



GENERAL GUIDELINES

Registration process shall commence at **8:00 am**

Teams/Individuals participating for the Management Events are requested to complete their registration formalities before **10:00 am, 06th Dec 2019**.

Last date for online registration: **05th Dec 2019, 10:00 pm**.

REGISTRATION FEES

MANAGEMENT EVENTS	400 per student
NON-MANAGEMENT EVENTS	
CORPORATE WALK	1500 per team
GROUP DANCE	1200 per team
SPLIT DANCE	350 per team
3's FOOTBALL	300 per team
MIME	1000 per team
GAMING	150 per student
SPOT DANCE	200 per student
VOICE OF INFLORE	200 per student
DSLR – PHOTOGRAPHY	250 per student
SPOT MOBILE PHOTOGRAPHY	50 per student
TREASURE HUNT	800 per team

- Every event has a separate set of rules and participants are required to abide by them.
- All students are supposed to carry their **college identity cards or an authorization letter** from respective colleges.
- Participants must strictly adhere to the general rules of the host college.
- **Food and Accommodation** will be provided only to the participants of Management events. Accommodation for participants of management events are provided at a nominal rate.
- Participants of Non-Management events can avail accommodation at special rates on request.
- Participants will be given an ID card on registration, which they will have to return at the registration desk on elimination for collection of their participation certificates.
- The participants must report at the venue **30 minutes** before the start of their respective event.
- Participants are strictly advised to take care of their personal belongings. Organizers will not be held responsible for their damage/ loss.
- **Cloak room facility** will be provided on request.
- Any misbehaviour will lead to disqualification of the whole team from an event.
- The decision of the judges will be final.
- **Travel expenses** of participants will not be reimbursed.
- Participants will be liable for the destruction of any property within the host campus.
- The committee has the right to change the time and venue of the events.
- The decision of the committee and judges will be final at any circumstances.
- Smoking, drinking and consumption of any such substances are strictly prohibited.
- No gadgets and supporting accessories such as mobiles, laptops and USB cables will be provided from the RCBS College.
- Participants should stick to volunteer instructions during the event. Violation of any rules and disobedient behaviour will result in disqualification.
- Rules are subject to change at the discretion of management/organisers.

EVENT GUIDELINES

BEST MANAGER – The Arising Acumen

- Individual game.
- Students from both UG and PG can participate.
- There is no limit for the number of contestants from the same college.
- Contestants are expected to report before 10:00 am. Online registration of contestants who are not present in the premises before 10:00 am will be counted invalid.
- Participants are expected to be in formal attire with their college ID card for the rounds.
- It is mandatory for the qualifiers of the second day to be in formal attire for the rounds.
- Contestants are required to bring a laptop with active internet connection, MS Office, VLC player and a pen-drive.
- Usage of mobile phones is strictly prohibited, except in the required rounds.
- Any kind of malpractice or misbehaviour will lead to disqualification.
- Clarifications, if any, will be made prior to each round with the concerned coordinators.
- Decisions of judges and coordinators will be final.

BEST MANAGEMENT TEAM - The Cloud Riders

- Students from both UG and PG can participate.
- Each team should have 4 participants.
- There is no limit for the number of teams from the same college.
- Contestants are expected to report before 10:00 am. Online registration of contestants who are not present in the premises before 10:00 am will be counted invalid.
- Participants are expected to be in formal attire with their college ID card for the rounds.
- It is mandatory for the qualifiers of the second day to be in formal attire for the rounds.
- Participants should carry their own Laptops, USB, Dongles, etc. for the rounds.
- Usage of mobile phones is strictly prohibited, except in the required rounds.
- Any kind of malpractice or misbehaviour will lead to disqualification.

- Clarifications, if any, will be made prior to each round with the concerned coordinators.
- Decisions taken by the Judges and Event Heads will be final and binding.

HR GAME - HR Maestro

- Students from both UG and PG can participate.
- A team should contain 4 members.
- Any number of teams can participate from a college.
- Contestants are expected to report before 10:00 am. Online registration of contestants who are not present in the premises before 10:00 am will be counted invalid.
- Participants are expected to be in formal attire with the college ID card on both days of the event.
- Participants are expected to carry their own Mobile phones, Laptops, USB and Dongles for the rounds.
- Participants should have basic software (MS Word, MS PowerPoint, VLC Player, etc.) installed in their laptops.
- Clarifications, if any, will be made prior to each round with the concerned coordinators.
- Any kind of malpractice or misbehaviour will lead to disqualification.
- Usage of mobile phones is strictly prohibited, except in the required rounds.
- Writing materials and other stationary will be provided by the college.
- Decisions taken by the event heads and judges are final and binding.

