



SHIV NADAR UNIVERSITY

**SNUSL**

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**(SHIV NADAR UNIVERSITY SPORTS LEAGUE)**

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# **INTRODUCTION**

SNUSL is a student sports council initiative which was introduced in 2013, constituted of 6 clubs namely Silver Hawks, Shadows, Flying Dutchman, Titans, Supersonic, and Skylarks. The first season of SNUSL in 2013 witnessed brilliant competition among the teams which eventually turned into a huge success. Since then SNUSL has become an integral part of the sports program, with activities spread throughout the academic year.

SNUSL objective has helped the university sports to build stronger teams and also provide an opportunity for searching sports talent among the students. Over the years, participation in SNUSL has increased among the student's community of SNU sports.

This year during the 6<sup>th</sup> edition of SNUSL few major changes have been done to improve participation, to increase level of competition and make SNUSL more professional.

Firstly, the major change is in the format of the clubs, which have been renamed and reduced to four in total namely Falcons, Phoenix, Panthers and Bulls. Also, three new sports have been introduced and included which are athletics, power lifting and squash.

Secondly, the players for the club are selected by an auction based system. There was a need to disintegrate teams and thus a new system is formulated in relation to the auction of players.

Another change to the format is in points system where each club is provided with 5200 points for auction, 400 points for each sports are allocated.

In relation to four new clubs each club will have a designated faculty manager's, student manager and a team captain for each of the 11 sports. Lastly, the league will be played on double league format in which each team has to compete twice with other teams. Top two teams of the league round will qualify for the finals.

## **1. Sports Teams & Events:**

### 1. Athletics – Male/Female

Individual Events 100 mts, 200 mts, 400 mts, and 1500 mts for both category male and female. Long Jump, Shot Put (Best of three). Triathlon (combination of track & field events).

Team Events: 4x100 meter relay (Male/Female), 4X100 mts mixed relay (two boys & two girls)

### 2. Badminton (Male/Female)

For Male - Single, Single, Double, Single, Double

For Female – Single, Double, Single

### 3. Basketball - Male/Female

### 4. Cricket – Male

### 5. Chess – Mix

### 6. Football – Male

### 7. Table Tennis – Male/Female

Single, Single, Double, Single, Single

### 8. Tennis – Mix

Single, Double, Single

### 9. Volleyball – Male/Female

### 10. Squash –

### 11. Power lifting – Male

Squat, Bench Press, Deadlift

**In all instances, the TEAM/CLUB is responsible to ensure they abide by the eligibility rules outlined.**

## **2. Eligibility:**

- A member is eligible to play when he/ she has been authorised/auctioned to play.
- All players must have their valid SNU student identification at each game.
- Player must also sign the roster form for their team, complete with a signature, student register number, phone number and email.
- An individual may play for one team/club per league.

- Each participant can compete in maximum 2 sports
  - The team captain is responsible to ensure the scorecard is correctly filled out and that all players in attendance are properly recorded on the roster form. New players may be added to the roster before the deadline given by the SNUSL Coordinator.
  - When adding players to your team, **the captain and team are responsible to ensure that player is eligible to join the team, and is not listed on any other roster for that particular time of the game.** Penalty for an ineligible player is the game being recorded as a default loss, with all the points being awarded to the opponent team.
  - Players ejected from the game are subject to disciplinary action. Minor infractions will be dealt with directly by the referee and/or SNUSL Coordinator. Major infractions will be referred to the Department of Physical Education.
- 3. SNUSL Coordinator:**
- The **SNUSL Coordinator** of the league holds the right to override any and all rules he/she deems necessary to ensure the safety, health, and well-being of league participants and the league itself.
- 4. Cancellations:**
- If games are cancelled because of poor weather and/or field conditions, team captains will be contacted via email or telephone at least one hour before scheduled game times, unless the weather has changed too quickly to allow us to do so. Once games begin, game officials are responsible for contacting the SNUSL Coordinator to help determine a solution.
- 5. Double-rostering:**
- Double-rostering is NOT permitted.
- 6. Facility Regulations & Requirements:**

**Alcohol, tobacco, and pets are strictly prohibited from all SNUSL leagues & events.**

SNUSL and Department of Physical Education are not responsible for lost or stolen personal property brought to the facility by league members. Players are responsible for any damage to the facility or equipment provided from the result of misuse, negligence, or reckless behaviour.

