



LEELA EDUCATION SOCIETY  
**G.V. ACHARYA INSTITUTE OF ENGINEERING &  
TECHNOLOGY**



**SYNERGY RULE BOOK**

**RULES FOR TECHNICAL QUIZ**

1. Only team entries are eligible.
2. The team should consist of max two players.
3. The decision of the quiz master will be final and will not be subjected to any change.
4. There are three rounds:
  - Logical Round.
  - Technical Round.
  - Rapid Fire Round.
5. Entry fee Rs.20/- per person.

**RULES FOR TREASURE HUNT**

1. Maximum of 3 members per team.
2. Entry Fee: - Rs.25/- per person.
3. The Treasure Hunt consists of 4-5 clues. The team who finishes the whole treasure hunt in less time will win.
4. Do not search for clues in off-limit areas.
5. If you move any object to search any clue, kindly place it back, undamaged.
6. Mobile usage is prohibited during treasure hunt.
7. All the clues for teams are different and located at different places but the final destination i.e. the treasure is the same. The team which finds the treasure first, wins the game.

**RULES FOR TYPING MARATHON**

1. Entries should be solo.
2. Entry fees 20 Rs per person.
3. There would be three rounds:
  - Basic (2 min)
  - Advanced (2 min)
  - Black screen (2 min)

**RULES FOR CROSS WORD PUZZLE**

1. Entry must be solo.
2. Total three rounds will be conducted.

First round - Eliminator round.  
Second round - Qualifier round.  
Third round - Final round (based on **GK**)

3. Entry fee is 20/- (per person).

## **RULES FOR NEON CRICKET**

1. Entry fees 20/- per person.
2. No of players: 5+1 \* each team.
3. 1D,2D, fours are allowed (sixes not allowed).
4. 3 over per side.
5. One box rule (for batsman and bowler)
6. Stepping out of box will be counted as penalty.

For batsman - 1. Warning  
2. Direct out

For bowler – No Ball

7. 3 no balls over cancelled.
8. Side arm action not allowed.
9. One tip catch, direct wall hit out.
10. Umpires decision final decision.
11. Argument with umpire will lead to disqualification.

## **RULES FOR ULTRAFOOT**

1. Entry fees 25/- per person.
2. 2 x 2.
3. No substitute.
4. 5 mins half time.
5. Shoes not allowed (no studs!!!)
6. Penalties (goal to goal)
7. Ground touch outsides.
8. Ball should not reach above the waist, if it does freekick to the other team.
9. No cards.
10. Freekick if fouled.
11. 3 penalties if match draws, sudden death.

## **RULES FOR VR GAMES**

Rules would be a surprise, so see you on the spot!

## **RULES FOR MUSICAL.LY**

1. Choose a good Music.
2. You should have a high quality and a clear video with proper lighting.
3. You can post Lip Sync video just like Dubsmash.
4. You can try comedy video also.
5. If you are good in transition, then you can post it too.
6. Make it smooth and entertaining.
7. Video should not be more than 50-60 seconds.
8. You can also use props for making good videos.

## **RULES FOR VIDEO EDITING**

1. Video should be shot in our college campus.
2. Duration maximum 2 minutes.
3. You can edit the video using any software.
4. Submit your final videos to Mr. Harshal More (President ACM) before 3 pm on 31<sup>st</sup> August 2018. (**Harshal More: - 9049858603**)

## **Technical Events:**

### **RULES FOR CRACK CODE**

Problem Solving based programming competition.

Languages allowed -C, C++, Python, Java

Event Structure

There would be 3 levels.

- Level 1

Participant would be given 3 basic problems. He/She has to solve any two of them and write a program for the same. Top 50 % participants, who complete the task first would advance to next level.

Time Limit -30 min.

- Level 2

Participant would be given 3 medium level problems. he/She has to solve any two of them and write a program for the same. Top 50 % participants, who complete the task first would advance to next level

Time Limit -30 min.

- Level 3

Participant would be given 2 difficult level problems, he/she has to solve any one of them and write a program for the same.

Time Limit -30 min.

Rules

- Judging parameters would be accuracy and time.
- Any of the above languages can be used.
- In case the participant is unable to write the program, he/she can write the algorithm of the solution in English only, but this will result in deduction of score.
- Any kind of malpractice will result in disqualification.

### **RULES FOR TECHNICAL RANGOLI**

1. Entries can be solo or in group of two members.
2. Total duration for solo-2 hours and for group- 1 hour.
3. Participants must carry their own required materials.
4. The rangoli theme must be technical.
5. Space will be provided by us.
6. Entry fee per person is Rs.20.

