

Code of Conduct



General

All the teams participating in XAAST'26 are requested to strictly obey the following guidelines:

1. All participants must carry their college identity card and **XAAST'26** ID cards at all times during the fest. They should produce the same any time demanded by volunteers or security personnel.
2. In case you lose your **XAAST'26** ID card, an amount of Rs 100 should be paid to get a duplicate ID card.
3. All the participants must leave the campus latest by 6:00 PM. Any participant found in the college premises after 6:00 PM will be disqualified from the rest of the tournament.
4. Any kind of indiscipline during any time of the tournament shall lead to strict disciplinary action against the contingent concerned.
5. Any kind of undesired activity or security related issue must be brought to team XAAST as soon as possible.
6. The decision of the **Organizing Committee** of **XAAST** shall be final and binding to all in any regards.
7. Rules & Schedule are subject to change in the spirit of the game & festival. The final decision rests with the **XAAST** organizing team.
8. **Possession/Consumption of any form of alcohol is contrary to law. Hence, matter will be reported to police.**
9. **If a player is found representing a college other than their own, or is a passed-out student, the respective college will be disqualified from the entire tournament.**
10. **A School team can allow students who passed Class 12th from the same school within the last two years to play (This is only for the schools not for the colleges).**

For Participants

1. All the rules and regulations of the game should be followed.
2. In case of any dispute the decision of the referees/umpires and the Event coordinators shall be final.
3. Participants should cooperate with the security teams and security guards present at the arenas for peacefully conducting the games.



XAAST
RULE THE GAME

Volleyball



Volleyball will be played according to the rules laid down by FIVB.

NOTE: This rulebook is binding and will be strictly followed during the Event.

1. Matches will be played on the standard volleyball court at Fr Gibbons Ground.
2. Each team will consist of 10 players. Only 6 players will play on the court at any given time.
3. Teams are liable to disqualification for breach of disciplinary conduct if players/management are involved in illicit activities as per Xavier's University.
4. Smoking/consumption of alcohol or any prohibited substances inside the campus is strictly prohibited. The entire team will be disqualified from the tournament even if a single player is found violating these rules.
5. Players must ensure that they have trimmed nails and are not wearing any accessories (like - wrist watches, rings, bracelets, bands, etc.)
6. Each team has to bring their own personal kits. A proper kit is compulsory: jersey/t-shirt, shorts etc.
7. The libero must wear a jersey of a different colour from the rest of the team.
8. Please take care of your kits and belongings. If lost, they will not be the management's responsibility.
9. All players and supporters must respect the match officials and the opposing players.
10. Volleyball for the matches will be provided by XAAST.
11. Teams are not allowed to use their own volleyball for official matches.

Duration of Matches

- A. Group Stage & Knockouts: Best of 3 sets (first to 25 points, win by 2 points; third set to 15 points).
- B. Final and Semifinal: Best of 5 sets (first four sets to 25 points, win by 2 points; fifth set to 15 points).
- C. A break of 3 minutes will be given between sets.

Suspension

A disciplinary committee will be the presiding body in any case of unsporting behaviour by players. Actions may include post-match warnings, match suspensions, or a ban for the entirety of **XAAST**.

Basketball (Men)



A. Events — Men

B. Schedule

(To be announced by the Organizing Committee)

Teams must report at the venue 30 minutes prior to the scheduled match time.

C. Team Composition & Eligibility

- Each team shall comprise maximum 8 players and 1 coach/manager.
- Only bonafide students of the respective college are eligible.
- Players must carry a valid College ID card.
- Final player list must be submitted before the tournament.
- No change in squad will be allowed after submission without approval.

D. Rules of Play

- The tournament will follow FIBA rules (as adopted by the respective Basketball Federation), unless otherwise modified.
- Each game will consist of: 4 quarters of 10 minutes each, a 2-minute break between quarters, and a 5-minute halftime break.
- Timeout Rule: 2 timeouts in the first half, 3 timeouts in the second half, 1 timeout per overtime.
- A player shall be disqualified after committing 5 personal fouls.
- Proper basketball uniforms with visible jersey numbers are mandatory.
- In case of jersey color clash, one of the teams has to change jersey or wear bibs (either decided among themselves or who is first in schedule).

E. Walkover Rule

- If a team fails to report within 15 minutes of the scheduled start time, the match will be awarded to the opponent.

F. Tie-Breaking (League Stage)

If two or more teams are tied on points:

- Head-to-head result will decide ranking.
- If more than two teams are tied, results among the tied teams will be considered.
- Basket average (point difference) among tied teams will apply.
- Overall basket average of all league matches will be considered if required.