Any equipment or field conditions in need of attention should be reported to the Department of Physical Education.

## **7. Forfeits:**

Team managers have ten (10) minutes following the scheduled start of the game to get their teams to the field. If a team manager cannot bring his team after ten (10) minutes have passed, they will be forced to forfeit the game.

If a team forfeits a game without notifying the SNUSL Coordinator, their opponent that day will be awarded full points as a winning team. If the forfeit occurs during the regular season, the forfeiting team may not be permitted to play the forfeit game at any other given time.

A team that forfeits a game without 48-hour notice to SNUSL Coordinator, **will be responsible for penalty (losing 2 points every time)**. The forfeiting team will not be permitted to play its next game until the penalty points have been deducted.

The following penalties apply as well:

- 1st Forfeit: Loss of game and losing 2 points and warning that additional forfeits may result in team's removal from league.
- 2nd Forfeit: Loss of game and losing additional 5 points.

***\*\*Forfeited games will impact Standings Points & Tie-Breaker Scenarios.***

## **8. Accessories: (only for body contact sports)**

Exposed jewellery should not be worn during games, as doing so may be a danger to the player wearing the jewellery and fellow players. Such items include, but are not limited to, wristwatches, bracelets, necklaces, earrings, and other facial piercings. Game officials are instructed to ask players to remove all jewellery.

**9. Officials:**

All games will be officiated by referees and umpires coordinated by SNUSL. Officials have the right to cancel any game if rules are not followed or any other discrepancies are found on behalf of the players and the teams.

**10. Overtime:**

As per each sports game rules

**11. Rosters:**

All players must be registered with the clubs and be listed on the team's official roster in order to be eligible to play in a league.

**12. Stolen / Damaged Personal Property:**

Neither SNUSL nor facility owners are responsible for damaged, lost, or stolen personal property of participants or guests.

**13. Team playing Kits / Uniform / Shoes:**

All players must wear a team playing kits for the current season while playing in league games. All playing kits have to be game specific. Players not wearing their team playing kits will not be permitted to play. No metal spikes permitted. Non marking shoes are only permitted on ISC indoor floors and Badminton/Squash courts.

**14. Trash:**

Please ensure all trash is removed from fields and game venues before leaving. Our goal is to always leave the facilities we use in better condition than we found them! This is the responsibility of all teams and including their cheer leading spectators.

**15. Misconduct:**

Misconduct will not be tolerated. Fighting will result in the immediate ejection of all persons involved and indefinite suspension from SNUSL entirely. Misconduct, as judged by the game official, is grounds for immediate ejection from the game.



Please respect our game officials as well. While you may not agree with all of their calls, they deserve to be treated in a sportsmanlike manner as well.

## **16. Injury:**

Any prior injury must be reported to the game officials. Any injury during the play will be treated with first aid on the spot and injured player if in need of further treatment will be directed/transported to the health centre immediately.

## **17. Game Rules and Regulations**

As specified by each sport.

### **A. ATHLETICS**

#### **(BOYS & GIRLS)**

1. The meet shall be conducted according to the latest and revised rules of Amateur Athletic Federation of India, with modifications wherever applicable.
2. The events are: 100 mts, 200 mts, 400 mts, 1500 mts, 4X100 mts relay, 4X100 mts mixed relay (two boys & two girls), shot put, long jump & triathlon (combination of track & field events).
3. The top eight (8) athletes of heats/throws/jumps will qualify for the final.
4. Every team will be entitled to enter only four athletes in each event, except in relay races where a team of maximum five athletes can be entered.
5. An athlete can participate in maximum two individual events and in relay.
6. The Overall Championship separately in boys and Girls sections in all the age groups may be decided. The points shall be awarded according to the following system: -

<b>POSITION</b>	<b>INDIVIDUAL EVENTS</b>	<b>TEAM (RELAYS)</b>	<b>EVENTS</b>
1 <sup>st</sup> position	07	14	
2 <sup>nd</sup> position	05	10	
3 <sup>rd</sup> position	04	08	
4 <sup>th</sup> position	03	06	
5 <sup>th</sup> position	02	04	

\*for triathlon, only one athlete will complete three events- 800 mts, long jump & discus.

