



7TH EDITION OF INTER-COLLEGIATE SPORTS COMPETITION



B. K. Birla College, Kalyan
(Empowered Autonomous Status)

Conducted by Kalyan Citizens' Education Society
Affiliated to University of Mumbai
*'College of Excellence' status by UGC (2015-2020),
 Reaccredited by NAAC (4th Cycle) with 'A++' Grade (CGPA - 3.51) (2024-31)*



— SCHOOL OF —
SPORTS MANAGEMENT

NEST ACADEMY OF SPORTS MANAGEMENT

NEST Academy of Sport Management, is an institute dedicated to producing highly professional individuals in the field of Sports Management. With the focused aim of creating professionally, academically and ethically sound sports managers and executives, NASM contributes to this burgeoning space in India.

NASM is the first Institute in India to collaborate with Universities, Colleges and Institutions who offer courses in Sports Management. Identifying the need for experts in the industry, NASM instills its students with basic and advanced theories and techniques in the discipline of management, marketing, merchandising, tourism, law etc. related to the field of sports.



Malad Kandivli Education Society's

NAGINDAS KHANDWALA COLLEGE

(Empowered Autonomous College)

(Re-accredited (4th cycle) by NAAC with 'A' Grade) ISO 9001:2015 Certified

Educational Excellence Award By Indus Foundation, U.S.A.

IMC Ramkrishna Bajaj National Quality Commendation Certificate

MKES NAGINDAS KHANDWALA COLLEGE (EMPOWERED AUTONOMOUS), MALAD

MKES got its inception with a humble visionary of Kandivli & Malad areas with a primary objective to promote education. This vision got its wings & soon expanded its branches to finally establish Nagindas Khandwala College in 1983.

Nagindas Khandwala College is an Empowered Autonomous college providing a wide spectrum of UG & PG programs with re-accredited 'A' Grade. An ISO 9001:2008 certified by UGC-NAAC with NKC has been honored as "THE LEAD COLLEGE" status by the University of Mumbai and has been awarded for excellence by the Indus Foundation in the year 2012. Within a short period of time, the college has achieved remarkable growth and was granted autonomous college status in 2017.



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B. K. BIRLA COLLEGE, KALYAN ***(EMPOWERED AUTONOMOUS STATUS)***

B. K. Birla College of Arts, Science and Commerce (Empowered Autonomous Status), Kalyan a multi-faculty premier institution of higher learning, with an enrolment of more than 13,500+ students (9,100 students in UG, PG and Research Programs and 4,400 in Junior College) is affiliated to the University of Mumbai (UoM). The College was established in 1972, by Kalyan Citizens' Education Society with the blessings of Pujya Shri B. K. Birla ji and Pujya Smt. Sarala ji Birla.

The College has been reaccredited (4th Cycle) in 2024 and awarded 'A++' Grade with CGPA 3.51. The College has been awarded the 'Best College Award' in the urban category, by the University of Mumbai in 2009. The College has been granted 'College of Excellence' Status by UGC (2015 to 2020). The College is ISO 9001:2015 certified.

The College has been granted 'Autonomous Status' by University Grants Commission and University of Mumbai from the academic year 2018-19. The Rashtriya Uchchatar Shiksha Abhiyan (RUSA) has sanctioned financial support to our college for 'Enhancing Quality and Excellence'. The College has been approved as a Potential 'Mentor Institution' under the UGC-PARAMARSH scheme (2019-20). The College has been conferred 'Empowered Autonomous Status' from the University of Mumbai from the Academic Year 2023-24 to 2032-33.



