

# RULE BOOK SPORTS



Aura 2026



# ARMY COLLEGE OF MEDICAL SCIENCES

PRESENTS

## AURA CHESS TOURNAMENT



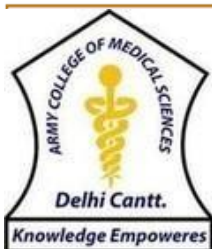
### Rapid Chess: General Regulations

1. All rules are according to the Standard FIDE Chess rules.
2. Time Limit : 15 min each player with 2 min increment
3. Registration fee : 300 for med ; 400 for non med
4. In case of a Tie a Tiebreaker match will be held with White getting 4 mins and Black getting 5 mins. A Draw in this match will be given as a Victory to White.

### Bullet Chess: General Regulations

1. Time Limit : 2 min each player plus 2-sec increment
2. Registration Fee :
3. Blitz : 150 for med ; 250 for non med
4. In case of a Tie a Tiebreaker match will be held with White getting 1 min 30 sec and Black getting 2 mins. A Draw in this match will be given as a Victory to White.

\*In all cases the decision of the arbiter is final\*



# ARMY COLLEGE OF MEDICAL SCIENCES

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## AURA VOLLEYBALL TOURNAMENT



### Eligibility for Participation:

1. All players should be currently registered and studying in the same college.

2. All players must carry valid i-card before the start of every match.
3. In-case of protest against the admission of a player into a particular college, said player must current semester mark-sheet or website registration details as proof of admission within 4 hours of intimation to avoid disqualification.
4. Only 2 PGs are allowed for each team rest all players should be from 20 batch or above .

#### **General Regulations:**

1. Teams are liable to disqualification against breach of disciplinary conduct if players/ management are involved in illegal activities as per institute norms in ACMS Delhi.
2. Smoking/consumption of alcohol or any prohibited substances inside the campus are strictly prohibited. Entire team will be disqualified from the tournament even if a single player found to be violating these rules.
3. Each team has to bring their id card on court on match day.(mandatory)
4. Each team has to get their personal kits, proper kit is compulsory that is t-shirt, shorts, shoes.
5. We will provide the match balls.
6. Please take care of your kits and belongings, if lost they would not be the management's responsibility.
7. Drinking water will be available.
8. All teams must report 30 Minutes before the scheduled time and after that opposite team will get bye due to technical rule .
9. Please respect the officials and the other players. In all cases, the referee's decision would be final. Disputes will be resolved by organising committee after discussions with the officials.
10. There is no specific age limit.

#### **Rules of Play:**

1. The rules of the International Volleyball Federation as adopted from time to time by the All India Volleyball Association shall apply, except rotation.
2. Each college must submit the list of players, not more than 10. Multiple teams are allowed from same college but no same player can play in both teams
3. All matches will be of 3 sets of which first 2 sets will be of 25 points and last set will be of 21 points, except finals of 5 sets ..
4. Match fixtures will be handled by organizing committee so no changes will occur after fixtures are completed

For queries, contact:

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## ARMY COLLEGE OF MEDICAL SCIENCES

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### AURA FUTSAL TOURNAMENT



**This rule-book is binding and will be strictly followed in the course of the tournament.**

#### **Eligibility for Participation:**

1. All players should be currently registered and studying in the same college.
2. All players MUST be upto or after 2020 batch (any player before 2020 batch is NOT allowed to play).
3. All players must carry a valid college ID card before the start of every match.
4. In-case of any protest against the admission of a player from a particular college, said player must produce copy of fee-receipt, current semester marksheet and website registration details as proof of admission within 2 hours of intimation to avoid disqualification.

