



# AISSMS

## COLLEGE OF ENGINEERING

ज्ञानम् सकलजनहिताय

An Autonomous Institute Affiliated to Savitribai Phule Pune University  
Approved by AICTE, New Delhi and Recognised by Govt. of Maharashtra  
Accredited by NAAC with "A+" Grade | NBA - 7 UG Programmes



## 20<sup>TH</sup> AISSMS ENGINEERING TODAY

### DEPARTMENT OF MECHANICAL ENGINEERING

#### RULEBOOK

#### MECH-PULSE

(ME1) ESCAPE ROOM

(ME2) RADIUM STRIKER

(ME3) SCAVENGER HUNT

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**General Secretary**

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**Joint General Secretary**

Dr. M R Phate

**HOD Mechanical Engineering**

Dr. D S Bormane

**Principal AISSMS COE Pune**

## **(ME1) ESCAPE ROOM**

**VENUE: AISSMS COE CAMPUS**

**MODE:-OFFLINE**

**ENTRY FEE: RS 100/- PER PARTICIPANT**

**PER GROUP (2 PARTICIPANTS) TOTAL= RS 200/-**

**MAXIMUM PARTICIPANTS PER TEAM: 2**

**EVENT DATE & TIME: 29<sup>th</sup> & 30<sup>th</sup> September, 10:30 AM ONWARDS**

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### **EVENT CONCEPT:**

The Escape Room is a thrilling challenge where participants are required to solve a series of puzzles and uncover hidden clues within a limited time frame. Each clue leads closer to unlocking the path out of the room, testing problem-solving skills, logic, and presence of mind. Success depends on teamwork, critical thinking, and the ability to remain composed under pressure. It is an engaging blend of intellect and adventure.

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### **GENERAL RULES: -**

- a) Any participant disobeying the instructions will be charged with a penalty or disqualified.
- b) The judges will make the final decision.
- c) Spot entries are allowed.
- d) Cancellation of any registration is not permitted.

- e) If there is any change in above rules, you will be informed before the start of the event.
  - f) Treat the escape room props and furniture with care.
  - g) Avoid causing damage to any items in the room.
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### **GAME RULES: -**

- a) Each team should consist of one or two players.
  - b) Listen carefully to the game master's instructions at the beginning of the game. You have a set amount of time, usually 5 minutes, to solve each puzzles and escape. Keep an eye on the countdown timer in the room.
  - c) If you're stuck on a puzzle, you can request a clue from the game master, but 10 points will be deducted from overall points you gain.
  - d) The points will be given on the based on the time required to solve the puzzle.
  - e) For example: if you solve the puzzle before 5 minutes, you gain extra 10 points which will be added to your total points.
  - f) Work together to solve puzzles, riddles, and challenges. Some puzzles may require you to find hidden objects, decode messages.
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**PRIZE POOL:**

**First Prize: Rs. 5000/-**

**Second Prize: Rs. 3000/-**

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Rohit Jadhav (8237870269)

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**General Secretary**

**Student Coordinators**

Dr. M R Phate

**HOD Mechanical Engineering Department**

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## **(ME2) RADIUM STRIKER**

**VENUE: AISSMS COE CAMPUS**

**MODE: OFFLINE**

**ENTRY FEE: RS 100/- PER PARTICIPANT**

**PER GROUP (5 PARTICIPANTS) TOTAL= RS 500/-**

**MAXIMUM PARTICIPANTS PER TEAM: 5**

**EVENT DATE & TIME: 29<sup>th</sup> & 30<sup>th</sup> September, 10:30 AM ONWARDS**

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### **EVENT CONCEPT:**

Radium Striker is a competitive box cricket event designed to combine strategy, skill, and enthusiasm for the game. Teams will face each other in successive matches, with only the most consistent performers advancing through the rounds. The format emphasizes precision, quick decision-making, and effective coordination among team members. The event culminates in a high-energy final match, ensuring an exciting sporting experience for both players and spectators.

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### **Rules:**

1. Match format: 5 overs, 5 players a side
2. Over per bowler limit: only 1 bowler can bowl max 2 Overs, rest get to bowl only 1 over.
3. Wide ball rules:
  - a) For Overs 1 to 5: wide ball is Counted and 2 runs penalty to the team

- b) Successive wides: 1<sup>st</sup> wide- 2 runs, 2<sup>nd</sup> wide-4 runs, 3<sup>rd</sup> ,4<sup>th</sup>,5<sup>th</sup>, & 6<sup>th</sup> wide – 6 runs (balls are counted)
- c) For 6<sup>th</sup> over: ball Not Counted, and 1 run penalty to the team.

