

JAIPURIA INSTITUTE OF
MANAGEMENT, JAIPUR
ORGANISES

PEOPLE
POTENTIAL
PURPOSE

DISCIPLINE
TEAMWORK
RESPECT
INCLUSION

SPORT
BUILDS
BETTER
PEOPLE

14TH NATIONAL SPORTS MEET

Let's Play Together

PLAY • CONNECT • COMPETE • GROW



09-10 OCTOBER 2026
FRIDAY & SATURDAY



JAIPURIA INSTITUTE OF
MANAGEMENT, JAIPUR



For Further Details:

Bhuvan Thandra | Khushi Sharma | Mansi Parwal | Jalaj Nigam | Samyak Vaya
+91 9172901469 | +91 7404597356 | +91 9926085666 | +91 7414032 474 | +91 9636168661

SCAN FOR REGISTRATION



A BIGGER PLAYGROUND
A BRIGHTER TOMORROW

WELCOME TO THE 14TH NATIONAL SPORTS MEET

At Jaipuria Institute of Management, Jaipur, we believe that sports go beyond winning. they build character, foster resilience and create lifelong connections.

The **14th National Sports Meet** brings together aspiring leaders from across the country to compete, collaborate and celebrate the spirit of sportsmanship.

Let's come together to play, learn and grow, because a stronger, healthier community builds a brighter tomorrow.

LET'S PLAY TOGETHER.



PLAY



CONNECT



COMPETE



GROW

DIFFERENT
TEAMS.
ONE
SPORTING
SPIRIT.

PEOPLE | POTENTIAL | PURPOSE

*More
Than a
Game*



EVENT SCHEDULE



DAY 1

09 OCTOBER 2026 (FRIDAY)

- 08:30 AM Registration & Reporting
- 09:30 AM Inauguration Ceremony
- 10:30 AM Commencement of Matches (Team & Individual Events)
- 01:00 PM Lunch Break
- 02:00 PM Continuation of Matches
- 06:00 PM Day 1 Concludes



DAY 2

10 OCTOBER 2026 (SATURDAY)

- 08:30 AM Matches & Finals
- 01:00 PM Lunch Break
- 02:00 PM Final Rounds & Exhibition Matches
- 05:00 PM Valedictory Ceremony & Prize Distribution
- 06:00 PM Closing



PLAY



CONNECT



COMPETE



GROW

TWO DAYS. COUNTLESS MOMENTS.

Sports & Events

A WIDE ARENA. ENDLESS OPPORTUNITIES.

LIST OF SPORTS



TUG OF WAR



CHESS



VOLLEYBALL



TABLE TENNIS



CRICKET



FUTSAL



BASKETBALL



8 BALL POOL



BGMI



KHO KHO



PICKLEBALL



CARROM



PLAY



CONNECT



COMPETE



GROW

ONE FIELD. ONE SPIRIT. ONE COMMUNITY.

SPORTSMANSHIP
LEADERSHIP
WELLNESS
COMMUNITY

General Guidelines

PLAY FAIR. RESPECT ALL. MAKE IT COUNT.

GENERAL RULES & REGULATIONS

TOGETHER FOR A FAIRER GAME

01



Any participant or observer will not be allowed to enter the premises without an ID card of his/her college.

02



Registrations to all games can be done in advance or on the spot.

03



Decision of coordinators and umpires of each game will be final and binding on all participants. No disputes regarding the results shall be entertained.

04



Each game is a knockout series.

05



Registration fees for team games are **Rs. 1,500/-** per team.

06



Registration fees for Pickleball: Rs 500, 8 Ball Pool: Rs 200 (per head)

07



Table tennis, Chess, Carrom, Cyber Games, & Tug of War are Free.

08



Last Date for registration is **08 October 2026**

09



Futsal is only for boy's team.

10



Only two teams can participate in Table Tennis, Carrom (Double) & Chess from one institute/college. Girls & Boys teams are treated as individuals.