FINANCE GAME- Pearl War

- Students from both UG and PG can participate.
- A team should have Four Participants.
- Any number of teams can participate from a college.
- Contestants are expected to report before 10:00 am. Online registration of contestants who are not present in the premises before 10:00 am will be counted invalid.
- Participants are expected to be in formal attire with their college ID card on both the days of the event.
- Writing materials and other stationery will be provided by the College.
- Participants should carry their own Laptops, USB, and Dongles etc. for the rounds.

- Contestants are not allowed to use Smart-phones or any electronic gadgets until asked.
- Any kind of malpractice or misbehaviour will lead to disqualification.
- Clarifications, if any, will be made prior to each round with the concerned coordinators.
- Decisions taken by the event heads and judges will be final and binding.

MARKETING GAME - The Alpha Squad

- Students from both UG and PG can participate.
- A team must consist of 4 members.
- Participants are expected to be in formal attire with their college ID card on both the days of the event.
- There is no limit for the number of contestants from the same college.
- Contestants are expected to report before 10:00 am. Online registration of contestants who are not present in the premises before 10:00 am will be counted invalid.
- A laptop is mandatory for every team with MS-Office, Photoshop, Internet Connectivity, etc.
- Knowledge about marketing jargons, brand logos, taglines would be helpful.
- Usage of mobile phones is strictly prohibited, except in the required rounds.
- Each team must have Rs. 500 in hand for the selling round.
- Qualifying participants should be ready to stay back for the remaining rounds the next day.
- Any kind of malpractice or misconduct will lead to disqualification.
- A panel of eminent judges will judge the competition. In case of any dispute, the decisions of judges would be final.

OPERATIONS GAME - Hustle Combat

- Each team must have only four members.
- Students from both UG and PG can participate.
- There is no restriction in the number of participants from a college for the event.

- Contestants are expected to report before 10:00 am. Online registration of contestants who are not present in the premises before 10:00 am will be counted invalid.
- Participants are expected to be in formal attire with their college ID card for the rounds.
- It is mandatory for the qualifiers of the second day to be in formal attire for the rounds.
- Participants should carry their own Laptops, USB and Dongles, etc. for the rounds.
- Usage of mobile phones is strictly prohibited, except in the required rounds.
- Any kind of malpractice or misconduct will lead to disqualification.
- Clarifications, if any, will be made prior to each round with the concerned coordinators.
- Decisions taken by the event heads and judges will be final and binding.

SHE-ENTREPRENEURSHIP GAME - She Era

- Students from both UG and PG can participate.
- A team must consist of 4 members - **Only girls.**
- Any number of Teams can participate from a college.
- Contestants are expected to report before 10:00 am. Online registration of contestants who are not present in the premises before 10:00 am will be counted invalid.
- Teams are expected to come prepared with a business plan for a product or service. All the aspects of this plan must be prepared in advance. All the rounds of the event will be based on this business plan.
- Participants should carry their own camera enabled mobile phones, Laptops, USB and Dongles for the rounds.
- Participants are expected to be in formal attire with their college ID card for the rounds. It is mandatory to wear formal dress on the second day.
- Any kind of malpractice will lead to disqualification.
- Clarifications, if any, will be made prior to each round with the concerned coordinators.
- A panel of eminent judges will judge the competition. In case of any dispute, the decisions of judges would be final and unquestionable.

CSR GAME- Dreamville

- Each team must contain 4 members.
- Students from both UG and PG can participate.
- Not more than 2 teams from a college are expected.
- Contestants are expected to report before 10:00 am. Online registration of contestants who are not present in the premises before 10:00 am will be counted invalid.
- Participants should be in formal attire with their college ID card on both days of the event.
- Participants should carry their own mobile phones, laptops and USB for the rounds.
- Participants should have basic software like MS Word, MS PowerPoint, VLC Player, etc. installed in their laptops.
- Any kind of malpractice will lead to disqualification.
- Clarifications, if any, will be made prior to each round with the concerned coordinators.
- Materials and other stationery for the rounds will be provided by the college.
- Decisions taken by the judges are final.

VOICE OF INFLORE - Mystical Clef

- Students from both UG and PG can participate.
- Maximum of 4 participants are allowed from an institution.
- Duration of the song should be between 3-5 minutes.
- There will be separate prize money for male and female category - for the winners as well as for the runners up.
- Every participant should bring their College Identity Cards.
- Both Spot and Online registration will be available.
- Each participant should prepare a song for initial screening –First round (without karaoke)
- The songs can be in either Malayalam, Hindi or Tamil language.
- The second round would be a melody round (without karaoke).
- In the final round, participants should prepare for a semi classical song and a fast song (karaoke is mandatory).
- In case of a greater number of participants, an additional round will be conducted in the prelims. So, participants are expected to prepare a melody song (without karaoke) as a backup.

