

SYMBIOSIS LAW SCHOOL, HYDERABAD'S

SYM INARET

Events Rulebook

CULTURAL | ACADEMIC | SPORTS | PR & MEDIA

9th & 10th

MARCH'18

GENERAL RULES AND REGULATIONS

1. Participants are required to reach the campus one hour prior to the reporting time of the event.
2. It is mandatory for participants to carry their college ID card at all points of time. (PLEASE ADHERE TO THE AGE LIMIT AND CARRY VALID ID PROOF FOR THE SAME. FAILURE TO DO THE SAME MIGHT RESULT IN DISQUALIFICATION.)
3. Participants are required to pay the registration fee in cash only, equivalent to the number and category of event(s) that she/he has registered for.
4. On paying the registration fee, participants are required to collect a receipt and a 'Participation Pass'.
5. The Participation Pass is to be carried safely by the participant till the occurrence of the event to which it relates. It must be produced on the event in-charges' demand.
6. The Participation Pass is conclusive evidence of registration for an event, and loss/non-submission of the same at the event venue can lead to non-participation in the said event.
7. Any damage caused to the college equipment or property will be borne by the participant responsible for it.
8. Any participant found under the influence, or found to have possession of drugs/alcohol/ other illegal and narcotic substances at any time, will be escorted out of campus and will be declared disqualified immediately. The registration fee in such cases will be forfeited.
9. Usage of foul language and misconduct will lead to the participant's expulsion from the fest. The registration fee in such cases will be forfeited.
10. The decision given by judges or referees will be final and binding on all participants.
11. Vulgarity and obscenity in performances and costumes will not be tolerated, and can lead to disqualification.
12. If any dispute arises, it will be settled by the Organising Committee. In case of any disputes or discrepancies, the decision of the Organising Committee of Syminaret 2018 will be binding on all participants.
13. No public display of affection will be tolerated within the campus premises.

14. Management is not responsible for any loss or theft of personal possessions of participants.
15. Participation is purely voluntary and in case of any untoward incident or injury, participants will be personally liable, and the management will not be held responsible.
16. Symminaret'18 organizers, reserve the right to admission.
17. Transport and accommodation services will be provided by Syminaret at affordable rates, however the fest will not assume responsibility in case of any mishap.

ACADEMIC EVENTS

A. MAIN EVENTS-

1. CREATIVE WRITING-

- Individual – Online and On spot registrations.
- Registration fee- Rs. 250/-
- 3 pictures at an interval of 15 mins will be displayed – prepare writeups connecting each of the pictures in a logical sense – can be a story/poem/essay.
- 1 hour in total for completion.
- Word limit – 200-300 words for poem – 1000-1500 words for essay or story.
- Marking Criteria: Creativity- 25%, Language-25%, Focus- 25%, Content- 25%
- Prizes: 1st Prize: 1500/-, 2nd Prize: 1000/-.

2. TURNCOAT

- Individual registrations – Only 15 spots available – first-cum-first served basis – on spot registrations.
- Registration fee- Rs. 250/-
- On the spot topic declaration – 2 mins prep and 7 mins extempore – English.
- Contradict yourself when you hear the word “flip” – the word “flip” can be used any number of times by the moderator during the 7 mins.
- Marking Criteria: 40% Content, 10% Creativity, 10% Physical Presence- Eye Contact, Body Language and Poise, 20% Voice and Articulation- Volume, Pace, Rhythm, Intonation and Proper Pronunciation, 20% Language- Appropriateness and accurate use of words.
- Prizes: 1st Prize: 1500/-, 2nd Prize: 1000/-

3. QUIZ

- Participation must be in a team of two members.

- Registration can be both online or on the spot.
- Registration Fee- Rs. 400/- per team.
- The quiz will comprise of four rounds.
- The first round will be a written round – 15 questions – 10 mins. – top 20 to the second round.
- Second Round – Rapid Fire – 10 questions to be answered in 2 mins - top 10 teams will qualify to the third.
- Third round – Genre Round – choose level – increasing level = increasing scores – 2 questions in 40 seconds - top 3 teams will qualify to the finals.
- Final round – buzzer round – 20 questions – negative marking of 10 points for each wrong answer.
- In case there is a possibility of two teams tying, in any of the four rounds, the determinant would be a follow up rapid fire quiz round, consisting of 12 questions. The team which answers the maximum correct answers in 4 mins, qualifies.
- Prizes: Winning team: 4000/- , Runners up: 2000/-

4. BUSINESS EVENT

- Registration in team of 2- Online Registrations, Only 15 slots available.
- **Registration fee: Rs. 400/- per team.**
- An event consisting of 3 rounds- business plan, marketing strategy, sale.
- Business plan- first round- preliminary inputs and ideas will be provided on the spot from which participants will have to come up with a business plan and persuade the investors.
- Top 10 teams will qualify for the second round- Marketing Round-Come up with ideas and ways for advertisement of their product/service.
- Top 5 teams qualify for the final round-Sale-Finally participants can sell the product in the market-More sale, more chances of winning the competition.
- A time of 2 Hours will be provided before each round for preparation purposes.
- Prizes-4000/- (1st Prize), Rs. 2000/- (2nd Prize)