11



Only one teams can participate in 8 Ball Pool, Volleyball, Gully Cricket, Futsal, Basketball & Tug of War. Girls & Boys teams are treated as individuals.

12



Girls & Boys teams are separate for Basketball, Volleyball, Kho-Kho, tug of War, Cricket & Table Tennis.

13



No travelling Allowance will be paid to participants. No accommodation will be provided to participants.

14



Accommodation & food are provided only for outside participants on a payment basis.

15



A minimum of 4 entries (Team) is compulsory for each game. If fewer than 4 entries are received, the game will be cancelled.



PLAY



CONNECT



COMPETE



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SPORTSMANSHIP
LEADERSHIP
WELLNESS
COMMUNITY

01 TUG-OF-WAR

STRENGTH BUILDS TOGETHER.

*Pull
Together
Go Further*



TEAM & FORMAT

- 01 Each side must have 7 players.
- 02 The center of the rope should align with the center marked on the ground.
- 03 When the referee blows the whistle, each team starts pulling the rope into its territory.
- 04 As soon as the second mark on the rope from the center red mark crosses over the center line, the team that pulls the rope into its area wins.
- 05 Girls and boys have separate teams.



COMMANDS

The judge gives three commands: "Pick up the rope", "Take the string", and finally "Pull". Teams start pulling after the "Pull" command.



CAUTIONS & FOULS

- 01 If a member of the team falls down, that member is given a **caution**.
- 02 Each team is allowed two cautions before being disqualified. Each team gets 3 chances.
- 03 Lowering the elbow below knee level while pulling the rope is a foul called "**locking**".
- 04 Touching the ground for a longer period of time is also considered a foul.



02 CHESS

SMALL MOVES. BIG POSSIBILITIES.



RULES

- 01 The white player makes the first move.
- 02 **Touch-move:** if a player touches one of their own pieces, they must move that piece if the move is legal.
- 03 If a player touches an opponent's piece, they must capture that piece.
- 04 A player who wants to touch a piece only to adjust it must first announce "**Adjust**".
- 05 Special moves such as castling and en-passant are in the game.
- 06 Under the special pawn rule, the replacement piece is placed on the same square in the last row where the pawn was.

FOCUS
STRATEGY
PROGRESS



PLAY



CONNECT



COMPETE



GROW

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SPORTSMANSHIP
LEADERSHIP
WELLNESS
COMMUNITY

03 VOLLEYBALL

STRONGER PLAYS. HIGHER TOGETHER.

*Teamwork
Sets
Champions*

*RISE
PLAY
UNITE*



TEAM & FORMAT

- 01 Team of 6 players: 3 front-row and 3 back-row players.
- 02 Maximum of three hits per side.
- 03 Maximum teams permissible: 16, on a first-come, first-served basis.
- 04 Girls and boys have separate teams.
- 05 Matches will be played according to FIVB (International Volleyball Federation) rules, with no rotations allowed during the game.



PLAYING RULES

- 01 A player may not hit the ball twice in succession; a block is not considered a hit.
- 02 The ball may be played off the net during a volley and on a serve.
- 03 A ball hitting the boundary line is IN.
- 04 A ball is out if it hits an antenna, the floor completely outside the court, any part of the net/cables outside the antennae, the referee stand/pole, or the ceiling above a non-playable area.
- 05 It is legal to contact the ball with any part of a player's body.
- 06 It is illegal to catch, hold or throw the ball.
- 07 If two or more players contact the ball at the same time, it is considered one play and either player involved may make the next contact, provided it is not the team's fourth hit.



VIOLATIONS

- 01 The result of a violation is a point for the opponent.
- 02 Stepping on or across the service line while making contact with a serve is a violation.
- 03 Failure to serve the ball over the net successfully is a violation.
- 04 Illegal contact such as lifting, carrying or throwing is a violation.

SKILL
SPEED
STRATEGY
SUCCESS

04 TABLE TENNIS

SMALL BALL. BIG FOCUS.