## **B. BADMINTON**

1. SNUSL badminton tournament will be played on round robin cum knock out basis.
2. **Maximum players: for boys: 07, for girls: 5**
3. **Minimum players: for boys: 5, for girls: 4**
4. Format of match for boys will be team event having 3 SINGLES & 2 DOUBLES.
5. Format of match for girls will be team event having 2 SINGLES & 1 DOUBLES.
6. **Two Repetitions are allowed. (Two player can play in Two event only singles and doubles)**
7. **No substitution of player/pair shall be permitted under any circumstances once the team nominated for the competition.**
8. **Tie should be submitted to the referee 10 mins before the match.**
9. **Team should report to referee 30 mins before the match.**
10. **Walkover will be given if a team comes 15 mins late for the match as per scheduled reporting time.**
11. Order of matches for boys will be as follows:
  - 1<sup>st</sup> singles
  - 2<sup>nd</sup> singles
  - 3<sup>rd</sup> doubles
  - 4<sup>th</sup> singles
  - 5<sup>th</sup> doublesOrder of matches for girls will be as follows:
  - 1<sup>st</sup> singles
  - 2<sup>nd</sup> doubles
  - 3<sup>rd</sup> singles
12. At the end of the round robin series, team having maximum points will be the winner.
13. If winning points are equal, the team with the most games won, if still equal, highest points percentage will be the winner. (Percentage is based on Total Points won divided by Total Points played.)
14. Acceptable sporting clothing suitable for Badminton must be worn at all times in games.

15. Team Captains and Managers will be held responsible for the actions of their team members.
16. Any player participating in two matches is entitled to a minimum interval of 15 minutes between them.

## **SCORING SYSTEM & INTERVALS**

### **IN ROUND ROBIN**

- 21 points best of three games will be played, with extension up to 30 points.  
If the score becomes 20-all, the side which gains a two point lead first, shall win that game.
- 60 seconds interval during each game when the leading score reaches 11 points
- 120 seconds interval between the first and second game, and between the second and third game shall be allowed in all matches.

### **FAULTS**

If in play, the shuttle,

- Lands outside the boundaries of the court (i.e. not on or within the boundary lines).
- Passes through or under the net.
- Fails to pass over the net.
- Touches the ceiling or side walls.
- Touches any other object or person outside the court.
- Is caught and held on the racket and then slung during the execution of a stroke.
- Is hit by a player and the player's partner successively.
- Is hit twice in succession by the same player. However, a shuttle hitting the head and the stringed area of the racket in one stroke shall not be a fault.
- Touches the net or its support with racket, person or dress.
- Invades an opponent's court over the net with racket or person except that the striker may follow the shuttle over the net with the racket in the course of a stroke after the initial point of contact with the shuttle is on the striker's side of the net.

- Invades an opponent's court over the net with racket or person except that the striker may follow the shuttle over the net with the racket in the course of a stroke after the initial point of contact with the shuttle is on the striker's side of the net.
- Invades an opponent's court under the net with racket or person such that an opponent is obstructed or distracted.

### **C. BASKETBALL**

#### **The change in the rules are as follows**

##### **Eligible players-**

- A team member is eligible to play when he has been authorised/auctioned to play for a team according to the regulations of SNUSL, including regulations governing by the organising body of the competition.
- A team member is entitled to play when his name has been entered on the scoresheet before the beginning of the game and as long as he has neither been disqualified nor committed 5 fouls
- During playing time, a team member is:
  1. A player when he is on the playing court and is entitled to play.
  2. A substitute when he is not on the playing court but he is entitled to play.
  3. An excluded player when he has committed 5 fouls and is no longer entitled to play.

During an interval of play, all team members entitled to play are considered as players.

##### **Each team shall consist of:**

- Not more than 12 team members entitled to play, including a captain. A coach and a team manager is only allowed on the team bench during a match.
- During playing time 5 players from each team shall be on the playing court and may be substituted. A substitute becomes a player and a player becomes a substitute when, the official beckons the substitute to enter the playing court,

during a time-out or an interval of play, a substitute requests the substitution to the scorer.

## **Uniforms**

The uniform of the team members shall consist of:

- Shirts of the same dominant colour as the shorts. If shirts have sleeves they must end above the elbow. Long sleeved shirts are not permitted.
- Shorts of the same dominant colour front and back as the shirt. The shorts must end above the knee.

