



Vikrant Group of Institution, Indore

QUEURTH-2026

SPARDHA-2026

(General Instructions)

1. Student must have College ID card at the time of SPARDHA compulsorily.
2. All teams are supposed to submit the team details verified by principal with their mentor/coach details.
3. Only VGI Students are allowed to participate in SPARDHA.
4. All Students are to be in proper Sports attire during the event.
5. All participants are supposed to not use any type of abusive and improper words.
6. Participants who will involve directly and indirectly in any chaos will lead to termination or rejection his/her candidature.
7. During the matches the mentor/coach is supposed to be present along with all players.
8. Once the team list is submitted at the time of registration, no changes will be allowed.
9. All players should report 10 minutes before the scheduled time of competition.
10. Misconduct at any point will result in disqualification of the team from the tournament.
11. The Matches can be delayed if necessary due to unavoidable circumstances.
12. The decision of the umpires and committee members will be final.
13. If any information provided by a team or individual during SPARDHA registration is found to be incorrect, the committee reserves the right to terminate the candidature of the team or individual at any stage.

At the time of registration Team has to submit the following:

1. **TEAM LIST Verified by Principal**
2. **Entry fees receipt**



SPARDHA-2026

Event: Badminton (BOYS & GIRLS)

1. Student Must Carry Their Racket for the Game.
2. A match consists of the best of three games of 7 points. At 7-all, the player/pair that first gains a 2-point lead wins that game. Only the Semifinal & Final consist of three sets of 11 points.
3. The player winning a set serves first in the next set.
4. At the start of the rally, the server and receiver stand in diagonally opposite service courts.
5. A player is not allowed to touch the net with any part of their body or racket.
6. A player is not allowed to hit the shuttlecock twice.
7. The decision of the umpires and committee members will be final.
8. Entry fee: Rs.50 per Player for Boys & Girls.

Coordinators:-

1. Mr. Narendra Shinde-9589396551



SPARDHA-2026

Event: Volleyball(BOYS & GIRLS)

1. The number of players in volleyball is six on each side.
2. The team that wins the toss gets the opportunity to either serve the ball first or choose court.
3. Each rally is played for a point and the team that wins the rally and scores a point gets to serve for the next point.
4. Up to 2 substitutes are permitted by each team in each complete game.
5. No player can play with two teams if any player disobey this then whole TEAM will be disqualified from the tournament.
6. Referee's decision will be final and irreversible.
7. A match consists of the best of three games of 11 points. At 11-all, the team that first gains a 2-point lead wins that set/game. Only Semifinal & Final consist of three set of 21 points.
8. Entry fee: Rs. 300 per team for Boys & Girls.

Coordinators:

1. Mr. Vicky Kaushal- 9752661414



SPARDHA-2026

Event: Gully Football(BOYS)

1. Each match lasts for 30 minutes with 15 min per half including injury time.
2. Each team consists of up to 7 players one of whom is the goal keeper.
3. Up to 3 substitutes are permitted by each team in each complete game.
4. No extra time will be played (except final).
5. All players must wear the same color T-shirt except goal keeper.
6. All players are advised to wear shin guards and knee-high socks.
7. Only sports kits are allowed.
8. Goal keeper can hand the ball inside the penalty area but not the outside.
9. Any kind of misbehave or argument with umpire or player of opponent team will be disqualified from the tournament.
10. Entry fee: Rs. 350 per team for Boys .

DISCIPLINE:

1. Verbal warning
2. First offence – Yellow card (Warning)
3. Second offence – Red Card (player will play no further part in the game)
4. Straight Red card

Coordinator:-

1. Mr. Kushal Choudhary-9340196453



SPARDHA-2026

Event: Cricket(BOYS)

1. Each team consists of up to 11 players and Up to 3 substitutes.
2. Four matches will be played each day (may be changed later as per no. of entries).
3. Teams have to report 15 min prior to the scheduled match
4. Each match will be of 8 overs.
5. One over will be opted as a power over in between 4th to 6th over by batting team (in this over run heated by the bat will be calculated as double)
6. Same ball will be used for both the innings of a match.
7. Umpire's decision will be last & final.
8. Only Tennis ball is used for matches.
9. Entry fee: Rs. 550 per team.
10. Student Must Carry Their BAT for the Game

Coordinator:

1. Mr. Ravi Lodhi - (7746810304)



SPARDHA-2026

Event: Kho-kho(GIRLS)

1. 9 players in each team, with 3 extra players allowed as substitutes.
2. Defending Team: 9 players sit in a 3x3 formation, with alternate players facing opposite Directions.
3. Chasing Team: 8 players try to tag the defenders in the central lane.
4. Runner: One player from the chasing team is the runner, who tries to avoid being tagged out.
5. Tagging: Chasers can tag defenders by touching them with their hand.
6. Direction: Defenders can run in either direction in the central lane.
7. Out: A defender is out if tagged or if they step out of the lane.
8. Time Limit: Each innings has a time limit (usually 7 minutes).
9. Tagged: If a defender is tagged, they are out.
10. Runner Safety: The runner can't be tagged out while running.
11. Lane Rules: Defenders must stay in the central lane and can't obstruct the chasers.
12. The team with the most defenders not tagged out at the end of the time limit wins.
13. Entry fee: Rs. 450 per team .

Coordinator:

1. Ms. Madhu Nagar - 6264752523



SPARDHA-2026

Event: Tug of War(BOYS & GIRLS)

1. Each team has an equal number of players 10 and 2 extra players allowed as substitutes.
2. The Rope: A sturdy rope with a center mark and two lines marked on either side (usually 4 meters apart).
3. The Pull: Both teams hold the rope and pull when the referee shouts go or pull.
4. Winning: A team wins when they pull the rope a certain distance (usually 4 meters) or When the opposing team commits a foul.
5. Grip: Players must grip the rope with their hands only.
6. No Tools: No tools or objects can be used to gain an advantage.
7. Foul: If a player lets go of the rope or uses a foul tactic, the opposing team wins.
8. Restart: If the rope breaks or a foul is committed, the game restarts.
9. Entry fee: Rs. 500 per team for Boys & Girls.

Coordinator:-

1. Mr. Abhishek Mishra-9753945247