5. DEBATE

- Debate of a new format- Oxford-Oregon Style of Debating with modifications to suit the institutional requirements.
- Registration in team of 3- Online Registrations, Only 10 slots Available.
- Registration Fee: Rs. 500/- per team.
- An event with 3 rounds, each round having its own new topic and preparation time.
- Top 4 teams will qualify for the second round and top 2 rounds will qualify for the final round.
- Prizes: Rs. 6000/- (1st Prize), Rs. 3000/- (2nd Prize).

Detailed rules of the competition are as follows:

The style of debating is called the Oxford- Oregon Style. This form is not to be confused with the traditional debate format used (Harvard style) and is not similar to Oxford Style of Debate.

The rules of the Oxford-Oregon Style have been interpreted to suit the competition and are not an exact replica of the Rules established globally.

Format of Debate - Oxford-Oregon Type

Definitions:

- Proposition: The motion assigned to be debated on. This will be given by the University prior to each round and will be the topic for the debate.
- Interpellation period: The time period to be given to the Negative Speaker to question the points raised by the affirmative speakers. This is not to be confused with the rebuttal time. Refer to the Section provided on “Interpellation” on Page Number 3.

RULES:

There are 2 sides in this format: the Affirmative (for the motion) and the Negative (against the motion). The Affirmative proves the validity of the issue or topic called the Proposition (**to be called “The Motion”**) while the Negative disproves it.

There will be 3 rounds of debate. The first will be the Preliminary Round. The Second will be the Semi-Final Round comprising only 4 teams and the Third Round as the Finals. Each round will have a 20 minute preparation time.

Teams:

Each team must assign a Debate Captain who will carry out the functions to be performed by them as mentioned. Each team has three speakers.

These are:

First Affirmative – Introducing the Motion

First Negative – Opposing the motion

Captain of the Negative - Interpellation of the affirmative speakers

Second Affirmative – Main Constructive Speech

Captain of the Affirmative - Interpellation of the negative speakers

Second Negative – Main Arguments

Third Affirmative - Concluding Speech

Third Negative - Concluding Speech

Flow of Debate:

The flow of speeches follows the order as above. Thus, after the first affirmative introduces the arguments to be made for the motion, including the objectives of their arguments, the first negative introduces the arguments to be made against. After, the Captain of the Negative must raise questions through interpellation regarding the validity/value of the arguments to be made by the opposition (affirmative) side, which would have been introduced by the first affirmative.

The second affirmative must then use his time to constructively put forth the main arguments and justifications for the motion while using these points to answer the questions raised by the Captain of the Negative.

The opposite side captain does the same on the introduction of the first negative. These questions must then be answered through the main speech of the Second Negative while opposing the motion and arguing against it.

The third affirmative and third negative must simply focus on concluding why their side believes they hold the House.

The individual speeches and demarcation as mentioned above must be strictly followed.

The speakers must not trespass into the job of the other teammate.

Example: The introduction speaker must only introduce their side's perspective and not add any details from the main body.

This will lead to cutting off points which could drastically affect chances of winning.

The Debate Organizers will announce 5 topics one week prior to the first round of debate. The topic for all the rounds shall be announced 20 minutes prior to each round. The topic for each round shall be selected from the 5 announced.

However, the teams will not be aware of the proposition until the day of the debate.

Along with this, at the time of release of the motion for a round, the teams shall be told whether they are affirmative or negative to the proposition. Thus, teams will not be aware of whether they will go for or against a motion until announced 20 minutes prior. The teams will thus also be told when they are to speak on the spot.

Example, “The House selects Motion 1 as the Proposition for Round 1. Team A shall be Negative while Team D shall be Affirmative. Team A will battle Team E first. Begin Preparations.”

Duration:

Before the commencement of each round, the teams will be given 20 minutes to prepare.

Each team will be given a maximum of 10 minutes to put forth their points. The time can be divided as follows:

Introduction/Opposition Speech: Maximum of two minutes (2).

Main Speech: Maximum of four (4) minutes

Concluding Speech: Maximum of two (2) minutes

Interpellation: Maximum of 2 minutes.

The teams may vary this time as they decide necessary. However, exceeding the 10 minutes limit will lead to penalization.

Interpellation:

The act of interpellation (questioning) is the period in which speakers are questioned about and explain a point raised during a debate.

The interpellation period of a debate is a time when a person questions the person who has just finished speaking.

The team must choose to use this period to:

1. To clarify points
2. To expose errors
3. To setup arguments

Remember:

Most debaters tend to ignore the value of good questioning. Remember, 30% of the entire debate is spent in this, and thus, it should be a meaningful and made an essential part of the debate.

