



Corporate Citizenship Challenge for the Cause of Children

Cadence 5C's - 2024

Schedule & Format of all Events

Sl No	Sports	Schedule of Events			Format
		Day	Date	Starting Time	
1	Badminton	Sat	Feb 10, 2024		League cum knockout
2	Table Tennis	Sat	Feb 10, 2024		League cum knockout
3	Cricket	Sat	Feb 10, 2024		League cum knockout
4	Football	Sat	Feb 10, 2024		League cum knockout
5	Throw Ball	Sat	Feb 10, 2024		League cum knockout
6	Relay	Sat	Feb 10, 2024		Heats + Finals

Sport	Category	Squad Size	Minimum playing members	Gold Medal	Silver Medal	Bronze Medals	Format
Table Tennis	Men Team Event	4	2	1	1	2	League + KO
Table Tennis	Women Team Event	4	2	1	1	2	League + KO
Badminton	Men Team Event	4	2	1	1	2	League + KO
Badminton	Women Team Event	4	2	1	1	2	League + KO
Throw Ball	Women	10	7	1	1	2	League + KO
Football	Men	10	5	1	1	2	League + KO
Cricket	Men	10	6	1	1	2	League + KO
Relay	Mixed	4	4	1	1	1	

General Rules:-

- The sports events will be managed by “SPT Sports”.
- **Colored** T-shirts will be provided for all participating teams.
- Captains are requested to fill the Registration form with complete names of players for each individual match.
- All teams/ players must fill their match form before starting their match.
- **One player for one sport. Organizer will not be responsible and shall not be delay any sports for any player or team.**
- For the sake of maximum participation the endeavour should be to field one player for one sport. However in certain exceptional cases where a company does not have hundred percent representations, a player may be allowed to participate in more than one sport with the prior approval of the sports manager. The exception will only be permitted if it does not conflict with the scheduling of matches. Organizing committee has full authority to take decision about this matter.
- Each team will have to give names of players who are bonafide employees of their respective organization before the start of the tournament and only those players will be allowed to participate in the tournament.
- Tournament Committee can reject entry of any team, if found that the players are not bonafide employees of the organization.
- Tournament Committee’s decision shall be final & binding on all teams in all circumstances whatsoever.
- Tournament Committee can insert by-laws and playing conditions at any point of time, which shall be binding on all the participating teams.
- In case, during the tournament, a team is found to have fielded outsider(s), the Tournament Committee has all rights to disqualify that team from the tournament.
- In case a player(s) out of the original list of players is not an employee of the Organization, the team will be disqualified. Dealers, distributors or associates are not allowed to be a part of the team.
- The officiating umpires/referees during the match have full authority and discretion to handle situations like walkover, other unavoidable circumstances, play abandonment and any dispute.
- Tournament Committee will not be responsible for any dispute not mentioned in the scope of event.
- Tournament Committee will have the authority to postpone/cancel/amend the schedule of the tournament at any given point of time but with a prior notice to the respective teams.
- All the players of participating teams should be in coloured T-shirts. The umpires/referees have full authority to refuse a player entering the playing premises/arena in case dress code is not proper.
- Teams are allowed to replace players from the list of players submitted prior to the start of the tournament under unavoidable/realistic circumstances. It will be at the sole discretion of Tournament Committee to permit the replacement or not.
- The teams must carry the employment proof of all players with them on the ground.
- Winner of each sport will receive **Gold medals**; runners-up will be given **Silver medals** while losing semi finalists will be awarded with **Bronze medals**.
- All the players have to bring their own playing kit.
- **Tournament Committee is NOT liable in an event for any injuries sustained during the course of the tournament and for loss of any equipment/money/any other belongings.**
- **Strictly, Only NON MARKING footwear is allowed in Badminton and Table Tennis.**
- ***Upon agreeing to participate in the event, the participant and the team management agrees that he/they are doing so by their free will and waives SPT Sports, its employees, the sponsors and all associates of the event, from any liability or claims arising from any loss, injury, untoward incident during the course of the event. The sponsors, organizers or their associates will not be liable for any liability in case of injury.***