## **Playing time, tied score and extra periods**

- The game shall be played as per the FIBA rules. (Stop and Go timing)
- There shall be an interval of play of 10 minutes before the game is scheduled to begin.
- There shall be the intervals of play of 2 minutes between the first and second period (first half), between the third and fourth period (second half) and before each extra period.
- There shall be a half-time interval of play of 10 minutes.
- If the score is tied at the end of the fourth period, the game shall continue with as many extra periods of 5 minutes as necessary to break the tie.
- If the score tied at the end of league, the score of all games played by tied teams will be added and then the team on top with highest score will be the winner.

**Start of Game-** A game shall start with jump ball. A jump ball occurs when an official tosses the ball in the centre circle between any 2 opponents at the beginning of the first period.

**Substitutions** – A team may substitute any number of player(s) during a substitution opportunity.

**Fouls-** A foul is an infraction of the rules concerning illegal personal contact with an opponent and/or unsportsmanlike behaviour. Any number of fouls may be called

against a team. Irrespective of the penalty, each foul shall be charged, entered on the scoresheet against the offender and penalised accordingly.

**Timeout-** Each time-out shall last 1 minute.

- A time-out may be granted during a time-out opportunity.
- A time-out opportunity begins when:
  - For both teams, the ball becomes dead, the game clock is stopped and the official has ended his communication with the scorer's table.
  - For both teams, the ball becomes dead following a successful last or only free throw.
  - For the non-scoring team, a field goal is scored.
- A time-out opportunity ends when the ball is at the disposal of a player for a throw-in or for a first or only free throw.
- Each team may be granted:
  - 2 time-outs during the first half,
  - 3 time-outs during the second half with a maximum of 2 of these time-outs in the last 2 minutes of the second half,
  - 1 time-out during each extra period.
  - Unused time-outs may not be carried over to the next half or extra period.
  - A time-out is charged against the team whose coach first made a request unless the time-out is granted following a field goal scored by the opponents and without an infraction having been called.
  - A time-out shall not be permitted to the scoring team when the game clock shows 2:00 minutes or less in the fourth period and in each extra period and, following a successful field goal unless an official has interrupted the game.

## **D. CHESS**

The rules for chess will be as per the FIDE(world chess federation) Standards.

The league will consist of 3 vs 3 matches in Round Robin fashion, so clearly no 'Final' match will be there.

One Arbiter will be present throughout all matches who is not playing in the league.

### **Toss**

At the start of each round a toss match will be played, in which one player from each team (to be decided by the team who plays the toss) plays a 5-minute each match. The winner of the toss can decide whether they want to choose their colours (W/B) or the fixture among the players. The loser of the toss would get to decide the other.

(For eg. if team 1 has players A, B, C and team 2 has players X,Y,Z; and team 1 wins the toss, then they can either decide which colours their team plays with or the fixtures, eg. player A plays with player Z, player B plays with player X, and player C plays with player Y.)

(Note that while choosing colours, it's not possible to choose all 3 black or all 3 white.)

### **Points**

One single player winning his/her match wins 1 point, draw wins 0.5 points and losing wins 0 points for that round.

Scoring 2 or more points by players in a round gives the team 1 point, scoring 1.5 points gives the team 0.5 points and scoring 1 or less points gives the team 0 points for that round.

The time on the clock for these matches will be 30 minutes each.

At the end the total score of all the rounds decides the winner and the runner up.

## **Tie Breaker**

In case of tie breaker(s) at the end, the time on the clock will be 10 minutes each. (The tie breakers will be 3 vs 3 as well.)

### **E. CRICKET**

- All the matches shall be played according to the rules of Board of control for cricket in India (BCCI), with modifications wherever applicable.
- The tournament will be organised on league basis.
- A cricket team shall consist of maximum 14 players. No player shall be allowed to take part in the Tournament without proper kit.
- The format of tournament will be T-10 overs.
- One bowler will ball maximum two (2) overs in an innings.
- Duration of the match will be 100 minutes. Only Ten (10) minutes innings break will be provided.
- In all the matches played on league basis points shall be awarded as “3” and “0” to winner and loser respectively. In case of a drawn match one point to each team shall be provided.
- In day time, Red colour ball will be used. In case of any sunlight darkness, white ball will be used.