Interpellation will indicate to the judge just how sharp and spontaneous the debaters are.

Be dynamic. Have questions and be ready to go, answer questions actively and with confidence whenever you can. This is the one opportunity the audience/judge has to compare you with

opponents side-by-side.

Rules on Interpellation:

1. Questioning can only be done by the Captain of the Team. Questions should primarily focus on arguments developed in the speech of your opponent. However, matters relevant and material to the proposition are admissible.
2. Questioner and opponent should treat each other with courtesy.
3. Both speakers stand and face the audience during the question or Interpellation period.
4. Once the questioning has begun, neither the questioner nor his opponent may consult a colleague. Consultation should be done before but as quietly as possible.
5. Questioners should ask brief and easily understandable question. Answers should equally be brief. Categorical questions answerable by yes or no is allowed, however, opponent if he choose, may qualify his answer why yes or why no.
6. A questioner should not comment on the response of his opponent. Thus, each speaker will only get one chance to ask/answer during interpellation.
7. Your opponent may refuse to answer ambiguous, irrelevant or loaded questions by asking the questioner to rephrase or reform his question.

Issues to Be Answered in the Interpellation Period:

The teams can use these three questions as a base to prepare for the interpellation period.

Questioning the opposite side on the basis of these will help the debate proceed.

- Whether or not it is Necessary? (Necessity)
- Whether or not it is Beneficial?
- Whether or not it is practical? (Practicability)

Criteria for Judging

A. Content - 40%

B. Delivery - 30%

C. Interpellation - 30%.

The judges, based on their discretion, shall have the authority to determine who will be the “Best Speaker” and Best “Runner-Up Speaker”. The winning team shall be determined by the majority decision of the Board of Judges.

Poise, gestures, audience contact and voice projection are highly recommended.

B. ONLINE EVENTS

ONLINE LEGAL QUIZ

Guidelines:

- The event shall be an online event.
- It shall be open to all law students.
- The students can register themselves with registration fee of INR 100.
- The last date of registration is 3rd March, 2018
- The participants who have registered themselves for this competition shall be provided with a Code which shall be used by them for further communication and online participation. The participants shall not disclose their identity in any form.
- The event shall be held on 9th March, 2018 from 3pm to 4 pm and on 10th March, 2018 from 11am to 12pm
- On the day of the competition, each registered student shall be provided with a link on their registered mail-ids which shall lead directly to the quiz page.
- The results for level 1 shall be declared by 9th March 2018 10:00 pm and the final winners shall be declared on 10th March, 2018.
- Cash prize and certificates shall be awarded to winner and the 1st Runner-Up amounting to INR 1000 and INR 500.
- **Please Note: The link can be accessed only once.**
- The participants shall ensure proper internet connectivity the organisers shall not be responsible for any network loss.

Rules during the competition:

- The competition shall have 2 levels- level 1 and level 2.
- Only the participants with the maximum score (that is above the cut-off i.e. a score of 15 on 20) in the Level1 can qualify for Level 2.
- There shall be 20 questions in level 1 with 15 seconds for each question.
- There shall be 10 questions in level 2 with 10 seconds for each question.
- The quiz shall be in MCQ format and once a question is answered or skipped or the time lapsed then the participant shall not be able to review or change or answer the question again.
- Each correct answer shall hold one mark and there shall be no negative marking.
- The participant with the maximum score shall be declared the winner.
- In case of a tie between two or more teams, the correct answers in star-marked (*) questions will be considered to settle the tie and to decide the qualified team or the winners, as the case may be.

JUDGEMENT WRITING COMPETITION

Guidelines and Essential information for Judgement Writing Competition:

- The event shall be an online event.
- It shall be open to all law students.
- The students can register themselves as a Team of 2 or may also seek Single registration.
- The registration fee is INR 100 for each student participating in the team.
- The last date of registration is February 24, 2017.
- The participants who have registered themselves for this competition shall be provided with a Team Code which shall be used by them for further communication and submission of the write-up. The participants shall not disclose their identity in any form.
- The problem for the competition shall be released on February 20, 2018.
- The last date for submission of the write-up is on March 4, 2018.
- The results shall be declared and intimation shall be made to the prize winners through the mentioned mail-id.

- Cash prize and certificates shall be awarded to winner and the 1st Runner-Up amounting to INR 2000 and INR 1500.
- The top 5 write ups shall be provided with certificates of appreciation.
- The results shall be declared on March 10, 2018.

Rules for the Judgement Writing Competition:

- The write-up should of minimum 1500 to maximum 2500 words excluding footnotes.
- The write-up shall be in Times New Roman, Font size 12 and the line spacing 1.5.
- The participants shall submit their write-ups on the aforementioned date before 11:59:59 pm.
- The write-ups shall have no plagiarism and should be an original work of the participants.
- The participants shall follow 19th Edition Blue Book Citation.
- The submission shall be made in Microsoft Word and PDF Format.
- The submission and any queries shall be made to academic.studentcouncil@slsh.edu.in with the subject “Judgement Writing Competition- Team No.”
- The results shall be solely on the discretion of the organizers.

