



LGS GROUP OF COLLEGES

PRESENTS

THE FIRST CHAPTER



16 . 17 . 18
OCTOBER



DEAR SIR/MADAM,

The **LGS Group of Colleges, Greenland Campus** is pleased to invite your esteemed institution to participate in **SPORTSVERSE '26 – The First Chapter**, our campus's first major three-day sports festival, taking place on **16th, 17th and 18th October 2026**. With approximately **200–250 participants**, SPORTSVERSE '26 aims to bring together young athletes and sports enthusiasts in an exciting and competitive environment.

The event will celebrate **sportsmanship, teamwork, discipline and determination**, while providing participants with the opportunity to showcase their skills and represent their institutions with pride. Across three action-packed days, participants will compete in a variety of sporting activities, challenge themselves against worthy opponents and create lasting memories. As this is the **first chapter of SPORTSVERSE**, we look forward to making it a memorable beginning and warmly invite your institution to be a part of this exciting journey.

Regards,
SPORTSVERSE '26 MANAGEMENT
LGS GROUP OF COLLEGES - GREENLAND CAMPUS



FEE STRUCTURE

DELEGATION FEE:	2000/-
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<u>INSTITUTE DELEGATE FEE:</u>	
ONE CATEGORY:	1600/-
TWO CATEGORIES	1800/-
THREE CATEGORIES	2000/-
APPLICABLE FROM 2 OCTOBER TILL EVENT DATES	

<u>PRIVATE DELEGATE FEE:</u>	
ONE CATEGORY:	1700/-
TWO CATEGORIES	1900/-
THREE CATEGORIES	2100/-
APPLICABLE FROM 2 OCTOBER TILL EVENT DATES	

<u>EARLY BIRD FEE</u>	
ONE CATEGORY:	1300/-
TWO CATEGORIES	1600/-
THREE CATEGORIES	1800/-
APPLICABLE TILL 2 OCTOBER	

NOTE:

- AGE LIMIT = 13-22
- DELEGATION FEE NOT REQUIRED FOR PRIVATE DELEGATES, DELEGATION FEE IS UNIFORM FOR BOTH INSTITUTE AND PRIVATE DELEGATIONS
- EACH DELEGATION MUST HAVE A MINIMUM OF 8 DELEGATES AND A MAXIMUM OF 10

TABLE OF CONTENT:

• Gaming



- Chess (Girls/Boys)
- Ludo (Girls/Boys)
- Carrom (Girls/Boys)
- Card Game (Girls/Boys)
- E-sports/Gaming (Girls/Boys)

• Athletics



- Futsal (Boys)
- Volleyball (Girls/Boys)
- Throwball (Girls/Boys)
- Tug of War (Girls/Boys)
- Dodge the Ball (Girls/Boys)
- Cricket (Girls/Boys)
- Strongmen (Boys)
- Table Tennis (Girls/Boys)
- Badminton (Girls/Boys)
- Minute to Win it (Girls/Boys)

• Artistry



- Still Life

THROWBALL (GIRLS/BOYS):



- ALL MATCHES SHALL BE PLAYED ON KNOCK OUT BASIS.
- A TEAM MUST HAVE 7 PLAYERS WITH A POSSIBILITY OF 2 REPLACEMENTS.
- THE SERVE AND THE SIDE OF THE COURT ARE DECIDED BY A COIN FLIP.
- IF THE SERVE IS INTERRUPTED BY THE BALL STRIKING THE NET, IT MUST BE RESTARTED.
- THROWING THE BALL INTO THE DEAD ZONE IS AGAINST THE RULES.
- THERE SHALL BE 3 SETS PER GAME, EACH CONSISTING OF 15 POINTS.
- JUMP SMASHES ARE ACCEPTABLE.
- THE SIDES MUST SCORE 2 POINTS IN A ROW AFTER DEUCE TO WIN THE SET.
- ANY BODILY CONTACT, DOUBLE TOUCH OR FUMBLE IS A FOUL.

