

**ISP**



ISP OLYMPIC

# UNO RULES

## Game Play

The first player is normally the player to the left of the dealer (you can also choose the youngest player) and gameplay usually follows a clockwise direction. Every player views his/her cards and tries to match the card in the Discard Pile.

Playing a card that matches the top card of the discard pile by color, number, or symbol.

If the player has no matches or they choose not to play any of their cards even though they might have a match, they must draw a card from the Draw pile. If that card can be played, play it. Otherwise, keep the card and the game moves on to the next person in turn. You can also play a Wild card on your turn.

Playing special action cards (Skip, Reverse, Draw Two, Wild, Wild Draw Four) according to their specific rules.

Calling "UNO" when you have one card left. Failure to call "UNO" before your second-to-last card touches the discard pile will result in you drawing four cards.

## Action Cards

**Draw Two on Draw Two:** Accepted. A player can stack a Draw Two card on another Draw Two card.

**Draw Four on Draw Four:** Accepted. A player can stack a Wild Draw Four card on another Wild Draw Four card.

**Draw Four on Draw Two:** Accepted. A player can stack a Wild Draw Four card on a Draw Two card.

**Draw Two on Draw Four:** Not accepted. A player cannot stack a Draw Two card on a Wild Draw Four card.



**Reverse:** If going clockwise, switch to counterclockwise or vice versa. It can only be played on a card that matches by color, or on another Reverse card. If turned up at the beginning of play, the dealer goes first, and the player to the dealer's right is next (normally it would be the player to the dealer's left).



**Skip:** When a player places this card, the next player has to skip their turn. It can only be played on a card that matches by color, or on another Skip card. If turned up at the beginning of play, the first player (to the dealer's left) loses his/her turn. The next player



**Wild Shuffle Hands Card:** This is a powerful card that enables you to swap the cards in your hand with anyone of your choice. Being a Wild card, it has the same attributes, namely, you can choose to either play it or not, at any of your turns, and also choose the color of play. Ideally, you would probably want to swap your cards with the player who has the least number of cards! Being a powerful Action card, only one is provided per deck. If turned up at the beginning of the game, the first player to start gets to choose the color and also swap his hands with another person.

**Note:** Being a Wild card, the same rule applies to the Swap Hands card. Once you play this card and swapped your hands with another player, your turn is up, and you are not allowed to put down any card immediately after that until your turn arrives again



**Wild and Customized Card:** Play these both cards to choose the color that continues play.



**For two players, there is a slight change of rules:**

Reverse works like Skip

Play Skip, and you may immediately play another card

If you play a Draw Two or Wild Draw Four card, your opponent has to draw the number of cards required and then play immediately resumes back on your turn.

**Winner.**

The First Player who finishes his/her cards wins the game. The game should be Knockout time.

If the entry of players is less than expected then winner rules may be changed to increase the game.

# CARROM RULES

## Introduction

A game would be having 4 individuals.

Turn would be taken clockwise.

A set would contain 9 black carrom-men, 9 white carrom-men, a Queen (Pink disc) and a striker to play with.

The placement of the set would be as below:

Six pieces are put around the Queen directly in a circle, each touching the Queen and their neighbours. The remaining twelve pieces are positioned around the inner circle of six pieces, so that each outer piece touches the inner circle. Both circles should have the pieces alternating in colour. The two circles are oriented so that the Queen, a white piece from the inner circle and a white piece from the outer circle lie in a straight line pointing towards the center of the side of the board where the player who will play first is sitting.



## Rules

The players have to use their striker – the larger disc – to shoot their carrom-men into the pockets.