First Aid

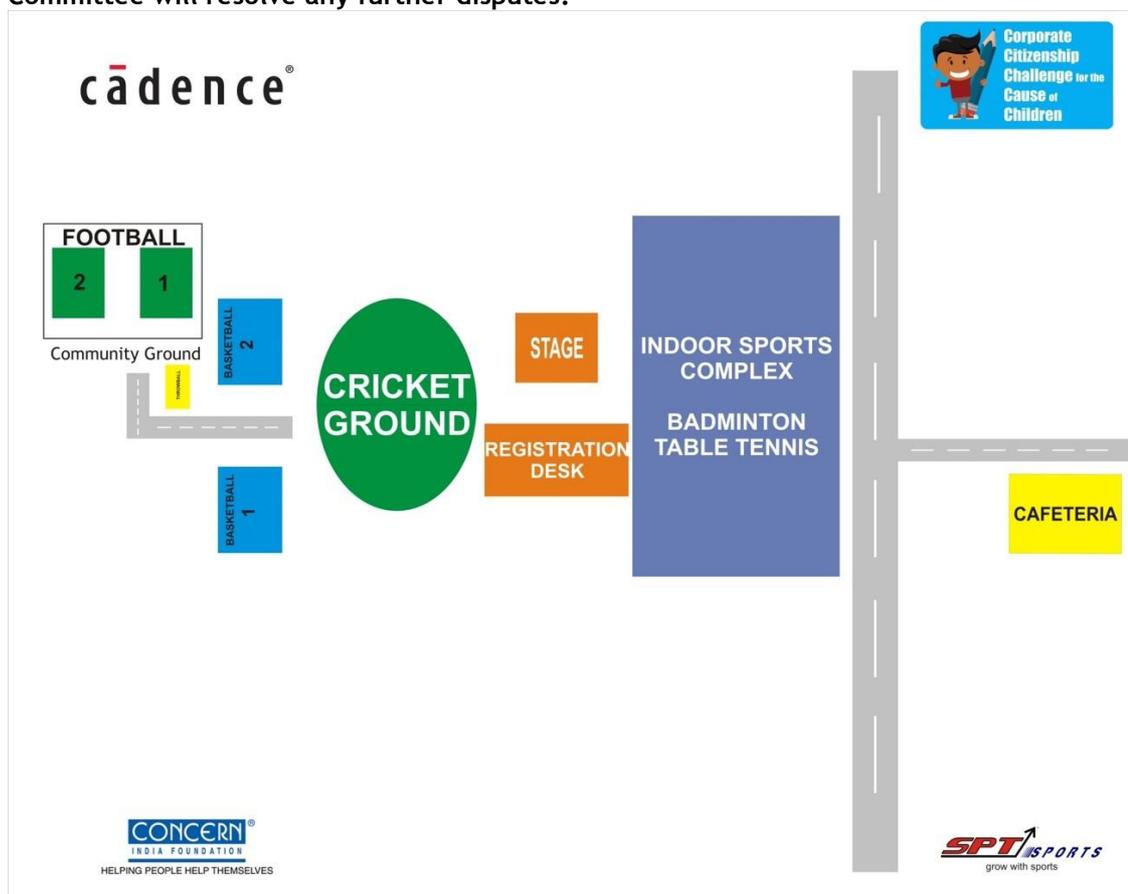
Tournament committee will provide for basic first aid kit on the ground. In case a player gets injured and needs medical attention, all the medical expenses have to be borne by the player or his company. Under no circumstances, Tournament Committee can be held liable for any such expenses.

Security of Valuables

Tournament Committee will not be held accountable for loss of belongings. Organizers won't entertain any player's request to keep their personal belongings with them.

Protest

- A team can lodge a protest only before the start of the game, the same will be informed to the other captain allowing him to change player/s if he wants to and match will continue as scheduled.
- As evidence teams will have to provide photo identity cards and employee code. In case a company does not issue photo ID cards to the employees, HR will have to issue a letter wherein photographs are attested individually confirming that players are working in their organization. Tournament Committee will not go beyond the above clarification. Teams will have to accept the decision of Tournament Committee against protest lodged under all circumstances.
- In all cases, the umpires'/referees decision will be final and binding under all circumstances. The umpires/referees in consultation with the Tournament Organizing Committee will resolve any further disputes.