DODGE THE BALL (GIRLS/BOYS):



- EACH TEAM MUST HAVE 6 ACTIVE PLAYERS.
- EACH TEAM SHALL BE GIVEN 10 MINUTES FOR EACH ROUND.
- ONE CATCH WILL GET ONE LIFE.
- ELIMINATION OF PLAYER WILL RESULT IN; BEING HIT BY THE BALL, DROPPING AN ATTEMPTED CATCH IF THE BALL IS CAUGHT AFTER TOUCHING THE GROUND, SETTING FOOT OUT OF ANY OF THE FOUR BOUNDARY LINES.

LUDO

[GIRLS/BOYS]



- THERE WILL BE NO TIME LIMIT.
- EACH PLAYER WILL START THE GAME WITH 4 TOKENS.
- FURTHER RULES AND CLARIFICATIONS WILL BE PROVIDED AT THE TIME OF PLAY.

TUG OF WAR

[GIRLS/BOYS]

- MATCHES WILL BE CONDUCTED IN THE COLLEGE GROUND.
- THE BEST-OF-THREE FORMAT WILL BE USED FOR THE CONTEST.



- THERE SHALL BE 8 PLAYERS IN EACH TEAM WITH 2 SUBSTITUTES.
- EACH TEAM MUST KEEP TUGGING UNTIL THE TAPE MARK (MIDPOINT OF THE ROPE) CROSSES THE LINE



MINUTE TO WIN

[GIRLS/BOYS]



- EACH GAME SHALL BE PLAYED FOR 1 MIN.
- IF A HANDFUL OF PEOPLE ARE PLAYING INSTEAD OF LARGE TEAMS, GIVE EACH PLAYER 60 SECONDS



CATEGORIES

1. FLIP THE BOTTLE

2. STACK ATTACK



1. FLIP THE BOTTLE:

- THE PLAYERS SHALL BE GIVEN A WATER BOTTLE AND ASKED TO FLIP IT ON THE TABLE IN FRONT OF THEM.
- WHOEVER'S BOTTLE FLIPS AND LANDS ON THE TABLE PERFECTLY THE MOST TIMES IN ONE MINUTE WINS.

2. STACK ATTACK

- THE PLAYERS SHALL BE GIVEN 60 SECONDS TO STACK 10 CUPS IN A PYRAMID, AND THEN TAKE THEM DOWN IN A DIAGONAL FASHION.
- THEN REVERSE THEM BACK TO THE STARTING POINT.
- IF THE PYRAMID TOWER FALLS AT ANY POINT, THEY MUST START OVER.



GAMING

[GIRLS/BOYS]



- THE SYSTEM USED WILL BE PLAYSTATION 5.
- DELEGATES ARE REQUIRED TO BRING THEIR OWN CONTROLLERS.
- ALL DELEGATES MUST BE PRESENT AT THE START OF THE GAME.
- PARTICIPANTS MAY CHOOSE ANY ONE OF THE TWO GAMES.

CATEGORIES

1. FIFA '25



2. TEKKEN 8



FIFA '25:

- GAME SPEED: FAST
- EACH MATCH WILL BE PLAYED WITH THE DEFAULT SPEED.
- PARTICIPANTS WITH THE MOST GOALS AT THE END OF THE MATCH WILL MOVE TO THE NEXT ROUND
- MATCH.
- ABUSIVE LANGUAGE, MISCONDUCT OR VIOLENCE WILL RESULT IN DISQUALIFICATION.
- CAMERA ANGLE: DEFAULT
- MANUAL KEEPING: OFF
- NO PAUSES DURING THE PLAY
- INJURIES: OFF
- 5-MINUTE HALVES IN THE STARTING ROUNDS
- 6-MINUTE HALF-MATCH IN THE FINAL ROUND

TEKKEN 8:

- EACH FIGHT WILL BE SET TO A BEST OF THREE ROUNDS (FIRST TO REACH TWO K.O) NAMCO BANDAI GAMES
- TEKKEN TOURNAMENT WILL BE A SINGLE-ELIMINATION KNOCK-OUT TOURNAMENT.
- PARTICIPANTS WILL BE ALLOWED TO CONFIGURE BUTTONS TO THEIR PREFERRED SETTINGS BEFORE EACH MATCH.
- THE BUTTONS CANNOT BE ALTERED ONCE THE MATCH HAS BEGUN.
- ABUSIVE LANGUAGE, MISCONDUCT OR VIOLENCE WILL RESULT IN DISQUALIFICATION.
- DELEGATES ARE TO REMAIN PATIENT BEFORE THEY ARE CALLED FOR THEIR TURN.



CARD GAME [GIRLS/BOYS]



- **EACH TABLE WILL PLAY BEST OF THREE.**
- **THE PLAYER TO THE LEFT OF THE DEALER STARTS THE ROUND.**
- **PLAYERS MUST FOLLOW THE SUIT (PLAY THE SAME TYPE OF CARD: HEARTS, SPADES, ETC) IF THEY HAVE IT.**
- **IF THE PLAYER DOESN'T HAVE A MATCHING SUIT, THEY MAY PLAY ANOTHER CARD.**
- **THE HIGHEST CARD OF THE LEADING SUIT (OR THE HIGHEST TRUMP CARD, IF THE TRUMPS ARE USED) WINS THE TRICK.**
- **EACH TRICK EARNS 1 POINT.**
- **LOOKING AT OTHERS' CARDS OR SIGNALLING IS STRICTLY FORBIDDEN.**
- **CARDS MUST NOT BE BENT, MARKED OR DAMAGED.**
- **ONCE A GAME BEGINS, NO PLAYER CAN BE REPLACED.**
- **THE WINNER OF THE TRICK LEADS THE NEXT ROUND.**



CHESS

[GIRLS/BOYS]



- EACH PLAYER SHALL BE ALLOTTED 15 MINUTES, 30 MINUTES FOR EACH GAME.
- THE FINAL MATCH SHALL BE ALLOTTED UNLIMITED TIME.
- A PIECE ONCE TOUCHED MUST BE MOVED.
- TWO ILLEGAL MOVES BY A PLAYER SHALL RESULT IN THE LOSS OF THE GAME.
- FOR EVERY ILLEGAL MOVE COMMITTED, THE OPPONENT SHALL BE AWARDED AN ADDITIONAL ONE MINUTE ON THEIR CLOCK.
- A PLAYER WHOSE TIME EXPIRES SHALL LOSE THE GAME.
- THE WINNER OF EACH GAME SHALL PROGRESS TO THE NEXT ROUND, WHILE THE LOSER SHALL BE ELIMINATED.
- 3-FOLD REPETITION WILL RESULT IN A DRAW.
- QUEEN- 9 POINTS
- ROOK- 5 POINTS
- BISHOP/KNIGHT- 3 POINTS
- PAWN- 1 POINT

TABLE TENNIS

[GIRLS/BOYS]

1. SINGLES
2. DOUBLES



SINGLES

- ALL ROUNDS SHALL BE PLAYED ON A KNOCKOUT BASIS.
- EACH MATCH WILL BE 11 POINTS.
- SEMI-FINAL AND FINAL MATCHES WILL HAVE 3 SETS OF 11 POINTS.
- THE SERVE IS RETAKEN IF THE BALL SCRAPES THE NET AND GOES OVER; THE BALL MUST PASS CLEARLY OVER THE NET.

DOUBLES

- EACH MATCH WILL BE 11 POINTS.
- A COIN TOSS WILL DECIDE WHICH TEAM SERVES FIRST.
- REFEREE'S DECISION WILL BE FINAL AND NOT CHANGEABLE.