Marking Criteria:

Criteria	Marks
Arrangement of Facts	5 marks
Issues Addressed	10 marks
Knowledge and Use of legal principles	20 marks
Precedents used	5 marks
Format and basic Language	5 marks
Style of writing	5 marks
Total	50 marks

OTHER EVENTS

1. ASK IT OUT

- Interested candidates should form a team of 2 for participating in this game.

- The candidates would have to recognize a personality by asking 20 questions to the Speaker.
- The Speaker can answer only in yes or no.
- Winner gets food coupons!

2. DEAL WITH IT

- Participants will firstly draw out a chit from the chits' bowl.
- Each chit will contain a situation that shall be of a depressing nature.
- Situations shall primarily be framed keeping in mind the problems and difficulties the youth face in today's times.
- Once the chit is drawn, the participant needs to imagine oneself in the same situation.
- Thereon, every participant shall be provided with a time duration of **5-7 minutes** to interact with the audience and engage in an extempore speaking as to how he or she would deal or cope with such a situation in life.
- Participants will be judged on Crowd Connect and Interaction, Convincing Ability, Presence of Mind, Creativity and Innovativeness in providing Coping Mechanism Solutions
- Winner gets a food coupon!

3. ABACUS CURIAE

- Simple Mathematics calculations involving only basic arithmetic operations such as addition, multiplication, subtraction and division shall be posed to interested participants.
- Participants will have no access to calculators and shall also not be allowed to work out the solutions on paper.
- Participants have to answer **within a span of 7 seconds**. Any answer obtained post such duration shall not be counted as correct.
- Questions will continue in a series as long as the participant is providing the correct answers. The instant a wrong answer is given, the series of calculations will come to an end then.
- Winners get food coupons!

4. WORDSWORTH

- A word not less than 8 letters will be printed on a Q card that shall be shown to every participant.
- The participants must use the letters in that word and arrange or rearrange the letters in any order to provide meaningful words. They may make use of all the letters or any number of them to frame the words.
- Words like is, are, the, them etc. will not be counted. They should be proper and legitimate words.
- All such words have to be written down on the paper provided in a span of **5 minutes**.
- The participant with the maximum number of word formations will be adjudged the winner; provided all the words framed have a known meaning. No abstract meaning shall be imputed to the words.
- Winners get food coupons.

5. A-Z

- Interested Participants can register in the team of two.
- Each team will be given a time of 20 Minutes to collect the items starting from A to Z in real.
- Participants can run around the college campus to collect the items.
- The items are to be presented in an alphabetical order.
- Any item which is missing in between with regard to one alphabet, the items till such alphabet will only be counted and not further.
- A team collecting maximum number of items in the minimum time wins.
- Winners get food coupons.

6. TINY TALES

- Individual Participation is accepted for the event.
- Individuals will not be given any topic.
- Participants have to tell a story or a tale within 15 characters.
- Winners get food coupons.

7. ENGLISH VINGLI

- Individual Participation is accepted in the event.
- Participants have to write the English word in Telugu within a span of 1 min.
- Winners get food coupons.

CULTURAL EVENTS

1. JHOOM (Group Dance)

Registration Fees - Rs. 1000/-per team

Prize Money - Winner - Rs. 8000/-

1st Runner-up - Rs. 4000/-

- It will be team event with 6-12 member per team
- It will be a two round competition based on a particular theme.
- The theme for the first round is EVOLUTION OF BOLLYWOOD
- The theme for the second round is NAVRAS (9 HUMAN EMOTIONS)
- The performance should be of 6-8 minutes.
- There will negative marking for extension of this time limit.
- Sound tracks required for the performance should be given in a pendrive 30 minutes prior to the event.
- Vulgarity and obscenity in the performance or costumes will lead to disqualification.
- The judge's decision will be final and binding.

2. CORYPHEE (Solo Dance)

Registration Fees - Rs. 400/-

Prize Money- Winner - Rs. 2000/-

- It will an individual event.
- It will be a two round competition based on a particular theme.
- The theme for the first round is EVOLUTION OF BOLLYWOOD
- The theme for the second round is NAVRAS (9 HUMAN EMOTIONS)
- The performance should be of 4-6 minutes.
- There will negative marking for extension of this time limit.
- Sound tracks required for the performance should be given in a pen drive 30 minutes prior to the event.
- Vulgarity and obscenity in the performance or costumes will lead to disqualification.
- The judge's decision will be final and binding.

