



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



21ST AISSMS ENGINEERING TODAY

DEPARTMENT OF CHEMICAL ENGINEERING

RULEBOOK

CHEMIXIR

(CH1) LUMINOUS STRIKE

(CH2) LABXCAPE

Adarsh Birje (9156425268)

General Secretary

Dr. A. V. Mohod

HOD Chemical Engineering

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Joint General Secretary

Dr. D S Bormane

Principal AISSMS COE Pune

(CH1) LUMINOUS STRIKE

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: 29th & 30th September, 10:30 AM ONWARDS

EVENT CONCEPT:

Luminous Strike is a high-octane indoor box cricket tournament that reimagines the traditional game through explosive rules, tactical innovations, and continuous action. Designed for teams of five, the event challenges players with unique format twists—including a pre-quarterfinal technical showdown to claim the toss, target boxes for high-stakes bonus runs, and strict bowling quotas that push every squad's versatility. Blending precision, fast-paced decision-making, and high-energy sportsmanship, Luminous Strike delivers an intense competitive experience where every run, target hit, and tactical play directly impacts the road to the championship..

General Rules:

- **Team Composition:** 5 players per side.
- **Match Length:** 5 overs per innings.
- **Bowling Quota:** Only 1 bowler can bowl only 1 overs; all other bowlers are restricted to 1 over each.
- **Reporting Time:** All players must report to the venue at least **30 minutes** before the scheduled start time.
- **Forfeits:** If a full team fails to report **10 minutes** prior to official start time, the opposition will be awarded a walkover win.

- **Conduct & Ethics:** Players must maintain sportsmanship and courtesy toward opponents and officials at all times.
- **Umpiring Authority:** Umpire decisions are final and irrevocable. Any arguments with officials will result in immediate player or team disqualification.

Game Rules :

Wide Ball Penalties

- **Overs 1 to 5:** Wides are counted as legal balls in the over and incur a **2-run penalty**.
- **Successive Wides:**
 - 1st Wide: 2 runs
 - 2nd Wide: 4 runs
 - 3rd through 6th Wides: 6 runs each (balls continue to be counted).
- **Super Over (6th Over):** Wides are **not counted** as legal balls and incur a **1-run penalty**.

No Ball Penalties

- **Overs 1 to 5:** Ball is not counted, incurs a **2-run penalty**, and results in a **Free Hit** on the next ball.
- **Super Over (6th Over):** Ball is not counted, incurs a **1-run penalty**, and results in a **Free Hit** on the next ball.
- **Full Toss:** Any full toss above waist height is called a No-Ball (2-run penalty + Free Hit).
- **Bouncers:** A 3rd bouncer above shoulder height in an over (after 2 warnings) is called a No-Ball (2-run penalty + Free Hit).
- **Bowling Limit Disqualification:** A maximum of 3 No-Balls are allowed per bowler per over; a 4th No-Ball in the same over leads to immediate bowler disqualification.
- **Bowling Action:** Throw bowling (chucking) is strictly prohibited at the umpire's discretion.

Boundaries & Scoring

- **Fours (4s):** Ball striking beyond marked pillars and below the horizontal mid-beam.
- **Sixes (6s):** Ball striking beyond marked pillars and above the horizontal mid-beam.

- **Fly-Through Shots:** Boundary calls (4 or 6) are determined based on the ball's first impact point.
- **Overthrows:** Overthrows contacting the fence accrue standard boundary runs (4s or 6s).

Fielding & Dismissals

- **Field Restrictions:** Maximum of 3 fielders permitted in the front half of the ground.
- **Wicket Keeper:** Optional (not mandatory).
- **Catches:** Only direct catches are valid (no rebounds off walls/nets). If a ball hits the roof, it remains live in play, but no catch can be taken.
- **LBW & Byes:** No LBW dismissals. Foot deflections count as legitimate Leg Byes or Byes.

Tie-Breaker

- In the event of a tie, a **Super Over** will decide the winner, Super Over will be played

Target Box Bonus Runs:

- Designated target boxes are placed inside the arena.
- Hitting a target box cleanly awards an instant **6 Bonus Runs** added directly to the team's total score.

Pre-Quarterfinal Technical Challenge (Replaces the Toss):

- Prior to the quarter-finals, teams will complete a short **Technical Challenge** instead of a traditional coin toss.
- The winning team of the technical round earns the right to choose whether to **bat** or **bowl** first.

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

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

PRIZE POOL:

First Prize: Rs. 5000/- Second

Prize: Rs. 3000/-

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General Secretary

Student Coordinators

Dr. A. v. Mohod

HOD

Chemical Engineering Department

(CH 2) LABXCAPE

VENUE: AISSMS COE CAMPUS (ROOM NO :- 321)

MODE:-HYBRID (ONLINE/OFFLINE)

ENTRY FEE: RS 100/- PER PARTICIPANT

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

MAXIMUM PARTICIPANTS PER TEAM: 3

EVENT DATE & TIME: 29th & 30th September, 09:30 AM ONWARDS

EVENT CONCEPT:

The Event is a thrilling, horror-themed escape room challenge where teams of 2 to 3 face eerie sound effects and intense suspense. Teams first tackle a branch-specific technical quiz, with top scorers earning a 30-second head start. Once inside the room, surrounded by chilling audio, you must find and decode hidden clues scattered across the space to unlock your escape within 5 minutes. Beyond the adrenaline rush, playing this game sharpens your **teamwork, critical thinking power, quick decision-making, and adaptability under extreme pressure.**

GENERAL RULES: -

- **Instructions:** Follow coordinator rules; disobeying leads to penalties or disqualification.
- **Judges' Decision:** The judges' decision is final.
- **Registration:** Spot entries allowed; no cancellations or refunds once registered.
- **Property Care:** Handle all lab equipment, props, and furniture with care; damage will result in disqualification.
- **Rule Updates:** Any changes will be announced before the event starts.

GAME RULES: -

Round 1: Technical Quiz

- **Team Size:** Minimum 2 participants, maximum 3 participants per team.
- **Format:** Conducted in a hybrid mode.
 - **Offline Participants:** Will take the online quiz live on-the-spot at the event venue.
 - **Online Participants:** Will take the quiz online remotely.
- **Domain Selection:** Teams can select their engineering branch for the quiz (e.g., Chemical, Electrical, Mechanical, etc.).
- **Scoring Criteria:** Based on the highest score completed in the shortest time.
- **Advancement Benefit:** Top-performing teams earn a 30-second time advantage for Round 2.

Round 2: Riddle Solving

- **Format:** Conducted in a hybrid mode (Online/Offline).
 - **Game Objective:** Teams receive their first clue from a volunteer and must decode subsequent clues hidden within various laboratory objects to reach the final clue.
 - **Timing Mechanism:**
 - The timer is started directly by a team member immediately upon receiving the first clue.
 - The maximum allowable time for this round is 5 minutes.
 - Upon discovering and solving the final clue, the team member must manually stop the timer.
 - **Winning Criteria:** The team that successfully resolves the riddle sequence in the shortest recorded time will be declared the official winner.
 - **Tie-Breaker Clause:** In the event of a tie between top-performing teams, a 3rd round will be conducted on the spot based on the judges' decision.
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PRIZE POOL:

First Prize: Rs. 5000/-

Second Prize: Rs. 3000/-

Sushant Mache (9075757775)

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