



# ASTERIA

R E A L M U N S E E N D R E A M B E T W E E N

# R U L E B O O K

STUDENT COORDINATORS

YASH KANGRAJKAR  
SHRADHA BAVLATTI

STAFF COORDINATORS

DR. SANTOSH PATIL  
PROF. BHARATI CHILAD

HEAD OF DEPARTMENT

DR. RAJASHRI KHANAI

PRINCIPAL

DR. S.F. PATIL

# ASTERIA

## GENERAL RULES

- The decisions of the organizing committee are final and binding under all circumstances.
- All the participants are hereby informed that they must undergo a baggage check at the main gate.
- Any item deemed unsafe by the security would be prohibited inside the campus.
- Consumption of any form of intoxicant is strictly prohibited within the campus premises. Anyone found under the influence of the same would be escorted out of the campus.
- All the students must always carry the I.D. card issued to them by the festival authorities.
- Failing to be present at the reporting time at the respective venue will lead to disqualification.
- Misplacing the same might lead to the person being disqualified from the festival.
- General Championship points:
  - 1st Place - 20 points
  - 2nd Place - 15 points
  - 3rd Place - 10 points
- 50 Points will be awarded to the college participating in all the events.

# ASTERIA

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# ASTERIA

## M E T A - H A C K

(HACKATHON)

### EVENT DESCRIPTION:

Prepare for a quantum leap into the future of competitive programming with "Meta-Hack" This electrifying event converges cutting-edge coding techniques with the metaverse frontier, propelling participants into a realm where algorithms and virtual landscapes intertwine seamlessly.

### RULES:

- **TEAM SIZE: 2-5**
- **ROUNDS: 2**
- Use of AI is permitted.
- The team shall be bound by a time limit and cannot exceed it.
- The judges' decision will be final and will not be subjected to debate.

### ROUND DESCRIPTION:

#### 1) ROUND 1:

- The event organizers announce the hackathon topic on the day of the event.
- Teams use the first hour to research the given topic, plan their approach, and prepare a presentation. Teams create a concise presentation outlining their proposed solution, methodology, and expected outcomes.
- Presentations should be limited to 5-7 minutes per team. Teams must use visual aids (slides, diagrams, etc.) to enhance their presentations.

# ASTERIA

## M E T A - H A C K

(HACKATHON)

### 2) ROUND 2:

- Teams work on implementing their proposed solutions within the allocated time.
- Teams document their progress, code, and any challenges faced during the implementation phase.
- Teams submit their completed projects, including code repositories, documentation, and any other required files.
- Judges evaluate the final projects based on functionality, innovation, code quality, and the extent to which the proposed solution was successfully implemented.

# ASTERIA

## CLASH OF BOTS

(ROBO-RACE)

### EVENT DESCRIPTION:

Prepare for the most electrifying clash in the digital realm—**Clash of Bots**. Immerse yourself in a cybernetic battleground where artificial intelligence, cutting-edge robotics, and high-tech ingenuity collide to determine the supremacy of the botverse.

### RULES:

- Duo event (Team size = 2).
- The team will be tested on teamwork.
- Any use of AI without the coordinators' notice will lead to disqualification.
- The teams will be bound by a time limit and cannot exceed it.
- The moderators' decision will be final and will not be subjected to debate.

### ROUND DESCRIPTION:

#### 1) ROUND 1:

- Elimination round.

#### 2) ROUND 2:

- Surprise round. The round details will be revealed by the coordinators at the time of event.

# ASTERIA

## CLASH OF BOTS

(ROBO-RACE)

### TECHNICAL RULES:

- Bot must fit inside a box of 30cm x 30cm x 30cm.
- The maximum weight should be 2.0kg only.
- The motor used for the bot should not exceed 1000rpm.
- Failure to follow this rule will strictly lead to disqualification.

### BATTERIES AND POWER:

- The machine must be powered electrically only. Use of IC engine is not allowed.
- Batteries must be sealed, immobilized electrolyte type (gel cell, lithium, NiCad, or dry cells).
- The electric voltage anywhere in the machine should not be more than 12V DC at any time



# ASTERIA

## CIPHER QUEST

(TECHNICAL TREASURE HUNT)

### EVENT DESCRIPTION:

Think of yourself as a tech-savvy exploring, sprinting, running through a virtual world, and solving tech puzzles to uncover hidden clues. The faster you crack the codes the closer you get to unlocking the treasure. It's a fast-paced quest for knowledge. Let the treasure hunt commence!

