



STUDENT
COUNCIL
HERIOT-WATT UNIVERSITY DUBAI



WATT FEST

GENERATION

RULEBOOK

WATT SPORTS CUP

 @HWUDCOUNCIL

INTRODUCTION

The Watt Sport Cup is a 5-day Inter-University Tournament, welcoming and bringing together institutions throughout Dubai to compete. With 9 sports taking place, its set to be a fantastic weekend of university sport and we can't wait to welcome you!

MAIN CONTACT

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DATE

Thursday 2nd March - Monday 6th March

GENERAL RULES

- All matches during the Watt Sport Cup will take place from Thursday 2nd - Monday 6th March.
- The format of the tournament will either be straight knock out or a round robin, however, will be subject to change based on the number of entries per sport.
- Only current university students (UG & PG) will be able to participate. Alumni are not allowed to participate.
- All players MUST provide a valid Student ID upon entry to the venue, this will be checked by a student volunteer. Please note, without a valid Student ID, you will not be able to participate.
- Every decision made by the referee/umpire is final and must be respected.
- Any indiscipline, including the use of bad language or aggressive behavior, the tournament committee reserve the right to disqualify an individual or team.
- All teams should arrive at least 30 minutes prior to the start of their match to allow for warm up and to avoid any confusion or delay in matches starting on time.
- A 15-minute grace period will be permitted for teams turning up late for fixtures. If your team turns up after the grace period, the match will be forfeited.
- Spectators are permitted, however they must register at the front desk.
- **Vaping, smoking, or drinking is strictly prohibited on the premises.** If caught, the university will not be held responsible for your actions. You will be made to face any penalty given by the venue authorities.

ATHLETICS

EVENTS

- Boys: 100m, 200m, 400m, 800m, 1500m, 4x100m
- Girls: 100m, 200m, 400m, 800m, 4x100m

RULES FOR REGISTRATION

- A university/college may register at most two athletes per individual event with, one substitute for each if they wish, and at most one team per relay.
- An athlete can take part in at most two individual events and one relay. The relay team must consist of 4 main athletes and 1 substitute.

RULES FOR 100M, 200M & 400M

- The athletes will be randomly allocated a track and will continue to run in their lanes until the finish lines. Disqualification will be awarded to the athlete if they step into any lane other than the one allocated to them.
- At the start point there will be two verbal commands i.e., "Athletes, on your marks" and "Set" followed by a clapper/whistle.
- Athletes must stay in their designated lanes and take their positions behind the starting line when the first command is announced i.e., "On your marks". On the second command "Set" they must be prepared to start their sprint from behind the starting line.
- Crossing the starting line before the clapper/whistle sound will be considered a foul start.
- An athlete may indicate the referee by raising their hand that they aren't prepared to start before the clapper/whistle.
- The races may be conducted in various heats and the results will be recorded via a stopwatch. (Time-Trials)
- 100m will also have a final heat with the top 6 athletes from the previous heats.

ATHLETICS

RULES FOR 800M, 1500M

- The athletes will be randomly placed on the starting curve before the start of the race.
- At the start point there will be two verbal commands i.e., "Athletes, on your marks" and "Set" followed by a clapper/whistle.
- Athletes are allowed to move to the first track immediately after the clapper/whistle. Crossing the starting line before the clapper/whistle sound will be considered a foul start.
- Overtaking another athlete can only be done from the right. Any attempt to overtake from the left will be considered as a foul and will lead to direct disqualification

RULES FOR 4X100M

- The teams will be randomly allocated a track and will continue to run in their lanes until the finish lines. Disqualification will be awarded to the team if any member steps out of the lane allocated to them.
 - At the start point there will be 2 verbal commands i.e., "Athletes, on your marks" and "Set" followed by a clapper/whistle.
 - Crossing the starting line before the clapper/whistle sound will be considered a foul start.
 - Each team will receive one baton which will be used during the event to pass on to the next athlete in your team. This baton must be returned to the referee/volunteer after the end of the race.
 - After giving the baton to the next member of your team, stay within your lane until all the other teams have completed their exchange at those positions.
 - All exchanges must happen within the 20 meters mark on the track. (Each lane will have a mark)
 - Failing to abide by the rules set forth will lead to immediate disqualification.
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- **Disqualification** - The Athlete/Team will not be awarded any points/rewards for the event they were disqualified for.
 - **Foul start** - If any athlete is awarded with a foul start in a heat, the entire heat will be given one warning for the foul start. If a second foul start occurs in a heat an immediate disqualification for the athlete responsible for that foul.

