

NEKK – Indoor Olympics

Welcome to NEKK Indoor Olympics. As we all live through these summer months, we also worry about what is going to happen during colder months. We have a solution. NEKK – Indoor Olympics. Do you miss playing Carrom board, Table Tennis, Playing Cards or even Chess with your friends and relatives? Not anymore, we are conducting Indoor Olympics for the entire family.

How it works:

1. We will have 4 zones
 - a. Northwest: Middlesex county, New Hampshire, Vermont areas
 - b. Northeast: Boston, Suffolk, Essex Counties including Maine
 - c. South: Norfolk, Bristol, Plymouth and Barnstable counties and all of Rhode Island
 - d. West: Worcester, Hampshire, Franklin, Hampden and Berkshire counties including CT.
2. Each zone will have separate round robin for 5 sports, Carrom Board, Table Tennis, Playing Cards – Rummy and Chess. We will add Bridge if we have at least 6 teams in each of the zones.
3. Carrom and Table Tennis will have both Singles and Doubles (depending on participation)
4. There will be two categories of players. 15 and below and 16+.
5. Each of the zones will have its own round robins and winners in each of the sports will be decided based on rules established for each of the sport.
6. Each zone will have one Olympic committee lead and will represent NEKK IO committee.
7. Zonal lead will appoint judges for each game.
8. Judges decision will be final for each game. The judges cannot be challenged. Any challenges can only be made to the NEKK – IO committee. Please note, each judge is spending their personal time to volunteer for these games. It requires a lot of commitment and effort on their side.
9. Each of the games will be held at members or participants provided location. NEKK will not be able to provide a location.
10. For each sport there will be set rules, set up by the committee.
11. Each zonal champion will participate in Semi Finals of the NEKK Indoor Olympics
12. Each of these Zonal champions will be presented with a certificate during NEKK Ugadi Celebration
13. NEKK Championship will be held just before Ugadi celebration and the winners will be given a certification and a trophy during Ugadi celebration
14. Each games winning will add 1 point to the participants' account. The participant with highest points will be awarded the NEKK – Ukkina Manushya award.
15. Any member is eligible only for one Ukkina Manushya award. The next highest point scorer will be awarded if an already awarded person accumulates highest point.

Carrrom Board:

The following events will be held in Carrrom Board:

1. Singles – Singles between two participants.
2. Doubles – Doubles between two on each side.

Table Tennis:

The following events will be held in Table Tennis:

1. Singles – Singles between two participants.
2. Doubles – Doubles between two teams of two participants each.

Playing Cards – Rummy:

Rummy with up to 6 players with 3 packs of cards. Play for 251 points total and one winner will be selected.

Chess:

We wish we could do Team chess. But, we will stick with 1 player for now, till our Chess stalwarts of NEKK (Kavyashree Mallanna / Srinivas Ambati / Kumar Subbarao) find out how to play doubles.

We are considering Playing cards – Bridge if we get more participants. We need at least 4-6 teams in each zone.

Point system

Each person will have a Winner Account. This winner Account will accumulate 1 point for each singles category win and ½ point for each team category victory.

Under each of singles category, the winner will have one account. Example: Carrrom Singles, Table Tennis Singles, Playing cards and Chess.

Under each team activity the team will have a winner account. Example: Carrrom Doubles, Table Tennis Doubles and Bridge (if we do have bridge).

For NEKK Semi Finals, we will have the top scorer from 4 different zone play against the lowest scorer among the 4 semifinalists. Second highest will play 3rd highest scorer.

The finals will be between the winners of the two semifinals.

For Ukkina Manushya award, the participant with highest points in Winner Account will be awarded the prize. If we have same score by more than one participant, highest single category winner will be selected. If we are still not able to resolve the tie breaker, judges and committee will decide on how the tie breaker will be resolved. Whatever the committee decides will need to be abided by the participant. There will not be a chance for challenging the decision.

General Rules:

- a. There will be two age groups in each sports
 - a. 15 years and lesser
 - b. 16+ years
- b. Each participant will have to pay \$10 for entry into each category. For team sports, one \$10 per team will be collected. Please note, this fees is used for logistics and prize distribution.
- c. Each game will be judged by one judge.
- d. The judge's decision will be final.
- e. Each winner will be awarded points as above.
- f. If father/mother/sibling/friend/relative of 16+ and son/daughter/sibling/friend/relative of 15 years or less want to team up, it is allowed, but, will be considered as 16+ team.
- g. One of the participant will need to provide venue for the game/competition with the required boards/paddles etc. Semi-finals and Finals will be held at a pre-determined venue by the IO Committee
- h. Any questions and comments should be sent to [nekk Indoor committee@yahoo.com](mailto:nekk_Indoor_committee@yahoo.com)

Carrom Board Rules:

1. Each game will be played for a total of 29 points.
2. No Thumbing will be allowed at any point (16+ category only)
3. The striker has to touch both lines immediately before release, if not the a due will be accessed by adding a cleared pan of the striker's color.
4. At least 1 striker's color pan needs to be cleared before red can be cleared.
5. Each time red is cleared, a follow up pan of the striker's color needs to be cleared.
6. If the striker clears all 9 pans before clearing red, the game is burnt and the opponent will be given points based on what is left on the board plus 5 for red. Example: if Participant A is playing black pans and has cleared 4. Then that participant will be awarded 10 points.
7. If the striker clears the last pan of opponent before red is cleared, then also the burn rule (rule 6 above) will be awarded to opponent.
8. Each time the striker goes through the pouch, a due will be accessed and a pan of the striker will be placed inside the large circle in the center, as per the discretion of the opponent.
9. Each time a pan followed by the striker clears the pouch, a double due will be accessed and 2 pans of the striker will be placed inside the large circle in the center, touching each other, as per the discretion of the opponent.
10. Any pan behind the front line of the striker will be considered as inside and cannot be touched directly with the striker by the striking player.
11. Any pan of the opponent cannot be touched by the striker without touching any of striker's pans or red.
12. Shaking of the board or disrupting of the pans will result in burn decision as 6 above.
13. Argument with the judge will result in walkover win to the opposing player.
14. Any disruption of the players by any party outside of the playing teams/duo will result in judge's discretion to stop and award a walkover to the opposing player. Example: A daughter taunting the mother's opponent will result in the opponent of mother awarded a walkover.
15. After a player or team scores 23 points, the red will not be counted, but, needs to be cleared by either participant before the winner can claim the points.