### **F. FOOTBALL**

- 1) All the matches will be played as per the FIFA rules.
- 2) All matches will commence at the scheduled kick-off time. Each team must be on the field with a minimum five players ready for kick-off at their designated time.
- 3) Must be either Football Boots with moulded studs or trainers (including indoor football shoes).
- 4) The wearing of shin pads is compulsory. Players without shin pads are not permitted to play.
- 5) Matches will consist two halves of 25 minute with a 5 minute half time.
- 6) Anybody who verbally or physically abuses a referee, will be BANNED from the



competition.

7) Each team consists of 14 players (09 will be playing members), one of whom is the goalkeeper. Up to five substitutes are permitted by each team in each complete game. It's a rolling substitution.

8) All field players in a team must wear the same colored t-shirt except goal keeper.

9) The goalkeeper can pick the ball up anywhere inside the "D" penalty area. He is allowed to leave the penalty area, but can't handle the ball once outside.

10) Goal kicks must be taken from inside the "D" area, by any player.

11) The regular back pass rule applies - i.e. the goalkeeper may not pick the ball up.

12) When the ball goes over the sideline play restarts with a kick-in (i.e. no throw-ins).

13) All Free kicks, other than penalties, will be INDIRECT. Opposing players must be a minimum of 5m away from the ball.

14) Penalties are awarded as normal for any fouls inside the Semi Circle and will be taken from the middle of Semi Circle (6m from the goal).

15) There will be NO offside rule.

16) Any player sent off for "Violent Conduct" will be banned from the rest of the competition. Players sent off for "Abusive, Insulting or Offensive Language".

17) If the score tied at the end of league matches, then the team with highest number of goals will win the tournament, if the no of goals are also equal, the difference in the minimum number of goals faced by the team will be the winner.

18) If the difference of minimum goals faced by two teams are also equal then the team with the highest number of cards, will loss the tournament.

### **G. LAWN TENNIS**

- The tournament will be played on double league basis. AITA rules and regulations will be followed.
- The tournament will be conducted in the following categories i.e. single, doubles & mix doubles.

- Maximum Two entries are allowed from each club for each category.
- The league stage matches will be conducted of best of 05 games i.e. 03 games to win.
- Final match will be played in best of three sets and best of 13 games i.e. 7 games to win for each set.
- On Equal score, short tie break will be applied i.e. 7 points to win.
- Deuce will be one point.
- Proper kit is mandatory.

#### **H. POWERLIFTING**

1. The following lifts which must be taken In the same sequence in the powerlifting competition:  
A) Squats      B) Bench press      C) Deadlift
2. Competition will take place under Men and Women category.
3. Same rules are applied to both the categories
4. Scoring will be done with Wilks formula. Putting the all three lifts in the formula.
5. Failure cards will be shown to make known why lift has failed.
6. Supportive lifting suit may be worn only in competitions, which are designated as equipped.
7. Competitors may wear a belt. If worn, it shall be on the outside of the lifting suit.
8. Kneecaps and elbow sleeve can be worn during competition.
9. Lifting straps are not allowed.
10. Baby powder, resin, talc or magnesium carbonates are the only substances that may be added to the body and attire.
11. At the weigh in, the lifter or his coach must declare a starting weight for all three lifts. These must be entered on the appropriate first attempt card, signed by the lifter or his coach and retained by the official conducting the weigh in.
12. Kindly bring your own weightlifting belt.

## Referee Commands:

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<b>Lift</b>	<b>Commencement</b>	<b>Completion</b>
<b>Squat</b>	A visual signal consisting of a downward movement of the arm together with the audible command "squat"	A visual signal consisting of a backward movement of the arm together with the audible command "rack"
<b>Bench Press</b>	A visual signal consisting of a downward movement of the arm together with the audible command "start".  <b>During:</b> The audible command "Press" after motionless at the chest and the visible signal of an upward movement of the arm.	A visual signal consisting of a backward movement of the arm together with the audible command "rack"
<b>Deadlift</b>	No signal required	A visual signal consisting of a downward movement of the arm together with the audible command "down"
When a lifter fails to complete a squat or a bench press, the command is "rack".		

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## Safety Guidelines:

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- Ensure proper warm up and cool down practices in the event.
- Avoid taking part in the event if ailing with any existing injuries or discomfort.
- Practice with your own spotters at least 3-4 times before the event.
- Spontaneous participation without practice with the coach is not allowed.

