RAJAGIRI COLLEGE OF SOCIAL SCIENCES (AUTONOMOUS)

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GENERAL RULES AND REGULATIONS

It is very important

✍ **All participants are requested to bring the authorization letter from the principal to participate in the events.**

✍ **Institutional identity card is mandatory.**

✍ **The competition is only for undergraduate students and PG students are not allowed to participate in the events.**

☝ Each participant/ group should report at the respective venue **15 minutes** before the event starts. Failure in reporting on time at the competition venue automatically cancels your participation.

☝ The decisions of the judges shall be final.

☝ Mass processions and demonstrations within the campus will automatically disqualify the college from the events.

☝ Communication with the teams shall be made through the team leader only. The contact details of the student team leader shall be submitted to the registration counter during the registration.

☝ Keeping the personal belongings is one's own responsibility. Cloak room facility will be provided.

☝ Harming the nature is strictly prohibited. If somebody is seen violating the same, the particular school has to pay the penalty.

☝ All the participants and accompanying staff are required to **register and wear ID cards** supplied during the registration, while you are in the campus and visitors or guests are not entertained in the campus during the programme.

☝ Kindly follow the instructions given by the volunteers for the smooth conduct of the program. You are requested to seek the advice of official volunteers in case of any assistance required.

Grievance Redressal Committee

1. Your grievances, if any, will be considered with due importance. Grievance regarding any matter in writing can be reported to the grievance redressal cell at the registration counter with a fee of Rs. 300/- within 30 minutes of the declaration of results. The grievances shall be addressed by the grievance committee within two hours of filing. Grievances can be submitted only by the team leader, and not as a group of students. Voicing of grievance as a group is not permitted in any case.

2. The decisions of the Grievance Redressal Committee shall be final.

RULES FOR COMPETITION EVENTS

1. Order of presentation of an event

✎ Order of presentation will be decided according to the lot taken.

✎ Only the organizers have the authority to change this order for facilitating the participation of members in subsequent events (if any).

2. Reporting at the venue

☞ The venue of each event shall be displayed at the registration counter

☞ Teams should report at the concerned program venue 15 minutes before the event starts.

3. Judgment

1. The decision of the judges will be final and binding.

4. Participation

☞ Any number of teams from a school can participate for the events. However, one participant can take part in only one event.

☞ Participation certificates will be issued to all the participants.

5. Registration

2. 26th September 2018 will be the last date for registration for the competitions. The registration formalities can be completed by filling up the registration form attached (the forms can also be downloaded from the website www.rajagiri.edu) and fee can be paid at the registration counter.

3. The individual registration fee for the participants is Rs. 150. It includes entry to all events, food and certificate of participation. The receipts of the registration fees shall be collected from the registration desk.

4. The participants will be issued an ID badge upon registration. The students are advised to wear the badge throughout the events. **No person is allowed** to enter the campus without the ID badge issued by the organizers.

6. Evaluation criterion:

5. Each event participated will be evaluated based on the criteria specified.

Any means of misconduct by the members of the participant school like destroying property, harming ~~the~~ nature, holding protest in any forms, etc. shall lead to disqualification of the team.

EVENTS FOR COLLEGE STUDENTS

Events		Details
Treasure Hunt	Mystery Trail	6 participants per team
Theme Dance	Clash of Themes	8 – 10 participants per team
3's in Basketball	Slam Dunk	3 + 1 participants per team
Mock Press	Paparazzi	Individual Event
Ramp Walk	Ledora	5 – 15 participants per team
Product Launch	Avishkaar	5 participants per team
Photography	Shuttersnap	Individual Event

E-Poster Designing	Banner of Illusions	Individual Event
Face Painting	Unveiling the Mask	2 participants per team
Nadanpaattu	Real Folkzz	5-8 participants per team

DETAILED RULES AND REGULATIONS FOR COMPETITIONS

1. MYSTERY TRAIL – Treasure Hunt

RULES AND REGULATIONS

Number of participant per team: 4 - 6

1. There will be an elimination round depending on the number of participant teams.
2. Each team has to register in the name of a team leader with the name of their college at the registration counter.
3. One member of the Treasure Hunt committee (volunteer) will be there with each team to confirm that fair game is played. It is mandatory for each team to keep the committee member with them till the game ends.
4. An entire team must stay together. It cannot split up to find different clues.
5. The Treasure Hunt consists of 7 – 10 clues, each one leading to the next clue.

6. All the clues to the teams are different and are located at different places but the final destination that is the treasure is same. The team which finds the treasure first wins.

7. Teams should pick the clues corresponding to the colour they are assigned.

8. All decisions by the judges are final.

Note:

    (a) If participants who register for and event is less than 3, the contest will be held, but there will be consolation prizes for all the participants.

    (b) It will be an Open Event.

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2. CLASH OF THEMES – Theme Dance

RULES AND REGULATIONS

Number of participants per team: 8 - 10

1. Time limit will be 13 minutes (8 minutes for performance and 5 minutes for stage arrangements and rearrangements).

2. Song has to be submitted by the team during the time of registration.

3. The performance should be based on a theme.

4. Theme presentation, creativity, properties and costumes will be evaluated.

5. Vulgarity of any kind would lead to disqualification of the team from the event.

6. All materials for the event should be brought by the participants and the teams will be responsible for the appropriate disposal of used materials.

Note:

    (a) If participants who register for and event is less than 3, the contest will be held, but there will be consolation prizes for all the participants.

    (b) It will be an Open Event.

