



NISER, BHUBANESWAR

presents

TVISHA

WHERE THE LIGHTS NEVER FADE

INTER-COLLEGE
SPORTS EVENT

15TH - 17TH MARCH



EVENT BROCHURE

INTRODUCTION

National Institute of Science Education and Research (NISER), Bhubaneswar, the autonomous institute under the Department of Atomic Energy, Govt. of India, is affiliated with Homi Bhabha National Institute and was founded in 2007 with the primary aim of igniting and nurturing young minds to carry out cutting edge research in varied fields and interdisciplinary areas of science.

Welcome to TVISHA, NISER's first ever intercollege fest! This event is a celebration of talent, creativity, and collaboration. It's a chance for students from varied colleges across Odisha to come together and showcase their skills in various fields.

We hope that this festival will inspire students to explore their passions, develop new skills, and create meaningful connections that will last a lifetime.

We're excited to see what our talented participants have in store for us, and we're confident that you will make this event a huge success. So, let's come together, celebrate our diversity, and make TVISHA a memorable one!

GENERAL INSTRUCTIONS

1. To ensure a smooth and efficient sports event, it is mandatory for all teams to arrive at the location 45 minutes prior to the scheduled start time.
2. All teams or participants must report to their designated venues at least 15 minutes before their game; failure to do so will result in the team being given the option to reschedule their game to a later time slot.
3. The structure of the tournament (whether it will be knock-out or league) might be different for every sport. It will be decided by the sports coordinator for the respective sport and the organising committee of Tvisha.
4. The tournament format for each sport (whether it will be knockout or league) may vary and will be decided by the sports coordinator for the respective sport and the organizing committee of the sports event.
5. Each sports team is required to have a captain or leader who will serve as the primary point of contact and will be responsible for the group.
6. Before the start of the game, every player must submit a copy of their college ID to the organizer.
7. All players are expected to abide by the security department's rules of the institution.
8. Any kind of abusive behavior, fighting, or damage to the institution's property is strictly prohibited and may result in the team being disqualified from the competition.
9. In case of any dispute or unforeseen circumstances, the organizers' decision will be considered final and binding.
10. Participants/teams will not be provided with accommodation during their stay on campus.

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RULES:

- Standard latest ICC rules will be followed.
- The tournament will be in a knockout format.
- A maximum of 14 teams will be allowed to participate on a first-come-first-serve basis. Only one team can participate from each institute.
- A maximum of 15 players will be allowed on each side.
- All league matches will be of 15 overs per side with a powerplay of 4 overs allowing a maximum of 2 fielders outside the 30 yards circle.
- Semi-finals and finals will be 20 overs per side with 6 overs of powerplay.
- In case of a tie, the winner will be decided on the basis of Super Over.
- White leather ball will be used.
- Teams should wear coloured jerseys.
- Umpire's decision will be the final decision.
- Any indiscipline activity during the tournament will result in the disqualification of the team.
- Bowling teams have to finish their innings under the stipulated time, else a penalty will be imposed on the team.
- Every team should be at the venue at least 30 minutes before the scheduled time for the start of the match.



FOR REGISTRATION

REGISTRATION FEES: ₹3000 (+500 FOR BALLS) PER TEAM

COORDINATOR:

Siddhant Mahato (Ph. No.: 6370189978)

siddhant.mahato@niser.ac.in



FUTSAL (BOYS)

RULES:

- MAX Number of teams for the tournament is 16. Max 2 teams per Institute. Registration will be on a first-come, first-serve basis.
- Each squad can have at most 12 players, 7 playing + 3 substitutions + 2 Reserves.
- Each team member, playing or substitute, should have stockings, shins and football shoes on them.
- Goalkeepers should have a distinct coloured jersey. Bibs will be available, but it's recommended that everyone gets their team jersey.
- Standard FIFA rules apply (with exceptions stated below).
- The tournament will be a knockout; the bracket and schedule will be informed beforehand.
- Players should produce their college ID card or other valid identification proof during registration.
- Before the scheduled start time, each club shall submit a players list with the names of each player and their respective shirt numbers.
- Each match will have 20 min halves with a 5-minute break. If tied, it will be decided by a penalty shootout.
- All penalties will be “One-Step Penalties”.