3. MELISMA (Western Solo Singing)

Registration fee – Rs. 150/-

Prize money – Winner – Rs. 2500/-

1st Runner up – Rs. 1500/-

- Maximum of 3 participants are allowed from the same college.
- Participants are allowed to use backing track/ karaoke OR one instrumentalist.
- Participants are requested to submit any backing track/karaoke in advance to the organizers.
- The time limit must be strictly adhered to. Exceeding the time limit shall result in negative marking.
- There will be two rounds, preliminary and final.
- The time limit is as follows:
 - Preliminary round – 5 minutes (including set-up and sound check)
 - Final round – 8 minutes (including set-up and sound check)
- For the final round, the participants are required to prepare a tribute to any of the following artists-

1. Whitney Houston
2. Michael Jackson
3. Ed Sheeran
4. Bruno Mars
5. Celine Dion
6. Beyonce
7. Britney Spears
8. Justin Timbalake
9. John Legend
10. James Arthur
11. Adele

12. Adam Levine
13. Lana Del Rey
14. Eric Clapton

THE DECISION GIVEN BY THE JUDGES SHALL BE FINAL AND BINDING.

4. MALHAAR (Indian Solo Singing)

Registration fee – Rs. 150/-

Prize money – Winner – Rs. 2500/-

1st Runner up – Rs. 1500/-

- Maximum of 3 participants are allowed from the same college.
- Participants are allowed to use backing track/ karaoke.
- Participants are requested to submit any backing track/karaoke in advance to the organizers.
- Participants are allowed to have one instrumentalist.
- The time limit must be strictly adhered to. Exceeding the time limit shall result in negative marking.
- There will be two rounds, preliminary and final.
- The time limit is as follows:
 - Preliminary round – 5 minutes (including set-up and sound check)
 - Final round – 8 minutes (including set-up and sound check)
- For the final round the participants are required to prepare a tribute to any of the following artists –

- 1.Kishore Kumar
- 2.A.R Rahman
- 3.Arijit Singh

- 4.Sonu Nigam
- 5.Shreya Ghoshal
- 6.Asha Bhosle
- 7.Lata Mangeshkar
- 8.Atif Aslam
- 9.Sunidhi Chauhan
10. K.S Chitra
11. Neeti Mohan
12. Kavita Krishnamurty
13. Shaan
14. K.K
15. Armaan Malik

THE DECISION GIVEN BY THE JUDGES SHALL BE FINAL AND BINDING.

5. PITCH PERFECT (Group Singing)

Registration fee- Rs. 500/- per team

Prize money – Winner – Rs.5000/-

1st Runner up – Rs.3000/-

- One team per college is permitted.
- Minimum 3 singers and maximum 8 singers are allowed.
- The songs SHOULD BE a mash-up of different genres of music.
- The songs can be multilingual.
- Participants are NOT allowed to use backing track/ karaoke.
- Participants are allowed to have two instrumentalists.
- There will be only ONE round.
- The time limit is 10 minutes (including set-up and sound check)

- The time limit must be strictly adhered to. Exceeding the time limit shall result in negative marking.

THE DECISION GIVEN BY THE JUDGES SHALL BE FINAL AND BINDING.

6. FAST TRACK TO FAME (Talent Hunt)

Registration Fees- Rs. 150/- per head

Prize Money - Winners - Rs. 3000/-

1st Runners-Up - Rs. 1500/-

- No. of MAXIMUM people participating in this event is a group of 5.
- Maximum time given is 5 minutes.
- Maximum points are 50.
- Any profanity will lead to immediate disqualification.
- There's only one round and the whoever gets the maximum number of points is the winner and second maximum points is the runners' up.
- The competition will include a buzzer elimination, i.e., if any of the judges use the buzzer the participant(s) will be immediately disqualified.
- If the participants have specific requirements then the event heads should be informed 30minutes prior to the event.

Judging Criteria:

1. Originality (20pts)
2. Stage Presence (10pts)
3. Confidence (10pts)
4. Response from the audience (10pts)

7. MODERN MODEST BEAUTY (Fashion Show)

Registration Fees - Rs. 800/- per team

Prize Money - Winners - Rs. 8000/-

1st Runners-up - Rs. 4000/-

THEME - EXTRA TERRESTIAL

- One entry per college.
- It is team event. A team can have 6-12 members.
- There shall be just one round.
- Time limit for every team would be 10 minutes (including setup and performance). Time period allotted for stage practice will be 15 minutes.
- Negative marking if participants exceed the time limit.
- A green room would be provided for the changing purpose.
- Should carry their tracks in pen-drives and submit it 30 minutes prior to the event.
- Vulgarity is strongly prohibited. Any form of obscenity will lead to disqualification of the team from the contest.
- Use of cigarettes, alcohol or drugs and any unfair means is strongly prohibited.
- Teams will be judged on costumes, themes, walking stands, personality and attitude.
- Decision of judges will be final and binding.
- No electrical power connections will be provided. If your costume requires power it must be a part of your costume designed.