Badminton

Starting Time:

Rules & Regulations

- The tournament will be played according to the rules laid by TTFI & BFI respectively.
- Total of 3 events (singles, doubles and singles) will be played in Badminton & Table Tennis each.
- **Players have to mandatorily wear non marking shoes at all times when entering the Badminton arena. Any player who is found not wearing non marking shoes at the Badminton courts will be disqualified from participating.**
 1. Men’s team event (**League and Knock-out basis**)
 2. Women’s team event (**League and Knock-out basis**)

Men’s: Teams are requested to submit a squad of minimum 2 players & maximum 4 players for men, since a player can participate in both singles and double.

Women’s: Team event, teams are required to send a squad of minimum 2 players & maximum 4 players since a player can participate in both singles and double.

- All the teams are requested to submit each player’s name 2 days in advance.

Badminton: A match will constitute of 2 singles game and one doubles game of one set for 15 point in the league stage and quarter final (in case it’s played) of Badminton Tournament. Order of play will be - first singles

- doubles - second singles. Second singles will not be played if the team wins its first two matches.

League Matches	15 points of 1 set.
Semi Final & Final	11 points best of 3 sets

Grouping and Qualification:-

- Each Group will consist minimum of 3 and maximum of 4 teams.
- Qualification for Knockout stage is depending upon total number of team participation

General:

- All players need to report to the organizer in charge 30 minutes before their scheduled match time.
- Walk over will be awarded to opponent in absence of any team after 10 minutes of scheduled time.



Table Tennis

Starting Time:

Rules & Regulations

- The tournament will be played according to the rules laid by TTFI & BFI respectively.
- Total of 3 events (singles, doubles and singles) will be played in Badminton & Table Tennis each.
- Players have to mandatorily wear non marking shoes at all times when entering the Badminton arena. Any player who is found not wearing non marking shoes at the Badminton courts will be disqualified from participating.

3. Men’s team event (League and Knock-out basis)
4. Women’s team event (League and Knock-out basis)

Men’s: Teams are requested to submit a squad of minimum 2 players & maximum 4 players for men, since a player can participate in both singles and double.

Women’s: Team event, teams are required to send a squad of minimum 2 players & maximum 4 players since a player can participate in both singles and double.

- All the teams are requested to submit each player’s name 2 days in advance.

Table Tennis:

A match will constitute of 2 singles game and one doubles game for best of 3 sets of 11 points in the league stage and quarter final (in case it’s played) of Table Tennis Tournament. Order of play will be - first singles
 - doubles - second singles. Second singles will not be played if a team wins its first two matches.

League Stage	Best of 3 sets each of 11 points
Semi-final and Final	Best of 5 sets each of 11 points

Grouping and Qualification:-

- Each Group will consist minimum of 3 and maximum of 4 teams.
- Qualification for Knockout stage is depending upon total number of team participation

General:

- All players need to report to the organizer in charge 30 minutes before their scheduled match time.
- Walk over will be awarded to opponent in absence of any team after 10 minutes of scheduled time.



Football

Starting Time:

Rules & Regulations

- The Tournament will be played according to the rules laid by FIFA subject to minor changes.
 - Defenders and attackers are allowed to enter the “D” i.e. goalkeeper area. The goalkeeper can also move outside the “D”.
 - Each team will have to give names of 10 players who are bonafide employees of their respective organization before the start of the tournament and only those players will be allowed to participate in the tournament.
 - **Qualification:** - Top teams from each group will qualify for Quarter Finals or Semi-finals.
 - At least 4 players of a respective team should be on the ground for the match to start
1. In case match is abandoned due to any unforeseen circumstances beyond control, the match will be awarded as draw and points will be shared.
 2. **Players:-**
 - A team can register with max 10 Players.
 - The team can be a mix of men and women players.
 - 5 Players will be playing including one goal keeper.
 - Goal keeper can be changed within the team players.
 - Teams are not allowed to play with less than 4 players.
 3. **Players Equipment:**
 - Any equipment which can cause an injury is not allowed, including all kinds of jewellery.
 - Footwear: Regular football, any kind of canvas/ sports shoes / football boot are allowed. Players are not allowed to play bare foot.
 - **Shin guards are compulsory during games and players are requested to carry their personal shin guards.** For proper protection, shin guards (rubber, plastic or of other material), must be entirely covered by the football stockings.
 4. **Duration of Match:**
 - **League Stage till Semi Final-** 16 minutes (8 minutes each half) with 2 minutes break.
 - **Final match will be playing** - 16 minutes (8 minutes each half) with 2 minutes break.
 - No extra time will be given in case of draw in league stage. Extra time of 5 min will be applicable only in Final. In Quarter & semi-finals 3 penalty kicks for each team will be given in case of tie after regular playing time.
 - All teams are requested to please report and submit the form (all playing player’s name) 30 minutes before the start of match.
 - A walk over will be awarded to opponent in case any team fails to be present on ground after 10 minutes of their scheduled match time.
 5. **Start of play:** - Kick off will be out in the centre circle between opposing players. Teams must be in their own halves. Goalkeepers must be in their goal areas
 6. **Off side:** - No offside rules will be applicable during the tournament. Players can score from their half also.
 7. **Free Kick:-** If the game has been stopped for an offense committed, the game will be restarted with a direct free kick. On the taking of a free kick, the ball must be stationary and members of the opposing team shall be at least 3 yards away from the ball. However, the attacking team members are allowed to position themselves as they see fit. If it goes directly into the opponents’ goal, they will be granted a goal. Ball has to be kicked by **taking only 2 steps.**

8. **Corner Kick:-** Corner kick will be taken from the corner of the goal line with ball positioned inside the corner arc closest to where the ball went out without removing the corner flag. The opposing team players must remain at least 3 yards away from the ball. The player taking the corner kick shall not play the ball again until it has touched another player. Ball is in play when it has been kicked and moves. Goal can be scored directly by a corner kick.
9. **Goalkeeper:-** Goal keeper cannot kick the ball. Goal keeper can only throw the ball under arm, above arm and over arm. Goal keeper cannot bring back the ball from outside the “D” to inside of the “D” and hold the ball. Goalkeeper cannot hold ball more than 6 seconds. **The goalkeeper cannot collect a back pass in his hands.** Back pass to goalkeeper is allowed only twice continuously from same player.
10. **Penalty Kick:** - The ball will be placed on the ground 20 feet away from the goal line at a point midway between the goal posts. It is mandatory that the referee signal authorization to take the penalty kick by blowing his whistle. Ball has to be kicked by **taking only 2 steps.**
11. **Throw Ball:** - All out balls will be kicked in.
12. **Drop Balls:** - The referee may use a drop-ball to restart the game if no side is responsible for the stoppage or during the match depending upon his decision.
13. **Cards:** - If awarded yellow card, the player is out of play for one minute and the team will have to continue the game with remaining players. No substitution allowed during this time. If red card awarded the following rules will be apply depending on the severity- a) player out of match, b) player out of tournament or c) Team disqualification, this will be the referee’s decision.
14. **Substitution:** - Unlimited substitution is allowed, but only when the ball is deemed out. Substitution can be made only by informing the referee
15. **Foul Play:** - ALL major and minor infractions if committed outside of the penalty are sanction by **DIRECT FREE KICK.** ALL major and minor infractions if committed outside of the penalty area are sanction by **DIRECT FREE KICK.** If any infraction is committed inside the penalty area by the defending team, a penalty kick will be awarded to the attacking team. If the attacking team inside the penalty area commits a MAJOR infraction, a **DIRECT FREE KICK** will be awarded to the defending team. The ball will be positioned anywhere inside the penalty area.
16. **Major Offence & Minor offence:** - These decisions will be taken only by referee and any kind of objection will not be entertained.

17. **Points Tabulation and walkover:**
In case a team does not report 5 minutes after the schedule start time, a **penalty kick will be awarded** against the defaulting team. In case of further delay (of 10 mins), a walkover may be awarded to the opponent.

