



## **KALOPSIA 2K22**

### **RULE BOOK**

#### **GENERAL RULES AND GUIDELINES**

##### **Participation**

- **SCHOOL EVENTS** – Competitions are open only for +1 and +2 students.
- 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 school from the events.
- Communication with the teams shall be made through the team leader only. The contact details of the student team leader must be submitted to the registration counter during the registration.
- Keeping the personal belongings is one's own responsibility. Cloak room facility will be provided.
- Littering or causing any kind of damage to our campus premise is strictly prohibited. If somebody is seen violating the same, the particular school has to pay the penalty.
- ID cards will be supplied during the registration. All the participants and accompanying staff are required to wear the ID Cards while they are in the campus. 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**

- 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 must be submitted only through the team leader.
- Voicing of grievance as a group is not permitted in any case.

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

## **Rules For Competition Events**

- **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).

- **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.

- **Judgment**

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

- **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.

- **Registration**

- The registration fee for all the events **except Sevens Football** is Rs.150 per head. The registration fee for Sevens Football is Rs 200 per head. It includes the entry to events, food and certificate of participation. The receipts of the registration fees shall be collected from the registration desk.
- 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.

- **Evaluation criterion:**

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

- **Disqualification:**

- 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.

# **SCHOOL EVENTS – 1/12/22**

## **RULES AND REGULATIONS**

### **1. MASQUERADES – MONOACT**

#### **RULES AND REGULATIONS**

- **Individual Event**

- The theme of the Mono Act must be based on 'Emotions'.
- A minimum of 2 characters must be portrayed to be qualified for judging.
- Language of the act can be in English/Malayalam.
- Mime is not allowed.
- Time limit is maximum 5 minutes.
- No special costume/props required.
- Obscenity and offensive gestures are strictly not allowed.
- Participants will be judged based on the Content, Script & dialogues, Acting/Expression, Voice modulation and Confidence.
- Decision of the judges will be final and binding.
- Registration fee Rs. 150 per head.

### **2. ROLLICK – SPOT DANCE**

#### **RULES AND REGULATIONS**

- **Individual Event**

- There is no restriction in the number of participants from a school.
- Any style of dance is accepted.
- The decisions of the judges will be final and binding.
- The costume of the participants should be modest and neat.
- The participants will be judged on the basis of the following criteria: choreography, performance quality, rhythm, technique and style.
- Registration fee Rs. 150 per head.

### **3. ARDENCY- PHOTOGRAPHY (MOBILE)**

#### **RULES AND REGULATIONS**

- **Individual Event**
- Photographs are to be taken using mobile phones only.
- Use of any other device including digital camera is not allowed.
- Participants should bring their own mobile & have the model name noted down.
- Participants should reach the venue 15 minutes prior to the event.
- The topic will be given on spot by the coordinators.
- The photographs should be clicked within the campus during the given time.
- The photographs should be submitted within the prescribed time.
- Pictures should be authentic - in jpg format with no editing or filters.
- Use of external apps for capturing or for any type of enhancement is prohibited.
- Only one photograph is allowed for a participant.
- Participants are expected to follow the instructions provided by the coordinators.
- If any of the rules are broken, the participant will be disqualified.
- Decision of the judges will be final.
- Registration fee Rs. 150 per head.

### **4. COUNTENANCE - PENCIL DRAWING**

#### **RULES AND REGULATIONS**

- **Individual Event**
- Only pencil drawing is allowed.
- Topic will be given on the spot.
- Paper will be provided.
- Other requirements will have to be brought by the participants.
- Time allotted will be 1 hr
- Decision of the judges will be final

- Breaking any rule will lead to disqualification of the participant .
- Registration fee Rs. 150 per head.

## **5. IMPROMPTU – VERSIFICATION/ QUIZ/ STORY TELLING**

### **RULES AND REGULATIONS**

- **Group Event**
- Impromptu is an event where the candidates perform various literary events, on the spot based on given topics.
- The maximum number of participants in a team is 2.
- Any number of teams can participate from a school.
- Contestants are not supposed to use mobile phones.
- Registration fee Rs. 150 per head.

### **Level 1 - POETRY WRITING**

- In this level, contestants will be given a topic and each contestant from a team may begin the poem.
- The next contestant needs to complete the poem.
- Each contestant in the team will have a total of 3 minutes to prepare and write their part.
- The participants will be judged based on the following criteria :
  - Language / Content /Mood /Theme
  - Originality
  - Appropriateness
  - Skill

### **LEVEL 2 - LANGUAGE QUIZ**

- Only the winning contestants/teams of Level 1 will qualify to participate in Level 2.
- English language will be the area of focus in this level.

- Instructions regarding the rounds will be given when each round begins.
- Contestants are expected to follow the instructions provided by the coordinators.
- Any sort of malpractice or violation of rules will lead to disqualification of the contestants.
- Use of mobile phones is strictly prohibited.
- There will be time limit for answering the questions of the quiz.
- Decision of the quiz master will be final.

### **LEVEL 3 STORY TELLING**

- The selection to Level 3 will be based on the score of the teams in Level 2.
- In this level, participants have to tell a story based on given topic. First contestant can begin the story and continue till the completion of 2 minutes. The second contestant should continue the narration and conclude the story within 2 minutes allotted for her/him.
- Each contestant may use 2 minutes.
- The judgment criteria will be Creativity, Originality of idea, Narration style, Presentation
- The decision of the judges will be final.

## **6. RESONANCE – SINGLE VOCAL**

### **RULES AND REGULATIONS**

- **Individual Event**
- Participants open for +1 and +2 students
- All the students interested should get registered in the Google form provided.
- Theme: Indian Film Songs
- The competition will be conducted in 2 rounds
- Registration fee Rs. 150 per head.

