

# R.M.D ENGINEERING COLLEGE

R.S.M. NAGAR KAVARAIPETTAI – 601 206

## DEPARTMENT OF PHYSICAL EDUCATION & SPORTS

### INTRAMURALS EVENTS LIST

The department of Physical Education & Sports is organizing Intramural tournaments in various games and Athletic events for the academic year. The following events will be conducted as per the schedule enclosed herewith.

#### GAMES:

##### MEN

1. Chess
2. Carrom
3. Basketball
4. Cricket
5. Tennis
6. Badminton
7. Volley ball
8. Table Tennis
9. Ball badminton

##### WOMEN

1. Chess
2. Carrom
3. Badminton
4. Throwball
5. Basketball
6. Volleyball
7. Table Tennis
8. Ball badminton

#### ATHLETICS:

##### BOYS

1. 100m
2. 200m
3. 400m
4. 1500m
5. Discuss Throw
6. Long Jump
7. Javelin Throw
8. Shot-put
9. Triple Jump
10. 800m
11. 4x100m Relay
12. 4x400m Relay

##### GIRLS

1. 100m
2. 200m
3. 400m
4. 800m
5. Javelin Throw
6. Long Jump
7. Shot-Put
8. Discuss Throw
9. Triple Jump
10. 4x100m Relay

\* Weight Lifting, Power Lifting & Best Physique for Boys.

#### Note: Athletics: - Rules for participation

1. An athlete can take part in any four events (excluding relay).
2. A department can field maximum of two players for each event.  
(Athletics, Weight Lifting, Power Lifting & Best Physique)

For further details contact the Sports Co-ordinator in respective departments and Physical Education department. And see the Notice Board.

## Rules and Regulations for Intramurals

S.No	Games	Rules
01.	Volleyball	i) A team consists of <b>Twelve players.</b>
		ii) A match is decided on the basis of <b>Best of Three Games.</b>
		iii) For remaining, <b>FIVB</b> Rules will be followed.
02.	Cricket	i) A team consists of <b>Sixteen Players.</b>
		ii) Matches will be Played as a <b>15 Over</b> side.
		iii) Cricket <b>Uniform is Compulsory.</b>
		iv) For remaining <b>ICC</b> Rules will be followed.
		v) Umpires decision is final.
		vi) The Finals will be conduct at the R.M.D. Play ground.
03.	Chess	i) A Dept can field <b>Five Players.</b>
		ii) For remaining, <b>FIDE</b> rules will be followed.
04.	Carrom	i) A team consists of <b>Four Players.</b>
		ii) A match is decided on the basis of 3 boards with in 3 boards whoever scores maximum points will be declared as winner.
05.	Throwball	i) A team consists of <b>Twelve Players.</b>
		ii) A match is decided on the basis of <b>Best of Three Games.</b>
		iii) A game consists of <b>25 Points.</b>
06.	Badminton	i) A team consists of <b>Five Players.</b>
		ii) A match is decided on the basis of <b>21 points</b> , side change at 11 <sup>th</sup> point.
07.	Tennis	i) A team consists of <b>Five Players.</b>
		ii) A match is decided on the basis best of <b>Seven Games.</b>
		iii) For Remaining <b>ATP</b> Rules Will Be Followed.
08.	Basketball	i) A team consists of <b>Twelve Players.</b>
		ii) The duration of the matches will be <b>15-2-15</b>
		iii) For remaining <b>NBA</b> Rules will be followed.
09.	Ballbadminton	i) A team consists of <b>TenPlayers.</b> as per new rule match point <b>35</b>
		ii) A match consists of <b>Best of Single Set.</b> side change <b>9-18-27</b>
10.	Table Tennis	i) A team consists of <b>FivePlayers.</b>
		ii) A match is decided on the basis of <b>Best of Three Games.</b>

Note :-

- i. All the matches will be conducted on a knock – out basis.
- ii. Referee’s decision is final. No protest will be entertained.
- iii. The organizing committee have rights to change the dates.

Awards:-

- i) Individual Prizes will be given for Winners & Runners.
- ii) In Athletics, Weight Lifting & Power Lifting & Best Physique 1<sup>st</sup>, 2<sup>nd</sup>, & 3<sup>rd</sup> will get Individual prizes.
- iii) In Athletics, Individual championship will be awarded separately for Boys and Girls.
- iv) Overall Trophy will be awarded for the department which scores maximum points for Boys and Girls seperately.

GAMES ATHLETICS / WEIGHT & POWER LIFTING & B/PRELAY

WINNER’S – 10 points    First Place    - 5 points  
 RUNNER’S – 6 points    Second Place - 3 points  
    Third Place    - 1 point

First Place- 10 points  
 Second Place- 6 points  
 Third place - 2 points