Win	3 Points
Draw	1 Points
Loss	0 Points
Walkover	3 Points & 3 Goals

18. **Grouping and Qualification:-**

- Each Group will consist minimum of 3 and maximum of 4 teams.
- **Qualification for Knockout stage is depending upon total number of team participation**
- In case in a group 2 or more teams are with equal points, then qualification will be done as: 1st criteria “goal difference” shall be considered, in case of a tie, “goals for” and then “goals against” will be taken into account. If this also results in a tie, the result of the head-to-head match will be considered. If this is also a tie then, a coin will be tossed to decide the result between the two contending teams.

Throw ball

Starting Time:



Rules & Regulations

1. Draws or Fixture of the tournament will be done on the day of the event depending upon the total number of team participating.
2. This sport is exclusively for women only.
3. Each team should consist of seven (7) women players at time of play and 3 substitutes. Total 10 women players.
4. The teams draw lots using a coin. The winner of the draw has the right to choose either a side or first service. In case the winner of the draw chooses first service the opposite team chooses sides. The teams take turns in the advantage of first service. A new draw is done before the decisive (third) set.
5. The ball should be served after the whistle and within 5 seconds.
6. Serve the ball only from the service Zone and without crossing the end line. Service ball should not touch the net and double touch is not allowed for the service ball.
7. The ball has to be caught with both the hands and released by only one hand. Any ball to be released should be released from above the shoulder / shoulder only.
8. A player is not allowed to touch the net even when delivering the ball to the opposite side. Each touch of the net is considered as a fault, which results in a point for the opponent. The ball itself may however touch the net when being delivered to the other side - as long as it lands in the opponents' field it is not considered as a fault.
9. Any ball falling on the Box line or in the Dead Zone is a foul.
10. Any ball after catching during rally should be released within 3 seconds. During the Rally the ball can touch the net.
11. During catching or releasing, the ball should not touch any part of the body except the palm. The ball should be caught with both the hand simultaneously while catching.
12. Two players cannot catch the ball at the same time.
13. Any ball (service or rally) falling on the side line or the end line is a good ball.
14. The players should stay in the position of 2-3-2 at the time of service.
15. Shifting the ball from right to left or left to right is not permitted.
16. Pushing the ball deliberately is not permitted.
17. The service ball or rally ball should not touch the Antenna.
18. **Point and Loss of Service:** - If a player makes a fault (does not catch or drops the ball etc.) the opposite team receives both a point and the right to serve. Each time the team gains a point and service a new player serves.
19. **Change of Sides:** - After the end of each set the teams change sides. Teams do a toss before the decisive (third) set to decide which team will serve and which team will take the side.
20. **Breaks:** - A two minute break is allowed between sets.
21. **Faults:-**
 - A. A player touches the net

- B. A player crosses the centre line or touches the opposite field with his hand(s)
- C. Playing with any part of body below the waist
- D. A defender (2nd row) blocks at the net
- E. A defender plays the ball to opposite field from the front half of his field
- F. A player touches the ball twice in a row
- G. The ball touches the ground or any other object
- H. The ball is out
- I. Bad service (the ball passes under the net or ends outside the opposite field)
- J. Incorrect position of team players
- K. More than 7 players in the field
- L. The referee is not notified about the incoming or outgoing player
- M. The team does not follow the service order (proper rotation)
- N. Improper or unfair behaviour of any team member.

22. Players and Substitutes:-

- A. Each team consists of 7 players on the ground.
- B. Substitutions: maximum of 5 substitutions are allowed in each set.
- C. The new player (substitute) notifies herself to the referee by raising her hand and replaces the leaving player in the same field position. Upon taking the position the former player immediately leaves the field also notifying the referee by raising her hand.
- D. Conduct: - All players, substitutes and coaches must keep discipline and adhere to game rules. The referee may punish someone’s disorderly behaviour by either giving a warning or ruling out the person or by losing a point.

