

ECC FAMILY SPORTS & FUN DAY 2024 - RULESHEET

Cricket Rules

No of Players Per Team: 11 players Per Team

Overs: Each team faces a maximum of 5 overs (30 balls) during their innings.

Innings: Like longer formats, a 5-over match still consists of two innings—one for each team.

Toss: The toss will be conducted before each match starts so that we don't lose time.

Bowling: Bowlers deliver a maximum of one over each in a 5-over match.

Batting: Batsmen aim to score as many runs as possible within the limited overs. Boundaries (4 runs for hitting the boundary, 6 runs for clearing it without the ball bouncing) can significantly impact the score.

Extras: There are no Extras, for wides there will be 2 runs, ball will be counted.

Dismissals: Batsmen can be dismissed in various ways—bowled, caught, lbw, run out, stumped, or hit wicket.

Ties: In case the scores are tied, the match might be decided by a Super Over, where each team faces a single over, and the team scoring the most runs in that over wins.

Knockouts: The best NRR for knockout matches will directly go to Semi - Finals. Other teams will play in the quarter finals.

Football Rules

Game Time: 15 mins game

No of Players Per Team: 7 Players

Duration: The game consists of two halves, each lasting 7 minutes, resulting in a total playing time of 15 minutes with 1 minute of extra time.

Playing players : Each team has 7 players, including one goalkeeper.

Substitute: There will be rolling substitutes.

Toss: The toss will be conducted before each match starts so that we don't lose time.

Kick-off: The match begins with one team kicking off from the center spot. The opposing team must be in their own half until the ball is in play.

Fouls: Players must avoid committing fouls, such as tripping, pushing, or handling the ball. Free kicks or penalties may be awarded for fouls, depending on the severity and location.

Throw-ins, Goal Kicks, and Corners: Ball should be on ground for throw-ins, goal kicks, and corners applied.

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Stoppage Time: 1 minute of extra time.

Ties: In the case of a tie, some formats may allow for penalty shootouts.

NOTE: Teams are divided into 2 groups. **TOP 2 TEAM WILL QUALIFY FOR SEMI FINALS**

Group A:

Team A

Team C

Team E

Group B:

Team B

Team D

Team F

Volleyball Rules

Format: 1 set 21 points

No of Players Per Team: - 6 players

Scoring System: The team that scores 21 points first wins the set. A team must win by a margin of two points. If the score reaches 20-20, the game continues until one team has a two-point advantage.

Service: A player must serve from behind the back boundary line (end line).

The ball must be hit with one hand or any part of the arm after leaving the server's hand.

The server continues to serve until their team makes an error, and then the serve rotates to the other team.

Block and Attack: Players can block the ball at the net during an opponent's attack, but they cannot reach over the net unless the attacker's hit has broken the plane of the net.

Spiking (attacking the ball into the opponent's court) is a common offensive strategy.

Substitutions: Substitutions are allowed, but they must occur in a specific area of the court and follow the proper protocol.

Timeouts: Each team is allowed 2 timeouts per set to regroup and discuss strategy.

Side Switch: Teams switch sides when one team reaches half of the set score (e.g., at 11 points in a set to 21).

Winning the Match: Volleyball matches are typically best of three or best of five sets. The team that wins the majority of sets wins the match.

NOTE: TOP TWO TEAMS WITH MOST POINTS WILL PLAY THE FINALS

Basketball Rules

Format: 2 quarters 20 mins game

No of Players Per Team: 5 players

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Duration: The game consists of two quarters, and each quarter lasts 10 minutes. The total playing time is 20 minutes.

Teams: Two teams, each consisting of five players on the court at a time, compete against each other.

Jump Ball: The game begins with a jump ball at the center circle, where one player from each team jumps to tip the ball to their teammates.

Scoring: Points are scored by shooting the ball through the opponent's basket. A field goal made from outside the three-point line counts for three points, while shots made inside the three-point line count for two points. Free throws, awarded after certain fouls, count for one point each.

Fouls: Personal fouls are called for illegal physical contact, and teams accumulate team fouls throughout the quarter. After a certain number of team fouls, the opposing team may be awarded free throws.

Possession Arrow: The possession arrow determines which team gets the next possession after a held ball situation.

Substitutions: Players can make substitutions during stoppages in play.

Timeouts: Each team is allowed 2 timeouts during each quarter.