#### **General Regulations:**

1. Teams are liable to disqualification against breach of disciplinary conduct.
2. Each team has to get their personal kits; Proper kit is compulsory that is a shirt, shorts, socks, shinguards and football boots (studs). (Team members who are not in proper kit will not be allowed to play)
3. Goalkeepers from both sides should wear a kit that will distinguish them from the outfield players and the referees.
4. Please take care of your kits and belongings, if lost, they will not be the management's responsibility.
5. All teams must report at least 30 minutes before the scheduled time.
6. In all matches, the referee's decision will be final.
7. In case of any dispute, the final decision rests with the organising committee.

#### **Rules of Play:**

1. Each team shall consist of 6 main team players + 3 rolling substitutes (total 9 players).
2. Rolling substitutions can be made during the match from the squad.
3. The duration of the knock-out matches is 30 minutes, played in two halves of 15 minutes (15-5-15).
4. The duration of semi-final and final will be 40 minutes (20-5-20) (subject to change as per weather conditions or any other circumstances by the referees and event coordinators).
5. In case of a tie (knock-out matches) result will be decided by penalty shootouts.
6. In case of a tie (semi-final/final match), the match will go into extra time of 10 minutes (5-5), if still tied, then the result will be decided by penalty shootouts.

7. The in-game rules will be explained before the matches to the teams by the referees and the coordinators.

For any queries, contact:

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## ARMY COLLEGE OF MEDICAL SCIENCES

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### AURA BASKETBALL TOURNAMENT



#### GENERAL REGULATIONS

1. Event will be for both Men and Women category.
2. Only UG students are allowed.

#### RULES OF PLAY

1. The tournament will be conducted according to FIBA rules.
2. Team will consist of max. 12 players, 5 will play at a given time.
3. If a team is unable to field 5 players till 15 minutes after the scheduled time of the game the opponent will get walk over.
4. Team should reach the court 15 minutes before the scheduled time of the match.
5. Eligibility - For both boys and girls only UGs are allowed to play.
6. Each player is strictly required to bring and deposit their college ID cards at the table in order to play the match.

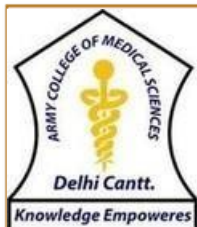
NOTE:- In case of any discrepancy the decision of referees shall be final.

INSUFFICIENT REGISTRATION MAY LEAD TO CANCELLATION OF EVENTS.

For queries, contact:

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## ARMY COLLEGE OF MEDICAL SCIENCES

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AURA TABLE TENNIS TOURNAME N T



### GENERAL RULES:

1. Each team has to bring their id card on court on match day. (mandatory) Each team has to get their personal racquet.
2. All teams must report 15 minutes before the scheduled time.
3. In all cases, the referee's decision would be final. Disputes will be resolved by the organizing committee after discussion with the officials.
4. Teams are liable to disqualification against breach of disciplinary conduct if players/management are involved in illegal activities as per institute norms in ACMS Delhi.
5. All matches will be knockout.
6. Only UG students are allowed to participate.

### THE SERVICE:

1. Service shall start with the ball resting freely on the open palm of the server's stationary free hand.
2. 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.
3. As the ball is falling the server shall strike it so that it touches first his or her court and then touches directly the receiver's court; in doubles, the ball shall touch successively the right half court of server and receiver.

4. 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.
5. 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.
6. 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
7. 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.

#### **THE RETURN:**

The ball, having been served or returned, shall be struck so that it touches the opponent's court, either directly or after touching the net assembly.

#### **THE ORDER OF PLAY:**

In singles, the server shall first make a service, the receiver shall then make a return and thereafter server and receiver 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 LET:**

1. If in service the ball touches the net assembly, provided the service is otherwise correct or
2. the ball is obstructed by the receiver or his or her partner.
3. If the service is delivered when the receiving player or pair is not ready provided that neither the receiver nor his or her partner attempts to strike the ball.
5. If failure to make a service or a return or otherwise to comply with the Laws is due to a
6. disturbance outside the control of the player.
7. If play is interrupted by the umpire or assistant umpire:

8. To correct an error in the order of serving, receiving or ends.
9. To warn or penalise a player or adviser, because the conditions of play are disturbed in a way which could affect the outcome of game.