8. HALLA BOL! (Street Play)

Registration Fees - Rs. 500/- per team

Prize Money - Winners - Rs. 5000/-

EVENT STRUCTURE: Direct Finals (No Elimination Round)

GENERAL RULES:

1. There should not be any objectionable/offensive content hurting the sentiments of anyone throughout the duration of the act.
2. The participating teams may base their performance on any theme or they can chose from the list of themes provided.
3. The Event is 'Open Theme' based.
4. Teams will be negatively marked for not following rules set by the Organizing Committee.
5. The Competition will be conducted in open place and hence no microphones, speakers, Music Systems will be allowed or available. Teams can sing and dance by themselves to create the necessary music or sound.
6. No Props (Dhol) will be provided by the host college. Teams shall bring their own props.
7. No time for rehearsal or stage practice will be given during the fest.
8. The judge's decision will be final and binding.

SPECIFIC RULES:

1. The teams must consist of 10-12 participants only.
2. More than one team can perform on one topic.
3. Teams don't have to communicate the chosen topic to the Organizing Committee.
4. Time Limit for Performance: 10-12 minutes per performance and must be strictly adhered to.
5. Dialogue delivery must be in Hindi or English.
6. No additional costumes elements/props are allowed.

7. The team is required to wear the same colour of “Dupattas”.
8. Only “Dhols” are allowed as props.

LIST OF THEMES

1. Crimes against men.
2. Degradation of Indian Media.
3. Identities undiscovered.
4. Body Shaming.
5. Death of Democracy.
6. Freedom of Speech and Expression.
7. Sex Education.

Since the Event Theme is Open, the teams may also choose any theme of their choice or they can refer to the above mentioned List of Themes. The above themes are open to interpretation.

9. UNWRAP (Mad Ads)

Registration Fees - Rs. 300/- per team

Prize Money - Winners - Rs. 2000/-

1st Runners-up - Rs. 1000/-

- It is a team event. Each team should have 4-6 members only.
- Time limit for the performing the advertisement is 1-2 minutes.
- Participants shall be judged on the basis of spontaneity, content, and adherence to the topic, on-stage presentation, coordination and overall appeal of the advertisement.
- If any props other than the ones included in the brochure are required, then they must carry their own props.
- If the team has to play any track then they must carry their own pen-drives.

- The caution should be taken to refrain from displaying obscenity, violence, prejudice, defamation etc. in Advertisement.
- Decision of the judges will be final and binding

JUDGING CRITERIA- 50 points

- 1) Creativity and originality (10)
- 2) Script (10)
- 3) Adherence to the topic (10)
- 4) On-stage presentation (10)
- 5) Co-ordination and overall appeal of the advertisement (10)

10. BRUSHES (Painting)

Registration Fees- 100/-

Prize Money - Winner - Rs. 1000/-

- The participants will be given a time span of 60 minutes.
- The participants will be provided with chart paper and crayon colors. (Should not use other colors)
- The competition will be judged on aesthetic appeal and presentation
- Judges decision will be final.

11. COOKALICIOUS (Cooking Without Fire)

Registration Fees- Rs. 200/-

Prize Money - Winner- 1000/-

- It will be in an individual Event.
- Maximum time limit is 1 hour for cooking.
- Two dishes should be served, one sweet one spicy.
- Participants are required to bring their own cutlery and utensils.

- Participants are required to use the ingredients provided on spot.
- Participants will be provided with water and a knife.
- Pre- cooked items and ready mixes are strictly not allowed
- Pure vegetarian dishes only
- No usage of mobile phones during the competition
- Marinating should be done on spot.
- Cutting and peeling of fruits and vegetables should be done on spot
- Electrical appliances are not allowed
- A surprise ingredient shall be introduced at the beginning of the competition, which should be used in either of the dishes.

JUDGING CRITERIA

- 1) Method (10)
- 2) Taste (10)
- 3) Nutritional Value (10)
- 4) Creative Presentation (10)
- 5) Hygiene (10)

12. TRIAL AND ERROR (Open Mic)

Registration Fees - Rs. 150/-

Prize Money - Winner - Rs. 1000/-

- It is an individual competition.
- Limited entries based on first come first serve basis.
- Time limit is 4-5 Minutes.

- Participants will be judged on the basis of content, fluency, spontaneity, presentation & sense of humor.
- No participant can point out any individual or religion in any way, and any dual meaning obscene content is strictly not allowed.
- Use of vulgar or obscene language by the participants would lead to disqualification.
- Negative marking for exceeding time limit.
- Decision of the judges will be final and binding

13. HUNGRY BIRDS (Hogathon)

Registration Fees - Rs. 250/-

Prize Money - Winner - Rs. 1500/-

- Given food items should be consumed completely
- Decision of team judges will be final
- Fastest time of the cumulative of all the rounds will decide winner

PR AND MEDIA EVENTS

1. COSMOS (Photography)

Registration Fees - Rs. 500/-

Prize Money - Winner - Rs. 10000/-

- It will a three round competition.
- Further rules to be disclosed on spot.