- Participants should bring Karaoke tracks in a CD/DVD/Pen-Drive (mp3 file format).
- Participants will be judged on the qualities like pitch, rhythm, co-ordination and general impression, etc.
- A panel of eminent judges will judge the competition. In case of any dispute, the decisions of judges would be final and unquestionable.

TREASURE HUNT - Secret Kingdom

- Students from both UG and PG can participate.
- A team should comprise of only 4 members.
- The participants are required to carry their ID cards.
- There is no limit for the number of contestants from the same college.
- No further changes will be entertained once the registration is done.
- Team members participating in the treasure Hunt will not be allowed to participate in other events.
- The team must travel on foot.
- Malpractices will lead to elimination of the team on the spot.
- Usage of mobile phones and other electronic gadgets are strictly prohibited.
- The participants should adhere to the directions given by the event heads.
- Late registration won't be entertained.
- Decision of the Coordinators will be conclusive.

GROUP DANCE - Spectaculum Groove

- Students from both UG and PG can participate.
- Teams participating for the event can apply either by online (via registration site) or offline.
- Every participant must be a College/University student and should bring their ID card.
- Contestants are expected to report before 10:00 am. Online registration of contestants who are not present in the premises before 10:00 am will be counted invalid.
- Every group must have minimum of 7 and maximum of 12 members.
- There is no limit for the number of teams from the same college.
- No vulgar costumes and song are allowed.
- Song duration must be between 5 to 9 (minimum 5 and maximum 9) minutes and extra 2 minutes will be given for stage preparation.

- The participants are requested to bring two CDs or pen-drive to avoid technical disturbance. Out of which, they are also requested to submit one CD with the Coordinator of the event.
- No glitters and paper bits are allowed on the stage.
- Participants shall be judged on the theme, creativity, music, stage presence, teamwork, dance variation, synchronization, entertainment value, crowd response and skills. **Extra marks will be given for the theme.**
- The decisions of the judges will be final.
- Technical issues and format compatibility for the audio file shall be the sole Responsibility of the participants.
- Content for video wall could be an added advantage.
- Choice of songs is open to the participants.
- Dance performance should not convey any indecent gestures.
- Greenroom would be provided for dressing and makeup.

SPLIT DANCE - Split Waves

- Students from both UG and PG can participate.
- Every participant must be a College/University student and should bring their ID card.
- A team must comprise 2 participants.
- Time limit - 4 minutes.
- Costumes are compulsory.
- Step synchronization should be there.
- Properties can be used.
- Teams must submit their music in USB. Music should be in mp3 format.
- All participants must arrive 1 hour before finals and check their music.
- No vulgar costumes and songs are allowed.
- Participants who exceed the time limit will be eliminated.
- Judge's decision will be final.
- The college will not be responsible for a damaged USB.

SPOT DANCE - Planaxis Beat

- It is an individual competition.
- Students from both UG and PG can participate.
- ID cards or concerned letter from respective colleges is mandatory.
- No restriction on the number of students from the same college.
- There will be 3 rounds conducted.
- Versatility of dance styles will fetch more points.

- Creative usage of property in the property round is expected. Properties will be provided by the team; no external properties shall be allowed.
- Participants are expected to be in decent attire.
- Vulgarity in attire or choreography will lead to disqualification.
- Audience interaction will fetch more points.
- Decision taken by the judges will be final and binding.

PHOTOGRAPHY - Juxt A Pose

DSLR Photography

- Students from both UG and PG can participate.
- All participants are required to carry their respective college ID card along with them.
- Online as well as spot registration can be done.
- One who gets eliminated from 1st round will get direct entry to Spot Mobile Photography.
- Spots and themes will be given only at the venue.
- Only the participants will be allowed to go to the given spot.
- Spots will be allotted on lot basis. Once allotted, spots cannot be changed.
- Events will take place in two rounds.
- Participants must stick to the timings which will be specified later.
- Stick to the volunteer instruction during the event. Violation of any rules or any disobedient behaviour will result in your disqualification.
- All your movements during the event must be informed to the volunteers at the spot, and participants are not allowed to move to any other locations during the competition.
- Late comers will not be entertained.
- No gadgets and supporting accessories such as mobiles, laptops and USB cables will be provided from the RCBS College.
- Decision taken by the judges will be final and binding.