Failure



Attempt



causes:



Squat	Bench press	Deadlift
<p>Failure to bend the knees and lower the body until the top surface of the legs at the hip joint is lower than the top of the knees</p>	<p>Bar is not lowered to chest or abdominal area i.e. not reaching the chest or abdominal area, or is touching the belt</p>	<p>Failure to lock the knees straight at the completion of the lift. Failure to stand erect with the shoulders back</p>
<p>Failure to assume an upright position with the knees locked at the commencement and at the completion of the lift</p> <p>Stepping backward or Forward or moving the feet laterally.</p> <p>Failure to observe the Chief Referees signals at the commencement or completion of the lift.</p> <p>Double bouncing or more than one recovery attempt</p>	<p>Any downward movement of the whole of the bar in the course of being pressed out.</p> <p>Failure to press the bar to straight arm's length elbows locked at the completion of the lift.</p> <p>Heaving, or sinking the bar after it has been motionless on the chest or abdominal area, in such a way as to aid the lifter.</p> <p>Failure to observe the Chief referees signals at the</p>	<p>Any downward movement of the bar before it reaches the final position.</p> <p>If the bar settles as the shoulders come back this should not be reason to disqualify the lift.</p> <p>Supporting the bar on the thighs during the performance of the lift.</p> <p>If the bar edges up the thighs but is not supported, this is not reason for disqualification</p>

<p>at the bottom of the lift or any downward movement during the ascent.</p> <p>Contact with bar or lifter by the spotters/loaders between the Chief referee's signals, in order to make the lift easier.</p> <p>Contact of elbows or upper arms with the legs, which has supported and been of aid to the lifter.</p> <p>Any dropping or dumping of the bar after completion of the lift.</p> <p>Failure to comply with any of the requirements contained in the general description of the lift, which precedes this list of disqualification</p>	<p>commencement, during or completion of the lift.</p> <p>Any change in the elected lifting position during the lift proper, i.e. any raising movement of the head, shoulders or buttocks from their original points of contact with the bench, or lateral movement of the hands on the bar.</p> <p>Contact with the bar or the lifter by the spotters/ loaders between the Chief Referees signals, in order to make the lift easier.</p> <p>Any contact of the lifters feet with the bench or its supports.</p> <p>Deliberate contact between the bar and the bar rest supports during the lift in order to make the lift easier.</p>	<p>Lowering the bar before receiving the Chief Referees signal.</p> <p>Allowing the bar to return to the platform without maintaining control with both hands, i.e. releasing the bar from the palms of the hand.</p> <p>Stepping backward or forward or moving the feet laterally.</p> <p>Foot movement after the command "Down" will not be cause for failure.</p> <p>Failure to comply with any of the requirements contained in the general description of the lift, which precedes this list of disqualification.</p>
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	<p><b>Failure to comply with any of the requirements contained in the general description of the lift, which precedes this list of disqualification.</b></p>	
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*Sample Score Sheet:*

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<b>Championships Scoreboard</b>															
<b>Group:</b>				<b>SQUAT</b>			<b>BENCH PRESS</b>				<b>DEADLIFT</b>				
LOT	NAME	NAT	BD/ WT	RD1	RD2	RD3	RD1	RD2	RD3	SUB TOT	RD1	RD2	RD3	TOT	PLACE
1															
2															
3															
14															

**I. SQUASH**

- General tournament rules
- SNUSL squash tournament will be played on league cum knockout basis.
- Maximum players :5
- Minimum players: 3
- Format of match will be team event having 3 single's
- Team should report to referee 20 minutes before the match.
- Walk over will be given if a team comes 15 minutes late for the match as per scheduled reporting time.
- Acceptable sports clothing suitable for squash must be worn at all time in game
- Team captain managers will be held responsible for the action of their team members
- Between the game 90 seconds rest interval.

**SCORING SYSTEM**

- A match is best of 3 games.
- Each game is played for 11 points.
- The player who scores 11 point first win the game except that if the score reaches 10 all the game continues until one player leads by two points
- The warm up Before the start of a match, the two players are allowed up to 5 min (2.5 min on each side) to warm up themselves.

