



# **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

# **(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**

## **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.

## **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.

## **(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**

### **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.**

## **(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**

**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.

**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.