Spot mobile Photography

- Students from both UG and PG can participate.
- All participants are required to carry their respective college ID card along with them.
- Online as well as spot registration can be done.

- Spot registration can be done at any time during the first day.
- Single entry per person.
- Spots and themes will be given only at the venue. Spots will be within the campus.
- No gadgets and supporting accessories such as mobiles, laptops and USB cables will be provided from the RCBS College.
- Decision taken by the judges will be final and binding.

3'S FOOTBALL - Etrigon

- Students from both UG and PG can participate. **(Only Boys)**
- Any number of teams from a college can participate for the event.
- The team must consist of 5 members in which 2 of them will be rolling subs.
- Each team must consist of members from their respective college only.
- All participants are required to carry their respective college ID card along with them.
- The total time for the game will be 12 minutes for one team with a half time at the 6th minute.
- Timings should be strictly followed.
- Fixtures of the first round will be based on draw lots.
- The semi-finals and finals might be conducted on the second day depending on the number of teams participating.
- Participants should carry their own football kit (Only shoes are allowed, no soccer boots).
- Rules and regulations of the game will be explained on the day of the event.
- Decision taken by event heads and referee will be final and binding.

CORPORATE WALK - Wonderland Fashionista

- Students from both UG and PG can participate.
- It is imperative that all models **MUST** possess valid college ID and be presented at the time of registration.
- Each college can have up to 2 teams.
- Each team can have 7 to 15 members (including models, choreographer, designer & manager).
- One person per team must be there to act as point of contact from each team (like a team manager/coordinator).

- Time limit: 15 minutes on the ramp (including the setting up of property) and 3 minutes for question and answer.
- There will be 2 rounds.
- The event does not follow any theme. It is an Open Theme event.
- Emphasis will be given to clothing, walking, and originality of the theme.
- The teams are NOT allowed to exhibit their themes explicitly through banners, posters or materials directly.
- Background narration is allowed.
- Background music should be provided in mp3 format in CD/pen-drive and need to be submitted to the event heads 1 hour prior to the event (background music cannot be from any film).
- Content for LED video wall could be an added advantage.
- Vulgarity of any kind would lead to disqualification of the team from the event (consult event heads before performing it directly on stage).
- The decisions by the judges and organizing committee will be final in all cases.
- Use of hazardous materials on stage is prohibited.
- Green room facilities will be provided.
- Technical issues and format compatibility for the audio file shall be the sole responsibility of the participants.
- The organizing committee has the full and final decisions on conducting/cancellation of the event.

GAMING - Star of Warz

Games:

1. Need for Speed: Most Wanted
2. FIFA '20- PlayStation 4
3. Counter Strike

1. Need for Speed: Most Wanted

The competition will be followed in a tournament mode, i.e. there will be three rounds, through which the participants will be eliminated. Each game will consist of 4 players out of which the first two who completes the race will be selected to the next round.

Round 1

Game Type:	Circuit
Track:	Club House
Lap:	03
Nitrous:	On
Performance:	On
Collision:	On
Cars:	Only first 5 cars in Stock

All those who finish 1st will be selected to the next level. Participants can choose only the first 5 basic cars and aren't allowed to change the performance or modify the car.

Round 2

Game type:	Circuit
Track:	Bay Bridge
Lap:	03
Nitrous:	On
Performance:	Off
Collision:	On
Cars:	Available cars till Blacklist 06

Final Round:

Game type:	Sprint
Track:	NFS World Loop
Nitrous:	On
Performance:	Off
Collision:	On
Cars:	Any Cars

There will be 4 participants in this round and each player will be given 5 minutes. In the given time the participants can select any car and do any modifications or any improvement changes. There will be no third place. The first two positions will be the qualifiers.

2. FIFA '20- PlayStation

This will be a league match and the participants will be divided into groups A, B, C, D, etc. depending upon the number of participants and each participant can play 3 matches. The one who qualifies the group match will be selected to the quarter finals, then to the semi-finals and then to the finals.

3. Counter Strike

Rule: Any of the following rules can be changed without prior notifications:

General terms

- The Half-Life Counter-Strike PC game championship 4x4 (team play, 4 members per team).
- Game version - Half-Life Counter-Strike 1.6
- The Tournament Organizers reserves the right to cancel or modify the tournament rules if fraud, technical failures or any other factor beyond reasonable control, impairs the integrity of the tournament.
- Only Standard Keyboard and Mouse are provided.