G. Overtime

- If scores are level at the end of regulation time, 5-minute overtime periods will be played.
- Additional overtime periods will continue until a winner is decided.

H. Discipline

- Teams must maintain proper sportsmanship.
- Any misconduct or abusive behaviour may lead to disqualification.
- Referee's decision during the game shall be final and binding.
- All protests must be submitted in writing within 15 minutes of match completion.

Basketball (Women)



A. Events — Women

B. Schedule

(To be announced by the Organizing Committee)

Teams must report at the venue 30 minutes prior to the scheduled match time.

C. Team Composition & Eligibility

- Each team shall comprise maximum 8 players and 1 coach/manager.
- Only bonafide students of the respective college are eligible.
- Players must carry a valid College ID card.
- Final player list must be submitted before the tournament.
- No change in squad will be allowed after submission without approval.

D. Rules of Play

- The tournament will follow FIBA rules (as adopted by the respective Basketball Federation), unless otherwise modified.
- Each game will consist of: 4 quarters of 10 minutes each, a 2-minute break between quarters, and a 5-minute halftime break.
- Timeout Rule: 2 timeouts in the first half, 3 timeouts in the second half, 1 timeout per overtime.
- A player shall be disqualified after committing 5 personal fouls.
- Proper basketball uniforms with visible jersey numbers are mandatory.
- In case of jersey color clash, one of the teams has to change jersey or wear bibs (either decided among themselves or who is first in schedule).

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- Any misconduct or abusive behaviour may lead to disqualification.
- Referee's decision during the game shall be final and binding.
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Football

1. Squad & Equipment Guidelines

Before stepping onto the pitch at the Xavier's University Patna Football Ground, teams must adhere to the following:

- **Format:** Full-Pitch 11-a-side competition.
- **Squad Size:** Each team consists of 14 players; only 11 players are on the field at a time.
- **Compulsory Kit:** Jersey, Shorts, Stockings, Shin Guards, and Football Boots (Studs allowed).
- **Goalkeepers:** Must wear colors distinguishable from outfield players and officials.
- **Safety:** Players must trim nails and are strictly prohibited from wearing watches, chains, or rings.

2. Match Duration & Substitutions

The tournament follows Standard FIFA Laws of the Game.

Phase	Duration	Half-Time
Group Stage	40 minutes (20 min halves)	5 minutes
Final Stage	50 minutes (25 min halves)	5 minutes

3. Substitution Policy

A maximum of 5 substitutions are allowed per match. Rolling substitutions are strictly prohibited.

4. Knockout & Final Rounds

- **Knockouts:** If a match ends in a draw, it will be decided by 5 penalty kicks, followed by sudden death (if needed).
- **The Final:** If tied after full-time, 10 minutes of extra time will be played. If still tied, penalties followed by sudden death (if needed) will decide the champion.

Group Stage Point System: Win: 3 points | Draw: 1 point | Loss: 0 points

Tie-Breaker Criteria: 1. Goal Difference 2. Goals Scored 3. Yellow & Red Cards

5. Code of Conduct & Discipline

Discipline, Respect, and Sportsmanship are the pillars of XAAST.

- **Reporting:** Teams must field at least 7 players within 15 minutes of the scheduled start; failure to do so results in a 3-0 walkover for the opponent.
- **Prohibited Substances:** Smoking, alcohol, or any prohibited substances are strictly banned on campus. Any violation will lead to the disqualification of the entire team.
- **Authority:** The Referee's decision is final. The Organizing Committee holds authority in all exceptional cases.
- **Liability:** Players are responsible for their belongings, Management is not liable for any loss.

Cricket (Men)



NOTE: This rulebook is binding and will be strictly followed during the Event.

Basic Match Rules

- **Overs:** Each team gets 15 overs per inning. (In case of time constraints / delayed start, overs of the match will be reduced accordingly)
- **Team Composition:** Each team can have 15 players.
- **Ball type:** White leather.
- **Jersey:** Color.

Bowling Restrictions

- Bowlers can bowl a maximum of 3 overs in an inning, Powerplay overs (first 4 overs).

Fielding Restrictions

- **Powerplay:** Only 2 fielders are allowed outside the 30-yard circle during the first 4 overs.
- **Post Powerplay:** A maximum of 5 fielders can be outside the 30-yard circle for the remaining 11 overs.
- **LBW rule:** Batters can be given out LBW under any cricket rules.
- Maximum 5 fielders allowed on the leg side at any time. No more than 2 fielders allowed behind square on the leg side at any time.
- Any delivery bowled with an illegal field setup:
 - First offence » No-ball
 - Repeated misuse » Optional run penalty (ex: +5 runs to batting side)
- Umpire monitors all field placements and has full authority to apply penalties.
- 2 beamers will result in cancellation of the bowler.
- If the ball pitches outside the pitch it will be called as a No-ball.
- Maximum of 1 bouncer allowed in an over.
- More than a bounce in the pitch before reaching popping crease is a No-ball.