### **LEVEL 1**

- Any song of your choice
- Time limit - 3 minutes

## **LEVEL 2**

- After the initial screening, 8-12 candidates will be shortlisted for the final round.
- Participants are expected to sing any melody that was released after 1990.
- Time limit - 5 minutes

### **JUDGMENT CRITERIA**

- Vocal expressions
- Rhythm / Pace
- Song selection
- Overall presentation

**NB:** The performer can use any one of the following for background music (not compulsory) such as karaoke, tanpura, etc. (Live accompaniments are not allowed).

- Karaoke is to be submitted by the registered candidates in MP3 format to the concerned e-mail ID on the previous day of the final event and they are also required to bring the same in a pen drive on the day of the event (Tracks should be fair).
- E-mail ID – [christygeorgebkup@gmail.com](mailto:christygeorgebkup@gmail.com)
  - Participants who send in karaoke to this e-mail ID are requested to add their personal details including their full name, school's name and other relevant details along with the attachment.

**The decision of the judges and the organizers will be final and binding.**

## **7. SEVENS FOOTBALL**

### **RULES AND REGULATIONS**

- **Group event**
- Registration fee Rs. 200 per head.

## **1. PLAYERS & EQUIPMENT**

- A team can have a maximum of 10 players for any one game – 7 players, of which one must be a goalkeeper, and 3 substitutes. A minimum of 5 players are required for the game to go ahead.
- Only students studying in 11<sup>th</sup> and 12<sup>th</sup> classes are allowed to participate in the event.
- All players must wear the same colour shirts (except GK). Bibs will be available if required.
- All Players in the Mens PFTM are advised to wear shin guards and knee high socks. All players playing without shin pads play at their own risk.
- All Youth Master Players are required to wear shin guards.
- Footwear; Moulded boots or Astro turf trainers, no metal studs are permitted.

## **2. REFEREES**

Please respect the referee, remember the cause you are playing for. Dissent will not be tolerated. All refereeing decisions are final.

## **3. DURATION OF THE MATCH**

Each game will be 10-5-10

## **4. SUBSTITUTES**

- Unlimited substitutions are allowed as long as the referee is made aware of the changes.
- Substitutes must enter and leave the field of play at the referees discretion.
- Substitutions can only be made when play has stopped.

## **5. BORROWING PLAYERS**

There is a minimum amount of players required for a game to go ahead. 7 a side = minimum of 5. If a team has 7 players they are not allowed to borrow players to be substitutes.

If a team does not have enough players they may wish to borrow a player from another team. In this case the team must get permission from the opposition. This must be witnessed by the organiser/referee.

If a team has 7 players of their own, they cannot borrow players to be substitutes.

**All the following circumstances must be witnessed by the referee/organiser**

- a) If they agree, the game will go ahead as normal.
- b) If they disagree, then the team will have to play with the minimum players or forfeit the game.
- c) If they disagree, a 5 – 0 win is awarded and a friendly game played, with both teams having it chalked down as game.

## **6. FOULS AND MISCONDUCT**

- The referee will deal with all fouls and misconduct which will be punished accordingly.
- Slide tackles are allowed within laws of the game.
- Any free kick is direct and the defending team must retreat at least 5 yards from the ball (where possible).

## **7. DISCIPLINE**

All caution details are reported to the coordinator at the end of each game.

- Verbal Warning
- 1st offence, Yellow Card
- 2nd Yellow Card in a game = Red Card - player will play no further part in the game

Straight Red Cards – Result in a 2 match suspension.

'Play For The Memory' reserves the right to prohibit any player, team or club from taking further part in competitions.

Spectators are to be supportive to their team and responsible for the way they engage with other supporters. We expect supporters to support in an inclusive manner, create a positive atmosphere and to never engage in, or tolerate offensive, insulting or abusive language or behaviour. Spectators who are unable to adhere to this may be asked to leave with any dependents and/or reported.

## **8. PENALTY AREA**

Any player is allowed in the penalty area. An offence by a defending player in the penalty area will result in a penalty kick (1 step maximum Mens, 2 step Youth Masters).

## **9. GENERAL PLAYING RULES**

- Goalkeeper distribution and area rules are as in 11 a side.
- The back pass rule applies – a free kick shall be awarded to the attacking team - 2 yards outside the penalty area.
- A goal can be scored directly from any kick off.
- There are NO OFFSIDES.
- There are NO HEAD HEIGHT restrictions.
- For all other rules the laws of Association Football will apply.

## **Code of Conducts**

We have individual Respect codes of conduct for:

- Young Players
- Adult Players
- Coaches, Team Managers and Club Officials

- Spectators and Parents/Carers
- Match officials

### **EVENT COORDINATORS**

SCHOOL EVENTS	FACUTLY COORDINATOR	CONTACT NUMBER	STUDENT COORDINATOR	CONTACT NUMBER
PENCIL DRAWING	DHANYA	9447091799	ABITHAMOL	8848756450
SINGLE VOCAL	BINITHA	8594098775	CHRISTY GEORGE	8086368859
SPOT DANCE	ASHLY	7025087740	ANNA ALICE	9446682460
PHOTOGRAPHY	TENNYSON	9061615005	TOM JOSE	8113018856
MONOACT	ANJU	9847019453	GAURI SHANKAR	7909221853
VERSIFICATION QUIZ	ANILA	9747221202	YEDHU	8547023608
SPORTS	KEVIN	9567682827	AKASH K M	9656878403