### **THE SERVICE**

- Toss typically done by spinning the racquet
- The ball can hit any number of walls (i.e. back wall /sidewall) but must eventually hit the front wall before bouncing on the floor
- A rally ends or point awarded to opponent player when-
- The ball bounces twice
- The ball hits the tin
- The ball is hit outside and the outlines
- Interference resulting in a stroke i.e. point to the obstructed player
- The serve is done by having at least one foot in the service box
- The ball must hit to the front wall above the service line and bounce in the opposite court

### **FAULTS**

- The serve is fault if its hits any sidewall before hitting the front wall
- The red line mark the out of bounds of the courts
- The player cannot move out of the court without permission of referee
- Interference (hindrance)
- When it is his or her turn to play the ball, a player is entitled to freedom from interference by the opponent.

### **BASED ON CONDITION**

- Let is provided (A let is undecided rally. The rally does not count and the server serves again from the same box

- Stroke is provided (1 point is awarded to opponent if interference is caused by you)
- Number of players in a team Total 5, Playing 3 (1 girl is compulsory) Extra player 2
- The game is double league format.

### **EQUIPMENT'S REQUIRED**

- Shorts
- T-shirt
- Non-marking shoes
- Squash racquet
- Note: rules can be changed according to the situation.

### **J. TABLE TENNIS**

- SNUSL Table Tennis tournament will be played on Double League basis.  
Maximum players: 5  
Minimum players: 4
- Format of match will be team event having 2 SINGLES & 1 DOUBLES 2 REVERSE SINGLE.
- Repetition of player not allowed
- No substitution of player/pair shall be permitted under any circumstances once the team nominated for the competition.
- Tie should be submitted to the referee 20 mins before the match.
- Team should report to referee 30 mins before the match.
- Walkover will be given if a team comes 15 mins late for the match as per scheduled reporting time.
- Order of matches will be as follows:
  - 1<sup>st</sup> singles
  - 2<sup>nd</sup> singles
  - 3<sup>rd</sup> doubles
  - 4<sup>th</sup> singles
  - 5<sup>th</sup> singles



- At the end of the double league series, the maximum number of winning sets will be the champion
- If winning sets are equal, the team with the most earn points won,
- Acceptable sporting clothing suitable for Badminton must be worn at all times in games
- Team Captains and Managers will be held responsible for the actions of their team members.
- Any player participating in two matches is entitled to a minimum interval of 15
- Minutes between them.

### **The Service –**

Service shall start with the ball resting freely on the open palm of the server's stationary free hand. The server shall then project the ball near vertically upwards, without imparting spin, so that it rises at least 16cm after leaving the palm of the free hand and then falls without touching anything before being struck. As the ball is falling the server shall strike it so that it touches first his or her court and then, after passing over or around the net assembly, touches directly the receiver's court; in doubles, the ball shall touch successively the right half court of server and receiver. From the start of service until it is struck, the ball shall be above the level of the playing surface and behind the server's end line, and it shall not be hidden from the receiver by the server or his or her doubles partner or by anything they wear or carry. As soon as the ball has been projected, the server's free arm and hand shall be removed from the space between the ball and the net.

The space between the ball and the net is defined by the ball, the net and its indefinite upward extension. It is the responsibility of the player to serve so that the umpire or the assistant umpire can be satisfied that he or she complies with the requirements of the Laws, and either may decide that a service is incorrect. If either the umpire or the assistant umpire is not sure about the legality of a service he or she may, on the first occasion in a match, interrupt play and warn the server; but any subsequent service by that player or his or her doubles partner which is not clearly legal shall be considered incorrect. Exceptionally, the umpire may relax the requirements for a

correct service where he or she is satisfied that compliance is prevented by physical disability.

### **The Return—**

The ball, having been served or returned shall be struck so that it passes over or around the net assembly and touches the opponents court, either directly or after touching the net assembly.

### **The Order of Play—**

In singles the server shall make a first service and the receiver shall make a return and thereafter alternately shall each make a return **In doubles** the server shall first make a service, the receiver shall then make a return, the partner of the server shall then make a return, the partner of the receiver shall then make a return and thereafter each player in turn in that sequence shall make a return.

### **A Point—**

Unless the rally is a let, a player shall score a point

If an opponent fails to make a correct service;

If an opponent fails to make a correct return;

If, after he or she has made a service or a return, the ball touches anything other than the net assembly before being struck by an opponent;

if the ball passes over his or her court or beyond his or her end line without touching his or her court, after being struck by an opponent;

If an opponent obstructs the ball;

If an opponent deliberately strikes the ball twice in succession;

If an opponent, or anything an opponent wears or carries, moves the playing surface;

If an opponent, or anything an opponent wears or carries, touches the net assembly;

If an opponent's free hand touches the playing surface;

If a doubles opponent strikes the ball out of the sequence established by the first server and first receiver;

**A Game-** A game shall be won by a player or pair first scoring 11 points unless both players or pairs score 10 points, when the game shall be won by the first player or pair subsequently gaining a lead of 2 points.