REGISTRATION FEES: ₹1500/- PER TEAM



FUTSAL (BOYS)

RULES:

- Matches will start on time; teams are expected to come 20-30 minutes before the scheduled time to complete their warm-up. Teams not ready for kickoff within 10 minutes of the scheduled time forfeit the match.
- Accumulation of yellows in consecutive matches will not lead to suspension.
- Two yellow cards in the same game will lead to a Red card and result in a player being dismissed for the remainder (without replacement) of the active game and a one-match ban for the next game.
- The referee's decisions regarding facts related to play are final; any dispute with the referee may lead to the team being disqualified.
- The exclusive right to interpret these regulations and all other unforeseen circumstances have the Tournament committee, whose decision is final.



FOR REGISTRATION

REGISTRATION FEES: ₹1500/- PER TEAM

COORDINATOR:

Tanush Vaka (Ph. No.:8125769420)

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RULES:

- Max number of teams is 8. Any number of teams from the institute is allowed.
- Each squad should have 10 players (7 playing + 3 substitutes).
- Each team member, playing or substitute, should have stockings, shins and football shoes on them.
- Goalkeepers should have a distinct colored jersey. Bibs will be available, but it's recommended that everyone gets their own team jersey.
- Each match will have 15 min halves with a 7-minute break.
- Standard FIFA rules apply (with exceptions stated as below).
- There will be a straight knockout; the bracket and schedule will be informed beforehand.
- The substitution will be rolling.
- The referee's decisions regarding facts related to play are final; any dispute with the referee may lead to the team being disqualified.
- Accumulation of yellows in consecutive matches will not lead to suspension.
- Two yellow cards in the same game will lead to a Red card and result in a player being dismissed for the remainder (without replacement) of the active game.

REGISTRATION FEES: ₹1000/- PER TEAM

COORDINATOR:

Sonali Mardi (Ph. No.:8969596032)

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FUTSAL (GIRLS)



FOR REGISTRATION

KNIGHTMARE (CHESS)

RULES:

- It would be a team event. Each team must contain three players. At most two teams can participate from an institute.
- Standard FIDE rules will apply. In case of a dispute, the organizers shall consult the rules and the decision will be binding.
- The right to allow substitutes rest with the organizers and may be allowed only under unavoidable verifiable circumstances.
- Before the beginning of each match, the team captain must submit the playing order of his/her team. Rearrangement of players' board orders is allowed.
- Winning Team will be awarded one (1) point. In case of a draw between two teams, each gets a half (0.5) point.

REGISTRATION FEES: ₹ 300/- PER TEAM



KNIGHTMARE

(CHES)

RULES:

- Depending on the no. of participating teams, either a knockout format or a round-robin format would be adapted for the tournament. It shall be informed after the closing of registration.
- Time Control will be Fischer 5 mins + 3 secs for all matches, including the finals.
- In case of a tie in the final, the first board players of both teams shall play two matches with alternating colours. If the tie persists, then a single Armageddon match shall be played. In the armageddon match, the colour will be decided by toss; White and Black will have 5 mins and 4 mins, respectively. White wins only if White wins the match. If the match ends in a draw or the black win, the Black player is declared the winner.