### RULES:

- **TEAM SIZE: 4**
- Electronic devices are prohibited throughout the course of the event.
- The participants are restricted to the boundaries of the campus. No participant is allowed to leave the campus at any point during the event duration.
- Any form of violence against the coordinators and/or fellow participants is deemed a strict violation of the general rules and is subjected to immediate disqualification.

### ROUND DESCRIPTION:

- Teams are given the first clue at the starting point, which leads them to the next location.
- At each location, teams encounter a technical challenge or puzzle that they must solve to obtain the next clue.
- Challenges can be related to programming, logical reasoning, problem-solving, or technical knowledge.
- Clues may be given in various formats, such as riddles, puzzles, or encoded messages.
- Clues should lead teams to specific locations on the college campus.
- The treasure hunt concludes with a final destination or endpoint where the ultimate prize or recognition awaits the winning team.

JAY SANCHETI : 9883066256

# ASTERIA

## PIXEL GLITCH

(PHOTO AND VIDEO EDITING)

### EVENT DESCRIPTION:

Immerse yourself in the vanguard of design with '**Pixel Glitch**' a cutting-edge event that merges futuristic technology with the boundless creativity of photo and video editing. Enter a realm where pixels become brushstrokes, and the canvas transcends its physical constraints. Unleash your creativity and showcase your talent in photo and video editing competition

### RULES:

- Solo event (Team size = 1).
- Themes and raw images/video clips will be shared by the coordinators. Expect a mix of photo and video challenges.
- Editing Tools: Any software or tool is allowed, except AI-powered tools.
- Participants are advised to get their laptops or tablet loaded with your preferred editing arsenal.
- Judging criteria includes creativity, adherence to the theme and overall visual impact.

# ASTERIA

## C O S M I C

## C O N S P I R A C Y

(MURDER MYSTERY)

### EVENT DESCRIPTION:

Step into the enigmatic world of '**Cosmic conspiracy**', where intrigue meets innovation in a high-tech murder mystery experience like no other. Immerse yourself in a digital landscape of secrets, coded clues, and cybernetic conspiracies as you unravel a murder mystery woven with the threads of technology.

### RULES:

- **TEAM SIZE: 3-4.**
- Use of any electronic devices during the rounds is prohibited and will lead to disqualification with immediate effect.
- Further rules will be announced at the moment of competition.
- Failing to abide by the rules of the event will lead to disqualification.
- The decision by the judges and organizers will be final and is not subjected to argument.
- Participant needs to familiarize themselves with the college campus

### ROUND DESCRIPTION:

The event will contain 4 rounds. The description of the rounds will be announced on the competition venue by the coordinators. Participants are expected to ensure their presence on time.

# ASTERIA

M A K E B E L I E V E

P R E S S

(MOCK PRESS)

## EVENT DESCRIPTION:

Welcome to the '**Make Believe Press**', where tradition meets technology in a groundbreaking exploration of the future of media interaction. Immerse yourself in a high-tech mock press scenario that pushes the boundaries of communication, journalism, and public relations, showcasing the cutting-edge tools shaping the media landscape.

## RULES:

- Solo event (Team size = 1).
- Profanity is strictly prohibited.
- The panel's decision will be binding and is not subjected to argument.
- A sequence is expected to be followed.
- Additional rules will be informed the day before the event commences.

## ROUND DESCRIPTION:

The event will consist of only 1 round.

- A character will be given to the participant the day before the event.
- The candidate is expected to be prepared for the character.
- The participant will be subjected to a series of questions by the panel of judges.
- No extra time will be allotted during the event.

# ASTERIA

## QUIZ ASTRAL

(QUIZ)

### EVENT DESCRIPTION:

Prepare for an intellectual odyssey into the digital frontier with 'Quiz Astral' Immerse yourself in a mind-bending quiz experience that transcends conventional boundaries, exploring the intersections of knowledge and technology in the era of quantum enlightenment.