Time Regulations

- Each innings must finish within the stipulated time, which will be announced before the match.
- If the fielding side fails to bowl the overs within time, they must bring one additional fielder inside the circle for the remaining overs.
- If a player remains out of the field for a particular amount of time then the player can only bowl or bat after that amount of time is spent.

Ground Rules — XAAST

- Standard scoring applies (1s, 2s, 3s, 4s, 6s, runs, and extras) and wide and no-ball penalties will add 1 run.
- Free hits will apply for all no-balls.
- Once the playing 11 is announced, then substitution for batting and bowling is not permitted, only substitution for fielding is allowed in genuine cases.
- If bowler forgets / doesn't mention his bowling side to the umpires, it won't be called as a no-ball. (This is an umpire's responsibility to announce bowling side to batsman).
- There will be a cut-off time for 15 overs game for all the matches. If the match doesn't start on or before cut-off time due to any reason, then overs will be reduced to 10 or 12 depending upon time left.



Cricket (Women)

NOTE: This rulebook is binding and will be strictly followed during the Event.

Basic Match Rules

- Each team will have a minimum of 11 registered players exactly and maximum 13.
- Each game will be played with a green tennis ball.
- The decision of the umpire in all matters pertaining to the playing rules of an individual game is final.

Duration of Matches

1. 8 overs; 1 bowler can bowl a maximum of 2 overs.
2. Finals: 10 overs.

Draw games are further progressed by super over as per the rule of ICC.

Kabaddi (Men)



1. Each team shall consist of minimum 7 and maximum 10 players.
2. A player must not be of weight more than 85 kg.
3. The duration of the match shall be two halves of 20 minutes.
4. Each team shall be allowed to take two Time Outs of 30 seconds each in each half.
5. Kabaddi shoes are mandatory.
6. **Do and die raid** – A do-or-die raid is a raid in which after two consecutive empty raids, a raider has to score a mandatory point, or else he is declared out and the opponent scores a point.
7. **Super tackle** – Super Tackle means when the raider is successfully tackled by 3 defenders or less. The defending team gets 1 additional bonus point which is called Super Tackle point. The bonus point is in addition to the normal point scored for putting the raider out (total points for defending team will be 2).
8. We are following the rules set as prescribed in Pro Kabaddi, any change in the rules like implementation of do or die raid or super tackle will be circulated before the first match of the tournament played. This will be confirmed only after the discussion with the officials.
9. In case of any violation, a technical point shall be awarded to the opponent.
10. If the team does not turn up within 15 minutes of the scheduled time, the opposite team will get a walkover.
11. Substitutions can be made during time out periods and half-time only.
12. During official time-out only the injured player can be substituted at the discretion of the referee.
13. The Referee shall have the power to disqualify a player from a match, an event or a competition for seriously unfair or offensive behaviour.
14. Changes, if any, in the rules will be notified before the start of the tournament.

Kabaddi (Women)



1. Each team shall consist of minimum 7 and maximum 10 players.
2. A player must not be of weight more than 75 kg.
3. The duration of the match shall be two halves of 10 minutes. In Semi-final and Final matches, the halves would be of 15 minutes each.
4. Each team shall be allowed to take two Time Outs of 30 seconds each in each half.
5. In case of any violation, a technical point shall be awarded to the opponent.
6. **Do and die raid** – A do-or-die raid is a raid in which after two consecutive empty raids, a raider has to score a mandatory point, or else he is declared out and the opponent scores a point.
7. **Super tackle** – Super Tackle means when the raider is successfully tackled by 3 defenders or less. The defending team gets 1 additional bonus point which is called Super Tackle point. The bonus point is in addition to the normal point scored for putting the raider out (total points for defending team will be 2).
8. If the team does not turn up within 15 minutes of the scheduled time, the opposite team will get a walkover.
9. Substitutions can be made during time out periods and half-time only.
10. During official time-out only the injured player can be substituted at the discretion of the referee.
11. The Referee shall have the power to disqualify a player from a match, an event or a competition for seriously unfair or offensive behaviour.
12. Changes, if any, in the rules will be notified before the start of the tournament.

Field Events



General Rules

Events: Shotput, Javelin Throw, Discus Throw and Long Jump (Men/Women).

