



GAMES & SPORTS COUNCIL
Inferno' 17
5th - 8th January



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Pre-Conduction Report
Submitted by: Robinson Guria

Overall Managers:
Mohit Yadav
Sagar Yadav
Tizil Saini

Games & Sports Council
Students' Gymkhana



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Introduction

The annual intra-mural sports tournament, Inferno is scheduled to be held from the 5th - 8th January as per the updated Gymkhana Calendar. The vision of Inferno is to promote the various sporting events amongst the junta, and provide an opportunity for the students to use the sports infrastructure and compete with the best spirit.

The pool structure is as follows –

- Mauryans – Hall 3 & Hall 7
- Marathas – Hall 10 & Hall 8
- Mughals – Hall 5 & Hall 11
- Rajputs – Hall 2 & Hall 4
- Veeras – Hall 6 & NRA

Events

The various sporting events to be conducted are –

- 1) Athletics
- 2) Badminton
- 3) Basketball
- 4) Card and Board Games
- 5) Chess
- 6) Cricket
- 7) Football
- 8) Hockey
- 9) Pool
- 10) Poker
- 11) Shooting
- 12) Skating
- 13) Sports Quiz
- 14) Squash
- 15) Table Tennis
- 16) Tug-of-War
- 17) Lawn Tennis
- 18) Volleyball
- 19) Weightlifting (as Powerlifting)

All the hall sports secretaries were consulted in a meeting and their recommendations were considered to come up with the present format for Inferno.



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Core Team

The core team shall consist of the following members –

- Robinson Guria (General Secretary, Games and Sports)
- Mohit Yadav (Overall Manager, Inferno 2016-17)
- Sagar Yadav (Overall Manager, Inferno 2016-17)
- Tizil Saini (Overall Manager, Inferno 2016-17)

Also, there are Event Coordinators who will be assisting in the conduction of the tournament.

Point Distribution Structure

Point distribution as the percentage of maximum points of an event is given below -

Position	5 Pool Events	4 Pool Events
1 st	100%	100%
2 nd	60%	60%
3 rd	35%	30%
4 th	20%	10%
5 th	10%	-



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Points Table

Sr. No	Event	Points					Participation
		I	II	III	IV	V	
1	Athletics	20	12	6	2	NP	Details below
2	Badminton	10	6	3.5	2	1	1 team per pool
3	Basketball	10	6	3	1	NP	1 team per pool
4	Card and Board Games	10	6	3.5	2	1	4 entries per pool
5	Chess	5	3	1.75	1	0.5	Details below
6	Cricket	10	6	3	1	NP	1 team per pool
7	Foosball	5	3	1.75	1	0.5	1 team per pool
8	Football	10	6	3	1	NP	1 team per pool
9	Hockey	10	6	3	1	NP	1 team per pool
10	Lawn Tennis	10	6	3.5	2	1	1 team per pool
11	Poker	10	6	3.5	2	1	2 entries per pool
12	Pool	10	6	3.5	2	1	2 entries per pool
13	Shooting	10	6	3.5	2	1	1 entry per pool
14	Skating	5	3	1.75	1	0.5	1 team per pool
15	Sports Quiz	10	6	3.5	2	1	1 team per pool
16	Squash	10	6	3	1	NP	1 team per pool
17	Table Tennis	10	6	3.5	2	1	1 team per pool
18	Tug-of-War	5	3	1.5	0.5	NP	1 team per pool
19	Volleyball	10	6	3.5	2	1	1 team per pool
20	Powerlifting	10	6	3	1	NP	2 entries per pool per category

Total Points	190
Veeras Total	105
Percentage (Veeras)	55.26
Normalization Factor	1.81



Event Description

1) Athletics:

Sr. No	Event	Points				Participation Structure
		I	II	III	IV	
1	100 M	10	6	3	1	2 entries per pool
2	200 M	10	6	3	1	2 entries per pool
3	400 M	10	6	3	1	2 entries per pool
4	800 M	10	6	3	1	2 entries per pool
5	1500 M	10	6	3	1	2 entries per pool
6	Shot Put	10	6	3	1	2 entries per pool
7	Discus Throw	10	6	3	1	2 entries per pool
8	Javelin Throw	10	6	3	1	2 entries per pool
9	Long Jump	10	6	3	1	2 entries per pool
10	High Jump	10	6	3	1	2 entries per pool
11	4*100 Relay	20	12	6	2	4 entries per pool
12	10*400 Relay	30	18	9	3	10 entries per pool

Note: A single participant can only participate in maximum of 5 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.