BADMINTON

- The format of the tournament is Knockout
- Each matchup will consist of 5 games. The team that wins 3 out of 5 games first advances to the next round. The format for the matchup is as follows:
 - Men's Singles
 - Women's Singles
 - Men's Doubles
 - Women's Doubles
 - Mixed Doubles
- Each team can consist of a minimum of 6 players (3 boys, 3 girls) and a maximum of 8 players (4 boys, 4 girls).
- The player who plays singles cannot play any other game.
- Players who play in men's/ women's doubles can play in mixed doubles as well.
- All games until the semi-finals will be 15 points, 1 set
- All semi-finals' games as well as the 3rd place decider game will be 21 points, 1 set
- All finals' games will be 21 points, 3 sets, best of 3.
- Before any matchup, teams must submit the names of all the players and the game they are playing.
- Players can request for a 1-minute break at 7 points in a 15-point game, or 11 points in a 21-point game. Only 1 break will be given per game.
- The referee's decision will be final.

BASKETBALL (BOYS)

- The format of the matches will be on a Round Robin or Knockout basis, depending on the number of entries.
- A maximum of 12 players can be included in one team, with 5 players on the court at the time of play.
- Playing time will be 15 minutes per half in running time with 5 minutes break.
- The clock will only be stopped during time outs, free throws, injuries and other technical issues.
- Each team is entitled to two time outs per half.
- Each time out will only be for 30 seconds.
- All substitutes must report to the table officials before entering the court.
- A player will be ejected on the 5th personal foul.
- Team Fouls – when a team commits (5) player fouls in a quarter, all subsequent fouls will be penalized by two (2) free throws.
- On the 6th team foul, bonus free throw will be awarded.
- In case of a deadlock during the regulation period, there will be 3 minutes extension with 2 timeouts for each team. This format will continue in case. There is a Tie in overtime.
- Rules not mentioned above will be according to the current FIBA rules. (Including the 24s violation.)
- For the Finals: Playing time will be 10 minutes per quarter with a 2 minute break each quarter.
- For the Finals: In case of a deadlock during the regulation period, there will be 5 minutes extension with 2 timeouts for each team. This format will continue in case there is a Tie in overtime.
- Referee's decision is final.

BASKETBALL (GIRLS)

- The format of the matches will be on a Round Robin or Knockout basis, depending on the number of entries.
- A maximum of 12 players can be included in one team, with 5 players on the court at the time of play.
- Playing time will be 10 minutes per half in running time with 5 minutes break.
- The clock will only be stopped during time outs, free throws, injuries and other technical issues.
- Each team is entitled to two time outs per half.
- Each time out will only be for 30 seconds.
- All substitutes must report to the table officials before entering the court.
- A player will be ejected on the 5th personal foul.
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- On the 6th team foul, bonus free throw will be awarded.
- In case of a deadlock during the regulation period, there will be 3 minutes extension with 2 timeouts for each team. This format will continue in case there is a Tie in overtime.
- Rules not mentioned above will be according to the current FIBA rules. (Including the 24s violation.)
- For the Finals: Playing time will be 7 minutes per quarter with a 2 minute break each quarter.
- Referee's decision is final.

CHESS

- The format of the tournament will either be a straight knockout or a combination of both the Swiss System and Knockout, however, will be subject to change based on the number of participating teams.
- This is a team event. Each team can consist of up to 6 players (2 substitute Players).
- The time control for each player will be a game of 10 minutes. A move is only completed after a player presses his/her side of the clock.
- In a match between two teams, four players of one team play simultaneously against four players of the other team. In case of points being equal at the end of four matches, the fifth player of the respective teams plays each other in an Armageddon match to decide the winner
- Scoring System of each match:
 - a) 1 Point for each win.
 - b) 0.5 points for each draw.
 - c) 0 points for a loss
- Points System of the swiss:
 - a) 1 Point for each team win.
 - b) 0 points for each loss.
- The Armageddon will be a blitz game with 5 minutes for white and 4 minutes for black, a draw is counted as a win for black.
- A game is won by a player if.
 - a) a player has checkmated their opponent's King
 - b) the opponent resigns
 - c) the opponent's time runs out (Flag-Fall).
 - d) The opponent has made 2 illegal moves which have been reported to the arbiter.
- The game ends in a draw if any of these conditions occur:
 - a) The player to move is not in check and has no legal move. This situation is called a stalemate.
 - b) The game reaches a dead position When there are no theoretical possibilities to win the game.
 - c) Both players agree to a draw after one of the players makes such an offer.