Thakur Educational Trust's (Regd.)
THAKUR COLLEGE OF SCIENCE & COMMERCE
Empowered Autonomous College Permanently Affiliated to University of Mumbai
(NAAC Accredited with Grade "A" (3rd Cycle) & ISO 21001:2018 Certified)
Best College Award by University of Mumbai for the Year 2018-2019



THAKUR COLLEGE OF SCIENCE & COMMERCE, (EMPOWERED AUTONOMOUS)

Thakur Junior College, established in 1992 by the founding members of the Thakur Educational Trust, was created to offer quality education within close proximity to the growing youth of Kandivali and surrounding areas. Initially catering to S.S.C. pass-outs, including those from Thakur Vidya Mandir, the College rapidly expanded, adding a degree college in 1997 and a post-graduate section in 2002. Over the last two decades, Thakur Junior College has become one of the premier institutions in Mumbai's Western Suburbs, recognized for its outstanding achievements in education and its commitment to setting international standards.

Accredited with ISO 9001:2015 certification, Thakur Junior College was honored with the Best College Award by the University of Mumbai for the academic year 2018-2019. In recognition of its remarkable growth, the college was conferred with Autonomous College status in 2015.



YUVA PREMIER LEAGUE

NASM's Yuva Premier League (YPL) is an eagerly awaited INTER-COLLEGIATE Sports Competition which is uniquely conceived and organized by Sports Management students. YPL festival will encompass a wide range of sports competitions, offering a platform to showcase the diverse talents of participating students. In a city brimming with sports enthusiasts, the thrilling inter-college contests featured in this event are an opportunity no one should overlook. YPL brings together colleges from Mumbai to compete in sports such as Box Cricket, Rink Football, Badminton, Chess, Kabaddi, Table Tennis, Pickleball, Kho-Kho, Carrom, Basketball, Volleyball, Athletics 100m, 200m, 4x100m relay, E-Sports & many more fostering a sense of healthy competition and camaraderie among students. YPL is not just a sports event or competition, it's a celebration of youthful energy, teamwork & pursuit of excellence organized by the students who share the same passion for sports.

THEME OF THE YEAR



The theme for this year's Yuva Premier League (YPL) is "Ground se Glory tak", which beautifully captures the journey of every athlete. It signifies how determination, practice, and sportsmanship on the ground lead to achievements, recognition, and glory.

YPL is not just about winning trophies - it is about nurturing talent, building confidence, and creating memories that inspire students to aim higher. This theme reflects the spirit of our intra-sports competition, where every effort made on the field becomes a stepping stone toward excellence and pride. From sweat and hard work to medals and applause - YPL truly celebrates the journey from Ground to Glory.

In Collaboration with



FEMINA MISS INDIA MAHARASHTRA

This year, YPL brings an exciting collaboration with Femina Miss India Maharashtra, giving students a rare opportunity to connect with the nation's most inspiring young women. Contestants will be present at selected YPL events, engaging with participants, cheering for teams, and joining in the celebration of talent, fitness, and confidence.

It is a unique chance for students to interact, network, and be inspired by individuals who embody grace, determination, and ambition, the values that lie at the heart of both YPL and Femina Miss India.



PLAYBOOK PROTOCOLS

- All members representing any team should be from the same college. If any non-college member is found, the whole team will be disqualified.
- All players should carry the ID cards of their respective colleges.
- One player can play in one team only, registration/playing in multiple teams is not allowed.
- (For Team Games)
- Only one team will be allowed per college, per sport. (For Team Games)
- Teams not arriving/reporting for their match as per scheduled time, a walkover will be awarded to the opposite team 5 min after the previous game is over.
- In case any player or team member is found to be in arguments with the referee/ opposite team member/committee member, it could result in the team being disqualified from the tournament. No abusive language will be tolerated on the ground premises. If done so the points will be deducted from the college's total points.
- In Individual sports, students can participate in multiple games.
- Teams will also be responsible for the misbehavior (wrongful act) of their supporters at the venue. If the fans of any team invade the field of play, damage any property, or behave in any unruly manner, strict disciplinary action will be taken. They have to bear the cost for the damage.
- The YPL management committee cannot assume responsibility for any injuries to players or the audience during the tournament, rest assured that medical kits and first aid will be readily available.
- The decision of the organizing committee & referee in all matters will be final and binding in any case.
- If required, the management committee has all the rights to change/alter any schedule without prior intimation to the team Captains or the POC of that particular college. They also have the right to accommodate the dates of the tournament scheduled.
- Changes and upgradation in rules, if any, will be informed on event day.
- It is mandatory for all the players to wear one Color jersey (T-Shirt) during their match.
- While general rules apply to every game, it is essential to adhere to the specific rules designated for each individual game.