2) Badminton:

- Matches will be conducted in a Team Championship (Inter-IIT) format. 5 entries will be taken from each pool
- A match will consist of
 - 1st Single
 - 2nd Single
 - Doubles
 - Reverse Singles
 - Reverse Doubles
- Round robin will be followed for the 5-team league stage. Round Robin will be followed by a Final and 3rd-4th Match
- Fresh seeding will be taken before each match

All matches will be a best-of-3 sets of 21 points each.



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3) Basketball:

- 1 team per pool with 12 players.
- Matches will be in a League format, followed by a Final and 3rd-4th match
- Each match will consist of 10 minute quarters.

4) Card and Board Games:

Sr. No	Event	Points					Participation Structure
		I	II	III	IV	V	
1	Dominion	5	3	1.75	1	0.5	2 entries per pool
2	Carcassonne	5	3	1.75	1	0.5	2 entries per pool

The pool with maximum points will be awarded 5 GC points; the pool that finishes second will be awarded 3 GC points and so on.

5) Chess:

- 3 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 matches will be calculated for each team.

6) 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 20 overs.
- The GC points will be 10 points for 1st place, 6 points for 2nd and so on

7) Foosball

- 1 team per pool will be taken (2 players)
- Round robin format will be applied for the league stage, followed by a Final
- Each League match will be best-of-3 games, whereas final will be best-of-5



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8) 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 League format, followed by Finals
- 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.

9) Hockey:

- 1 team per pool with (7+3) players.
- Matches will be conducted in a League format followed by Finals
- 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.

10) Lawn Tennis :

- Matches will be conducted in a Team Championship (Inter-IIT) format. 4 entries will be taken from each pool
- Fresh seeding will be taken before each match
- Round Robin round will be followed for 5 teams for league followed with a Final

11) Poker :

- 2 entries per pool will participate
- First round will consist of 2 tables of 5 members each. Top two members from each table will participate in a 4-member final table to decide the winners.

12) Pool :

- 2 entries per pool will participate
- First round will be a knockout, followed by a Round robin league to decide the winners amongst the 5 winners of knockout stage.
- All matches will be best-of-3 sets



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13) Skating:

- There will be one event- 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, weightage of best timing will be 50% and average of the two will be 50%.
- Other detailed rules will be provided on the spot by the Skating Club coordinators

14) Shooting:

- 1 entry per pool will participate
- There will be a single round with 20 shots. The player with highest points will be the winner.
- In case of a tie, a 3 shot round will be used as a tie breaker

15) Sports Quiz:

- Questions will be trivia-based, broadly based on sports related events, personalities.
- Each team must consist of 2 members each. There will be two teams from each pool.
- There will be one round with 2 teams from each pool.
- Scores of both teams will be added to calculate final standings.
- In case of any dispute, the decision of the Quizmaster will be final and absolute.

16) Squash:

- Matches will be conducted in a team championship Inter-IIT format. 4 entries will be taken from each pool.
- Seeding is frozen for the tournament, only sliding is allowed.
- Round Robin round will be followed for 4 teams, followed by Finals
- All matches will be a best-of-5 sets.

17) Table Tennis :

- Matches will be conducted in a team championship Inter-IIT format. 4 entries will be taken from each pool
- Fresh seeding will be taken before each match.
- Round Robin round will be followed for 5 teams for league followed with a Final
- All league matches will be conducted with best of 5 sets of 11 points each.



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18) Tug-of-War:

- 1 team per pool with 10 players will participate
- There will be a Round robin league stage followed by a Final
- Each match will be a best-of-3 sets, whereas final will be best-of-5

19) Volleyball:

- 1 team per pool of (6+4) players
- Matches will be conducted in a Round Robin format for league stage, followed by a final.
- League Matches will be conducted in best of 3 formats with set points 25-25-15, whereas Final will be best-of-5

20) Weightlifting (Powerlifting):

- There will be three categories: - below 62 kg, 62-77 kg and above 77 kg.
- 2 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.



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Closing Ceremony and Medal Distribution:

A closing ceremony and medal distribution ceremony has been planned this year. The medals and certificates have been ordered and will only be available (after signing by the concerned authorities) a week after the Inferno dates. The medal distribution will be conducted separately.

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(chairman)
2. Associate Dean, Students' Affairs
3. Counsellor, Games and Sports Council
4. President, Students' Gymkhana
5. Chairman, Students' Senate

Student Grievance Redressal Committee (SGRC): Any grievances/queries must first be discussed upon in the SGRC which consists of students members from every pool. The SGRC for Inferno'17 comprises of the following:

1. Vedant Goenka
2. Ashutosh Ranka
3. Vijeta Anand
4. Prashant Kumar
5. Vipul Garg