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3. SLAM DUNK – 3'S in Basketball

RULES AND REGULATIONS

Number of participant: 3 + 1

1. The events is open only for boys.
2. The Game shall be played by two teams of three players and one substitute.
3. The playing court shall be one half of a regular basketball court.
4. A game will begin with both teams agreeing on one player to shoot for possession.
5. Each game will consist of a score of 15 points by one team or 30 minutes, whichever comes first.
6. Baskets are worth 1 point if scored from inside or 2 points if scored outside the three point arc.
7. No foul shots will be taken unless in a penalty situation.
8. If the offense does not hit the rim and the defense gets the ball, they need to take the ball out to the 21 foot line before trying to score.
9. Each team shall be allowed 1 (one minute) time-out per game
10. If a game is tied after 30 minutes, teams will shoot at the top of the key for possession of the ball. Play will continue with the first team scoring a basket winning.
11. The final decision will be taken by the officials.

Note:

(a) If participants who register for and event is less than 3, the contest will be held, but there will be consolation prizes for all the participants.

(b) It will be an Open Event.

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4. PAPARAZZI – Mock Press

RULES AND REGULATIONS

Individual Event

1. There will be two rounds.

2. In the first round participants have to speak as the character/personality which they came prepared for 1 minute

3. In the second round participant has to speak as the character/personality which is assigned to them for 1 minute.(Topic will be given on the spot)

4. Question – Answer round for 2 minutes allotted to the judges and 2 minutes to the audience.

5. No vulgar, provoking words will be allowed during the event which will lead to instant disqualification.

6. Once you get your public figure no request for a change is entertained.

7. The participants will be judged on the following criteria:

   i.   Ability of portray the character convincingly
   ii.   General awareness
   iii. The confidence to face and response to the crowd

Note:

   (a) If participants who register for an event is less than 3 the contest will be held and there will be consolation prizes for all the participants.

   (b) It will be an Open Event.

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5. *LEDORA – Ramp Walk*

RULES AND REGULATIONS

Number participants: 5 - 15

1. The team has the freedom to choose any theme.
2. Total time allotted for each team is 8 minutes (6 minutes for performance and 2 minutes for preparation.)
3. Background score should be submitted by the team at the time of registration.
4. The teams will be judged on the basis of their performance and the connection to the theme.

Note:

    (a) If participants who register for and event is less than 3, the contest will be held, but there will be consolation prizes for all the participants.

    (b) It will be an Open Event.

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6. *AVISHKAAR – Product Launch*

RULES AND REGULATIONS

Number of participants per team: 5

1. Round 1: Concept development. 15 to 20 minutes is given to the participants for the development of a concept. They are asked to submit the same in the stipulated time. It is left to the judges to decide whether to evaluate the same at this stage. The evaluation would include the steps involved in concept development and the ability to commercialize the product. Elements of innovation, creativity and social use can be credited separately.
2. Round 2: Presentation round. Here the team is given a stipulated time to present their product. The product can be a prototype. Model of the product can also be used which will earn extra points. (In such cases materials like cardboard need to be brought by the participants). Points are given for team work (if it's a team event), presentation, clarity of concept, ability to connect the innovation and practical use.
3. Final Round: needed only if there is a tie between two teams for the first three positions. Here the round is based on questions given by judges regarding the

product. Points may be awarded for the ability of the team to handle objections raised on the product.

Note:

(a) If participants who register for and event is less than 3, the contest will be held, but there will be consolation prizes for all the participants.

(b) It will be an Open Event.

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7. SHUTTERSNAP - Photography

RULES AND REGULATIONS

Individual Event

1. Participants should bring their own camera.
2. The topic would be given on spot.
3. The photographs should be clicked within the campus.
4. The photographs should be submitted by the prescribed time.

Note:

(a) If participants who register for and event is less than 3, the contest will be held, but there will be consolation prizes for all the participants.

(b) It will be an Open Event.

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8. E-POSTER DESIGNING – Banner of Illusion

RULES AND REGULATIONS

Individual Event

1. The topic would be given on the spot.

2. The posters have to be made in softcopy.

3. Participants need not bring their laptops. Desktops would be provided by the college.

4. The posters must be completed within the time provided.

5. The decision taken by the judges are final.

Note:

(a) If participants who register for and event is less than 3, the contest will be held, but there will be consolation prizes for all the participants.

(b) It will be an Open Event.

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9. UNVEILING THE MASK – Face Painting

RULES AND REGULATIONS

Number participants per team: 2

1. Topic will be given on the spot.
2. All the primary colours would be provided. All other colours and other necessary items will have to be brought by the participants.
3. The time allotted would be 45 minutes.

Note:

(a) If participants who register for and event is less than 3, the contest will be held, but there will be consolation prizes for all the participants.

(b) It will be an Open Event.

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10. *Real Folkzz – Nadanpattu*

RULES AND REGULATIONS

Number participants per team:5-8

1. Only one team allowed per college (5-8 members)

2. Max time: 15 minutes. Preparation time should not exceed 6 minutes.

3. The songs should be folk (Malayalam 'naadan paattu') remixed with any other musical style of your choice.

4. Basic language should be Malayalam. Other languages can be used in between.

5. Use of electronic instruments is restricted to keyboard(organ/piano)only. All other unplugged or traditional instruments (chenda, mrithangam, flute, tabala etc) of any kind can be used.

6. The instruments should be tuned correctly before entering the stage.

7. The decision taken by the judges are final.

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