Jump Ball Alternating Possession: Instead of a jump ball to start the second quarter, the team that lost the initial jump ball is awarded possession.

Overtime (if applicable): If the game is tied at the end of the second quarter, there may be an overtime period to determine the winner.

NOTE: TOP TWO TEAMS WITH MOST POINTS WILL PLAY THE FINALS

Badminton Rules

Format: 1 set 21 points game

No of Players Per Team: 2 players (1 team)

Scoring System: The scoring system in badminton is rally scoring, meaning a point is scored on every serve, regardless of which side wins the rally.

Points are scored when the shuttlecock lands within the boundaries of the opponent's court.

Serving: The server and receiver must stand within their respective service courts.

The server must hit the shuttlecock below the waist and ensure that both feet are in contact with the ground during the serve.

Scoring Points: A point is scored when the shuttlecock lands within the boundaries of the opponent's court.

If the serving side wins a rally, they score a point and continue to serve. If the receiving side wins the rally, they also score a point, and the serve alternates to the next player.

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Winning the Set: The first player or team to reach 21 points wins the set.

If the score reaches a tie at 20-20, a side must win by a margin of two points (e.g., 22-20).

If the score reaches 29-29, the side scoring the 30th point wins.

Table Tennis Rules

Format: 1 set 21 points game

No of Players Per Team: 2 players (1 team)

Scoring System: The scoring system in table tennis is rally scoring, meaning a point is scored on every rally, regardless of which player serves.

Points are scored when the ball fails to be returned properly within the rules.

Serving: The server must throw the ball vertically at least 6 inches before hitting it with the racket.

The serve must land on the server's side of the table, then bounce over the net and land on the opponent's side.

Scoring Points: A point is scored when:

1. The opponent fails to make a proper return.
2. The ball is hit twice by a player.
3. The ball hits the net and doesn't go over to the opponent's side.
4. The ball bounces twice on one side of the table.
5. The ball is hit before it bounces on the table.

Winning the Set: The first player to reach 21 points wins the set.

If the score reaches a tie at 20-20, a player must win by a margin of two points (e.g., 22-20).

If the score reaches 29-29, the player scoring the 30th point wins.

Paddle Rules

Format: 3 set game

No of Players Per Team: 2 players (1 team)

Scoring System: Paddle typically uses a "no-advantage" scoring system, where if a game reaches deuce (40-40), the next point wins the game.

Serving: Players take turns serving. The server must serve diagonally into the service box on the opposite side of the court.

The serve must bounce once in the serving team's service box and then be returned by the opposing team.

Scoring Points: Points are scored when the opposing team fails to return the ball within the boundaries of the court, either by hitting it out, into the net, or failing to return it before it bounces twice.

If a point is scored, the serving team earns a point and continues to serve.

1 point - 15

Winning a Set: A set in paddle is typically won by the first team to win a certain number of points (4).

If the set reaches a tie at 45-45, a tiebreaker may be played to determine the winner of the set.

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Carrom rules - 1 player each side

Board Setup: The game is played on a square wooden board with pockets in each corner and a circle in the center known as the "queen" spot.

A line called the "baseline" divides the board, and players sit opposite each other.

Playing Pieces: Carrom is played with small, circular wooden discs called carrom men or coins. There are nine white coins, nine black coins, and one red coin, the "queen."

Objective: The primary objective is to pocket all of your carrom men and the red queen before your opponent does.

Starting the Game: Players decide who goes first, by chit system.

The first player breaks the carrom men by striking the center circle from within the baseline.

Gameplay: Players take turns flicking their striker (a larger disc) with their fingers to hit their carrom men and pocket them into the corner pockets.

Players must aim to pocket their own carrom men while avoiding pocketing the opponent's pieces.

If a player pockets one of their carrom men, they continue their turn until they fail to pocket a coin or commit a foul.

Queen Rule: If a player pockets one of their carrom men immediately after pocketing the queen, that player must cover the queen with one of their coins in the next turn to win the game. Queen should be pocketed last.

Fouls: Various fouls can occur in carrom, such as:

Pocketing the striker.

If a player commits a foul, they forfeit their turn, and one of their carrom men is returned to the board by the opponent.

Winning the Game: The player who has the most points wins the game.

Black coin - 10 points

Gold coin - 20 points

Pink coin - 50 points