RULES & SCORING

- 01 The server should start with the ball resting freely on an open palm.
- 02 If both players/pairs score 10 points, a set is won by the first player/pair to gain a 2-point lead.
- 03 A full match is won when a player or pair wins the best of any odd number of sets (3, 5, 7).
- 04 A point is scored when an opponent fails to make a correct service or return.
- 05 A point is scored if the ball touches any part of an opponent's body.
- 06 A point is scored if an opponent strikes the ball twice in succession.
- 07 In doubles, a point is scored if an opponent strikes the ball out of the sequence established by the first server and first receiver.
- 08 Matches will be played according to the ITTF rules.



PARTICIPATION

- 01 Maximum teams permissible: 16, on a first-come, first-served basis.
- 02 Girls and boys have separate teams.



PLAY



CONNECT



COMPETE



GROW

ONE FIELD. ONE SPIRIT. ONE COMMUNITY.

A
STRONGER
TOMORROW
TOGETHER.

05 GULLY CRICKET

SMALL GROUND. BIG PASSION.

*Same
Streets
Bigger Dreams*



TEAM & FORMAT

- 01 Total number of players in each team: 7.
- 02 6 overs per innings.
- 03 Last-man batting is allowed.
- 04 One-tip, one-hand out is applicable.
- 05 Maximum teams permissible: 16, on a first-come, first-served basis.



RULES

- 01 Wide ball and overthrow are as per normal cricket rules.
- 02 No LBW and no free hit on a no-ball.
- 03 In case of a tie, a Super Over is applicable.
- 04 If the ball hits outside the gully ground, it will be given out.
- 05 A grounded shot outside the gully ground will be treated as 4 runs.
- 05 If an odd number of teams remain after any round, the last two teams will play one additional match. The winner of this match will qualify for the next round.

PLAY
FASTER
GO
FURTHER

06 FUTSAL

FAST FEET. STRONGER TEAMS.



TEAM & MATCH FORMAT

- 01 Number of players in a team: 5, including one goalkeeper.
- 02 Number of substitutes: 2.
- 03 Substitution limit: 2.
- 04 Duration: two equal periods of 10 minutes each; the clock is stopped whenever the ball is out of play.
- 05 Time can be prolonged only to take a penalty kick.
- 06 Half-time: maximum 5 minutes.
- 07 Maximum 16 teams will be considered, on a first-come, first-served basis.
- 08 Futsal is only for boys' teams.



FOULS

- 01 A direct free kick or punishment is awarded by the referee for intentionally kicking or attempting to kick an opponent.
- 02 Tripping an opponent.
- 03 Jumping at an opponent.
- 04 Charging an opponent in a violent or dangerous manner.
- 05 Charging an opponent from behind.
- 06 Striking, attempting to strike or spitting at an opponent.
- 07 Holding or pushing an opponent.
- 08 Persistently infringing the Laws of the Game.
- 09 Showing dissent with any decision of the referee.



DISCIPLINE & TIE-BREAK

- 01 If a player is found with offenses 2 times, they will be debarred from the remaining game and the game continues with the remaining players.
- 02 If full time is completed and both teams are level, a penalty-kick shoot-out begins.
- 03 3 chances are given to both teams.
- 04 Final decision will be taken by the match referee.



PLAY



CONNECT



COMPETE



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SPORTSMANSHIP
LEADERSHIP
WELLNESS
COMMUNITY

07 BASKETBALL

DRIBBLE. PLAY. BELONG.

*Higher
Stronger
Together*

DIFFERENT
TEAMS.
ONE
SPORTING
SPIRIT.

*PLAY
BIGGER
LIVE
BOLDER*



MATCH FORMAT

- 01 For the qualifying game, each game is divided into two halves of 10 minutes each.
- 03 For the final game, the game has two halves of 20 minutes each; each half is further divided into two parts of 10 minutes each.
- 04 A team should have 5 players on court with 2 extras at the sideline.
- 05 The swap with extras can be made twice, once in each half.
- 05 Only one team per institute is permitted; maximum 16 teams for the tournament.
- 06 Girls and boys have separate teams.