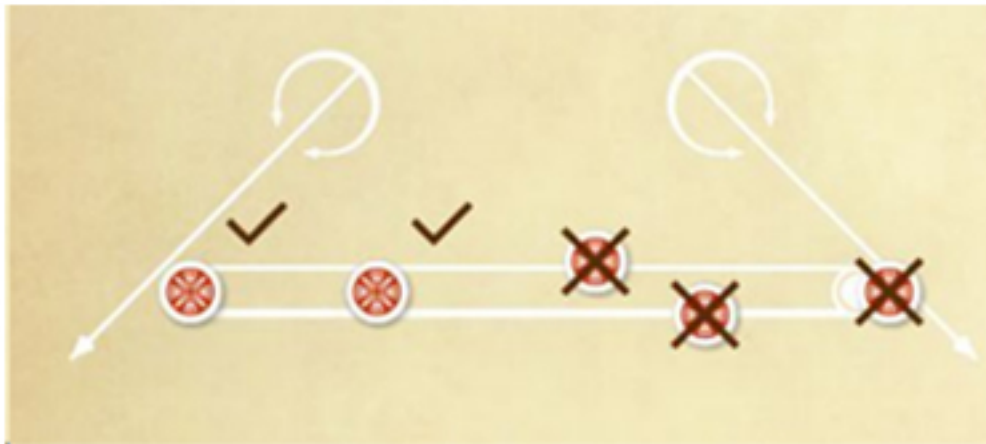
☒ When placing the striker on the board to shoot, the striker must touch both shooting lines, either covering the circle at the end of the lines completely, or not touching it at all. The striker may not touch the diagonal arrow line.

The players may use any of their fingers, including their thumb for shooting. However, no parts of the players' body except their hands may cross the diagonal line or its imaginary extension.

If you pocket one of your carrom-men, you are entitled to shoot again.

The queen (the red piece) can be pocketed any time after pocketing your first carrom-men, and must be pocketed before you pocket your last piece.

After pocketing the queen, you must immediately „cover” it by pocketing one of your own carrom-men in the same or subsequent strike. If you fail to do so, the queen is returned to the center of the table.



If a piece jumps off the board, it is placed on the center spot. If pieces land on end or are overlapping, they are left that way.

If the center spot is partially covered when replacing the queen or a jumped piece, the piece should cover as much red as possible. If totally covered, the piece is placed opposite the next player behind the red spot.

If the striker does not leave both lines, go again. You get three tries to break before losing your turn.

When the board is cleared, the player with the most points wins.

The striker should cross the front baseline forwards, you are not allowed to flick backwards or horizontally.

The game time would be 10 mins only. If the game is not completed until then, the game would be stopped there only and the points would be calculated. The player scoring the maximum points would be declared winner. The points would be calculated as below:

Black carrom men: 10 points, White carrom men: 20 points, Pink (Queen) carrom men: 50 points

If two player are having same points then they would restart the game and out of them whoever scores first would be declared winner. (Turn would be decided by toss)

## What is Foul in Carrom?

A player will immediately loose if they strike their last Carrom man on the board before the Queen.

If anyone accidentally pocketed the striker during a turn, then he/she has to put at least a black carrom man in the centre of the board.

If anyone takes the shot with incorrectly positioned striker then he/she have to put at least a black carrom man in the centre of the board.

If a player fails to break correctly on their three attempts then he/she have to put at least a black carrom man in the centre of the board.

If a player hits any carrom man adjacent to his side directly then he/she have to put at least a black carrom man in the centre of the board. If they want to hit it then they would need to rebound and hit

If a player pockets a carrom man along with the striker then he/she have to put at least a black carrom man in the centre of the board provided that he won't be rewarded with the pocketed carrom man.



# TABLE TENNIS RULES

## **Game Is Played To 21 Points.**

A Game is played to 21 points. A Game must be won by two points if Deuce.

## **Direct Win**

If the score gets 0-7 then a player with 7 point will win for the round.

## **Alternate Serves Every Two Points**

Each side of the table alternates serving five points at a time. In case of Deuce, serve changes after each point.

## **Toss The Ball Straight Up When Serving**

How do you serve the ball in ping pong? Hold the ball in your open palm, behind your end of the table. Toss at least 6" straight up, and strike it on the way down. It must hit your side of the table and then the other side. NOTE: Once the ball leaves the server's hand it is in play, and so counts as the receiver's point if the ball is missed or mis-hit.

## **The Serve Can Land Anywhere In Singles**

There is no restriction on where the ball lands on your side or your opponent's side of the table. It can bounce two or more times on your opponent's side (if so, that's your point), bounce over the side, or even hit the edge.

## **Doubles Serves Must Go Right Court To Right Court**

The serve must bounce in the server's right court, and receiver's right court (NOTE: landing on centerline is fair). Doubles partners switch places after their team serves.