BADMINTON

[GIRLS/BOYS]



- **1. SINGLES**
- **2. DOUBLES**
- **3. MIXED DOUBLES**

GENERAL RULES (Applicable to All):

- **A COIN TOSS DETERMINES GAME START AND SIDE CHOICE.**
- **ALL MATCHES WILL CONSIST OF BEST-OF-THREE SETS.**
- **EACH SET WILL CONSIST OF 11 POINTS.**
- **SIDE GALLERIES ARE “OUT OF COURT”, BACK GALLERIES ARE “INSIDE” (all lines included).**
- **ODD SCORE SERVES FROM THE LEFT, EVEN FROM THE RIGHT.**
- **SERVE FROM THE RIGHT SIDE AND BELOW THE WAIST.**
- **THE UMPIRE’S DECISION WILL BE FINAL.**
- **DELEGATES/TEAM MUST REPORT TO THE BADMINTON COURT 10 MINUTES BEFORE THEIR MATCH, OR ELSE A WALKOVER WOULD BE GIVEN TO THE OPPOSING DELEGATE/TEAM.**

SPECIFIC RULES FOR DOUBLES & MIXED DOUBLES:

- **SERVE DIAGONALLY ACROSS THE COURT.**
- **SIDE GALLERIES ARE “INSIDE” DURING PLAY (making the full court wider).**
- **MIXED DOUBLES TEAMS MUST CONSIST OF ONE MALE AND ONE FEMALE PLAYER.**



VOLLEYBALL

[GIRLS/BOYS]



- **EACH TEAM WILL COMPRISE 8 PLAYERS (6 ACTIVE AND 2 SUBSTITUTES)**
- **ROUNDS WILL BE CARRIED OUT BASED ON BEST OF THREE.**
- **UNDERHAND AND OVERHAND SERVES MUST BE MADE WHILE STANDING BEHIND THE END LINE UNTIL THE SERVE IS COMPLETE.**
- **IT IS ILLEGAL TO CATCH, HOLD OR THROW THE BALL.**
- **MATCHES ARE MADE UP OF SETS; THE NUMBER DEPENDS ON THE LEVEL OF PLAY, 3-SET MATCHES ARE 2-SETS TO 11 POINTS AND THIRD SET TO 11.**
- **THE WINNER IS THE FIRST TEAM TO WIN 2 SETS.**





FUTSAL [BOYS]



- THE GAME WILL LAST 15 MINUTES, DIVIDED INTO TWO HALVES OF 7.5 MINUTES EACH.
- EACH SIDE MUST HAVE 7 PLAYERS (5 ACTIVE AND 2 REPLACEMENTS)
- A KICK-IN CANNOT BE USED TO DIRECTLY SCORE A GOAL.
- IN THE EVENT OF A TIE, EACH TEAM WILL BE AWARDED THREE PENALTY KICKS.

CARROM [GIRLS/BOYS]



- FOUR PLAYERS WILL PLAY AT A TIME.
- 9 WHITE PIECES, 9 BLACK PIECES AND 1 RED QUEEN.
- BLACK COUNT 5 NUMBERS, WHITE COUNT 10 NUMBERS, AND RED QUEEN COUNT 20 NUMBERS.
- TOTAL SCORE OF THE GAME WILL BE 155.
- RED QUEEN CAN BE POCKETED AT ANY TIME. AFTER POCKETING THE QUEEN, YOU MUST POCKET A BLACK OR WHITE PIECE.



CRICKET

[GIRLS/BOYS]

- EACH TEAM MUST HAVE 9 PLAYERS MINIMUM AND 12 MAXIMUM (8 ACTIVE AND 1 SUBSTITUTE).
- THERE SHALL BE 5 OVERS PER INNINGS.
- SEVEN OVERS WILL BE USED IN THE FINAL MATCH.
- IN CASE OF A DRAW, A SUPER OVER WILL BE GIVEN.
- EACH BOWLER MAY ONLY BOWL A MAXIMUM OF TWO OVERS.
- UMPIRE'S DECISION WILL BE FINAL AND NOT CHANGEABLE.