GENERATION

CHESS

- The player having the move claims a draw by correctly declaring that one of the following conditions exists, or by correctly declaring an intention to make a move which will bring about one of these conditions:
 - a) The same board position has occurred three times with the same player to move and all pieces having the same rights to move, including the right to castle or capture en passant.
 - b) There has been no capture or pawn move in the last fifty moves by each player, if the last move was not a checkmate.
- Illegal moves have one warning; the second offence loses (if called out). Illegal Moves must be reported to the arbiter before the next move is made. If an illegal move is correctly claimed then the claimant is given an additional minute on the clock.
- Team Partners cannot verbally communicate throughout a game. It is illegal to receive move suggestions during play. If a player interferes, such as by calling attention to the flag fall or an illegal move, the tournament arbiter may cancel the game and rule that a new game be played instead, and he may also expel the offending party from the playing room.
- The movement of pieces is to be done with one hand. The first infraction will result in a warning and any subsequent infractions shall count as an illegal move. Once the hand is taken off a piece after moving it, the move cannot be retracted unless the move is illegal. A player must claim a violation of the rule immediately before making a move or lose the right to claim.
- If a player having the move, touches a piece as if having the intention of moving it, then the player must move it if it can be legally moved (Touch-piece rule). So long as the hand has not left the piece on a new square, any legal move can be made with the piece. If a player touches one of the opponent's pieces, then that piece must be captured if there is a legal move that does so. If none of the touched pieces can be moved or captured, there is no penalty. An arbiter who observes a violation of this rule must intervene immediately. A player must claim a violation of the rule immediately before making a move, or lose the right to claim.

GENERATION

CHESS

- A player who makes an illegal move must retract that move and make a legal move. That move must be made with the same piece if possible because the touch-move rule applies. If the illegal move was an attempt to castle, the touch-move rule applies to the king but not to the rook. If the mistake is noticed, the game should be restarted from the position in which the error occurred.
- Players may not use any notes, outside sources of information (including computers), or advice from other people. Analysis on another board is not permitted.
- Any dispute must be taken up with the arbiter and they shall have the discretion to resolve the issue appropriately.
- Except for pushing the clock button, neither player should touch the clock except.
 - a) To straighten it;
 - b) Neither player should keep their hand on or over the clock.
- Players must inspect the starting position before the game itself. If it is discovered during the game that the starting position of king and queen was incorrect, the game is continued and you may castle short on the queenside and castle long on the kingside.

CRICKET

- The format of the tournament will be round robin, however, will be subject to change based on number of entries.
- All matches will be 8 overs
- Teams will consist of 12 players, with 8 players eligible to play per match.
- Pairs will bat for 2 overs each
- Every player must bowl 1 over in the game (6 balls per over).
- The umpires decision will be final.
- All indoor cricket rules will apply, these will be explained on the day.

FOOTBALL (BOYS)

- The format of the matches will be on a Round Robin or Knockout basis, depending on the number of entries.
- A maximum of 12 players can be included in one team, with 7 players on the court at the time of play, and 5 substitutes.
- Playing time will be 30 minutes. 15 minutes per half with 2 minutes halftime.
- Playing time will be increased during the semi-finals and finals, to 40 minutes. 20 minutes per half with 2 minutes halftime.
- The match will be played on turf ground, and proper football shoes must be worn. Studs are allowed.
- All players must wear shin guards with long socks, and a proper football kit.
- Rolling substitution is allowed.
- The offside rule is not applicable.
- In the event of a draw, the game will go into penalty shootouts, each team with 5 penalties. After 5 penalties, the penalties will be sudden death.
- Only the 7 players present on the field are allowed to participate in the penalty shootout.
- Goalkeepers can score directly from their goal kick.
- Goalkeepers are not allowed to handle passes from their own team.
- Slide tackles are not permitted.
- In case of free kicks, the opponent team's wall should stand at a minimum distance of 2 meters from the spot the kick is taken.
- The clock will only be stopped during substitutions, injuries and other technical issues.
- All substitutes must report to the table officials before entering the court.
- If a player receives 2 yellow cards, they will be handed a red card and disqualified for the current match, as well as suspended for the next match.
- The referee's decision is final and all players are expected to respect it.
- Reporting time is 30 minutes prior to the match.
- If a team delays the start of the match by more than 5 minutes, a walkover will be awarded to the opposing team.