### **RULES FOR TECHNICAL PPT**

- Entry fees: Rs.20/- (per head)
- Solo and group entries are allowed.
- Participants should carry their own pen drive.
- Maximum number of slides should be 15.
- Time limit - 8 minutes (max)

## **RULES FOR TECHNO SNAKE AND LADDER (50 BLOCKS)**

1. There should be 2 players, one in the play area and the other in quiz and rolling dice.
2. The player on board cannot answer the quiz.
3. Players can swap their position only once after 25 blocks. (Players choice)
4. Questions will be asked on outcome of ladder and when 6 (Second chance) and on snake bite.
5. On snake bite the player should answer 3 questions correctly to proceed further in the game.
6. In case of ladder and outcomes 6 if answer is wrong they will miss the chance of this opportunity.
7. The team which reaches the goal first will win game.
8. Entry Fee:20/- per person & 2 members compulsory.

## **Mobile Zone:**

### **RULES FOR MINI MILITIA**

- 1) The team battle will be of 3 v/s 3 members.
- 2) Single battle will be of 6 players.
- 3) Either 'outpost', catacombs', 'or 'high tower' maps are given.
- 4) Hacked (God mode versions are not allowed).
- 5) Only unlimited ammo and jetpack will be allowed.
- 6) If rules braked, you will be disqualified.
- 7) Duration of the game is 6.5 minutes. or as recommended by the players.
- 8) Entry fee 10/- per person.

### **RULES FOR POCKET TANKS**

1. Match will take place between 2 players i.e. 1/1.
2. Winner will advance to next round.
3. Entry fees 10/- per person.

## **RULE BOOK FOR PUBG Mobile (PlayerUnknown's BattleGrounds)**

1. No Emulator allowed only on mobile, carry your own.
2. The mode will be Classic in Squad. (4 members per team).
3. Entry Fee 10/- per person.
4. Each player may only use their own account/Guest account.
5. Each team must have the total required amount of team members to enter. If a team mate disconnects during the match and is unable to reconnect the game will continue.
6. Server will be restarted if the settings of the game are incorrect.
7. Cheating is strictly prohibited. No player should be manipulating game files, using unapproved game modifications, or any other method by which one may gain an unfair advantage over another player.
8. No streaming of gameplay is allowed events network.
9. Carry your own headphones / earphones.

## **Fun Attractions:**

### **RULES FOR T-REX RUNNER**

1. Candidates will be get three chances to play a game.
2. Re-entries are allowed .
3. Entry fee Rs.10/- per person.

### **RULES FOR FLAPPY BIRD**

1. Candidates will be get three chances to play a game.
2. Re-entries are allowed.
3. Entry fee Rs.10/- per person.

## **LAN Games:**

### **RULES FOR NFS: MOST WANTED**

Competition Structure:

- First day of the event
- Preliminaries second day
- Main tournament

Rules for preliminaries:

Game type: circuit, sprint. The circuit is for 2 LAPS Players getting the 1st position shall qualify for the next round.

Rules for the tournament:

1. The tournament will be knockout.
2. There will not be any matches played for the third spot.
3. Race mode options:
  - Collision detection: on
  - Performance matching: off
  - Units: player's own discretion
  - Player mode options: game moment camera: off
  - Car damage: off
  - Rear view mirror: player's own discretion
  - Nitrous: on
4. Unfair play and use of any cheat program aren't allowed.
5. Intentional disconnection can lead to disqualification.
6. Use of any setting exceeding standard and permitted settings can make a reason for disqualification.
7. If the match is disrupted due to unnecessary chaffing, the player may be given a warning or lose by default at the referee's sole discretion.
8. During the course of any match, the operations staff and/or referee may determine other actions to be unfair play at any time.
9. Entry fee: Rs.40/- per person.

## **RULES FOR COUNTER STRIKE(CS:GO)**

1. The software used is Counter-Strike: Global Offensive.
2. It is a 5 (Five) Player Team Tournament - Please try and find your own 5-player team if possible.
3. Each team must present one representative. He/she is responsible for his/her team and will be responsible for choosing maps and all communication with referees must be done through the team captain.
4. The tournament will be played with the following rule set:
  - a. Rounds: 20 Rounds (10 as each side [Terrorists & Counter-Terrorists])
  - b. Victory Condition: The first team to win 11 rounds wins the map and the round is over immediately.
  - c. Each individual round is 1:45 in duration .
  - d. The team playing as the Terrorist side first will be announced before the match or decided by coin toss (see rules below).
  - e. In case of a tie after the regulation rounds end (15-15), 6 extra rounds will be played. 3 rounds as Terrorists and 3 rounds as Counter-Terrorists. First team to win 4 rounds wins the map. [Repeat if necessary]
  - f. Extra rounds restart money: \$10,000

## **RULES FOR PHOTOGRAPHY CONTEST**

1. Photo should be clicked in our college campus.
2. No model photos, no selfies, no group photos.
3. You can edit the photos as you want.
4. Submit your final photos to Mr. Harshal More (President ACM) before 3 pm on 31<sup>st</sup> August 2018. (**Harshal More :- 9049858603**)