FOULS

- 01 Personal fouls can be any type of illegal physical contact.
- 02 Three free throws are awarded if a player is fouled while shooting for a three-point goal and misses.
- 03 If a player is fouled while shooting a three-point shot and makes it, they are awarded one free throw, making four points on the play.
- 06 If a team commits ten or more fouls, the fouled player is awarded two free throws.
- 08 Charging is an offensive foul when a player pushes or runs over a defensive player; the ball is handed to the opposite team.
- 06 An intentional foul is physical contact with no reasonable effort to steal the ball; it is a judgment call for officials.
- 07 Matches will be played according to FIBA rules.

08 POOL

PRECISION BUILDS WINNERS.



FORMAT & OBJECTIVE

- 01 The game is played with a cue ball and 15 object balls: solids 1-7 and stripes 9-15.
- 02 A player must pocket all balls of their group before legally pocketing the 8-ball to win.
- 03 The winner of the lag decides who breaks.
- 04 A legal break requires pocketing a ball or driving at least four balls to a rail.



BREAK & TABLE RULES

- 01 If the 8-ball is pocketed on the break, the breaker wins immediately.
- 02 If a player jumps an object ball off the table on the break, it is a foul; the incoming player can either play the table as it is or take cue ball in hand behind the headstring.
- 04 The table remains open after the break until a player legally pockets a ball from either group.
- 03 A shot is legal if the player hits their own group first and either pockets a ball or causes any ball to hit a rail.
- 05 Combination shots are allowed, but the 8-ball cannot be the first ball in a combination unless the table is open.
- 06 Safety shots are allowed if declared in advance, allowing the player to pocket a ball but pass the turn to the opponent.
- 06 Fouls give the opponent cue ball in hand, meaning they can place it anywhere on the table.



LOSS CONDITIONS

- 01 A player loses if they foul while pocketing the 8-ball, except on a legal break.
- 02 A player loses if they pocket the 8-ball on the same stroke as their last object ball.
- 03 A player loses if they jump the 8-ball off the table.
- 04 A player loses if they pocket the 8-ball in an undesignated pocket.
- 06 A player loses if they pocket the 8-ball when it is not the legal object ball.
- 06 Matches will be played according to World Pool-Billiard Association (WPA) rules.

FOCUS
AIM
EXECUTE
WIN



PLAY



CONNECT



COMPETE



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SPORTSMANSHIP
LEADERSHIP
WELLNESS
COMMUNITY

9 CYBER GAMING

PLAY. STRATEGIZE. DOMINATE.

Game
On

BGMI (BATTLEGROUNDS MOBILE INDIA)



GAME RULES

- 01 Team size: matches are played in Squads of 4 players.
- 02 Winner is determined by placement points + kill points.
- 03 The playzone shrinks over time; staying outside results in health loss.
- 04 In Squads, knocked-out players can be revived.
- 05 Abusive language or toxic behavior results in penalties.
- 06 Matches follow the BGMI Esports Official Ruleset.



TEAMWORK
TACTICS
FOCUS
VICTORY

CHASE
TAG
TEAMWORK
TRIUMPH

10 KHO-KHO

SPEED. SKILL. TEAM SPIRIT.



DURATION & TEAM STRUCTURE

- 01 Each team has 9 players.
- 02 A match consists of two innings, each with 7-minute chasing and running turns.
- 03 Interval: 5 minutes between innings and 2 minutes between turns.
- 04 Girls and boys have separate teams.



SCORING

- 01 Chasers earn 1 point for each runner put out.
- 02 If a team leads by 9 points, they can ask the losing team to chase first in the next inning.