**A POINT:**

1. Unless the rally is a let a player shall score a point
2. If an opponent fails to make a correct service.
3. If an opponent fails to make a correct return.
4. 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.
5. 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:
6. If the ball, after being struck by an opponent, passes through the net or between the net and the net post or between the net and playing surface.
7. If an opponent obstructs the ball.
8. If an opponent deliberately strikes the ball twice in succession.
9. If an opponent, or anything an opponent wears or carries, moves the playing surface.
10. If an opponent, or anything an opponent wears or carries, touches the net assembly.
11. If an opponent's free hand touches the playing surface and first receiver.
12. If the ball, after being struck by an opponent, touches the roof.

13. If a doubles opponent strikes the ball out of the sequence established by the first server.

#### **A GAME:**

A game shall be won by the 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.

#### **AMATCH:**

Amatch shall consist of the best of any odd number of games.

#### **THE ORDER OF SERVING, RECEIVING AND ENDS:**

1. The right to choose the initial order of serving, receiving and ends shall be decided by lot and the winner may choose to serve or to receive first or to start at a particular end. ● When one player or pair has chosen to serve or to receive first or to start at a particular and, the other player or pair shall have the other choice.
2. After each 2 points have been scored the receiving player or pair shall become the serving player or pair and so on until the end of the game, unless both players or pairs score 10 points or the expedite system is in operation, when the sequences of serving and receiving shall be the same but each player shall serve for only 1 point in turn.
3. In each game of a doubles match, the pair having the right to serve first shall choose which of them will do so and in the first game of a match the receiving pair shall decide which of them will receive first; in subsequent games of the match, the first server having been chosen, the first receiver shall be the player who served to him or her in the preceding game.
4. In doubles, at each change of service the previous receiver shall become the server and the partner of the previous server shall become the receiver.
5. The player or pair serving first in a game shall receive first in the next game of the match and in the last possible game of a doubles match the pair due to receive next shall change their order of receiving when first one pair scores 5 points.
6. The player or pair starting at one end in a game shall start at the other end in the next game of the match and in the last possible game of a match the players or pairs shall change ends when first one player or pair scores 5 points.

**OUTOF ORDER OF SERVING, RECEIVING OR ENDS:**

1. If a player serves or receives out of turn, play shall be interrupted by the umpire as soon as the error is discovered and shall resume with those players serving and receiving who should be server and receiver respectively at the score that has been reached, according to the sequence established at the beginning of the match and, in doubles, to the order of serving chosen by the pair having the right to serve first in the game during which the error is discovered.
2. If the players have not changed ends when they should have done so, play shall be interrupted by the umpire as soon as the error is discovered and shall resume with the players at the ends at which they should be at the score that has been reached, according to the sequence established at the beginning of the match.
3. In any circumstances, all points scored before the discovery of an error shall be reckoned.



# ARMY COLLEGE OF MEDICAL SCIENCES

INVICTUSPRESENTS  
AURA CRICKET TOURNAMENT



## Rules of play:

1. All matches will be of 15 overs and final will be of 20 overs
2. Each team can have a squad of maximum 15 players(11+4sub)
3. The playing 11 cannot be changed once submitted before the match.
4. The captain needs to give the list of playing 11 before the start of match.
5. No player can participate from 2 teams.If this occur, it would lead to the disqualification of lified both teams
6. All ICC rules will be followed. In case of rain D/L method as per icc rules is applicable.
7. During play, the umpires decision is the final decision.
8. In case if any team does not reach at the ground for match at the scheduled time, overs will be deducted.
9. Eligibility of participation:
10. All the player must be student of their representative College (ug only).
11. All players should be registered as per fest's basic registration rules.
12. All player must bring their identity card of their respective College.
13. In case of dispute against any player,player should produce valid documents (For UG-marksheet, library card, Aadhaar Card) 15. If he fails to produce team will be disqualified.
16. Field restrictions:
17. Power play will be of 5 overs and for finals it will be of 6 overs
18. For the power play overs, only 2 fielders are allowed outside the 30 yard circle, after power play overs maximum 5 fielders can be outside the 30 yard circle.
19. Each bowler can bowl a maximum of 4 overs.
20. ACMS alumni teams will play the semifinals and ACMS players are allowed to play by replacing players in each other teams.