## **A Serve That Touches The Net On The Way Over Is A "Let"**

Can the ball hit the net in ping pong? Yes, during a RALLY, if it touches the top of the net and then otherwise lands as a legitimate hit. BUT not when serving. If a served ball hits the net on the way over and otherwise legally bounces in play, it's a "let" serve and is done over. If it is repeated twice in a row, then the point will be given to opponent.

## **Alternate Hitting In A Doubles Rally**

Doubles partners must alternate hitting balls in a rally, no matter where the ball lands on the table.

## **Volleys Are Not Allowed**

Can you hit the ball before it bounces in ping pong? No. In regular tennis you may "volley" the ball (hitting the ball before it bounces on your side of the net). But in table tennis, this results in a point for your opponent.



### **If Your Hit Bounces Back Over The Net By Itself It Is Your Point**

If you hit the ball in a rally or on a serve and it bounces back over the net after hitting your opponent's side of the table (due to extreme spin), without your opponent touching it, that is your point.

### **Touching The Ball With Your Paddle Hand Is Allowed**

What happens if the ball hits your finger or hand during a ping pong rally? If the ball touches your PADDLE hand and otherwise results in a legal hit, there is no rule violation and play shall continue as normal. Your paddle hand includes all fingers and hand area below the wrist. But what if the ball touches a player's body anywhere else during a ping pong rally? You may not touch the ball with your non-paddle hand for any reason. It will result in a point for your opponent. BUT if your opponent's hit sails over your side of the table without touching it, and hits any part of you or your paddle, that is still your point.

### **You May Not Touch The Table With Your Non-Paddle Hand**

You may touch the ball or the table with your paddle hand (after reaching in to return a short serve, for example), or other parts of your body. NOTE: If the table moves at all from your touching it during a rally, that is your opponent's point.

### **Honor System Applies To Disagreements**

If no referee is present during a match and the players disagree on a certain call, the "honor system" applies and the players should find a way to agree, or play the point over. Ping pong carries a tradition of fierce but fair play. Help us keep it that way!

### **If Bat Touches The Table**

If bat touches the table then you have to continue the match, there will be no point

# CHESS RULES

For a single game, each player will have five minutes. For example, each game will last ten minutes. Before the game, the time limit for the semifinals and final match will be revealed.

Before the game, each participant must install Chess Clock on their smartphone in order to track their time using the following link.

- 1) For IOS users: [Download here](#)
- 2) For Android users: [Download here](#)

Before his/her turn the player should start the timer and after each move, the player should stop the timer without fail.

If a player forgets to start/stop the timer for the first two times he/she will receive a warning (one time for starting the timer and one time for stopping the timer, for his/her very first game only) and from then onwards the player will lose 3 points.

For every game not finished within the allotted time, the player with the most points will win the game. The point system outlined in rule number 9 will be applied to determine the number of points.

There is no upper limit for check. But each check will give the player benefit in case of a draw game, as the player who gives more checks will be the winner.

The standard chess rules listed on the next page will be followed.

A player will lose the game if they try to manipulate the locations of the pieces during the game.

If a player wants to resign at any time, another player will be considered as a winner.

For capturing every piece of an opponent following points will be credited to the player's account:

- Per Pawn(सिपाही) 1 point
- Per Knight(ऊँट) 3 points
- Per Bishop(घोड़ा) 3 points
- Per Rook(हाथी) 5 points
- Per Queen(रानी) 9 points

In condition of Check mate winning player will get 10 more points.

If one of the players has time remaining and another player time over, then remaining player has advantage of points as below table:

TIME REMAINING	POINTS
0-15 SEC	0
15-30 SEC	0.5
30-60 SEC	1
60-90 SEC	2
90-120 SEC	3
120-150 SEC	4
150-180 SEC	5
180-210 SEC	6
210-240 SEC	7

After completion of the 1st stage of the game, a point table will be prepared based on the points earned by every player. If a situation arises, the players at the top of the table will get benefits for future fixtures.

After following all the rules mentioned above, if any game is tied, then there will be a quick game for 5 minutes (i.e. each player will have 150 seconds), and then the winner will be decided. During the quick game, all the rules mentioned here will be followed.

Above rule will be followed till we get a winner for a game.