2. REVERIE (Self-Portrait)

Registration Fees - Rs. 200/-

Prize Money - Winner - Food Coupon Worth Rs. 500/-

- There will be two sessions in a day, i.e., morning and evening and every session will have a separate winner.
- Further rules to be disclosed on spot.

3. VORTEX (Gaming Zone)

1. Manuel for CS 1.6

Registration Fees- Rs. 500/- per team

1. A team should have 5 players
2. Server and map will be decided by coin toss
3. Maps wills include de_dust2, de_inferno and de_nuke
4. Server should have the following rules while creating the map:
 - C4 timer- 35 seconds
 - Round time – 1.75
 - Buy time- 0.25
 - Friendlyfire- on

- Flashlight- on
 - Maptime- 0
 - Shields- off
 - Startmoney- \$800
5. Server shall enter the following codes on the console ban:
 - SV_maxtime 25000
 - SV_maxspeed 25000
 - SV_maxupdatespeed 25000
 - SV_lanrate 25000
 - SV_timeout 999
 - Sys_ticrate 25000
 - Mp_playerid 1
 - Ex_interp 0.01
 6. Command for restart is sv_restart 1. (once the match begins this command is invalid)
 7. Both the teams get to play 15 rounds on each side (terrorist and counter-terrorist)
 8. Side should be decided by the knife round.
 9. Starting money should be \$800
 10. The winner of the knife round decides which side the team wants to play the first 15 rounds.
 11. After the first 15 rounds both the teams should switch sides.
 12. The team who score the first 16 rounds will win the match.
 13. In case both the teams have won 15 rounds each, 3 rounds on either side should be played with starting money of \$10,000.

Cheating and Rule Violation:

- The Organizers reserve the right to disqualify and dismiss any registered player/team from the tournament, at their discretion, at any stage of the tournament, for any reason, with no prior warning to the player.
- Any protests or disagreements with tournament rulings must be made directly to the Organizer in a reasonable manner, at which time a prompt decision will be made. The Organizer's decisions are final and binding.

- Any competitor or team attempting to use any exploit in a map shall be immediately disqualified and may be removed from the event.
- The use of CWF files or Modded versions is prohibited and will lead to immediate disqualification.
- The Organizers reserve the right to cancel or modify the tournament rules if technical failures or any other factor beyond reasonable control, impairs the integrity of the tournament.

The winning team gets cash prize of Rs. 5000/-

2. Mini militia

Registration Fees- Rs. 500/-

- Only 5 participants per team are allowed
 - Deathmatch Duration: 7 minutes.
 - In case of a tie the organizers get to choose the map for a rematch. Every participant should be well versed with all the maps except Lunarcy, Ice Box, Snow Blind, Pyramid and Overseer (as per the latest version of the game).
 - All matches will be a Knockout.
 - A coin toss will decided which map is to be selected for the game.
- All participants are to carry their own devices to play the game.

Cheating and Rules Violation:

- The Organizer(s) reserve the right to disqualify and dismiss any registered player from the tournament, at their discretion, at any stage of the tournament, for any reason, with no prior warning to the player.
- Any protests or disagreements with the rules of the tournament must be made directly to the Organizer in a reasonable manner, at which time a prompt decision will be made. The Organizers decisions are final and binding.
- Any competitor or team attempting to use any exploit in a map shall be immediately disqualified and may be removed from the event.

- The use of APK files or Modded versions is prohibited and would lead to immediate disqualification from the game.
- The tournament organizers reserve the right to cancel or modify the tournament rules if technical failures or any other factor beyond reasonable control impairs the integrity of the tournament.

The winning team gets cash prize of Rs. 5000/-

SPORTS EVENTS

**INDIVIDUAL REGISTRATION IS RS. 300/-
CONTINGENT OF 10 OR MORE IS RS. 1000/-**

1. Manual for Futsal (B&G)

Type of Tournament: League, Pool or Knockout depending on the number of teams.

- Each team shall comprise of 6 team members: 1 goalkeeper, 4 playing members and 1 substitute.
- Every substitute can be changed on a rolling basis.
- Goals can be scored directly through a free kick, kick-in. However, it must be after the half-line.
- Each team will receive a (+3) points and (+1) point for drawing the match.
- No points will be given to the team that loses.
- Each half will span for a period of 15 minutes.
- Every match will have a referee whose call shall be final and shall be binding on the players.
- Use of foul language during the match is not acceptable.
- Upon the referee's discretion, he may give foul cards (red and yellow) to the players or can even grant free kicks.
- The teams must report on time for their match else, the opponents will get a walk-over.

2. Manual for Basketball (B&G)

Type of Tournament: League, Pool or Knockout depending on the number of teams.

- The tournament shall be conducted according to the rules of the Basketball Federation of India 2017 unless, otherwise, modified in these rules.
- Only rubber basketballs shall be used in the competition.