ALL ICC RULES WILL BE STRICTLY APPLICABLE General

## Regulations:

1. Smoking or consumption of alcohol inside the ground is strictly prohibited.
2. Misbehaviour with other team, sports committee, match umpires is prohibited if found team will be disqualified with immediate effect and no refund will be provided.

3. All matches will be played with white leather ball.
4. The team mates should wear same coloured jersey during the match.
5. White coloured jerseys are not allowed during match.
6. Metal spikes are not allowed, only normal sports shoes and rubber spikes are allowed.

7. All teams must report 20 mins before the scheduled time.
8. The umpires decision would be final.
9. Scoring will be both online (cricheroes) and offlin e .

10. In case of any dispute, the decision of the organising committee will be final and further claims can be made.

FOR ANY QUERIES:

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# ARMY COLLEGE OF MEDICAL SCIENCES

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AURA BADMINTON TOURNAMENT



## **BADMINTON RULES**

### **Events**

- Men's singles
- Women's singles
- Men's doubles
- Women's doubles
- Mixed doubles

### **Rules**

1. International standard BWF rules will be followed
2. The tournament shall be played on a knockout basis.
3. Shuttles will be provided by the organizers - YONEX MAVIS 350
4. No requests for racquets or shoes to the organizers will be entertained. Players are requested to carry their own racquets and NON-MARKING shoes.
5. Non marking shoes are mandatory. All matches will be played on synthetic courts.
6. Before play commences, a toss shall be conducted and the side winning the toss shall exercise the choice in either serve or court
7. All teams must carry their ID card on match days.
8. All teams must report 30 minutes before the scheduled time.
9. Those who fail to report at the allotted time will be disqualified and no refund will be initiated.
10. Loss of any kits or belongings will not be the management's responsibility.

### **Important points**

1. The decision of event heads and Referees will be final in case of any discrepancies..
2. The number of sets and set points are subject to change depending upon the number of participants. This will be communicated to the player prior to the match.
3. Number of entries may be limited (on first come first serve basis)
4. INSUFFICIENT REGISTRATION MAY LEAD TO CANCELLATION OF EVENTS

5. Teams are liable to disqualification against breach of disciplinary conduct if player/management are involved in illegal activities as per institute norms in ACMS, New Delhi.

FORMAT	Round 1, 2 and 3	Quarterfinal	Semi final	Final
<b>Singles</b>	21 points (Single set)	15 points (Best of 3 sets)	21 points (Best of 3 sets)	21 points (Best of 3 sets)
<b>Doubles</b>	21 points (Single set)	15 points (Best of 3 sets)	21 points (Best of 3 sets)	21 points (Best of 3 sets)
<b>Mixed doubles</b>	21 points (Single set)	15 points (Best of 3 sets)	21 points (Best of 3 sets)	21 points (Best of 3 sets)

- CHANGE OF ENDS
  - In a single set match - at the end of 11 points.
    - In a three set match - Players shall change ends at the end of the first game, at the end of the second game, and in the third game when a side first scores 11 points.
- INTERVAL
  - 1 min during each game when the leading score reaches 11 points and
    - 2 mins between the first and second game, and between the second and third game shall be allowed in all matches.



**ACMS alumni teams will play the semifinals, and ACMS players are allowed to play by replacing players in each other's teams**  
**This rule is for all the sports**