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APRATIM PRAGYA-PRATISPARDHA'2024

Rule Book

Rules for Registration

- Participants can enroll for the competition online.
- Registration is free of cost.
- Online registration link is available at <http://indoreinstitute.com/registration> for registering in all three competitions.
- Any Participant can take part in only one event.
- Last date of registration is **October 18, 2024**.
- Late entries will be entertained only on special request made by concerned School to the event coordinators.
- Decision of the Judges would be binding on all and no further requests on the same final and no correspondence or discussion will be entertained by the judges in relation to that decision.

IDEATHON GUIDELINES

- A team can be formed of 1 to 4 members.
- All members in a team should be from the same school & only from Class 11th & 12th.
- IDEATHON will be physically conducted at IIST, Indore campus on 22nd October 2024.
- All Team members must be present during the IDEATHON.
- Teams need to prepare their idea/solution on the given below theme,
“What steps/policies are needed to make India the third largest economy of the world by the year 2030?”
- Some of the sample Ideas/Innovations can be referred to as:
 - **Reimagining Education Through Technology**
 - **Tackling Urbanization Challenges with Smart City Solutions**
 - **Innovative Approaches to Waste Management and Recycling**
 - **Technological Innovations for Water Conservation**
- The above mentioned themes are for reference purpose only, participants can select any IDEA/Innovations as per their choice.
- Teams can prepare their idea/solution on above theme through any mode – PPT/Model/Poster/Role-Play/etc.
- Teams will be given 10-minute time for presenting their idea in-front of the Judges.
- Presentation & Solution for the Idea will be judged on the basis of following parameters: root cause of the problem, originality, relevancy to the theme, team coordination, Q&A Session.
- Top 3 teams will be announced as Winner, 1st Runner-up & 2nd Runner-up.

INNOVATIVE SCIENCE MODEL COMPETITION

General Guideline

- Student/Team may submit a single working model or collaborate with two to three partners. Partners must register together on one form.
- A student/team may only submit one project at a time.
- Student/team are required to build up their working scientific model, stay with it during the time they are being judged, and take it with them at the end of the day. Not anything that is left will be the responsibility of the Committee or Institute.
- Student/team must be prepared to answer judge's questions about the content and development of their working model; they should not give a formal narrative in response to the questions.
- A label consisting following details must be affixed to the front of the working model.
 - **The name of model**
 - **The name of all the participants and mentor**
 - **Name of the school**
 - **Contact details**
- Students are solely responsible for the security and safety of their equipment.
- All participants have to present their institutional IDENTITY CARDS while reporting for the competition.

INNOVATIVE MODEL COMPETITION

- Commercially prepared kits cannot constitute a major portion of the working model.
- Overall, working model size must be no more than 20 inches wide, 25 inches length and 3feet high. The entire model, including charts, labels, equipment, etc. must fit in this space.
- Use of animals will not be allowed. If required, please explain them with the help of pictures.
- Hazardous, toxic or inflammable materials are prohibited.
- Every working model must have mentor from faculties.
- One faculty can guide / mentor three projects at maximum.
- At the time of registration must mention about power socket requirement withspecification.
- Judging will be based on:
 - Working Model (15 Points) Scientific thought (20 points)
 - Creativity within the scope of the topics (15 points)
 - Skill and thoroughness of the research (25 points) Clarity of explanation & communication (25 points)
 - All requirements for the model/Project should be intimated at the time of registration for thesmooth functioning of the event.

CODE MANIA COMPETITION

Eligibility:

- Participants must be students of 11th or 12th grade.
- Each participant must compete individually. No team entries are allowed.

Competition Structure:

- The competition will involve solving a scenario/problem within a given time limit.
- The time allotted for the competition is 1 hour and 30 minutes.
- Participants must develop a program based on the provided problem statement within this time.

Judging Criteria:

- **Correctness:** The program must pass all the test cases provided by the judge.
- **Efficiency:** The program will be evaluated based on time and space complexity. The solution must be optimized and run within the specified limits.
- **Code Quality:** Proper code structure, use of functions, and good coding practices like comments, variable naming, and modularity are encouraged and will be considered in tie breaking situations.
- **Edge Case Handling:** Programs must be capable of handling edge cases as per the problem scenario.
- **Test Cases:** A set of hidden test cases will be used to evaluate the correctness of the code beyond the visible cases provided initially.

Rules for Participation:

- **Programming Languages:** Participants can use any of the following programming languages: Python, C++, Java, or JavaScript.
- **Platform:** The coding must be done in the competition's designated platform. No external coding platforms or IDEs are allowed.
- **No External Assistance:** Participants are not allowed to use the internet, textbooks, or any external resources during the competition. Use of pre-written code from any source is prohibited.
- **Submission:** All submissions must be completed and uploaded before the time limit. Late submissions will not be accepted.
- **Multiple Submissions:** Participants are allowed to submit their code multiple times within the time frame, but only the last submitted solution will be evaluated.