**A Match-** A match shall consist of the best of 3 for league round and best of 5 for playoffs.

**Appeals-** No agreement between players, in an individual event, or between team captains, in a team event, can alter a decision on a question of fact by the responsible match official, on a question of interpretation of Laws or Regulations by the responsible referee or on any other question of tournament or match conduct by the responsible management committee.

No appeal may be made to the referee against a decision on a question of fact by the responsible match official or to the management committee on a question of interpretation of Laws or Regulations by the referee.

An appeal may be made to the referee against a decision of a match official on a question of interpretation of Laws or Regulations, and the decision of the referee shall be final.

**Practice--**Players are entitled to practice on the match table for up to 2 minutes immediately before the start of a match but not during normal intervals; the specified practice period may be extended only with the permission of the referee.

**Intervals--**An interval of up to 1 minute between successive games of an individual match

Brief intervals for towelling after every 6 points from the start of each game and at the change of ends in the last possible game of an individual match.

A player or pair may claim one time-out period of up to 1 minute during an individual match.

The request for a time-out, which can be made only between rallies in a game, shall be indicated by making a "T" sign with the hands.

#### **K. VOLLEYBALL**

- The tournament consists of double league
- Maximum number of players : 10 boys and 2 girls
- Minimum number of players : 5 boys and 1 girl
- Team list should be submitted 10 minutes prior to the starting of the match.
- At the end of league stage, maximum number of winning points will be the winner.
- Walkover will be given if a team comes 15 minutes late for the match as per scheduled reporting time.
- If winning points are equal, the team with the most games won, if still equal, highest points percentage will be the winner. (Percentage is based on Total Points won divided by Total Points played.)
- Acceptable sporting clothing suitable for Volleyball must be worn at all times in games.
- Each team may request a maximum of two time-outs and six substitutions per set.
- Team Captains and Managers will be held responsible for the actions of their team members.
- League matches are played best of 5 sets. The first 4 sets are played for 25 points and last set is played for 15 points.
- Prior to the match, if the teams have previously had a playing court exclusively at their disposal, they are entitled to a 6-minute official warm-up period together at the net; if not, they may have 10 minutes.
- The server must hit the ball within 8 seconds after the 1st referee whistles for service.
- Before the match, the 1st referee carries out a toss to decide upon the first service and the sides of the court in the first set.

- If a deciding set is to be played, a new toss will be carried out. .
- The toss is taken in the presence of the two team captains.
- The winner of the toss chooses: EITHER the right to serve or to receive the service, the side of the court. The loser takes the remaining choice.

### **18. SNUSL Player Auction:**

1. The league goes with 6 clubs
  - Falcons
  - Panthers
  - Phoenix
  - Wolves
2. The number of points allotted to each club is 5200.
3. Each Player can only play 2 sports.
4. There will be a fresh auction.
  - Athletics
  - Badminton Boys
  - Badminton Girls
  - Basketball boys
  - Basketball Girls
  - Chess
  - Cricket
  - Football
  - Power lifting
  - Table tennis Boys
  - Table tennis Girls
  - Tennis
  - Volleyball
5. There will be 400 points allotted to each sport, the club should spend only those points to buy a player.

6. After crossing the 100 point mark there would be a secret bidding and in case of a tie between two clubs then there would be a lucky draw and if there is a tie among the clubs then the player needs to choose any two clubs and then a lucky draw will be done to decide, to which club does the player goes.
7. The player should maintain minimum attendance i.e. 80% in their primary sport
8. The player should only play those sports which he/she has filled in the form.
9. The points allotted to each position in the sport are
  - 1<sup>st</sup> --- 20
  - 2<sup>nd</sup>----15
  - 3<sup>rd</sup>----10
  - 4<sup>th</sup>----05
10. In case of any walkover (match) given by a club, the club will lose 5 points from the overall points tally.
11. The transfer points allotted to each club is 500
12. The leftover points for each club will be added to the transfer points.