### RULES:

- Duo event (Team size = 2).
- Manhandling is prohibited
- The panel's decision will be binding and is not subjected to argument.
- Profanity is prohibited
- Additional rules will be informed the day before the event commences.

### ROUND DESCRIPTION:

The event will consist of only 2 rounds.

#### 1) ROUND 1:

- The round 1 will be a screening round.
- The format is written test. MCQs will be asked based on general knowledge.

#### 2) ROUND 2:

- Round 2 is a surprise round. Details will be revealed on the WhatsApp group to the teams selected in round 1, the night prior to the round commencement.

# ASTERIA

G R A V I T Y

G R O O V E

(DANCE)

## EVENT DESCRIPTION:

Embark on a journey into the future of dance with '**Gravity Groove**', an electrifying event that transcends traditional boundaries. Immerse yourself in a captivating fusion of technology and artistic expression, where dancers push the limits of innovation to create a futuristic dance spectacle.

## SOLO SHOWDOWN

TEAM SIZE: 1

ROUNDS: 2

### DESCRIPTION:

Participants showcase their solo dance skills in the preliminary round, and top performers engage in face-off battles where they dance in pairs, responding to each other's moves.

### RULES:

- Tracks to be submitted in Pen Drives (in mp3 format strictly) to the event coordinators in ready-to-play condition.
- Classical routines are not allowed.
- Dance on Western songs and fusion can also be performed under this same category

# ASTERIA

G R A V I T Y

G R O O V E

(DANCE)

- Stage cleanliness and discipline should be maintained. Participants must report at the mentioned time. Not doing so will lead to disqualification.
- Additional points will be given if the song and costumes are related to the theme of the fest.

## ROUND DESCRIPTION:

### SCREENING:

- **TIME LIMIT:** 1-2mins
- The elimination round will be held in a closed room.

### FINAL BATTLE:

- This is the on-the-spot battle (face-off) round.
- Participants will be given an initial time limit of around 1 minute to show their best dance moves on stage to randomly played music.
- The decision of the judges will be final and binding.

# ASTERIA

G R A V I T Y

G R O O V E

(DANCE)

## GROUP DANCE

**TEAM SIZE: 6 to 12**

**ROUNDS: 1**

### DESCRIPTION:

Groups perform choreographed dance routines showcasing coordination, creativity, and synchronization.

### RULES:

- **TIME LIMIT:** 5-7 min (including stage setup).
- Tracks to be submitted in Pen Drives (in mp3 format strictly) to the event coordinator in ready-to-play condition.
- Teams comprising participants from different colleges will not be considered and will lead to disqualification.
- A minimum of 4 dancers must always be present on the stage during the performance.
- Classical routines are not allowed; however, fusion is allowed.
- Usage of props is allowed (Need to be notified and approved by coordinators).
- Stage cleanliness and discipline should be maintained.
- Participants must report on the mentioned time. Not doing so will lead to disqualification.



# ASTERIA

## C E L E S T I A L

## H A R M O N Y

(SINGING)

### EVENT DESCRIPTION:

Experience the evolution of vocal artistry in **Celestial Harmony**, a harmonical event that merges the soulful essence of singing with cutting-edge technology. Immerse yourself in a harmonious blend of traditional melodies and futuristic innovation as singers take the stage in a cybernetic vocal spectacle.

### SOLOS

### ROUND DESCRIPTION:

#### 1) ROUND 1:

- Participants can use musical instruments or perform acapella based on their preference
- Song selection should be the ones that have been released after 2012 or remake/remix of older songs.
- **Time limit is 3 mins.**
- Karaoke is not allowed.
- Any technical requirements needed must be informed to the event coordinators beforehand.

#### 2) ROUND 2:

- **TIME LIMIT:** 5 mins.
- Performance should be based on the theme of metaverse. (For reference consider such Songs that have Futuristic Videos during their original release)

# ASTERIA

## C E L E S T I A L

## H A R M O N Y

(SINGING)

- Karaoke is allowed.
- The background track must be submitted to the event coordinators before the commencement of Round 2 in MP3 format.
- Song selection should be the ones that have been released after 2012 or remake/remix of older songs.
- Non acapella performances are encouraged.
- Any technical requirements needed must be informed to the event coordinators beforehand.