ENCLOSED ARENA SPORTS

DECEMBER 2025

07 th Dec, 2025		09 th Dec, 2025	13 th Dec, 2025
B.K. Birla - Kalyan	FVEG Campus - Malad	Poinsur Gymkhana, Kandivali	TSG Sports Arerna, VK. Krishna Menon Academy Borivali West
Chess Carrom Badminton E- Sports: BGMI	E- Sports: BGMI	Table Tennis	Badminton



SMASH & DASH - BADMINTON

REGISTRATION: RS. 300 /-

ORDER OF PLAY (UP TO SEMI-FINALS):

1. Each game is played with 15 points.
2. If the score reaches 15-15, the game will continue until one player leads by 2 points.
3. If the score reaches 20-20, the first player to 21 points wins.

ORDER OF PLAY (SEMI-FINALS ONWARDS):

1. Each game is played with 21 points.
2. If the score reaches 21-21, the game will continue until one player leads by 2 points.
3. If the score reaches 29-29, the first player to 30 points wins.

Service: The server must stand within the service court and hit the shuttlecock below the waist. The serve must be diagonal, and the shuttle must pass over the net and land in the opponent's service court. The server continues to serve until they commit a fault or lose a rally.

Faults: Various faults can occur during a match, including hitting the shuttlecock out of bounds, not clearing the net, or stepping into the opponent's court. A fault results in the loss of a point.

Change of Ends: Players change ends if any of the players reaches 8 or 11 first for 15 points and 21 points respectively.

Injury: If a player is injured during a match, they are allowed a maximum of two minutes for treatment. If the injury persists, the injured player may retire from the match.

ADDITIONAL RULES:

1. All players must report 30 minutes prior to their match.
2. If a player is not available, the opponent will be given a walkover.
3. A third-place match will be held for the bronze medal.
4. Participants must bring their own racquet and shoes (gum sole compulsory).
5. All matches will be played in a best-of-3 format.

The organizing committee reserves the right to repeal, amend, or modify the byelaws as needed.



STRIKE & SPIKE - CARROM

REGISTRATION: RS. 100 /-

Seating: Each player sits on one side of the board and can only strike from that side.

- **Color:** Players can only pocket their chosen color token.
- **Turns:** The white player takes the first turn. Players get an extra turn for each carrom men pocketed.
- **Fouls:** Players lose their turn or return a carrom men to the board for committing a foul.
- **Striker:** The striker must touch both base lines while taking a stroke.
- **Communication:** Partners in doubles cannot communicate with each other.
- **Body:** Crossing the arrow with any part of the body is a technical foul.
- **Chair:** Players can't move their chair once their turn has started.

OTHER RULES INCLUDE:

- The color of a player's piece is determined by a coin toss.
- Sinking an opponent's piece results in losing the turn.
- Sinking an opponent's last piece results in losing the board and three points.
- Sinking a player's last piece before the queen results in losing the board, three points, and one point for each remaining opponent piece.



THINK & LINK - CHESS

REGISTRATION: RS. 100 /-

- The tournament will be played on a "SWISS LEAGUE" basis as per the FIDE (World Chess Body) Guidelines.
- A player is eligible to play all the rounds, irrespective of win/ loss/ draw
- Time control: 10 min plus 5 sec. Increment per player.
- The BREAK: In case of a tie, the result will be resolved in the order.
 1. Buchholz Cut 1
 2. Buchholz
 3. S. Berger
 4. Direct Encounter
 5. Greater No.of Win
- The Chief Arbiter Decision is final and binding to all players.
- During any dispute, the player should report to the arbiter immediately.
- Once the game is over and the result is submitted, no dispute shall be resolved.



