

Sports and Dance Events 2024

Dance and Dance Academy and iMaje technologies presents

DIWALI SPORTS AND DANCE EVENTS 2024



Dance solo (Male/Female) / Latin Partnering
Dance Styles (4 Categories): Hip-hop, Latin (Partnering only), Contemporary/Modern, Classical

Chess (individuals)

Football (singles only)

Darts (individuals only)

Volleyball (4 members per team only)

Throwball (4 members per team only)

Carrom (Doubles only - M/F separate category)

Badminton (singles / doubles – M/F Separate category)



Entre fee - 100 for each individual sports event, Dance events - 150 per head, Doubles event - 250, Team event - 400

PRIZES AND MORE INFO

DANCE (EACH CATEGORY)

Winners - 1500, **FOR LATIN COUPLES**

Runner - 1000

2nd runner up - 500

with trophies.

Winners - 2000

Runner - 1000

with trophies.

CHESS

Winner - 1500

Runner - 1000

2nd & 3rd runner up - 500

with trophies

FOOSBALL

Winner - 1000

Runner - 500

with trophies

THROWBALL

Winners - 2500

Runner - 1000

with trophies

CARROM

Winners - 1500

Runners - 1000

with trophies

VOLLEYBALL

Winners - 2500

Runner - 1500

with trophies.

BADMINTON

Singles Female (W - 1000, R - 500)

Singles male (W - 1000, R - 500)

Doubles Male (W - 1500, R - 1000)

Doubles female (W - 1000, R - 500)

with trophies

Only for patrons, students, ex-students, and everyone who has used our dance academy before and is using it currently.

For current and past iMaje Technologies employees only.

The event will start on August 10th. Entries close on August 18th for all events.

Each event date will be announced separately.

EVENTS SCHEDULE



Dance Events - September 14, 15

On 14th (Saturday)

Hip-hop (Prelims / Semi finals) - 11 AM
Free style (Prelims / Semi finals) - 4 PM
Latin (Prelims / Semi finals) - 7.30 PM

On 15th (Sunday)

Contemporary / Modern - 10 AM
Classical - 1 PM
Hip-Hop Finals - 4 PM
Free style Finals - 7 PM



Sports Events

CHESS

August 24th (Saturday) 9.30 AM
Reporting time 8.30 AM.



FOOSBALL

August 25th (Sunday)

BADMINTON

September 8th (Sunday)

CARROM

September 1st (Sunday)

THROWBALL

September 21st (Saturday)

DARTS

September 7th (Saturday)

VOLLEYBALL

September 22nd (Sunday)

Contact 9840311014

For registration Gpay/UPI payment - 9840311014, 8072341619

Venue: Dance and Dance academy, 714, Pathari Road, Thousand lights, Chennai - 600006

Rules and Regulations for the Tournaments

Outline for rules in a Badminton League Tournament:

- **Format:** League cum knockout. League single set 21 points with extension up to 25 points. Knockout round 21 points with extension up to 30 points.
- **Categories:** Men's Singles, Men's doubles, Women's singles, women's doubles
- 4 Polls will be divided / Top 2 from each group will be moved to Next Knock-out Stages.
- All matches 21 points league followed by 21 points Knock-Out till finals.
- Mavis 350 shuttles will be use.
- Organizer & umpire decision is final.
- Entry fee will be refunded in case the event is cancelled.
- Non-marking shoes mandatory.
- Matches will be organized on scheduled time.
- Only registered individuals will be allowed to participate. Spot registrations will not be allowed.

Tournament rules for Carrom Competition

Format: League cum knockout. 4 groups will play league, Top 2 or top 4 from each group will go for elimination based on the number of entries.

1. Each set (game) to be decided on the basis of a maximum of 4 boards or 15 points whichever is earlier from 1st round till final in all categories of events and matches.
2. Time limit for making a stroke by a player and for placing the due(s)/penalty(ies) will be 10 seconds.
3. Players will have to report to their respective carrom boards for each match five minutes before the scheduled time. Players can test the boards for 2 minutes within those 5 minutes and shall start their matches right in time. Trial Boards will not be allowed. In case a player does not report for his/her match to the

Umpire on the allotted Carrom Board till the start of the Session/match, walk-over to be awarded against that player.

4. Only two minutes rest within playing arena will be allowed between second and third sets (games).
5. Since each set has been reduced to 15 points, value of Queen will be credited at all stages of the set irrespective of the score.
6. In case of equal points at the end of 4 boards, tie breaker and sudden death formula will be applied.
7. There will be a time limit of 25 minutes for completing each set of a match. In case a 'board' could not be completed within 25 minutes, the set will be decided on the basis of Queen/cm pocketed by players/available on the Carrom Board.
8. Time limit for making a stroke by a player or for placing the due(s)/penalty(ies) will be 10 seconds.
9. Players will have to report to their respective carrom boards for each match FIVE minutes before the scheduled time. Players can test the boards for 2 minutes within those 5 minutes and shall start their matches right in time. Trial Boards will not be allowed. In case a player does not report for his/her match to the Umpire on his allotted Carrom Board till the start of the Session/match, walk-over to be awarded against that player.
10. Only two minutes rest within playing arena will be allowed between second and third sets (games).