- If there is a tie between two or more than two teams in the matches played on league basis, the following procedure shall be adopted to decide the, i.e.:
 - Dual Tie: The team, which has beaten the other team in the league matches, shall be the winner.
 - Tie between more than two teams: The tie between more than two teams shall be decided on the basis of:
 - o Points Scored/Points against
 - o The team securing the greater quotient shall be the winner and so on.
- While deciding the tie between three or more than three teams, only the points secured for and against in the matches played between the teams in tie shall be counted.
 - If the tie between two teams or more than two teams still persists, it shall be decided by the procedure given below:
 - Team having minimum number of player fouls shall be declared as winner.
 - Even after following the (i) above, if the Tie persists the team having minimum technical fouls shall be declared as winner.
 - Even after following the procedure (i) and (ii) above, if the tie persists "Draw of Lots" shall decide the winner.(d) If there is a tie in a match played on knock out basis, extra time of 5 minutes shall continue to be given till the tie is decided
- Ordinarily no team shall be called upon to play more than two matches a day. If, however, under unavoidable
- Circumstances, a team is called upon to play two matches in a day, there shall be at least 2 hour gap. Between the conclusion of the first match and the beginning of the next match.
- The tournament up to the Semi-Final stage will be played on knockout basis. From the semi-final stage, league system shall apply.
- The number of players representing a university/college shall not be more than 12 and not more than 12 merit certificates shall be awarded to a team.
- Each team shall comprise of 7 members: 2 substitutes and 5 playing players.
- Every substitute can be changed on a rolling basis.
- Each team will receive a (+3) points and (+1) point for drawing the match.
- The match will last for 4 quarters with 5 minutes for each quarter.

- The standard rules pertaining to back-pass, stepping etc. shall be observed by the players.
- Use of foul language during the match is not acceptable.
- Upon the referee's discretion, he may give foul cards.
- The teams must report on time for their match else, the opponents will get a pass-over.

3. Manual for Volleyball (B&G)

Type of Tournament: League, Pool or Knockout depending on the number of teams.

- Each team shall comprise of 6 playing member and can have 1 rolling substitute in their team.
- Rotation depends on the consent of both the captains.
- Each team will receive a (+3) points.
- The match will go on for 25 points.
- The match will be based on best of 5 sets.
- If the match does till the fifth set, then the last set will be of 15 points.
- The standard rules of volleyball shall be observed by the players
- Use of foul language during the match is not acceptable.
- There will be 1 referee and 2 linesmen.
- Upon the referee's discretion, he may give a warning.
- The teams must report on time for their match else, the opponents will get a pass-over.
- Also few minor rules will be briefed on the field itself.

*****Final amendments or Last minute amendments of the Rules can be done by the Sports Committee. * * ***

4. Manual for Table Tennis (B&G)

Type of Tournament: League, Pool or Knockout depending on the number of teams.

- Each team match will be best of five individual matches.
- Order of play of each of these individual matches is as follows:
 - I. 2 Singles; 1 Doubles; 2 reverse-singles in the standard ABC vs. XYZ format.
 - II. i.e., A-X, B-Y, C-Z, A-Y and B-X.
- Each individual match will be played best of 5 sets of 11 points each.
- The players playing singles won't be allowed to play doubles.
- For any in-game arguments, the referee's call would be final.
- Individuals may be conducted after completion of team events(or simultaneously with team events) depending on time left and number of entries. If conducted, a maximum of two players from each of the colleges that have participated in team events will be allowed to register.
- The match for table tennis will not be a doubles team but singles.
- The match shall last for 11 points.
- Use of foul language during the match is not acceptable.
- The players must report on time for their match else, the opponents will get a pass-over.

*****Final amendments or Last minute amendments of the Rules can be done by the Sports Committee. * * ***

5. LAZER TAG (MIXED)

- The match will last for a time of 10 minutes.
- Each team shall comprise of three players.
- You can only shoot enemies. Any shots at your own team on purpose and you are out.
- Don't cover your sensors.
- No contact allowed.

6. Box Cricket (B)

- Teams will consist of 8 players each side

- The extra players can only play in case if any injury happens to the primary team member.
- In case of NO BALLS and WIDE 1 run will be given to the opponent team. (No free hit)
- Byes and Leg Byes are allowed (running between the wickets is required).
- Players can score runs by running while the ball is in the ground.
- 1 run will be given in case ball goes outside the Box/ground after some distraction (not directly). Players need to swap the side to get that run.
- Batting Team can score 2 runs 4 runs or 8 runs by hitting the respective board on the field.
- Batting team can get extra runs in case of over throw.
- One Bowler can bowl maximum 2 overs in an inning.
- In case of Tie, Super Over will be played.
- The Non Striker has to stand completely inside the STUMP BOX.
- Profanity/Consumption of alcohol/Drunken team members are strictly not allowed on the field.
- The decision of the umpire shall be final.
- Umpire in any of the above situation may call off the play considering win to the opponent's team.
- In addition, few minor rules will be briefed on the field itself.

*****Final amendments or Last minute amendments of the Rules can be done by the Sports Committee. * * ***



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