REGISTRATION FEES: ₹ 300/- PER TEAM



FOR REGISTRATION

COORDINATOR:

Saptarshi Datta (Ph. No.: 9874192845)

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ATHLETICS

EVENTS:

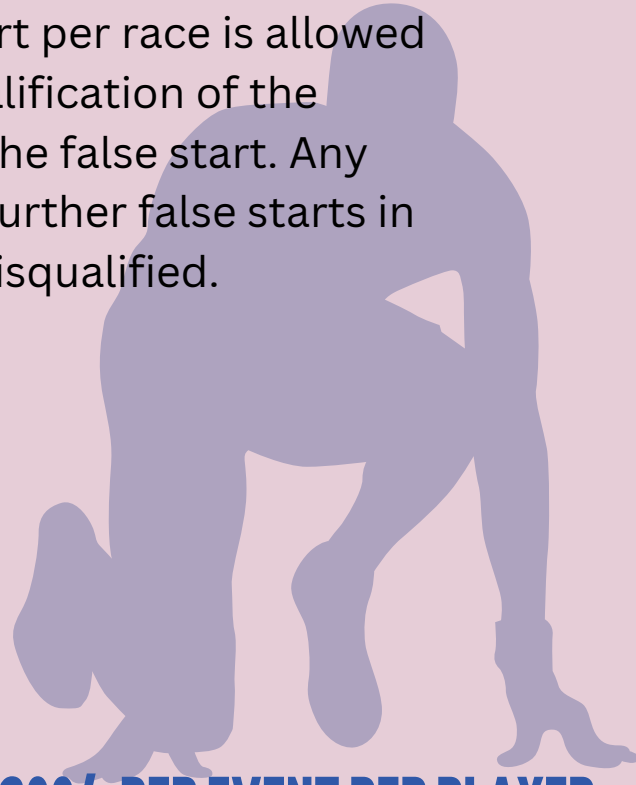
1. 100 M (Men and Women)
2. 200 M (Men and Women)
3. 400 M (Men and Women)
4. 800 M (Men and Women)
5. 1500 M (Men and Women)
6. 3000 M Cross country (Women)
7. 5000 M Cross country (Men and women)
8. 4X100 M Relay (Men and Women)
9. 4X400 M Relay (Men and Women)
10. Long Jump (Men and Women)
11. Shot Put (Men and Women)
12. Discus Throw (Men and Women)
13. Javelin Throw (Men and Women)
14. Triple Jump (Men and Women)

REGISTRATION FEES: ₹200/- PER EVENT PER PLAYER

ATHLETICS

RULES:

1. There is no limit to the number of events an athlete can take part in.
2. There is no limit to the number of participants from any institute.
3. Standard IAAF rules will be followed.
4. All athletes taking part in field events will get 3 attempts in their respective events and only the top 8 will qualify to get 3 more attempts.
5. Only one false start per race is allowed without the disqualification of the athlete(s) making the false start. Any athlete(s) making further false starts in the race shall be disqualified.



REGISTRATION FEES: ₹200/- PER EVENT PER PLAYER



FOR REGISTRATION

COORDINATOR:

Vamsi Krishna Taviti (Ph. No.: 9989312819)

vamsikrishna.taviti@niser.ac.in



KABADDI

RULES:

1. Amateur Kabaddi Federation of India (AKFI) rules will be followed.
2. The duration of the match is 40 minutes, which will be divided into two halves of 20 minutes with a 5-minute break in between the two halves.
3. The weight of each participant must be below 85 Kg or equal to 85 Kg.
4. A squad shall consist of at most 12 members, out of which 7 will be part of a team for a given match. Substitution rules apply.
5. The substitution of players is not allowed during the tie-break and golden raid plays.
6. In the case of a tie, both the teams will be given five raids by different raiders to raid alternatively.
7. If the tie still persists, then a Golden Raid will be given after a toss.
8. One point will be given to the raider for crossing the bonus line if there are at least 6 players on the ground. When 5 players or fewer are on the ground, a bonus point is not awarded.
9. A team will be awarded 3 points for a win, 1 for a draw and 0 for a lost match.