GAMEPLAY

- 01 The toss-winning captain chooses to chase or run first.
- 02 At the start, 8 chasers sit in squares facing opposite directions, while the 9th chaser stands at a post.
- 03 Runners enter the field in order, and 3 runners must be on the field at all times.
- 04 A runner is out if touched by a chaser, fails to enter on time, or touches seated chasers twice after a warning.



RULES FOR CHASERS

- 01 "Kho" must be given loudly from behind a sitting chaser.
- 02 Seated chasers can only get up after receiving "Kho".
- 03 Active chasers cannot cross the centerline or obstruct runners.
- 04 After "Kho", the new active chaser must move in the same direction without turning back.
- 05 A foul leads to the chaser moving in the opposite direction as indicated by the umpire.



PLAY



CONNECT



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LEADERSHIP
WELLNESS
COMMUNITY

11 PICKLEBALL

SMALL COURT. BIG ENERGY.

Serve Repeat



PLAY
CONNECT
BELONG

MATCH FORMATS

- 01 Matches can be played mainly in three general formats: Male-Male, Female-Female
- 02 The game begins with an underhand diagonal serve into the opponent's service court, clearing the non-volley zone (kitchen).
- 03 Only the serving team can score points.
- 04 Games are typically played to 11 points, with a minimum 2-point lead required to win.

PLAYING RULES

- 01 The two-bounce rule must be followed: after the serve, the ball must bounce once on each side before volleys are allowed.
- 02 Players are not permitted to volley while standing inside the non-volley zone.
- 03 Service rotation must be followed fairly between partners, ensuring equal participation of both genders during play.
- 04 A rally ends in a fault if the ball is hit out of bounds, fails to clear the net, double-bounces, or violates any rule.
- 05 Standard approved paddles and pickleballs must be used by all teams.
- 06 Mutual respect, fair play and adherence to referee decisions are mandatory throughout the tournament.

12 CARROM

A GAME OF FOCUS AND FINESSE.

RULES

- 01 For each strike, the player must position the striker within the baseline or on one of the two circles at either end of the baseline.
- 02 In striking, the player's hand or arm must not cross the diagonal foul lines at either end of the baseline.
- 03 A player may only pocket and cover the Queen if that player has already pocketed at least one piece of that player's color.
- 04 Should a player pocket the Queen before being permitted to cover it, the turn continues but the Queen is returned to the center at the end of the turn.

FOULS

When a player commits a foul, the turn comes to an end immediately and a penalty is incurred. The penalty is that one pocketed piece is returned to the board by the opponent anywhere within the main circle.

A FOUL IS RECORDED IN THE FOLLOWING SITUATIONS:

- 01 The striker is pocketed.
- 02 The striker or any other piece leaves the board.
- 03 A player contravenes the rules for striking.
- 04 A player touches any piece in play, other than the striker.
- 05 A player might not touch the oblique arrow line.

FOCUS
STRATEGY
PRECISION
VICTORY



PLAY



CONNECT



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SPORTSMANSHIP
LEADERSHIP
WELLNESS
COMMUNITY

PARTICIPATION & ***REGISTRATION***

BE A PART OF THE ACTION



REGISTRATION

Faculties/Institutions can nominate their teams through the official registration link.

Tap: **[Google Form Registration Link](#)**



CONVENORS:

DR ANBESH JAMWAL
ANBESH.JAMWAL@JAIPURIA.AC.IN

MR DEVESH VASHISHTA
DEVESH.VASHISHTA@JAIPURIA.AC.IN

OFFICE OF STUDENT AFFAIRS COORDINATOR:
MR YADU RAISE: YADU.RAISE@JAIPURIA.AC.IN

STUDENT CONVENORS:
BHUVAN THANDRA: +91 91729 01469
KHUSHI SHARMA: +91 74045 97356

STUDENT CO-CONVENORS
MANSI PARWAL: +91 99260 85666
JALAJ NIGAM: +91 7414 032 474
SAMYAK VAYA: +91 96361 68661



**SCAN TO
REGISTER**