AIM & CLAIM - BGMI

REGISTRATION: RS. 400 /-

- It will be a 4 man Squad match and one substitute (4+1)
- There will be a total of 64 teams
- 4 groups of 16 teams will be made
- Each group will get to play 2 matches each
- 2 maps will be there as follows :- Erangle, Miramar
- The Top 4 teams from each group will qualify for the finals
- From each group top 4 teams will qualify for the finals
- The maps for the 3 matches are as follows :- Erangle, Miramar, Shanok
- Wifi will be provided by the organization/committee
- The organisation /committee will check the device
- If the organization/committee found any type of hacking the team will be disqualified instantly
- iPads and tabs are not allowed for the matches
- The players must be ready to play on mobile data in case there is a Wifi issue

POINTING SYSTEMS

- 1st place - 15 points
 - 2nd place - 10 points
 - 3rd place - 8 points
 - 4th place - 6 points
 - 5th place - 5 points
 - 6th place - 4 points
 - 7th place - 3 points
 - 8th place - 2 points
 - 9th place - 2 points
 - 10th place - 1 points
 - 11th to 16 place - 0 points
- The organizing committee will have the power to change the rules and regulations.



PING & SWING TABLE TENNIS - SINGLES

REGISTRATION: RS. 200 /-

The aim of the game is simple; hit the ball over the net onto your opponent's side. The ball should bounce once on the opponent's side of the table. A point is won by you if your opponent is unable to return the ball or if they hit the ball before it bounces on their side of the table (unless the ball has already cleared the table).

SCORING

- The winner is the first to 11 points.
- If the score is 10-10, then the game continues until one of the players has gained a lead of 2 points.
- Points are won irrespective of who has served.
- Matches can be the best of 5

SERVING

- The ball must first bounce on your side and then on your opponent's side of the table.
- If the ball touches the net and goes over, it's a 'let' – retake the serve.
- If the ball hits the net and doesn't go over or flies off the table without bouncing on your opponent's side, you lose the point.
- There are no second serves.
- The ball should rest freely on the open palm of the server, above the level of the table.
- The ball should be projected vertically (at least 16 cm)
- In singles you can serve from anywhere and to anywhere on the table
- Change servers every 2 points.
- If the score reaches 10-10 change server every point.



BEYOND-WALLS GAMES

14th DEC 2025

PICKLEBALL

16th & 17th DEC 2025

BOX CRICKET

RINK FOOTBALL

VOLLEYBALL

BASKETBALL

KABADDI

KHO KHO

LONG JUMP

ATHLETICS 100M

ATHLETICS 200M

RELAY 4X100M

DINK & SINK - PICKLE BALL

REGISTRATION: RS. 500 /-

- Preliminary Rounds: Best of 1 game to 15 Rally points, 14-14 golden point whoever wins 1 point wins 15-14
- Semi-Finals and Finals: Best of 3 games to 11 points with golden points.
- Scoring System: A game is won when a team reaches 15 points.
- The serve must be underhand, with the paddle below the waist.
- The server's feet must remain behind the baseline until the ball is struck.
- The serve must land diagonally crosscourt within the opponent's service area.
- Only one service attempt is allowed per player (except for a let serve)
- After the serve, each team must let the ball bounce once before volleying it.
- Once both sides have made one groundstroke, the ball can be volleyed or played off the bounce.
- Players cannot volley (hit the ball in the air) while standing in the Non-Volley Zone (7 feet from the net).
- Players may enter the zone only after the ball bounces inside it.

A FAULT OCCURS IF:

- The serve lands out of bounds or in the non-volley zone.
- A player volleys while standing in the non-volley zone.
- The ball is hit into the net or outside the court boundaries.
- The ball bounces twice before being returned.
- The server commits a foot fault by stepping on or over the baseline.



