The team that wins any 2 of the 3 games advances to the next round.
- Ball used will be Stag 3 Star (White).
- Moving or shaking the table will lead to loss of a point.
- Cross service in doubles is compulsory.
- Ball touching the hand is a foul, except the fingers.
- While serving, some part of the body should be inside the line of the table.
- If the ball is not properly tossed, 1 warning will be given. A point will be given to the opponent henceforth.
- Bat touching the table is not a foul unless the table is moved.
- Manipulative rackets (dead bats, rubber gum) will lead to disqualification.
- 1 time-out per set is allowed (1 minute)
- Players are supposed to serve only after the referee reads the scores. A warning will be given first and a point henceforth if this is not followed.
- Any number of re-serves are allowed.
- All other general rules are applicable.
- Decision made by referee will be final.

PLEASE NOTE: Rules may be subject to changes announced by the tournament organizers before play.

THROWBALL

- Team Structure: Played with 7 active players on the court per team (with up to 3 substitutes).
- Catching the Ball: Must be caught simultaneously with both hands without any movement or sound ("dubs") of the ball inside the hands. You must be in contact with the ground when catching.
- Throwing the Ball: Must be released from above the shoulder/shoulder-line using only one hand within 3 seconds of catching.
- Footwork: Players are permitted only one step (forward, backward, or sideways) after receiving the ball.
- Serving: Must be executed from the service area behind the end line within 5 seconds of the referee's whistle. The ball must be released with the palm.
- Scoring: Played using rally points (typically best of 3 sets up to 15 points per set, depending on tournament guidelines).
- Ball release time - 3-Second Limit: Once a player catches the ball during a rally, they must throw it back over the net within 3 seconds.
- Change of side Between Sets: Teams automatically change sides of the court at the end of each set.

PLEASE NOTE: Rules may be subject to changes announced by the tournament organizers before play.

TUG OF WAR

- Each team should have 8 players on the rope and 2 substitute.
- Both teams must have an equal number of players.
- Both teams line up on opposite sides of the rope.
- Every match should follow a best-of-three format
- The team winning 2 out of 3 round should be declared the winner.
- The referee gives the commands: “Pick up the rope,” “Take the strain,” and “Pull.”
- Players must start pulling only after the referee's signal.
- A team wins a pull when the opponent's designated rope marker crosses the centre line.
- Wrapping the rope around the hands, arms, waist or body.
- Sitting or deliberately lying down to gain an advantage.
- Starting before the referee's signal.
- Deliberately releasing the rope during the pull.
- Using spikes or footwear that provides an unfair advantage.
- Abusing officials or behaving unsportingly.

PLEASE NOTE: Rules may be subject to changes announced by the tournament organizers before play.

PICKLE BALL

- Team format: 3 players + 2 extra players(5 total).
- Match format: Singles – Doubles – Singles (S–D–S).
- The team that wins any 2 of the 3 games advances to the next round.
- Each individual pickleball game is played to 11 points, win by 2, unless the referee announces a different format before play.
- Standard pickleball court dimensions, net height, paddles and balls will be used.
- Serve must be made diagonally into the opposite service court using the serving technique announced by the referee; the server must stand behind the baseline at contact.
- The two-bounce rule applies: the return of serve must bounce, and the serving team's next shot must also bounce before volleys are allowed.
- Non-volley zone (kitchen): players must not volley while standing in the non-volley zone or touching its line; momentum after a volley must not carry them into the zone.
- Faults include hitting the ball out, failing to clear the net, volleying before the two-bounce rule is satisfied, or committing a non-volley-zone violation.
- In doubles, the correct service sequence and server position must be followed; the score must be called before serving.
- Players must not deliberately distract opponents, abuse officials, or delay play.
- All other current USA Pickleball rules apply where relevant to the tournament format.
- Decision made by the match referee will be final.

PLEASE NOTE: Rules may be subject to changes announced by the tournament organizers before play.

KHO KHO

1. 12 players per match squad.
2. 9 players from the chasing team take the field at a time.
3. The defending team sends 3 runners at a time.
4. Substitutes may be used according to the tournament rules.
5. Eight chasers sit in the central lane facing alternate directions, while the ninth player starts as the active attacker.
6. The defending team sends three runners onto the court.
7. The attacker tries to touch the runners to get them out.
8. The attacker can give “Kho” to a seated teammate by touching them from behind and saying “Kho” clearly.
9. The new attacker continues the chase, following the rules for direction, the central lane and the poles.
10. Match Duration: Each team gets two innings of 9 minutes each.
11. Intervals: There will be a 10-minute break between turns and a 5-minute interval between innings.

In the traditional format,

1. Each runner put out earns the chasing team 1 point.
2. The defending team tries to avoid being touched for as long as possible.
3. The team with the higher total score at the end wins.
4. If scores are tied, use the tie-break procedure specified in the tournament regulations.

IMPORTANT FOULS

Referee may penalize a player for:

1. Giving an incorrect or invalid Kho.
2. Crossing the central lane improperly while chasing.
3. Moving in a prohibited direction or receding during a chase.
4. The first kho is compulsory before chasing begins.
5. Three runners must enter within 5 seconds after the previous three are out, or all three are declared out.
6. A runner cannot be declared out due to a foul.
7. Runners and chasers may move in any direction in the free zone.
8. If the chaser turns their face after dismissing a runner, the dismissal is invalid.

PLEASE NOTE: Rules may be subject to changes announced by the tournament organizers before play.