

# **RULEBOOK**

## **BIZARRE ARTE: 11AM to 1PM**

1. Individual participation (solo event).
2. The duration is 2 hours within which you have to be ready with your logo design.
3. You have to create a logo (as per theme).
4. Clear and neat work will only be accepted.
5. The digital logo should be original; copying design from the internet will result in deduction of points.
6. The colours used should be appropriate according to the theme of the logo.
7. After you are done with their composition, you have to upload it (both ai and exported file) in the google form provided.
8. Give the update of your works in the middle (before the lunch break) by taking a snap of your work and upload it in the group.
9. The decision made by the judge shall be final.

## **BONAFIDE X: 12 Noon - 3 PM**

1. Languages allowed- English, Hindi
2. Duration- Minimum: 1.5 Minutes, Maximum: 3 Minutes
3. No abusive words to be used. Either censor the word or replace them.
4. Video should be in Landscape mode
5. Can use Karaoke without backing vocals
6. Can play their own instruments
7. Participants should be appropriately dressed.
8. Remixes and individual songs allowed.
9. Explanation to be given on what emotions you felt on seeing the picture and why you chose the song. This has to be given live in a meeting, in front of the judges.
10. Drive link will be provided to upload the videos.

## **DECARADO DANZA: 11AM to 1PM**

1. Original songs only (no remakes/ remixes).
2. Time limit- (4+1)minutes.
3. You have to shoot your video in proper makeup and costume, it is mandatory.
4. Expression must be clearly visible and the video must be taken in proper lighting.
5. Shoot your video in landscape form.
6. Recent and fresh video will be allowed, no edited and old video will be entertained.
7. More rules would be given about the competition 3 days prior to the event.

## **CRE-MAGINATION: 12 noon to 1:00 PM**

1. Individual participation only (solo entry)
2. Duration of Competition:
3. 30 mins for preparation of video
4. 15 mins for uploading
5. Duration of video – Maximum 60 secs. It will lead to disqualification, if the video length exceeds the time limit.
6. You need to convey a message to your favorite movie character (Hollywood / Bollywood) in a creative manner. (Simple narration not allowed)
7. You can also dress up as any other movie character and act accordingly while conveying your admiration towards their favorite character. (For e.g. You can dress up like Chatur of 3 Idiots, use his accent and style to convey your admiration to Sanju from the movie Sanju.)
8. The video should be shot in portrayed mode, following the Instagram Reels proportion.
9. Zoom call video should be enabled throughout the competition while shooting.
10. Should be an original creation. No copying will be entertained. (Can use some famous dialogues but the entire script should be original)
11. No vulgarity or any sort of hateful comment will be entertained and will lead to disqualification if not adhered to it.
12. The video should be uploaded in the google drive given to you.
13. The decision made by the judge shall be final.
14. **PLEASE NOTE:** The video should not be uploaded in your personal IG page or on any other social media platform until the winner is declared.
15. **TOTAL TIME:** 45 mins for participants + 30mins for intro and conclusion = 1hr 15mins
16. The videos of the position holders will be later uploaded on SCOMM's IG page after the results are out.

## **TALK ROCKS 2.0: 10:30 AM to 03:00 PM**

1. Individual participation only (Solo event).
2. There will be two rounds-Pre-Lunch session (Prelims) 90 minutes and Post-Lunch session (Finals) 90 minutes
3. Topics to be debated in the prelims round will be informed 1 day ahead of the event date.
4. Participants clearing the prelims round will then be promoted to the final round, the topic for which will be given 15 minutes prior to the designated time post.
5. Based on the preferences the participants will be grouped into two groups (For and Against the Motion)
6. Then the moderator will pick any random participant, to begin with, the discussion.
7. To oppose the point made the members of the next team would raise their hand and speak one by one.

### **TASVEERE 2x: 10:30AM to 3PM**

1. Individual participation only(solo event).
2. The duration of the event is 4 hours. (10:30am-2:30pm)
3. You must submit 2 photographs.
4. Only basic editing is allowed (i.e., Brightness, Contrast, Highlights, and Shadows) You can change the photo into Black and White.
5. No colour correction should be done.
6. No watermark of any kind should be added on the photograph.
7. Photographs should be original or the photographer will be held responsible for any kind of plagiarism.
8. Photos should be submitted in the highest resolution.
9. Photos with any kind of manipulation will be disqualified.
10. Any kind of adult content (showcasing pornography, nudity or intimacy etc.) will not be tolerated and will lead to immediate disqualification.
11. Entries will be accepted via google form/link.
12. Decisions made by the judge shall be final.

### **SPOOFY OCTOBER: 11AM to 1PM**

1. You can take part individually or in a group with a maximum of two participants.
2. The choices of horror movies are to be given by us. Any movie which is not in the list of choices provided by us, will not be accepted.
3. The duration of the video must be between 2-3 minutes. The video should not be more than 3 minutes.
4. The video must be in '.mp4' format.
5. The video must be original but the background music, if any, can be borrowed.
6. Use of obscene language is strictly not allowed. If found any, in the video, the participant(s) will be disqualified.
7. Submission deadline : 8th October 2021, 12pm. Any submissions after the deadline won't be accepted.
8. The decision made by the judge shall be final.

### **BRAND SPIN OFF: 10:00 AM to 12:30 PM**

1. Individual participation (solo event).
2. The duration of the competition is 3 hours.
3. You will be given a brand and you have to come up with a new product for that brand.