Judge's Role:

- The judge will evaluate the code for correctness, efficiency (time and space complexity), and adherence to the problem constraints.
- The judge's decision will be final, and no disputes will be entertained regarding the evaluation.

Disqualification:

- Any form of plagiarism or code-sharing between participants will result in immediate disqualification.
- Misuse of the competition platform or violation of any rules will lead to disqualification.

Prizes:

- The student whose code passes all test cases and is the most efficient in terms of time and space complexity will be declared the winner.
- In case of a tie, code quality and problem-solving approach will be used as tie-breakers.

DEBATE COMPETITION

We invite both individual and team participants to engage in a dynamic debate competition. The format and guidelines are as follows:

- **Participation:**
 - Individual and Team participation are welcome.
 - For team participation, each team will consist of two students—one arguing for the motion and the other against it.
- **Time Limit:**
 - Each speaker will be allotted a maximum of **5 minutes**. After **4 minutes**, a buzzer will sound to signal the remaining time. Participants should aim to wrap up within the next minute.
- **Content Relevance:**
 - Stay on topic and avoid straying into unrelated areas. This ensures clarity and focused arguments.
- **Debating Etiquette:**
 - Participants must maintain respectful conduct, avoiding personal attacks and adhering to formal debating etiquette. Address the judges or audience, refrain from interruptions, and use professional language throughout.
- **Closing Statements:**
 - Conclude your argument with a concise summary, reinforcing your key points and explaining why your side of the debate should win.
- **Judging Criteria:**
 - Participants will be evaluated on five key parameters:
 - **Relevance to the Topic**
 - **Content Delivery**
 - **Time Management**
 - **Body Language**
 - **Voice Modulation**Each parameter will be scored on a **25-point scale**.

MARCH PAST RULES

- A March-Past is a formal procession or parade where individuals or groups march in uniformed or organized formations. The rules for a march-past can vary depending on the specific event or organization hosting it, but here are some general guidelines and rules that are typically followed:
- **Uniform and Dress Code:** Participants are usually required to wear the appropriate uniform or dress code for their School or organization. This includes ensuring that uniforms are clean, properly fitted, and in good condition.
- **Formation:** Participants must form into organized and well-structured formations, such as lines, columns, or other prescribed arrangements. The formation should be neat and orderly.
- **Timing and Coordination:** Marching to a specific beat or cadence is common. Participants should synchronize their steps and movements with the rhythm or commands given by a designated leader or drum major.
- **Commands:** Participants must be familiar with the commands given by the leader or instructor, such as "Forward, march!" for starting, "Halt!" for stopping, and "About, face!" for turning around, among others.
- **Salutes:** If applicable, participants may be required to execute salutes at specific times or when passing certain points of authority, such as a reviewing stand or flag.
- **Respect:** Participants should show respect and discipline throughout the march-past. This includes maintaining silence unless given a command, following orders promptly, and adhering to any specific protocols or customs of the event.
- **Holding the Flag:** March past of each School is led by the Sports Captain, who carries the School Flag.
- **Flag Etiquette:** School Flags are part of the march, they should be carried with proper respect and in accordance with flag etiquette.
- **Points:** The teams are awarded 10 marks for their attendance, 10 for their marching and synchronization, 10 marks for their School discipline.

Note: - Best 2 Schools 1st & 2nd Position will have awarded Shield.

SPORTS

GENERAL RULES OF THE TOURNAMENT

- Tournament will be played on **Knock out basis, only Pickleball (Singles) matches will played league cum knock out basis.**
- All the team should report to the ground in proper Sports Uniform at least **15 minute prior to the given time (as per fixture) for the match.** The team reporting late may face walkover to the opponent team, as may be decided by the committee.
- Decision given by the **Umpire/Referee shall be final.**
- In case of unforeseen circumstances, the organizing committee reserves the right to change the **Date, Time, Venue** and **playing condition** of the matches.
- In case of any dispute, the decision made by the **organizing/Protest committee** shall be final and binding to all the participant teams.
- The **regular students of the school (11th & 12th Class)** are only allowed/eligible to participate in Apratim Pragma Sports tournament.
- Must produce the **School Identity Card** before start of the Match.

