



**Kandivli Education Society's  
B. K. SHROFF COLLEGE OF ARTS &  
M. H. SHROFF COLLEGE OF COMMERCE**

An Autonomous College / NAAC Re-accredited 'A' Grade / OS 1 - Gauge 'Gold Rating' & 'Institute of Happiness' Award  
Mentor College under UGC's 'PARAMARSH' Scheme • 'Best College 2017-18' award from University of Mumbai / ISO 9001:2015 Certified



**GYMKHANA COMMITTEE**

organises

**Kheltarang**



For students of Arts, Commerce, Information Technology,  
Management Studies, Finance, Banking & Insurance, Media Studies

**KHELTARANG 2023-24**

1<sup>st</sup> December to 6<sup>th</sup> December, 2023

Date	Game	Timing	Venue
01/12/2023 (Friday)	<b>Football</b>	7.30 a.m. to 10 a.m. Reporting Time- 7.00 a.m.	College Turf Ground
	<b>Tug of War</b>	10.15 a.m. onwards	College Turf Ground
02/12/2023 (Saturday)	<b>Football (Final Match)</b>	7.30 a.m. to 9.00 a.m. Reporting Time- 7.00 a.m.	College Turf Ground
	<b>Chess</b>	8.00 a.m. onwards	Gymkhana
04/12/2023 (Monday)	<b>Kabaddi</b>	7.30 a.m. to 1.00 p.m. Reporting Time- 7.00 a.m.	College Turf Ground
	<b>Table Tennis</b>	8.00 a.m. onwards	Gymkhana
05/12/2023 (Tuesday)	<b>Volleyball</b>	7.30 a.m. to 1.00 p.m. Reporting Time- 7.00 a.m.	College Turf Ground
	<b>Carrom</b>	8.00 a.m. onwards	Gymkhana
06/12/2023 (Wednesday)	<b>Box- Cricket</b>	7.30 a.m. onwards Reporting Time- 7.00 a.m.	College Turf Ground

## **Common Rules: -**

1. ID cards compulsory for all players for any match.
2. No player will be allowed to play from any other department if caught then that team will be disqualified.
3. If there are minimum 4 teams per event for any category, then only that event will commence.
4. The decision of referee & organizing committee will be final & binding in any case.
5. All the teams should report on time if not the team will be disqualified.
6. The Organizing committee has all rights to change/alter the rules without prior notice.
7. All the participants should be in their specific color sports attire assigned to their respective departments.

## **TUG OF WAR**

- Number of Players 8+2
- 3 Rounds (as per tug of war official rules)
- All matches will be direct knockout
- No wrapping the rope around any body part during the pull unless you are the team's anchor (Last player)

## **FOOTBALL**

- Number of Players 7+3
- Match duration 10 minutes per half (10-5-10)
- All matches will be direct knockout
- If no goals, game will go in extra time or 3 Penalties

## **VOLLEYBALL**

- Number of Players 6+2
- Best of 3 sets of 11 Points each
- Final match of 15 pts.
- All matches will be direct knockout

## **BOX-CRICKET**

- Number of Players 7+2
- All matches of 4 overs each
- Final match of 6 overs
- All matches will be direct knockout
- Compulsory Chase
- Per bowler 1 Over Only (per match.)
- Second over will be power play (Only 1 Player at boundary line)

## **KABADDI**

- Number of Players 7+3
- Both teams start with 7 players on field
- Match duration 7-7 minutes with interval of 2 minutes
- 1 bonus point if the raider touches the Bonus Line

## **CHESS**

- Official Chess Rules applied
- Direct Knockouts
- Only Singles
- All matches only 5 min per player (chess timer)

## **TABLE TENNIS**

- Official Table Tennis Rules applied
- Direct Knockouts
- Best of 3 sets of 11 Points
- Final round Best of 5 sets of 11 Points

## **CARROM**

- Official Carrom Rules
- Direct Knockouts
- Only Singles (no doubles)