Tournament Game Rules

- A game consists of a period including 3 rounds. A round lasts 5 minutes. One period as terrorists and the other as counter-terrorists for each team.
- In the tournament, maps are to be chosen by dropping unwanted maps.
- If a team is not present on the tournament server at the start of the scheduled time, the other team chooses the map and the side (CT or T).
- Team members may not communicate (speak) when he or she is "dead" in the game. The only exception is when all team members are eliminated in the game.
- Only the team captains can send public messages (messagemode1 or "y") during the game. The rest of the players are not allowed to use messagemode1; failure to meet this rule would lead to team penalties. The players can send only team messages (messagemode2 or "u") during the match.

Buy time: 15 seconds

Start money: \$3000 for regulation play

Freeze time: 15 seconds

C4 Timer: 35 seconds

- The Death Cam is disabled by default.

Official tournament maps:

1. de_dust2

2. de_inferno

3. de_office

4. de_train

5. de_dust

6. de_nuke

- Tactical shield use is forbidden.
- Weapon bind and team messages are allowed.
- Only standard models/skins are used
- The accepted game server settings in cases of disconnections and pc crashes:
- Disconnection is any network connection break occurring during the match and caused by system faults, network problems, PC errors or power failure, etc.
- In case of disconnection in first round while none of the players were "killed", then the round is restarted.
- In case of disconnection of two or more players, a round game period is restarted; On final round or later - game score is recorded, and game period is restarted.
- In case of an intentional disconnection, the offending team might be announced the loser.

Cheating and Rule Violation

- The Server Admin has 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 warning to the player.
- Any protests or disagreements with tournament rulings must be made directly to the Server Admin in a reasonable manner at the time of the incident, at which time a prompt decision will be made. The Server Admin's decisions are final.

- Any competitor or team attempting to use ANY exploit in a map, shall be immediately disqualified and may be removed from the event.
- Any form of cheating, including but not limited to intentional disconnects, ping flooding, server crashing, etc., will result in immediate disqualification of the competitor and/or team.

The following are considered as cheating:

1. Using cheat software;
2. Intentional disconnection;
3. Using any settings other than standard and permitted;
4. Using game map bugs.

GENERAL RULES

- Students from both UG and PG can participate.
- All participants are required to carry their respective college ID card along with them.
- Online as well as spot registration can be done.
- Game settings are done by coordinators, and their decisions are final.
- All competitors are required to stay within the tournament area or inform the coordinators in case of stepping out of the game.
- All the players are required to be present at the venue at least half an hour before the tournament and report to the coordinators control table to collect their entry and group numbers.
- Players are encouraged to enter the designated play area 15-minute prior to game time.
- Players shall raise their hands at the end of the game, so the coordinators can record their score and only that score will be considered as official score.
- No replays or game interruptions, except for designated pauses to report scores (if any) will be allowed.
- No coaching is allowed from the non-participants.
- Each tournament will have its own specific set of rules that must be adhered to; any breach of this is considered cheating.
- In the broader sense any third-party modification, add-on, "hack" or manipulation of the game code is classed as cheating.
- If a player is caught cheating, the player will be immediately disqualified from the event.
- Players will refrain from using vulgar and offensive language.
- Abusive behaviour, including harassment and threats, is prohibited.
- In case of any other dispute, referee/admin's decision will be final.

The tournament rules may be subjected to change at short notice on the spot.

MIME COMPETITION - Masquer

- Students from both UG and PG can participate.
- All participants are required to carry their respective college ID card along with them.
- The performing team can have a maximum of 6 and minimum 2 people on stage. Additionally, 2 people are required for backstage support and if the team requires, 2 more people can be included for other support, making the total count 10.
- The team should contain participants from the same Institution. Participants outside the Institution to be a part of the team won't be entertained.
- Time limit is 5-minutes on stage and 1-minute setup time for each team.
- The act should not contain any dialogues, lip sync or props.
- The theme or act shall not contain any offensive, obscene, disrespectful actions or gestures, any racist, or hatred or physical harm of any kind against any group or individual. The act will be immediately stopped, and the entry will be disqualified, if these instructions are not followed.
- **The act shall not contain any actions or gestures that hurts the sentiments of Religion or Nationalism.**
- The background score to be played should be brought in 2 Pen-drive/CD to avoid technical disturbances or can be played live during the act.
- Warning Bell for the act will be given at the 4th minute.
- A green signal will be given once the curtain is fully risen. After the 4th minute, a yellow light will be shown as a warning signal.
- After the 5th minute, a red signal will be given to stop the act.
- In case of any technical issues, a grace time of 30 secs will be given to the team.
- Points will be given based on innovation, depiction of the situation, teamwork and expressions.
- Decisions taken by the judges will be final and binding.