23. Time-out:- Each Team will have one “time out” of one minute from knockout stage onwards.

24. Format: - (This format is also depending upon the total no of team participating.)

League Stage, Quarter & Semi Final	One set of 15 points
Final	Three sets of 15 points

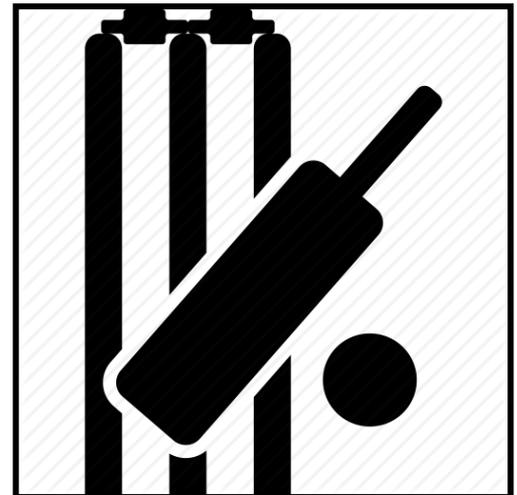
25. Grouping and Qualification:- (This format is also depending upon the total no of team participating.)

- Each Group will consist minimum of 3 and maximum of 4 teams.
- **Qualification for Knockout stage is depending upon total number of team participation.**

Cricket

Starting Time:

Rules & Regulations



1. **Tournament Format:** - The tournament will be played on league-cum-knockout basis. Each game in the tournament will be 6-a-side. Each innings will be of 5 overs.
2. **The format of the game will be knockout basis if total number of teams more than 16.**
3. **Type of Wicket:** - Tournament will be played outdoors.
4. **Time for an Innings:-**Teams will be given 15 minutes to complete their allotted 5 overs.
5. **Reporting Time:** - The full composition of a team has to be present 15 minutes before the start of their game. Failing to do so will result in an automatic loss of toss for the team in question. In case both teams are short of players, then the one with more players present on the ground at the start of the game will be declared toss winners.
6. **Players:** - All teams need to declare a roster of 8 players. Players announced on the roster will be eligible to play. A team will be disqualified if it plays with a player not on the roster. If a team's roster is severely depleted for any reason, then Tournament committee can make an exception and allow the team to fill in additional players. Teams have to ensure that additional players wear T-shirts provided by the organizers. The number of players on roster of a team cannot exceed 8 at any given point of time.
7. **Bowlers:** - Any 5 players can bowl one over each out of the 6 players.
8. **Match Balls:** - Tournament will be played with Vicky tennis ball.
9. **Playing Equipment:-**The teams playing the match must get their own cricketing equipment.
10. **Field Restrictions:** - At the instant of bowlers' delivery there shall **not be more than 2 fielders on either side of the wicket**, with not more than one fielder behind the popping crease on the on-side of the batsman.
11. **Byes/Leg-byes:** - Byes and overthrows are possible means of scoring runs. Leg byes are not allowed.
12. **No-Balls:** - ICC rules for no balls will apply; any ball above shoulder high will be called "No Ball" as well as over stepping.
13. **Wides:-** Lines will be marked on either side of wickets to assist umpires and the balls going away from those lines will be called wides.
14. **Wicket keeper:** - Fielding a keeper is compulsory. Any player can field as a wicket keeper. Position of wicket keeper can vary on the discretion of his Captain.
15. **Last Player Batting:** There is no Last player batting.
16. **Injury to Bowler:** If a bowler is injured after bowling a few deliveries, 6th player will complete that over.
17. **Substitutions:** Substitutions are not allowed.
18. **Umpires:** Qualified umpires will officiate in tournament.
19. **Results:** If a game is tied at the end of both the innings during a knockout match, then the team that lost lesser number of wickets will win. If the number of wickets lost is also the same, then the team that played fewer overs to score the runs will win. After this, a coin toss will determine the winner.

20. **Net Run Rate** = (Total Runs/Calculated Overs) - (Opponents Total Runs/Opponents Actual Overs).

21. **Points Tabulation and walkover:**

Win	3 Points
Draw	1 Points
Loss	0 Points
Team Receiving walk over	3 Points
Team conceding Walkover	- 1 Points

22. **Grouping and Qualification**

- Each Group will consist minimum of 3 and maximum of 4 teams.
- Qualification for Knockout stage is depending upon total number of team participation.

Route Map - Indus International School