REGISTRATION FEES: ₹2000/- PER TEAM



FOR REGISTRATION

COORDINATOR:

Ashutosh Shinde (Ph. No.: 9307408025)

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EN-COUNTER (TABLE TENNIS)

EVENTS:

1. Men's Singles
2. Women's Singles

RULES:

- Each institute may send at most 4 male and 4 female players.
- The tournament will be conducted in a league or knockout format, based on the number of participants. The participants will be informed of the same well in time.
- All games will be played till 11 points unless both players score 10 points, in which case the games will be won by gaining a lead of 2 points.
- Up to the quarter-finals, matches will be played to the best of 3 games. Semi-finals onwards, matches will be played to the best of 5 games.
- In the case of league format, the following will be the rules for the group stage ranking (in order of precedence):
 - Total Matches won
 - Set-Difference
 - Head to head result of the tied participants
- If a participant fails to report to the referee in time, a walkover will be given to the opponent.
- All players must bring their own rackets.
- All other rules apply as per ITTF regulations.
- The decision of the referee/organizing committee shall be final and must be heeded.

REGISTRATION FEES: ₹300/- PER PLAYER



FOR REGISTRATION

COORDINATOR:

Nehal Khosla (Ph. No.: 7888430566)

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LAWN TENNIS

RULES:

- There will be a singles tournament and a doubles tournament. Each institute can send as many players as they like. Both tournaments shall be open to players of all genders.
- ITF rules (as updated for 2023) will be followed (refer to <https://www.itftennis.com/en/about-us/governance/rules-and-regulations/> for the same).
- Each match (with the exception of the final) will consist of a single set of 11 games. The final match will have 3 sets of 11 games each.
- Up to three deuces, two-point-deuce will be in play, and single-point-deuce will be in effect beyond that.
- Matches will be played on a knockout basis. The host institute reserves the right to change the format depending on the number of registrations.

REGISTRATION FEES:

₹300/- FOR SINGLES

₹600/- FOR DOUBLES

₹1000/- FOR FOUR-PLAYER TEAM

₹1500/- FOR THREE DOUBLES

COORDINATOR:

Ratul Das (Ph. No.: 9453997563)

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VOLLEYBALL (BOYS & GIRLS)



REGISTRATION FOR BOYS

RULES:

- Standard International Volleyball Federation(FIVB) rules will be followed.
- A team shall consist of at most 12 players, out of which 6 will be part of a team for a given match. Substitution rules apply. Only one team is allowed to participate from an institute.
- Each match shall be played on the basis of best of 3 sets and the finals shall be played on the basis of best of 5 sets.
- If both the teams agreed to play rotation then the match will be played by rotation. If one team asks for a fix then it will be fixed. If number of teams participating in the tournament is less than 6, then there will be only one group and the top two teams will play finals directly.
- Matches will be played in group stage followed by knockouts or entirely knockouts depending on number of teams participating.
- For league matches, a team shall be awarded 3 points for a win, 1 technical forfeit and 0 for a lost match.
- Each team in each group will play a match against every other member of that group.
- The top two teams from each group after all the matches have been played will qualify for the semi-finals.

REGISTRATION FEES: ₹2000/- PER TEAM

VOLLEYBALL (BOYS & GIRLS)



REGISTRATION FOR GIRLS

RULES:

- In the case of teams having equal points, the ranking will be decided by the following criteria:
 - a. The total number of sets won divided by the total number of sets lost.
 - b. The total number of winning points divided by the total number of losing points.
 - c. Two teams involved: The team winning the match in which they played against each other will be ranked higher.
 - d. The tally of all matches played in a league fixture will be considered. In no case, an extra match will be played to determine the rank.
- The libero (if present) should have a distinct colored jersey than the entire team.
- Any team refusing to play a match without any justification will be eliminated from the competition and the result of the matches already played will be canceled.
- The Referee's decision will be considered as final.