1. Each athlete gets a fixed number of attempts.
2. The best valid attempt will be considered for ranking.
3. Stepping beyond the take-off line or circle boundary is a foul.
4. Throwing or jumping outside the marked sector is invalid.
5. Athletes must wait for the official's signal before starting.
6. Officials' decisions are final.
7. Results will be displayed after the event.
8. Athletes must report 30–45 minutes before their event; failure to report on time may lead to disqualification.
9. Any indiscipline during the event can lead to disqualification.

Long Jump

- Men and Women will compete separately. Each athlete is allowed 3 attempts, and the best valid jump will be counted.
- The jump must be taken from the take-off board. It is a foul if any part of the foot touches the ground beyond the take-off line, either during the take-off or while running through without jumping.
- Each jump is measured from the nearest mark made in the sand by any part of the body to the take-off line, at right angles to the line.
- The athlete must leave the landing area by walking forward; walking back through the landing area is a foul.
- Somersault techniques are not allowed. Athletes must start the attempt within 1 minute of being called.
- Athletes must wear proper sports shoes. In case of a tie, the athlete with the better second-best jump will be ranked higher.

IMPORTANT NOTE: Rules and schedules are subject to change in the spirit of the game and festival, and the final decision in all matters rests with the **XAAST** Team.

Carrom



Carrom will be played according to the rules laid down by the International Carrom Federation (ICF), unless otherwise modified.

NOTE: This rulebook is binding and will be strictly followed during the Event.

1. Categories & Eligibility

- Men and Women will compete in separate categories. Formats: **Singles, Doubles and Mixed Doubles**.
- Doubles pairs must be from the same institution; a Mixed Doubles pair consists of one male and one female player.
- Players must carry their valid College ID card and **XAAST'26** ID card.
- A player may enter more than one format, subject to the maximum of 3 events per player and payment of the entry fee for each.

2. Equipment

- Carrom boards, coins (9 white, 9 black and 1 red queen) and strikers will be provided by **XAAST**.
- Only the striker and powder approved by the match official may be used. Players may not bring their own coins.
- Players must remove watches, rings and bracelets that could scratch or damage the board.

3. Match Format & Scoring

- The draw will be made by lots; the league/knockout format will be announced by the Organizing Committee depending on the number of entries.
- The winner of the toss chooses the colour or side; the player with the white coins breaks first.
- Group Stage & Knockouts: one game up to 25 points. Semi-final and Final: best of 3 games.
- On each board, the winner scores 1 point for every coin of the opponent left on the board, plus 3 points if the winner has pocketed and covered the queen.
- If a match runs beyond the time limit set by the Organizing Committee, the player/pair leading on points will be declared the winner.

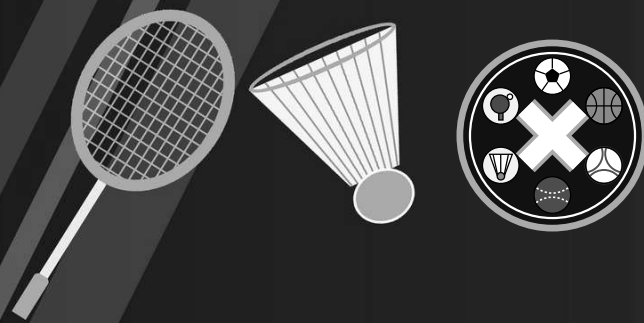
4. Rules of Play

- The striker must be placed on the baseline, touching both end circles, and struck with a flick of the finger only. Pushing or dragging the striker is not allowed.
- A player who pockets one of his/her own coins continues to play; otherwise the turn passes to the opponent.
- The queen must be covered by pocketing one of the player's own coins in the same turn. If not covered, the queen is returned to the centre.
- Foul: pocketing the striker, touching any coin with the hand or body, or striking from outside the baseline. Penalty: one of the offender's pocketed coins is returned to the centre (or the first coin pocketed later, if none has been pocketed).
- A coin that leaves the board is placed back on the centre spot by the opponent.
- In doubles, partners sit opposite each other and play in turn.
- Players may not touch the board, except to place the striker. Advice, coaching and the use of mobile phones during play are not allowed.

5. Reporting & Discipline

- Players/pairs must report 15 minutes before the scheduled time; a player/pair failing to report within 15 minutes of the scheduled start will lose the match by walkover.
- The decision of the umpire is final. Any dispute must be brought to the Event coordinator in writing within 15 minutes of match completion.
- Any misconduct or abusive behaviour may lead to disqualification from the tournament.