STRONGMEN

(BOYS)



PUSHUP

- DO AS MANY PUSHUPS AS YOU CAN IN ONE MINUTE.
- HIPS SHOULD NOT SAG DOWN, AND KNEES SHOULD NOT TOUCH THE FLOOR.
- HANDS SHOULDER-WIDTH, BODY STRAIGHT, ARMS FULLY EXTENDED.
- ONLY CORRECT REPS COUNT. THE JUDGE'S COUNT IS FINAL.
- STOP IF PAIN OR DIZZINESS OCCURS.



ARM WRESTLING

(Girls/Boys)



- COMPETITORS MUST KEEP THEIR ELBOWS ON THE PAD AT ALL TIMES.
- HANDS MUST BE GRIPPED FAIRLY, AND THE FREE HAND MUST HOLD THE TABLE HANDLE.
- THE MATCH STARTS ONLY ON THE REFEREE'S SIGNAL.
- A WIN IS SCORED WHEN THE OPPONENT'S HAND TOUCHES THE PAD.
- LIFTING THE ELBOW, INTENTIONAL SLIPPING, OR AN EARLY START IS CONSIDERED A FOUL.
- 6. THE REFEREE'S DECISION IS FINAL.



SQUATS

(Boys)

- PERFORME MAXIMUM UNBROKEN REPS IN ONE MINUTE.
- CREASE OF THE HIP MUST GO BELOW THE TOP OF THE KNEE FOR A REP TO COUNT.
- COMPLETE EXTENSION AT THE TOP OF EACH REP WITH HIPS AND KNEES LOCKED.
- ONLY FULL REPS COUNT. THE JUDGE'S COUNT IS FINAL.
- STOP IF YOU FEEL ACUTE PAIN OR DIZZINESS.



STILL LIFE

[GIRLS/BOYS]

- EACH DELEGATE SHALL BE GIVEN 2 AND HALF HOURS TO COMPLETE THEIR SKETCH.
- DAYS: 2 (EACH DAY 2 AND HALF HOURS)
- PARTICIPANTS MUST COMPLETE AND SUBMIT THEIR WORK ON THE GIVEN TIME.
- THE SUBJECT WILL BE PROVIDED OR DISPLAYED AT THE VENUE.
- PARTICIPANTS MUST SKETCH EXACTLY WHAT IS ARRANGED - NO ADDITIONS OR OMISSIONS ARE ALLOWED.
- PARTICIPANTS MUST BRING THEIR OWN ART MATERIALS.
- DELEGATES SHOULD BRING THEIR OWN DRAWING SHEETS OR CANVASES. (APPROXIMATELY 15"X20")
- USE OF MOBILE PHONE OR REFERENCE PHOTOS IS STRICTLY PROHIBITED.
- LATE SUBMISSIONS WILL NOT BE ACCEPTED.
- JUDGE'S DECISION WILL BE FINAL AND BINDING.





REGISTRATION FORM



INSTITUTION DETAILS

INSTITUTION'S NAME

CONTACT NUMBER

FACULTY ADVISOR'S NAME

FACULTY ADVISOR'S CONTACT NUMBER

DELEGATION DETAILS

HEAD DELEGATE'S NAME

HEAD DELEGATE'S CONTACT NUMBER

HEAD DELEGATE'S AGE



SR.	DELEGATE'S NAME	DELEGATE'S CONTACT NUMBER	1ST CATEGORY	2ND CATEGORY	3RD CATEGORY

ACCOUNT DETAILS FOR REGISTRATION FEE

Account Name: Hassan arif ansari

Bank Name: Askari bank

Iban: pk35 ascsm0003200320039999

Account Number: 3200320039999



CONTACT US

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*Sportsverse '26
The First Chapter*