4. NO Ball rules:

- a) For Overs 1 to 5: ball not counted, 2 runs penalty, and next ball is a free hit.
- b) For 6<sup>th</sup> Over: Ball not counted, and 1 run penalty, and next is a ball free hit.
- c) Full toss above waist is a no-ball, 2 runs penalty
- d) 3<sup>rd</sup> bouncer over shoulder height, following 2 warnings is a no-ball, 2 runs penalty, and next is a ball free hit.
- e) 3 no balls are allowed, 4<sup>th</sup> no ball in the same over, bowler will be disqualified

5. Throw bowling is not allowed. Decision will be taken by the umpire.

6. Boundaries:

- a) Fours: Beyond marked pillars, and below horizontal mid-beam
- b) Sixes: Same as fours, except above horizontal mid-beam
- c) Fly through shots will be counted as four or six based on 1<sup>st</sup> impact point
- d) Over throws to the fence can result in 4's and 6's.

7. Fielding Rules:

- a) No more than 3 fielders in the 1<sup>st</sup> half of the ground
- b) Wicket keeper is not mandatory
- c) Catches: Direct catches, no rebounds. For roof rebounds, ball in play but not a catch

8. LBW: No LBW outs, foot deflections may result in leg byes/byes.

9. In case of Tie, Super Over will be played

10. Admin Rules :

- a) All players must report at venue 30 minutes before game start.
- b) If the full team doesn't report 10 minutes prior to the official start time, the opposite team will be awarded as winners.
- c) Games will be postponed in case of rain.
- d) Umpire decisions are final & irrevocable.
- e) Matches will be played with hard tennis ball, players are requested to come in
- f) Sportswear. Spiked shoes are not allowed inside the playing area.
- g) All players are expected to be courteous to each other and with the officials.
- h) Arguments with umpire will lead to player/team disqualification. This will be strictly followed.

**\*PROFANITY/CONSUPTION OF ALCOHOL/ DRUNKEN TEAM MEMBERS ARE STRICTLY NOT ALLOWED ON THE FIELD.**

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### **MATCH PROGRESSION:**

Stage	Teams Playing	Teams Advancing
Round 1	All Registered Teams	50% Of Teams
Round 2	Qualified Teams From Team 1	50% Of Teams
Quarterfinals	Winning Teams From Round 2	50% Of Teams
Semi-finals	Top 4 Teams. (Approx.)	2 Teams
Final Match	The Last 2 Teams	1 Champion

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**PRIZE POOL:**

**First Prize: Rs. 5000/-**

**Second Prize: Rs. 3000/-**

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Arihant Upadhey (8956339811)

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**General Secretary**

**Student Coordinators**

Dr. M R Phate

**HOD Mechanical Engineering Department**

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## **(ME3) SCAVENGER HUNT**

**VENUE: AISSMS COE CAMPUS**

**MODE: HYBRID (ONLINE & OFFLINE)**

**ENTRY FEE: RS 100/- PER PARTICIPANT**

**PER GROUP (5 PARTICIPANTS) TOTAL= RS 500/-**

**MAXIMUM PARTICIPANTS PER TEAM: 5**

**EVENT DATE & TIME: 29<sup>th</sup> & 30<sup>th</sup> September, 10:30 AM ONWARDS**

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### **EVENT CONCEPT:**

The Scavenger Hunt is an adventurous event that requires participants to follow a trail of clues and complete tasks leading to a final destination. At each stage, teams must apply reasoning, observation, and teamwork to progress further in the hunt. The journey is designed to be both mentally stimulating and physically engaging, offering an experience that is as challenging as it is rewarding. The team that successfully deciphers all clues in the shortest time will emerge as the winner.

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### **RULES:**

- a) The decision of the judges will be final on the basis of completeness and optimum time and will not be subjected to any change.
- b) Cancellation of any registration is not allowed after registration.
- c) All participating teams should report on time.
- d) The coordinator of the event reserves the right to modify rules without any prior notice.
- e) Any indiscipline will lead to disqualification of the participant
- f) Teams will be registered on the basis of first come first serve.
- g) Participation from all colleges are allowed.
- h) Any disrespect towards organizers, coordinators, volunteers and other participating teams will lead to disqualification.

- i) All participating teams must follow college code and discipline & any damage to college property will be responsibility of respective team.
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**Eligibility: -**

- a) All students with valid identity card of their respective educational institute are eligible to participate in the event.  
b) Student should carry their identity card at the time of reporting
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**PRIZE POOL:**

**First Prize: Rs. 5000/-**

**Second Prize: Rs. 3000/-**

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