## GROUP

## ROUND DESCRIPTION & RULES:

- **TEAM SIZE: 4-8**
- **ROUNDS: 1**
- **TIME LIMIT: 6 mins + 2 mins(for setup).**
- Participants should also showcase their piece during the performance (Eg: A guitarist has to exhibit any unique piece of his own during the performance)
- Song selection should be the ones that have been released after 2012.
- Remix/Remake of old songs can be used for performance by adding your unique touch to it.
- Group performance should have a minimum of 3 songs as fusion.

# ASTERIA

C E L E S T I A L

H A R M O N Y

(SINGING)

- Use of entirely Electric Instruments is encouraged and Drums/Octopad are allowed.
- Backtracks or Karaoke are not allowed.
- 5% of marks will be deducted for each minute exceeded.
- Any technical requirements needed must be informed to the event coordinators priorly.

# ASTERIA

## STELLAR

### VOGUE

(FASION SHOW)

## EVENT DESCRIPTION:

Step into a realm where fashion transcends reality – welcome to '**Stellar Vogue**' an avant-garde fashion show that blurs the lines between the physical and the digital. Immerse yourself in a futuristic experience where cutting-edge designs and virtual landscapes converge to redefine the very essence of style.

## RULES:

- **TEAM COMPOSITION:** 6-9
- **ROUNDS:** 1
- **TIME LIMIT:** 7 MINUTES MAXIMUM + 2 MINUTES SETUP
- The theme for the fashion show is Metaverse.
- Background tracks are compulsory for each performance.
- Participants can have different approaches towards the theme but it must be relatable to the theme given.
- Decency in costumes should be maintained.
- The decision of the judges will be final and binding.
- Characters may be fictional and possess extraordinary abilities, which can be demonstrated through their actions/steps or accessories.

# ASTERIA

## G A L A C T I C   G L O W

(FACE PAINTING)

### EVENT DESCRIPTION:

Embark on a journey beyond the ordinary as we bring the magic of the metaverse to life on your very own canvas - your face! Step into a world where face painting becomes a portal to digital wonder, blending reality with the limitless creativity of the metaverse.

### ROUNDS: 1

### RULES:

- **TEAM SIZE:** 2
- **TIME:** 90 minutes.
- **The left half of the face should be painted following a theme (left side Metaverse) and the other half of the face(right side) will be painted by the topic given on the spot.**
- Materials such as paints, brushes etc. are to be brought by the participants.
- One participant must paint the other participant's face.
- Participant getting his/her face painted cannot help the fellow participant to paint but only directions can be given.
- No materials like stickers or glitter will be allowed.
- The decision of the judges will be final and binding.

NUPUR: 9980577962

# ASTERIA

## A R T A T H O N

(PAINTING)

### EVENT DESCRIPTION:

A timed art competition where participants create artworks based on given themes or prompts.

### RULES:

- **TEAM SIZE: 1**
- The organizers will announce the event theme or prompt at the beginning of the Artathon.
- **Duration: 45 mins**
- Participants must bring their art supplies, including paper, canvas(A4 Size plain white), colors, brushes, pencils, etc.
- The prompts will be provided at the start of the round.
- Artworks will be judged based on creativity, originality, interpretation of the theme, technique, and overall visual impact.
- Late submissions may be disqualified or penalized.
- The decision of the judges will be final and binding.
- Ensure that participants clean up their workstations and dispose of any waste responsibly.

### ROUND DESCRIPTION:

The event will comprise a single round. Round details will be revealed by the coordinators on the WhatsApp group.

SAHANA: 9611961112

# ASTERIA

## Q U A N T U M R E E L

(REEL MAKING)

### EVENT DESCRIPTION:

Embark on an exhilarating journey through the lens of innovation with '**Quantum Reel**'—a cinematic spectacle that redefines the art of reel making. Join us in the Digital Realm to celebrate creativity, storytelling, and cutting-edge technology.

### RULES:

- **TEAM SIZE: 1**
- Mobile or Camera can be used.
- Merging of videos is allowed.
- Only one video should be submitted per person.
- Additional rules will be conveyed to the participants a day before the event commencement.