Badminton



Badminton will be played according to the Laws of Badminton laid down by the Badminton World Federation (BWF), unless otherwise modified.

NOTE: This rulebook is binding and will be strictly followed during the Event.

1. Categories & Eligibility

- This is an **intra-college event**: only bonafide students of Xavier's University are eligible.
- Men and Women will compete in separate categories. Formats: **Singles, Doubles and Mixed Doubles**.
- A Mixed Doubles pair consists of one male and one female player.
- Players must carry their valid College ID card and **XAAST'26** ID card.
- A player may enter more than one format, subject to the maximum of 3 events per player and payment of the entry fee for each.

2. Equipment & Attire

- Players must bring their own rackets. Shuttlecocks will be provided by **XAAST**.
- Proper sports attire and non-marking sports shoes are mandatory.

3. Match Format & Scoring

- Matches are played on the knockout basis. The draw will be made by lots.
- A match is the best of 3 games, each game played to 21 points. The rally-point system applies: a point is scored on every rally, irrespective of who served.
- If the score reaches 20-all, the side that gains a 2-point lead first wins the game. At 29-all, the side scoring the 30th point wins the game.
- The winner of the toss chooses either to serve/receive first or the side of the court. Players change ends after each game and in the third game when a side reaches 11 points.
- Intervals: 60 seconds when the leading side reaches 11 points, and 120 seconds between games.

4. Service & Faults

- The serve is delivered diagonally into the opposite service court. At the moment of serve, the shuttle must be hit below the server's waist, and both feet must stay in contact with the floor until the serve is delivered.
- In singles, the server serves from the right service court when his/her score is even, and from the left when odd. In doubles, the serving order of the BWF Laws applies.
- A fault is called if the shuttle lands outside the boundary lines (a shuttle on the line is "in"), passes through or under the net, touches the ceiling or walls, or is hit twice in succession by the same player/side.
- It is a fault if a player touches the net with the racket or body, invades the opponent's court, or obstructs the opponent.
- A "let" is called for an unforeseen disturbance, and the rally is replayed.

5. Reporting & Discipline

- Players must report 15 minutes before the scheduled time; a player/pair failing to report within 15 minutes of the scheduled start will lose the match by walkover.
- The decision of the umpire is final. Coaching is allowed only during the intervals between games.
- Any misconduct or abusive behaviour may lead to disqualification from the tournament.

Table Tennis



Table Tennis will be played according to the Laws of Table Tennis laid down by the International Table Tennis Federation (ITTF), unless otherwise modified.

NOTE: This rulebook is binding and will be strictly followed during the Event.

1. Categories & Eligibility

- Men and Women will compete in separate categories. Formats: **Singles, Doubles and Mixed Doubles.**
- Doubles pairs must be from the same institution; a Mixed Doubles pair consists of one male and one female player.
- Players must carry their valid College ID card and **XAAST'26** ID card.
- A player may enter more than one format, subject to the maximum of 3 events per player and payment of the entry fee for each.

2. Equipment & Attire

- The table, net and balls will be provided by **XAAST**. Players must bring their own rackets.
- Rackets must have one red and one black rubber side. The racket may not be changed during the match unless it is accidentally damaged.
- Proper sports attire and non-marking sports shoes are mandatory. Players may not wear shirts in the colour of the ball (white or orange).

3. Match Format & Scoring

- Matches are played on the knockout basis. The draw will be made by lots.
- Group Stage & Knockouts: best of 3 games. Semi-final and Final: best of 5 games.
- Each game is played to 11 points. At 10-all, the side that gains a 2-point lead first wins the game.
- Service changes every 2 points (every point from 10-all). Players change ends after each game, and in the deciding game when a side first reaches 5 points.
- A 2-minute practice period is allowed before the match, a break of up to 1 minute between games, and each player/pair may take one 1-minute time-out per match.

4. Service & Rallies

- The ball must rest on the open flat palm, be tossed upward at least 16 cm, and be struck behind the end line and above the table surface.
- In singles, the ball must touch the server's court first and then the receiver's court. In doubles, the serve must go from the right half of the server's court to the right half of the receiver's court.
- A serve that touches the net and otherwise lands correctly is a "let" and is replayed.
- A point is lost if the ball bounces twice on one's own side, is volleyed, is hit twice in succession, or if the player moves the table or touches it with the free hand.

5. Reporting & Discipline

- Players must report 15 minutes before the scheduled time; a player/pair failing to report within 15 minutes of the scheduled start will lose the match by walkover.
- The decision of the umpire is final. Coaching is allowed only between games.
- Any misconduct or abusive behaviour may lead to disqualification from the tournament.