Inferno ‘16

13th - 15th March

Pre-Conduction Report

Submitted by: Surya Prakash

Overall Coordinators:

Nicku Nitish

Vivek Dubey

Gaurav Singh

**Introduction:**

Inferno is scheduled to be held from the 13th - 16th March. The vision of Inferno is to find a pool of talented students who can take part in Inter-IIT. The following events are to be held in it:

1. Athletics
2. Badminton
3. Basketball
4. Card and Board Games
5. Chess
6. Cricket
7. Football
8. Hockey
9. Skating
10. Sports Quiz
11. Squash
12. Table Tennis
13. Lawn Tennis
14. Volleyball
15. Weightlifting(Powerlifting)
16. Wall Climbing

All the hall sports secretaries were consulted in a meeting and their recommendations were considered to come up with the present format for inferno. As far as possible all events would be conducted in a format where each hall has an independent team.

**Core Team:**

The core team shall consist of the following members:

1) Surya Prakash (General Secretary, Games and Sports)

2) Vivek Dubey (Manager, Inferno)

3) Nicku Nitish (Manager, Inferno)

4) Gaurav Singh (Manager, Inferno)

Besides these there are event coordinators who will be assisting in the conduction of the festival.

**Point Distribution:**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Sr. No | Event | Points | |  |  |  | Participation Structure | |
|  |  | I | II | III | IV | V |  | |
| 1 | Athletics | 20 | 12 | 8 | 4 | Np | Details below | |
| 2 | Badminton | 10 | 7 | 5 | 3 | 2 | 1 team per pool | |
| 3 | Basketball | 10 | 6 | 4 | 2 | Np | 1 team per pool | |
| 4 | Chess | 5 | 3.5 | 2.5 | 1.5 | 1 | Details below | |
| 5 | Cricket | 10 | 6 | 4 | 2 | Np | 1 team per pool | |
| 6 | Football | 10 | 6 | 4 | 2 | Np | 1 team per pool | |
| 7 | Lawn Tennis | 10 | 7 | 5 | 3 | 2 | 1 team per pool | |
| 8 | Squash | 10 | 7 | 5 | 3 | 2 | 1 team per pool | |
| 9 | Table Tennis | 10 | 7 | 5 | 3 | 2 | 1 team per pool | |
| 10 | Volleyball | 10 | 7 | 5 | 3 | 2 | 1 team per pool | |
| 11 | Powerlifting | 10 | 6 | 4 | 2 | Np | 2 entries per pool per category | |
| 12 | Wall Climbing | 5 | 3.5 | 2.5 | 1.5 | 1 | 2 entries per pool | |
| 13 | Sports Quiz | 5 | 3.5 | 2.5 | 1.5 | 1 | 1 team per pool |  |
| 14 | Card and board games | 5 | 3.5 | 2.5 | 1.5 | 1 | Details below |  |
| 15 | Hockey | 10 | 6 | 4 | 2 | Np | 1 team per pool |  |
| 16 | Skating | 5 | 3.5 | 2.5 | 1.5 | 1 | 1 team per pool |  |

**Event Description:**

1. Athletics:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Sr. No | Event | Points | | | | Participation Structure |
|  |  | I | II | III | IV |  |
| 1 | 100 M | 10 | 6 | 4 | 2 | 2 entries per pool |
| 2 | 400 M | 10 | 6 | 4 | 2 | 2 entries per pool |
| 3 | 1500 M | 10 | 6 | 4 | 2 | 2 entries per pool |
| 4 | Shot Put | 10 | 6 | 4 | 2 | 2 entries per pool |
| 5 | Discus Throw | 10 | 6 | 4 | 2 | 2 entries per pool |
| 6 | Long Jump | 10 | 6 | 4 | 2 | 2 entries per pool |
| 7 | High Jump | 10 | 6 | 4 | 2 | 2 entries per pool |
| 8 | 4\*100 Relay | 20 | 12 | 8 | 4 | 4 entries per pool |
| 9 | 15\*400 Relay | 30 | 18 | 12 | 6 | 15 entries per pool |

**Note:** A single participant can only participate in maximum of 4 events.

The pool with maximum points will be awarded 20 GC points; the pool that finishes second will be awarded 12 GC points and so on.