### ROUND DESCRIPTION:

- The event will comprise a single round.
- The theme will be informed on the spot by the coordinators.
  - Additional details will be revealed by the coordinators on the spot.

SAHIL P: 7892213620

# ASTERIA

## P R O T O N - O - G R A P H Y (PHOTOGRAPHY)

### EVENT DESCRIPTION:

Witness the convergence of art and technology in 'Proton-o-graphy'—a photography event that unveils the future of visual storytelling. Join us for a captivating exploration of the Digital Lens Revolution, where photographers push the boundaries of creativity with cutting-edge tools and techniques.

### RULES:

- Solo Event.
- Only minimal edits are allowed.
- Photographs must be submitted before the scheduled date and time.
- The timestamp must be visible on the photograph and will be verified
- Mobile or camera can be used to capture photos.
- Only 1 photo has to be submitted.
- Raw images will not be considered. Images are to be in .jpg, .jpeg or .png formats only.

### ROUND DESCRIPTION:

Participants submit a collection of photographs based on a given theme or topic. The event assesses creativity, composition, and the ability to convey a story or emotion through visual elements. The event will have only 1 round.

### RULES:

- Photographs must be related to the given themes only.
- The theme will be informed to the participants on the spot.
- Rename the file as- Name\_college name.(image format)

ARYAN: 9606739893



# ASTERIA

## VALO VERSUS

(VALORANT)

### EVENT DESCRIPTION:

Prepare for an unprecedented fusion of tactical prowess and cutting-edge technology in the 'Valo Versus'. This hyper-real event thrusts you into the heart of a digital battleground where precision, strategy, and high-tech gadgetry converge to redefine the future of competitive gaming.

### RULES:

#### 1. TEAMS AND ROSTERS

- Each team's roster consist of at least 5 players.
- Each team's roster will be allowed to have 5 main players and 1 substitute. Once the tournament starts, you cannot replace any player.
- A substitute player can be included only prior to the commencement of the tournament.
- A player is allowed to represent only one Team.
- MATCH MUST BE PLAYED IN THE FORMAT: 5V5

#### 2. GAMEPLAY SETTINGS

- Best of one standard match with each match being a knockout.

#### 3. MAP POOL:

- ASCENT
- BIND
- BREEZE
- HAVEN
- LOTUS
- SPLIT
- SUNSET

#### SERVER SETUP:

- Map: Random map from the pool.
- Mode: Standard.

NIKHIL : 8792835335

# ASTERIA

## V A L O R V E R S U S (VALORANT)

### **OPTIONS:**

- Allow cheats: OFF
- Tournament mode: ON
- Overtime: Win by two: ON
- One Timeout per team per half

### **3. GENERAL RULES AND REGULATIONS**

- Each team will be allotted 5 minutes for setup and 5 minutes for warm-up. A maximum of 5 minutes will be granted for all team members to join the party. Teams arriving beyond this time limit will face disqualification.

### **THEME SPECIFIC RULES:**

- Every team must include at least one player selecting Astra, Omen, Yoru or Iso to align with the metaverse theme.
- Team names must align thematically with the metaverse.

NIKHIL : 8792835335

# ASTERIA

## B G M I T O U R N A M E N T

(BATTLEGROUNDS MOBILE INDIA)

### EVENT DESCRIPTION:

Prepare for an immersive dive into the high-tech warfields of BGMI, where cutting-edge technology meets multiplayer action. Gear up for an event like no other, as we combine the adrenaline-pumping gameplay of BGMI with futuristic elements that will blow your mind!

### EVENT ADDRESS:

KLE Dr. MS Sheshgiri College Of Engineering and Technology Contact us at:- 9611906950 or 7349651341

### RULES:

- 1.The tournament will be conducted on the KLEMSSCET campus.
- 2.Each team should have a maximum of 4 teammates in their squad.
- 3.Match sequence: -
  - Qualification - 2 matches (Erangle, Miramar)
  - Finals - 3 total matches. The 3rd match will be based on voting between maps (Vikendi, Miramar, Erangle) with (Erangle, Miramar) to be fixed maps.
- 4.The event will be a 1-day event.
- 5.Only smartphones are allowed.
- 6.No substitute players are allowed.
- 7.If any team is caught cheating, the team will be disqualified immediately.
- 8.The team with maximum number of points at the end of day 2 will be the winner.