REGISTRATION FEES: ₹2000/- PER TEAM

COORDINATORS:

Shyamali Naikwade (Girls) (Ph. No.: 9405650548)

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Jeevan Nayak (Boys) (Ph. No.: 8280372850)

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HAIR-PIN (BADMINTON)

EVENTS

1. Men's singles
2. Women's singles
3. Men's doubles
4. Women's doubles
5. Mixed doubles.

REGISTRATION FEES: ₹300/- PER PLAYER

HAIR-PIN (BADMINTON)

RULES

- The format will be decided according to the number of interested participants. The teams will be informed of the same well in time.
- A team consists of a minimum of 4 boys and 4 girls and a maximum of 6 boys and 6 girls. No player is allowed to play in more than one match in a tie (repetition is not allowed).
- The team that wins 3 out of the 5 matches will win the tie.
- The team list has to be submitted to the referee at least 15 minutes before each match.
- Each match will consist of three sets of 21 points each. The player who wins 2 out of the 3 sets, wins the match.
- A break of 1 min will be provided when one of the player's/team's scores reaches 11. A break of 2 mins will be provided in between sets. Timeouts or excessive delays in between are not allowed.
- Standard Yonex Mavis 350 shuttles will be used to conduct the tournament. All participants must have non-marking shoes, without which they will not be allowed to step on the court.
- All the teams are required to report 15 mins prior to the tie. Delay in the match schedule will not be tolerated and a walkover shall be given to the opposition.
- The referee's decision (based on the linesman's judgment) is final and may not be questioned



FOR REGISTRATION

REGISTRATION FEES: ₹300/- PER PLAYER

COORDINATOR:

Priyanshu Parida (Ph. No.:7978658290)

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MAAR CHHALANG (KHO-KHO BOYS AND GIRLS)

RULES

- Kho-Kho Federation of India (KKFI) rules will be followed.
- Matches will be played in group stage followed by knockouts or entirely knockouts depending on the number of teams participating.
- A squad shall consist of at most 12 and at least 9 members, out of which 9 will play at a time. Substitution rules apply.
- The chasing side will score 1 point after they get one runner out each time. So, the total score of the chasing team is equal to the number of defenders who got out.
- There will be two innings each of 14 minutes duration. In each inning, a team will chase for 7 minutes and defend for 7 minutes. There will be a 5 minutes break after each running/chasing.
- Each inning in the Final match will be of 9 minutes.
- In case of any complaints or disputes, the decision of the referee/organising committee shall be final.



FOR REGISTRATION

REGISTRATION FEES:

- ₹2000/- PER TEAM FOR GIRLS
- ₹2000/- PER TEAM FOR BOYS

COORDINATORS:

Bhairab Chand (Boys) (Ph. No.: 8114716677)

bhairab.hembram@niser.ac.in

Sumedha (Girls) (Ph. No.: 9967352733)

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BASKETBALL (BOYS)

EVENTS:

- 5 × 5 (Registration fees: 2000 per team)

RULES:

- Standard FIBA rules will be applied throughout the tournament.
- A team should consist of 12 players (5 playing + 7 substitutes) at max, out of which any 5 should be present on the court at the time of the match. Substitution rules apply. Only one team is allowed to participate from an institute.
- The game shall consist of 4 quarters of 10 minutes each. Referees may decide to shift a game into running time.
- If the score of both the teams is tied at the end of the scheduled time, the game shall continue into overtime of 5 minutes, until the tie is resolved.
- A team forfeits the match by either refusing to play or not being able to have 5 players on the court even after 10 minutes of the scheduled start time of the match.
- Forfeiting 2 matches in the tournament will lead to the dismissal of the team from the tournament and the gains of that team will be dismissed.
- Only non-marking shoes are allowed on the court.
- In case of any dispute, the decision of the organizers will be final and binding to all.