1. Badminton:

* Matches will be conducted in a team championship inter-IIT format. 5 entries will be taken from each pool (No compulsion on PG players).
* Round Robin round will be followed for 5 teams for league followed with a final
* Fresh seeding will be taken before each match
* Points of halls in the same pool would be added and the pool with highest points will get 10 GC points, the pool in 2nd place 7 GC points and so on.

All matches will be of a single set of 30 points except finals which will be of 3 sets of 21 points each.

1. Basketball:

* 1 team per pool with 12 players.
* Matches will be conducted in a knockout format and there will be 4 quarters of 10 minutes each.

1. Card and Board Games:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Sr. No | Event | Points | | | | Participation Structure |
|  |  | I | II | III | IV |  |
| 1 | Carrom | 5 | 3 | 2 | 1 | 2 entries per pool |
| 2 | Poker | 5 | 3 | 2 | 1 | 2 entries per pool |

The pool with maximum points will be awarded 5 GC points; the pool that finishes second will be awarded 3.5 GC points and so on.

1. Chess:

* 4+1 entries will be taken per pool.
* League format will be applied between teams.
* 1 point will be given for a win, 0.5 point for a draw and 0 for a loss.
* The final cumulative points considering all the matched will be calculated for each team.
* The pool with highest points will get 5 GC points, the pool in 2nd place 3.5 GC points and so on.

1. Cricket:
   * 1 team per pool will be taken with 11 players a side.
   * Knockout format will be applied between teams.
   * Each inning will be of 16 overs.
   * The GC points will be 10 points for 1st place, 6 points for 2nd and so on
2. Football

* 1 team per pool will be taken. (Among 14 players, 4 PG players compulsory)
* The format will be 11 a side on full field.
* Matches will be conducted in a knockout format.
* Halves will be of 20 minutes each with a break of 5 minutes.
* The pool with highest points will get 10 GC points, the pool in 2nd place 6 GC points and so on.

1. Hockey:

* 1 team per pool with 7 players.
* Matches will be conducted in a knockout format.
* Quarters will be of 10 minutes each with a break of 2 minutes.
* The pool with highest points will get 10 GC points, the pool in 2nd place 6 GC points and so on.

1. Skating:

* **Event 1:** Skating relay
  + Every pool will have a team of 4 members of which atleast one must be of Y15 batch (can be PG or UG).
  + Each team will have to skate around an elliptical path determined by the club coordinators.
  + This will be a time trial event in which players will skate around the track one after the other passing the baton to other.
  + The pool with best timing will win the event
    - **Event 2:** Speed Skating
  + Every pool will have a team of 2 members. Each participant will be given 2 trials of which best will be chosen for final scoring.
  + For final scoring of every pool, the weightage of best timing from the pool will be 50% and the average of the two will have 50%.
  + The pool with the best timing will be the winner.

**General Rules:**

* + One cannot leave the start line w/o taking the baton from his teammate. The team will be penalized with addition of 5 seconds per fault.
  + Dropping the baton on ground will add 5 more seconds in final timing.
  + Breaking out of the track may lead to disqualification.
  + Other rules shall be told on the spot. In case of any dispute, the decision of the club coordinators would be final and binding.

**NOTE:**

* + All the three events carry 10 points each for 1st place, 7 points for 2nd place and so on.
  + The overall standings of skating will be decided by the total points of all the two events.

1. Sports Quiz:

* Only One team will be taken from each pool consisting of 3 players
* Quiz will be closed room with overall coordinators present
* The GC points will be 5 for 1st place, 3.5 for second and so on.