Rules for Foosball Competition

Here are some rules for Foosball Tournaments:

Format: League cum knockout. 4 groups will play league, Top 2 or top 4 from each group will go for elimination based on the number of entries.

- **Scoring**

Players try to score goals by getting the ball into the opponent's goal, usually worth one point each. However, if the ball accidentally goes into your own goal, it's called an "own goal" and the other team gets a point.

- **Winning**

To win a match, a player usually needs to win three out of five games, and to win a game they need to score 10 goals.

- **Balls**

If the table has nine balls, the player who scores five goals without reusing any balls wins. If the table only has one or two balls, the pocketed ball can be put back into play.

- **Dead balls**

A ball is considered dead when it's completely stopped and no player's figures can reach it.

- **Balls out of play**

If a ball leaves the playing area and hits the scoring marker, side rails, or anything else not part of the table, it's out of play.

- **Spinning**

It's illegal to spin the rods so that a figure rotates 360 degrees before striking the ball. You can turn the rod up to 90 degrees so the player's feet face the sky for

shooting, but you can turn it further to reach the ball.

- **Jarring**

Bumping, sliding, or lifting the table is not allowed.

- **Human Foosball**

Players can't take their hands off the pole while the ball is in play, and they can only use their feet and legs to move or block the ball. The ball must also stay below the poles at all times, and players can't jump, lean, or climb over them

Rules for Volleyball tournament

Format: League cum knockout. 4 groups will play league, Top 2 or top 4 from each group will go for elimination based on the number of entries.

1. Only 4 players on the floor at any given time: 2 in the front row and 2 in the back row.
2. Points are made on every serve for the winning team of the rally (rally-point scoring).
3. Players may not hit the ball twice in succession (a block is not considered a hit).
4. Ball may be played off the net during a volley and on a serve.
5. A ball hitting a boundary line is in.
6. A ball is out if it hits an antennae, the floor completely outside the court, any of the net or cables outside the antennae, the referee stand or pole, or the ceiling above a non-playable area.
7. It is legal to contact the ball with any part of a player's body. Direct pass can be done with legs or head.
8. It is illegal to catch, hold or throw the ball.
9. A player cannot block or attack a serve from on or inside the 10-foot line.

10. After the serve, front-line players may switch positions at the net.
11. Matches are made up of sets; the number depends on level of play.
12. Three-set matches are two sets to 15 points and a third set to 21 points.
Each set must be won by two points. The first team to win two sets is the winner of the match.

Rules for Chess Competition

1. Games will be played using the Swiss system.
2. Number of rounds.

The tournament has a predetermined number of rounds, usually decided before the tournament begins.

Pairings

Players are generally paired with others who have similar scores, and no player can play the same opponent more than once. Players' colors usually alternate every round or two and no player should play with the same color for three rounds in a row. If there are an odd number of players, one player will be unpaired and receive a bye.

- Players should report on time, any delay of more than 15 minutes, opponent will be declared winner.
- Players can bring their own chess board and clocks if they have.

Rules for Throw ball Competition

Format: League cum knockout. 4 groups will play league, Top 2 or top 4 from each group will go for elimination based on the number of entries.

- Throw ball is a team sport. Each team consists of 5 players with 4 active players at the time of play and 1 substitute.
- The match is played for best of 3 sets for 15 points in each set with rally score.
- The players have to catch the ball with both hands and can return it by one hand or both hands.
- The ball that is to be served should be released from above the shoulder/shoulder line of the player.
- The service ball should not touch the net.
- Double touches are not allowed for receiving the service ball.
- The players should serve the ball after the whistle is blown and within 5 seconds.
- Players should serve the ball from the service-zone but without crossing the end line.
- If the player's ball has fallen on the box line or in the dead zone, then it is regarded as a foul.
- Any ball that has been caught during the rally is to be released within 3 seconds.
- Players are not allowed to shift the ball from right to left or left to right else, penalty points are given.
- In the entire match, there are two time-outs of 30 seconds in each set.
- Two players cannot catch the ball simultaneously, or the team loses.

Dance Competition Rules

A General Overview of rules for a Hip-Hop Dance Competition:

1. Competition Structure

- **Format:** Solo dance competition. Competition will happen in 2 rounds. Preliminary round and then finals.

2. Participants

- **Eligibility:** Age should be 14 and above to participate in this competition
- **Registration:** Dancers must register before the competition; last date of registration is 18th August 2024.

3. Performance Rules

- **Time Limits:** Each performance has a time limit. Maximum time for each song should not exceed 2.50 minutes.
- **Routine:** Dancers are expected to perform routines that showcase their skill, creativity, and adherence to the hip-hop style.