## General Chess Rules:

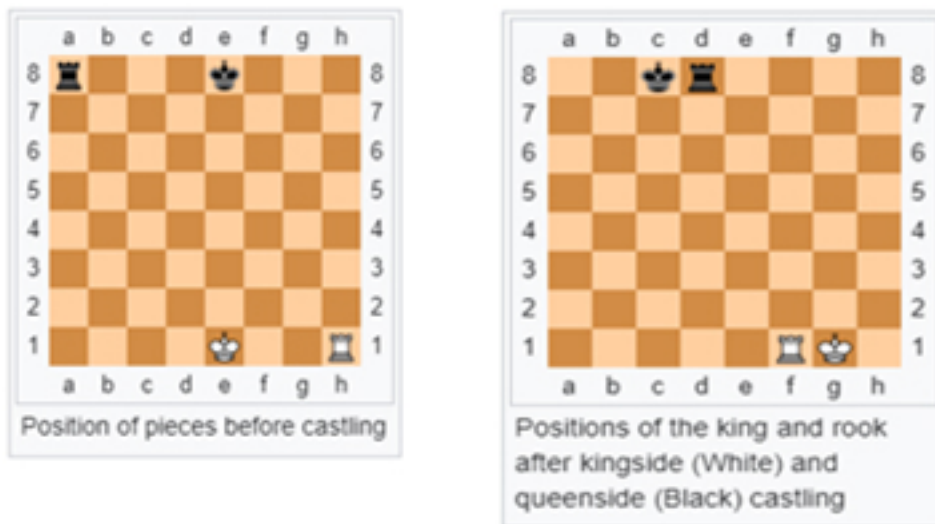
Player must move each piece as per its(piece) own method of movement. Also, Players can move the king without any check received by the opponent.

If a player touches any piece intentionally or unintentionally, he/she has to move that piece only.

If any player fails to follow above rule and move another piece, it will be considered as an illegal move and the player will be eliminated from the game.

In the initial setup the queen and king of each player will be placed at the opposite ends in the same row. Also, the queen will be placed in the center on the square of her color.(i.e. White queen will be placed in the white box)

**Long and Short Castling:** For castling there must be no pieces between the king and the rook also the king and rook involved in castling must not have previously moved.

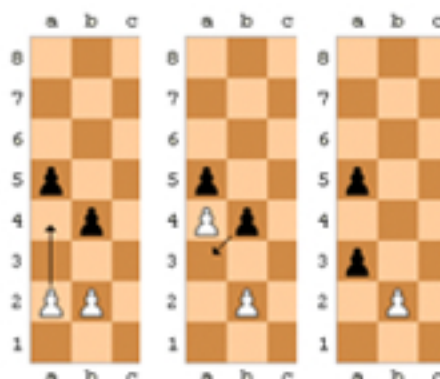


You cannot castle if you are in check. In order to castle, you must first escape without shifting your king. Furthermore, you are unable to castle if any of the squares the king is moving through when castling, is under attack by the opposition.

If a player advances a pawn to its eighth rank, the pawn is then promoted (converted) at the choice of the player. The choice is not limited to previously captured pieces. Hence it is theoretically possible for a player to have up to nine queens or up to ten rooks, bishops, or knights.

If a player is unable to move any of the pieces is justified as stalemate, So the match will be drawn at a time but the winner will be decided as per Game rule number 6 and 9.

**En Passant:** If the player's pawn is on the 5th rank and the opponent advances right beside the pawn, the player can capture the opponent's pawn immediately



# MUSICAL CHAIR RULES

**Setup:** Arrange chairs in a circle, with one less chair than the number of players. For example, if there are 10 players, you'll need 9 chairs.

**Music:** Start playing music. Players walk or dance around the chairs in a circle while the music is playing.

**No Touching Chairs:** Players must not touch the chairs while the music is running.

**Dancing:** Players should move around the chairs with a dancing motion.

**No Contact:** Players must not touch or push other players while moving around the chairs.

**Stopping the Music:** When the music stops suddenly, each player must quickly find a chair to sit in. Since there is one less chair than players, someone will be left without a chair.

**Elimination:** The player who does not find a chair to sit in when the music stops is eliminated from the game.

**Removing a Chair:** After each round, remove one chair from the circle and continue playing until only one player remains.

**No Arguing:** Players must not argue with the judges or game organizers.

**Winner:** The last player remaining, who successfully finds a chair each time the music stops, is the winner of the game.