1. Squash:

* Matches will be conducted in a team championship Inter-IIT format. 4 entries will be taken from each pool.
* Seeding once submitted before the tournament will get frozen all the way, only sliding is possible.
* Round Robin round will be followed for 5 teams for league followed with a final
* Points of halls in the same pool would be added and the pool with highest points will get 10 GC points, the pool in 2nd place 7 GC points and so on.
* All matches will be conducted in a best of 3 formats with one set of 11 points except finals and which will be of 5 sets of 11 points each.

1. Table Tennis :

* Matches will be conducted in a team championship Inter-IIT format. 4 entries will be taken from each pool ( PG players not compulsory).
* Fresh seeding will be taken before each match
* Round Robin round will be followed for 5 teams for league followed with a final
* Points of halls in the same pool would be added and the pool with highest points will get 10 GC points, the pool in 2nd place 7 GC points and so on.
* All league matches will be conducted in a best of 3 formats with one set of 11 points and final with best of 5 of 11 points.

1. Lawn Tennis :

* Matches will be conducted in a team championship Inter-IIT( singles-doubles-singles ) format. 4 entries will be taken from each pool ( PG player not compulsory)
* Fresh seeding will be taken before each match
* Round Robin round will be followed for 5 teams for league followed with a final
* The pool with maximum points will be awarded 10 GC points; the pool that finishes second will be awarded 7 GC points and so on.
* Matches will be conducted in a “one set win format”. Finals will be in a best of 3 format.

1. Volleyball:

* 1 team per pool will be taken.
* Matches will be conducted in a knockout format.
* Matches will be conducted in a best of 3 formats with one set of 15 points. Final will be conducted in best of 3 formats with set points 25-25-15.
* The pool with highest points will get 10 GC points, the pool in 2nd place 7 GC points and so on.

1. Weightlifting (Powerlifting):

* There will be three categories: - below 62 kg, 63-77 kg and above 77 kg.
* 3 entries will be taken per pool per category.
* Each player will have to perform three lifts: - deadlift, bench press and squats. The weights of the three events will be added to calculate his cumulative weight.

1. Wall Climbing:

**NOTE** – Both events carry 5 points each for 1st place, 3 points for 2nd place and so on. The overall standings of skating will be decided by the total points of both events.

* Event 1 – Speed Climbing

Two of the team members can take part in the speed climbing competition. Each team will be given two chances. Best timing of the 4 attempts will be considered.

* Event 2 – Team Climbing

In this event, each pool will be given 10 minutes. All the 5 team members will climb back to back in this time with 1 attempt for each member. The team with maximum total aggregate of panel climbed wins. The top 4 panels will be worth 2 times the remaining ones.

**NOTE –** Leaving the wall in any stage will end that attempt. Timer will be paused in between change intervals. Touching the hooks on the wall I any form will lead to disqualification.

**Disruption/Postponement:**

Any event abandoned, or disrupted due to unavoidable reasons shall be postponed or

continued as the case may be and as per rules specified in the current rules of the respective Federations/ Associations. In case where the Federation/ Association rules cannot be implemented, the decision will be left to the General Secretary, Sports, whose decision shall be final.

**Conduct/Protest:**

For all games and sports, the decisions of the Referees/Umpires will be final and binding and no protest will be entertained. Therefore any team leaving the field of play as a mark of protest and conceding a walk over shall be deemed to have lost the fixture and will be eliminated from the event. Only the remaining teams will be considered as participants in that event. A team/competitor shall be permitted a grace time of 15 minutes from the announced timing of an event and then a walkover shall be awarded unless genuine reasons beyond control are presented and accepted by the core team. The umpire present may take an independent decision at his discretion with consent from the participating teams and General Secretary, Sports or Festival Coordinator.

**Grievance Redressal Committee:**

Any grievances not solved by the organizing team shall go to the GRC. The GRC will comprise of the following:

1. Dean Student Affairs
2. Associate Dean, Students’ Activities
3. Counsellor, Games and Sports Council
4. President Students Gymkhana
5. Convener Students Senate