# ASTERIA

## B G M I T O U R N A M E N T

(BATTLEGROUNDS MOBILE INDIA)

9. The points will be awarded according to the points table given below:



The image shows a 'POINTS SYSTEM' table for BGMI GRIND. The table is set against a dark blue background with a faint image of a soldier. The table lists points awarded for different ranks and a kill. The points are: 15 for 1st, 12 for 2nd, 10 for 3rd, 8 for 4th, 6 for 5th, 4 for 6th, 2 for 7th, 1 for 8th-12th, 0 for 13th-16th, and 1 for a kill.

BGMI GRIND		POINTS SYSTEM				
15	12	10	8	6		
1ST	2ND	3RD	4TH	5TH		
4	2	1	0	1		
6TH	7TH	8TH - 12TH	13TH - 16TH	KILL		

# ASTERIA

## M E T A - C R I C K

( B O X C R I C K E T )

### EVENT DESCRIPTION:

Step into the digital cricket arena with **Meta-Crick**, a groundbreaking event that brings the excitement of box cricket into the virtual realm. Prepare for an exhilarating blend of technology and sportsmanship as teams battle it in a cricket extravaganza.

### TEAM SIZE: 7

### RULES:

1. The bowler cannot move while in the act of bowling. The bowler must remain stationary.
2. The bowler cannot bring his bowling arm back behind his ear when delivering the ball. The arm must remain in front of the vertical plane of the bowler's head.
3. The bowler must remain inside the designated "bowling box" area while bowling. Stepping outside of this box before releasing the ball constitutes a no-ball.
4. One bowler on the team is designated the "opening bowler" and can bowl a maximum of 2 overs. The other bowler is designated the "second bowler" and can only bowl 1 over.
5. All 7 players can be boys or 5 boys and 2 girls can also register.
6. If we get more teams on both sides we will arrange separate tournaments for each category, If not then Teams with 2 girl participants will have advantages.
7. The match will consist of 5 overs per team.
8. The umpire's decision is final. Any decision made by the designated umpire cannot be overturned or challenged.

AKSHAY: 7619370392

# ASTERIA

## UNIVERSAL

### TUG

(TUG OF WAR)

## EVENT DESCRIPTION:

Gear up for an electrifying clash of strength and technology at "**Universal Tug**" This futuristic rendition of the classic tug of war introduces cutting-edge elements that transform the traditional competition into a thrilling battle where physical strength meets the power of quantum force.

## RULES:

### 1. TEAM ELIGIBILITY:

- Participants must be members of a registered team.
- Each participant can only be a member of one team.

### 2. TEAM SIZE:

- Teams must have 8 players with at least 2 girls.
- Team sizes are subject to change at the time of competition.

### 3. UNIFORM AND ATTIRE:

- Wear appropriate athletic attire and footwear.
- Avoid wearing jewelry or any items that may cause injury during the game.

### 4. STARTING POSITION:

- Stand with both feet behind the designated starting line.
- Hold the rope with both hands before the game starts.

### 5. Grip on the Rope:

- Maintain a firm grip on the rope throughout the game.
- Do not loop or tie the rope around hands or any body part.

SHREYASH: 9731136507

# ASTERIA

## U N I V E R S A L

### T U G

( T U G O F W A R )

#### 6. **NO STEPPING OVER THE LINE:**

- Participants must not step over the starting line during the game.
- Crossing the center line results in a round loss for the team.

#### 7. **LISTENING TO OFFICIALS:**

- Follow the instructions of the game officials at all times.
- Respect the decisions made by the officials, and do not dispute their calls.

#### 8. **SPORTSMANSHIP:**

- Engage in the game with good sportsmanship.
- Avoid aggressive behavior, taunting, or any action that may endanger others.

#### 9. **COMMUNICATION:**

- Encourage communication and coordination with teammates.
- Work together to strategize and maximize the team's pulling strength.

#### 10. **SAFETY AWARENESS:**

- Be aware of the surroundings and play safely.
- Report any unsafe conditions or hazards to the officials.

#### 11. **FAIR PLAY:**

- Abide by the rules and play fairly.
- Any intentional violation of the rules may result in penalties for the team.