FOOTBALL (GIRLS)

- The format of the matches will be on a Round Robin or Knockout basis, depending on the number of entries.
- A maximum of 12 players can be included in one team, with 7 players on the court at the time of play, and 5 substitutes.
- Playing time will be 20 minutes. 10 minutes per half with 2 minutes halftime.
- Playing time will be increased during the semi-finals and finals, to 30 minutes. 15 minutes per half with 2 minutes halftime.
- The match will be played on turf ground, and proper football shoes must be worn. Studs are allowed.
- All players must wear shin guards with long socks, and a proper football kit.
- Rolling substitution is allowed.
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- The referee's decision is final and all players are expected to respect it.
- Reporting time is 30 minutes prior to the match.
- If a team delays the start of the match by more than 5 minutes, a walkover will be awarded to the opposing team.

TABLE TENNIS

- All matches are conducted on a knockout basis only.
- Each team can consist of a maximum of 4 players and one reserve player only.
- The format will be a singles match, followed by doubles and a reverse singles match.
- Each match will be a best of 3 sets to 11 points.
- The finals will be a best of 5 sets to 11 points.
- The player who play the first singles cannot participate in the doubles or reverse singles and the players playing the doubles cannot participate in the reverse singles.
- All players should be dressed in proper kits and carry their own rackets.
- The decision of the officials will be final and binding on all matters that arise on the field of play.
- The organizing committee will not be responsible for any injury during the matches.
- A tie will end when a team has won two matches. International table tennis rules and regulations shall be followed
- If a team is 30 or more minutes late, a walkover is declared.
- All players should be in proper kits

TENNIS (BOYS)

- The match between two teams will be a best of 3 sets.
- Each set will be decided with a difference of two games; In case of 6 - 6, a tiebreaker to 7 points will decide the winner of the set.
- Deuce will be normal ATP/WTA format
- Minimum of 3 and maximum of 5 players
- One player can play at most 2 sets (One singles and one doubles) and other players can play only 1 set each.
 - 1) First Singles
 - 2) First Doubles
 - 3) Second Singles (If match is tied at 1 set each) Complying with official international rules.

SERVICE TIME LIMIT (ITF Rule 29) applicable

FOOT FAULT (ITF Rule 18 and 19) applicable

TENNIS (GIRLS)

- The match between two teams will be a best of 3 sets.
- Each set will be decided with a difference of two games; In case of 6 - 6, a tiebreaker to 7 points will decide the winner of the set.
- Deuce will be normal ATP/WTA format
- Minimum of 2 and maximum of 5 players
- One player can play at most 2 sets (One singles and one doubles) and other players can play only 1 set each.
 - 1) First Singles
 - 2) First Doubles
 - 3) Second Singles (If match is tied at 1 set each) Complying with official international rules.

SERVICE TIME LIMIT (ITF Rule 29) applicable

FOOT FAULT (ITF Rule 18 and 19) applicable

VOLLEYBALL (BOYS)

- The tournament will be played on knock out basis.
- A maximum of twelve members are allowed in a team and six players in the court.
- All the matches will be best of 3 sets. First two sets of 25 points and the third set will be of 15 points. Tournament will be conducted on rotation basis.
- Each team is entitled to two timeouts per set. Timeouts will be of 30 seconds duration.
- Teams must have at least 6 players to begin the match.
- In the 3rd set, court areas will be switched after one team scores 8 points.
- Only team captain/coach will be allowed to liaise with the organizers or official in case of any disputes.
- Referee's decision will be final.
- Rules not mentioned above will be according to the current international rules.
- Finals will be the best of 5 sets, first 4 sets will be played for 25 points and the last set will be for 15 points. The girls' finals will be the best of 3 sets, 2 sets will be of 25 points and final set will be of 15 points.
- Libero should have a different coloured jersey.
- Teams will be given 15 minutes additional to reporting /match time. In case they are later than that the opposite team gets a walkover.
- Type of tournament will be decided between knockout and league based on the total number of teams.

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SEE YOU SOON!

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