4. Judging Criteria

- **Technical Skill:** Precision, execution of moves, and mastery of hip-hop techniques.
- **Creativity and Originality:** Uniqueness of the routine and how well it stands out.
- **Musicality:** How well the routine complements the music, including rhythm and beat.
- **Stage Presence:** Confidence, energy, and engagement with the audience.
- **Overall Impact:** The overall impression and entertainment value of the

performance.

5. Conduct and Sportsmanship

- **Respect:** Dancers should show respect towards their opponents, judges, and audience.
- **Behaviour:** Unsportsman like behaviour, such as negative comments or disruptive actions, can lead to disqualification.

7. Music and Equipment

- **Music Format:** Competitors should ensure their music is in the format required by the competition (e.g., USB, CD, or digital files).
- **Sound check:** Some competitions provide time for dancers to test their music and sound setup before their performance.

9. Disputes and Appeals

- **Final Decisions:** The judges' decisions are generally final and not open to public dispute.

10. Health and Safety

- **Warm-Up:** Competitors are encouraged to warm up properly to prevent injuries.
- **Injury Protocol:** In case of injury, dancers should seek medical attention and follow competition protocols for handling such situations.

11. Awards and Prizes

- **Prizes:** Certificates, trophies, cash prizes to be won.

12. Video Recording and Photography

- **Permissions:** Competitors may need to grant permission for their performances to be recorded or photographed.
- **Usage:** Rules may specify how photos or videos can be used by the competition organizers.

Rules for Freestyle Choreography Dance Competition

- This is a freestyle solo choreography dance competition.
- Only registered individuals will be allowed to participate. Spot registrations will not be allowed
- Vulgarity with respect to song, costumes, and choreography is strictly prohibited
- Use of fire (including diyas, candles or lighters) and water is not allowed
- Organizers hold the right to change/modify rules on the day of the event. Participants shall be informed in advance in case of any rule changes
- Decision of the judges is final and binding in case of any conflict
- The final event will consist of 2 rounds. Winners will be decided based on the cumulative scores of both the rounds.

Round 1:

- ✓ This is a no-holds barred round. There is no restriction on the genre of music, or the form of dance that the participant wishes to perform.
- ✓ Time limit: 2-3 minutes.
- ✓ The sound track for the round should be mailed to or Participants can bring their sound track on a pen drive.
- ✓ Direct copying of previously performed dance sequences will lead to

deduction of marks.

Round 2:

- ✓ DJ free style round.
- ✓ DJ will select their music and the dancer should perform for 2 minutes.
- ✓ They can dance any style.

Rules for Latin Partnering Dance Competition

- This is a Partnering Competition, no solo participants are allowed.
- Only Salsa, Mambo or Salsa on 2, Cha-cha-cha, Bachata, Merengue styles are allowed.
- Maximum 3 minutes of performance can be done.
- Decision of the judges is final and binding in case of any conflict.
- Vulgarity with respect to song, costumes, and choreography is strictly prohibited.
- Only registered individuals will be allowed to participate. Spot registrations will not be allowed.
- Organizers hold the right to change/modify rules on the day of the event.
- Participants shall be informed in advance in case of any rule changes.

2 Rounds will Happen:

- ✓ **Round 1:** pre-choreography round. Participants can dance to any style listed above for up to 3 minutes.
- ✓ **Round 2:** Spot choreo round. Dancers will performance for any of one

style from above. Song will be selected by the DJ.

Rules for Contemporary / Modern Dance Competition

To perform a series of rhythmic and technical patterned bodily movements usually performed to music.

Requirements

- The solo performance must not exceed three (3) minutes. (Contestants not adhering to the maximum time requirement are subject to point deduction and/or disqualification.)
- Costumes are optional, but should be appropriate to the choreography performed. Costumes should follow the rules outlined similar to latin competition
- The theme and the dance form of the performance must be identified to the judges prior to the presentation.
- Aerobics / Zumba style dances are not allowed.

Rules for Classical Dance Competition

Classical Dance (Indian)

1. Only one entry per person is allowed.
2. The classical dance can be from any of the approved schools of dance such as Kathak, Kathakali, Bharat Natyam, Sattriya, Manipuri, Kuchipudi, Mohiniattam, Odissi, etc.
3. Duration of dance should not be more than 8 minutes.
4. Classical dance solo: pre-recorded CD's/Pen drive may be used.
5. Judgment will be based on the qualities like Tal, Technique, Rhythm,

Abhinaya or Expression, Costumes, Footwork and general impression.

6. Three copies of a brief note on the description of dance story involved in it, if any should be submitted at the time of registration.
7. Time for sets/instruments setting is maximum 5 minutes.
8. The participating team must report to the In-Charge of the competition at least two hours before the presentation of the play.
9. Decision of the judges will be final and binding upon all.

Contestants will be Judged by the following criteria

- Technical Proficiency/Skill (25)
- Alignment, strength, endurance, flexibility, coordination.
- Clarity and Consistency in Style (25)
- Phrasing/Dynamics/Musicality (25)
- Clarity of Intent/Interpretation of Choreography (25)