COORDINATOR:

Sachin Sahoo (Ph. No.:9777361281)

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BASKETBALL (BOYS)



FOR REGISTRATION

EVENTS:

- 3 × 3 (Registration fees: 500 per team)

RULES:

- Standard FIBA rules will be applied throughout the tournament.
- A team should consist of 4 players (3 playing + 1 substitute), out of which any 3 should be present on the court at the time of the match. Substitution rules apply. Only one team is allowed to participate from an institute.
- Multiple teams from the same institute are allowed to participate. The teams may be selected on a first-come-first-serve basis.
- The game shall consist of 2 halves of 10 minutes each. Referees may decide to shift a game into the running time.
- If the score of both the teams is tied at the end of the scheduled time, the game shall continue into an overtime of 5 minutes, until the tie is resolved.
- A team forfeits the match by either refusing to play or not being able to have 5 players on the court even after 10 minutes of the scheduled start time of the match.
- Forfeiting 2 matches in the tournament will lead to the dismissal of the team from the tournament and the gains of that team will be dismissed.
- In case of any dispute, the decision of the organizers will be final and binding to all.

COORDINATOR:

Sachin Sahoo (Ph. No.:9777361281)

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BASKETBALL (GIRLS)



FOR REGISTRATION

EVENTS:

- 5 × 5 (Registration fees: 2000 per team)

RULES:

- Standard FIBA rules will be applied throughout the tournament.
- A team should consist of 12 players (5 playing + 7 substitutes) at max, out of which any 5 should be present on the court at the time of the match. Substitution rules apply. Only one team is allowed to participate from an institute.
- The game shall consist of 4 quarters of 10 minutes each. Referees may decide to shift a game into running time prior to the start of a match.
- If the score of both the teams is tied at the end of the scheduled time, the game shall continue into an overtime of 5 minutes, until the tie is resolved.
- A team forfeits the match by either refusing to play or not being able to have 5 players on the court even after 10 minutes of the scheduled start time of the match.
- Forfeiting 2 matches in the tournament will lead to the dismissal of the team from the tournament and the gains of that team will be dismissed.
- Only non-marking shoes are allowed on the court.
- In case of any dispute, the decision of the organizers will be final and binding to all.

COORDINATOR:

N Sneha (Ph. No.:9380092276)

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CARRROM



FOR DETAILED RULES



FOR REGISTRATION

RULES :

- Preparation:
 - To decide who goes first, one player should hold a piece concealed in one hand. If the opponent guesses correctly on which hand, the opponent chooses who goes first, otherwise, the player concealing the piece chooses. The person who plays first aims to pocket the white pieces. The game is played by two opponents sitting opposite each other.
 - To begin, the Queen is placed in the center of the board. Six pieces are put around the Queen directly in a circle, each touching the Queen and their neighbors. The remaining twelve pieces are positioned around the inner circle of six pieces so that each outer piece touches the inner circle. Both circles should have pieces alternating in color.
 - To begin, the Queen is placed in the center of the board. Six pieces are put around the Queen directly in a circle, each touching the Queen and their neighbors. The remaining twelve pieces are positioned around the inner circle of six pieces so that each outer piece touches the inner circle. Both circles should have pieces alternating in color.
 - The two circles are oriented so that the Queen, a white piece from the inner circle and a white piece from the outer circle lies in a straight line pointing towards the center of the side of the board where the player who will play first is sitting.
 -
- Objective:
 - Players take turns to play. A turn consists of one or more strikes. A player wins by pocketing all of the pieces of their chosen color first. However, neither player can win until one or the other player has "covered the Queen".
 - To cover the Queen, a player must pocket one of her own pieces immediately after pocketing the queen. If the Queen is pocketed but not covered, the Queen is returned to the board (by the umpire). Both players normally try to cover the Queen in addition to trying to win the game because a player who wins and also covers the Queen receives 5 bonus points.

REGISTRATION FEES:

- ₹500/- PER TEAM OF 5 PLAYERS
- NO LIMIT ON MAX. NUMBER OF TEAMS FROM EACH COLLEGE

COORDINATOR:

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WHERE THE LIGHTS NEVER FADE

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