4. The product has to be within the same field/domain of the given brand.
5. You have to come up with a new line of product, new tagline (suitable for the line of products), new PR strategy (promoting the product) and a strategy for advertising the product.
6. Come up with a presentation.
7. Wear formals.
8. The decision made by the judge shall be final.

### **AALEKHAK 2.0: 10:30 AM to 12:30 PM**

1. Individual participation (solo event).
2. The duration of the event is 2 hours.
3. You are required to log in 10 mins prior to the designated time through the zoom link.
4. The topic will be given on the spot (Topic shall be explained once, late comers will be penalised.)
5. You are required to have stable network connections.
6. You will be given 55 mins for writing and 15 mins for submission.
7. The decision made by the judge is final.

### **LAST MAN STANDING: 2:00 PM- 3:30 PM**

#### **Game play Rules :**

1. Each game will consist of two 15 round halves. A Game will end if a Team reaches 16- round wins in the second half. If the score of the game is tied after 30 rounds, Overtime (OT) will be played. Overtime consists of two 3-rounds halves. Each player will start each overtime half with \$10,000. A Game will end if a team reaches 4-round wins in the same overtime. If the score of an Overtime is tied after 6 Rounds, another Overtime will be played.
2. Players are expected to be ready at least 15 minutes before the start of a match with their setup and have their peripherals like mouse, keyboard, earbuds & headsets properly.
3. Teams are not allowed to leave an ongoing match without permission from tournament officials.
4. With one (1) minute of pre-game remaining, the admin will notify the Teams that the game will be beginning shortly and to be prepared to start. No warm-up or practice games are permitted once the match has begun.
5. Clipping is not permitted. Players will be considered to be clipping if they boost their respective characters through a solid object or manipulate their respective characters in order to see over, under, and/or through a solid object.
6. Pixel walking is not permitted. Players will be considered to be pixel walking if they manipulate their respective characters into sitting or standing on invisible map edges.
7. The use of in-game name changing scripts is strictly prohibited and any such use by a Player will result in such Player's disqualification from the tournament and the forfeiture by the Team of such Player of the game in which such script is used.

8. The bomb may not be planted in a location where it cannot be defused, in a location where it is not touching a solid object, or in a location where it is not making the normal “beeping” noise. Players may not use objects to cover a bomb in such a way that it cannot be defused.
9. Players may not defuse a bomb through a solid object.
10. Players aren’t allowed to project screen/share screen/stream snipe during a game.
11. Players and team representatives may not intentionally manipulate any peripherals during a game.
12. Any five (5) Players from the squad of six members (6) are allowed to join the server at any given time during the match.
13. Breaking one of the above game play rules shall result in an automatic forfeit of the game.
14. Teams are allowed 4 Tactical Timeouts which consist of 30 seconds, to call a tactical time out players need to use in-game vote timeout.
15. Teams are allowed to call technical timeouts. Each teams is allowed a maximum of total five (5) minutes of technical timeouts in a single map.
16. If a Player loses its connection to the server during the first minute of the game, no kills have been registered, and the bomb has not been planted, the game must be restarted from the beginning of the round. A game will not be restarted unless the three conditions in the preceding sentence have been met.
17. If a Player disconnects from a round/game that will not be restarted, they will be allowed to rejoin the game, but their character will be considered dead in the round during which they disconnected. If all Players on a Team are disconnected from a game at the same time, and the game will not be restarted, the Team will forfeit the round.
18. If a tournament official (i.e., Administrators/Moderators) disconnects from a game the the game will not be restarted, but all Players remain in the game, the round must be completed.
19. Only game-related chat is allowed during live gameplay.
20. Players aren’t allowed to cross chat during the matches at any given time, toxicity or unprofessionalism will result in disqualification of the team.

### **Foul Rules:**

1. Players and Team representatives may not verbally abuse a tournament official. Verbal abuse of a tournament official includes, but is not limited to, the use of vulgar language directed at a tournament official, the use of insulting words or gestures directed at a tournament official, and excessive argument with a tournament official that results in the delay of a match.
2. Players and Team representatives may not incite spectators into taunting a Player, coach, or spectator.
3. Players and Team representatives may not taunt or celebrate in excess. Excessive taunting/celebration includes, but is not limited to, post-match taunting or celebration directed at or referencing an opponent(s). Post-match interactions between opponents must be limited to acts of sportsmanship.
4. Players and Team representatives may not engage in unsportsmanlike contact.
5. Players and Team representatives may not target any taunts to an opponent. Players and Coaches may not target any taunts towards the audience or otherwise intentionally make unwanted contact with any spectator, tournament official.

**QUIZOPHILE: 11:00 AM -3:00PM**

1. The meeting link would be shared with the participants and the participants are expected to join through the given link **at least 15 minutes prior** to the commencement of the event.
2. The meeting link would be shared with the participants beforehand.
3. The participants are requested to have a stable internet connection and functional microphone and webcam. The organizers would not be responsible for any technical glitches at the participant’s end.
4. A break of 15 minutes would be given after the completion of each round to initiate the next round.
5. There would be a total number of **three rounds** in the event. The highest scorers in the initial round will qualify for the next round and so on.
6. The questions in the first round would carry **10 points each**; questions in the second round would carry **15 points each** and the questions in the third round would carry **20 points each**.
7. The three rounds would be based on the

<b>ROUND NAME:</b>	<b>QUESTIONS FROM THE DOMAIN OF:</b>
Upanyaas	Mythology and Fiction
Paintra	Sports
Sufiyaana	Music (Old and New)

8. The winners would be officially declared at **4 PM** on the day of the event, only after the event gets over by 3 PM.