- Match Time: **9:00 am to 5:00 pm** on all days.
- **Fair Play:** Sportsmanship and fair play are fundamental. Participants are expected to compete with integrity, respect for opponents, and adherence to the rules.
- **Respect for Officials:** Participants should show respect for referees, umpires, judges, and other officials. Their decisions should be accepted without argument, and disputes should be handled through the proper channels.
- **Sportsmanship:** Good sportsmanship is expected, which includes showing respect for opponents, congratulating them on their successes, and handling victories and defeats with grace.
- **No Cheating:** Cheating is unacceptable. This includes using performance-enhancing drugs, tampering with equipment, or engaging in any form of dishonesty to gain an unfair advantage.
- **Age and Eligibility:** Some sports have age or eligibility requirements to ensure fairness and safety. Participants should meet these criteria.
- **All the Schools/Teams List will submit the Players profarma duly signed by School Director/Principal.**

Basketball Rules: -

- The teams will be consisting of 13 members (12 Players & 1 Manager)
- All the matches will be played as per FIBA rules.
- A game will be consisting of three periods of 8 minutes each with 3-minute interval
- If the score is same **10 minute** extra time will be given, till the tie will break.
- **Sports Shoes are compulsory for Basketball Match.**
- For Boys 7 no. and Girls 6 no. Ball will use for matches.
- Substitutions can be made during dead ball situations with the referee's permission.

Cricket Rules: -

- The teams will be consisting of 16 members (15 Players & 1 Manager)
- Except the rule of LBW all the international rules will apply in the matches.
- Initial matches will be of 8 overs. The Semifinal and Final will be of 10 overs.
- 10 over per innings Only two bowlers are allowed a maximum of 3 overs, rest of the over can be shared by other bowlers. Vicky Tennis Ball - A new ball per Match.
- If a team is **short of players**, they need to start the match at scheduled time with the existing number of players and any player report late will not be allowed **after 1 over**.

Football Rules: -

- The teams will be consisting of 16 members (15 Players & 1 Manager)
- All the matches will be played as per FIFA rules.
- A game will be consisting of two periods of 25 minutes each with 5-minute interval.
- **Football shoes and Studs Are Compulsory for Football match.**
- 3 players may be substitute for per match and Warning cards will applicable for misbehaving players.

Volleyball Rules: -

- The teams will be consisting of 13 members (12 Players & 1 Manager)
- The initial matches will have played one set of 25 points and Semifinal & Final match will have played best of 3 sets.
- Each team is allowed a maximum of three touches of the ball before it must be sent back over the net.

Individual Events (Pickleball Rules): -

Pickleball is a paddle sport that combines elements of tennis, badminton, and table tennis. Here are the general rules and guidelines for playing pickleball:

- **Court:** Pickleball is typically played on a rectangular court that is 20 feet wide and 44 feet long (similar to a doubles badminton court). The court is divided into the following sections:
- **Service Boxes:** Two small rectangles, one on each side of the net, where the serves must land.
- **Non-Volley Zone (Kitchen):** A seven-foot area on each side of the net where you cannot hit volleys. Players cannot step into this zone and hit the ball in the air (volley) unless the ball bounces first.

Equipment:

- **Paddle:** Each player uses a solid paddle that is similar in shape to a table tennis paddle but larger. Paddles must be made of a solid, rigid material.
- **Ball:** A perforated plastic ball is used in pickleball. There are indoor and outdoor balls, each with slightly different characteristics.

Serving:

- The serving team must serve diagonally from the right-hand service box. The serve must clear the net and land in the opposite service box.
- The serve is underhand and must be hit below waist level.
- The server continues to serve until their team commits a fault.

Scoring:

- Pickleball can be played using either "rally scoring" or "traditional scoring."
- In "rally scoring," the serving team scores points whether they are serving or not. Games are typically played to 11 or 15 points, and the team that wins must have a two-point advantage.
- In "traditional scoring," only the serving team can score points. Games are typically played to 11 or 15 points, and the serving team must win the rally to score a point.

In-Game Rules:

- After the serve, both teams can volley (hit the ball in the air) or play groundstrokes (letting the ball bounce before hitting it).
- Players cannot step into the Non-Volley Zone (kitchen) to hit a volley unless the ball first bounces in the kitchen.
- If the ball hits the boundary lines, it's considered in.
- Players must allow the ball to bounce before they hit it when they receive a serve (a "two-bounce" rule). After the two bounces, the ball can be hit in the air or after it bounces.

Faults:

- Common faults in pickleball include:
- Serving out of turn.
- Serving into the Non-Volley Zone (kitchen).
- Failing to clear the net on the serve.
- Stepping into the Non-Volley Zone (kitchen) and hitting the ball in the air (a "volley").

Pickleball can be played in various formats, including singles (one player on each side) and doubles (two players on each side). These rules cover the basics of pickleball, but there may be additional variations or specific rules depending on the level of play and the organization or facility where you're playing. It's a fun and accessible sport suitable for players of all ages and skill levels.

Note: -

- **Non Marking Shoes Are Compulsory for Pickleball Game.**
- **Pickleball matches will played singles only in league cum knock out formation.**
- **Only Best 10 Players may be send from your School.**