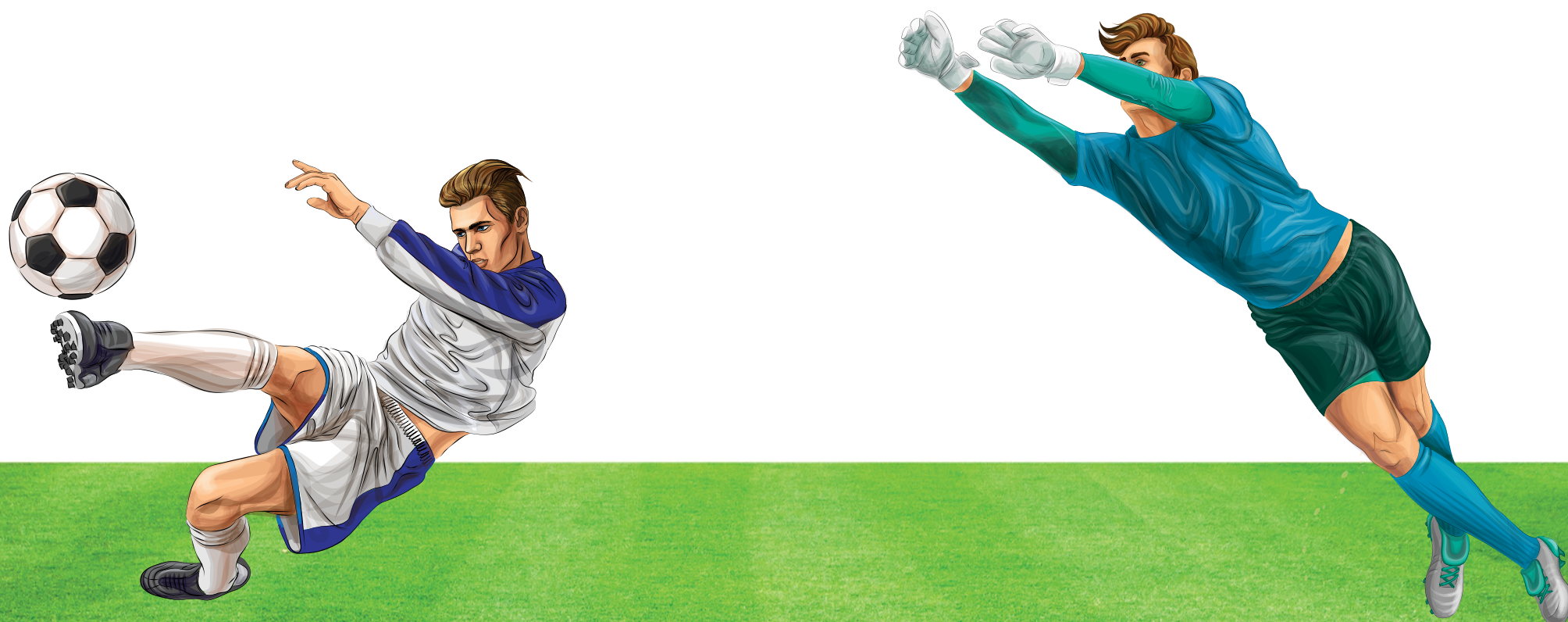
Note: Female & Male would play under same draw



KICK & TRICK - RINK FOOTBALL

REGISTRATION: RS. 1000 /-

- A team will consist of 5 + 3 players (including 1 goalkeeper and 4 players). Change of 3 substitute players can be made at any given time.
- Team Line-up must be submitted before the reporting time of the game.
- The duration of play will be 22 min (10 min each half with 2 min break).
- Players must wear canvas/sports/studs shoes only. Spikes, Boots & Barefoot will not be allowed.
- Penalty kicks will be from the penalty spot.
- No throw-ins, (Only Kick-ins)
- Headers are allowed
- Change of players can be made at any given time, but with intimation to the referee/ linesman.
- In case of No result after complete duration of play, match winner will be decided based on Penalty Shootout.
- Aggressive behavior and foul language can result in player disqualification from the game or from the whole event.
- The referee's decision is final.
- Changes or upgradation in rules if any, will be informed on the event day.
- Organizing committee shall have the power to repeal, amend and modify the by-laws.



HOOP & SWOOP - BASKETBALL

REGISTRATION: RS. 800 /-

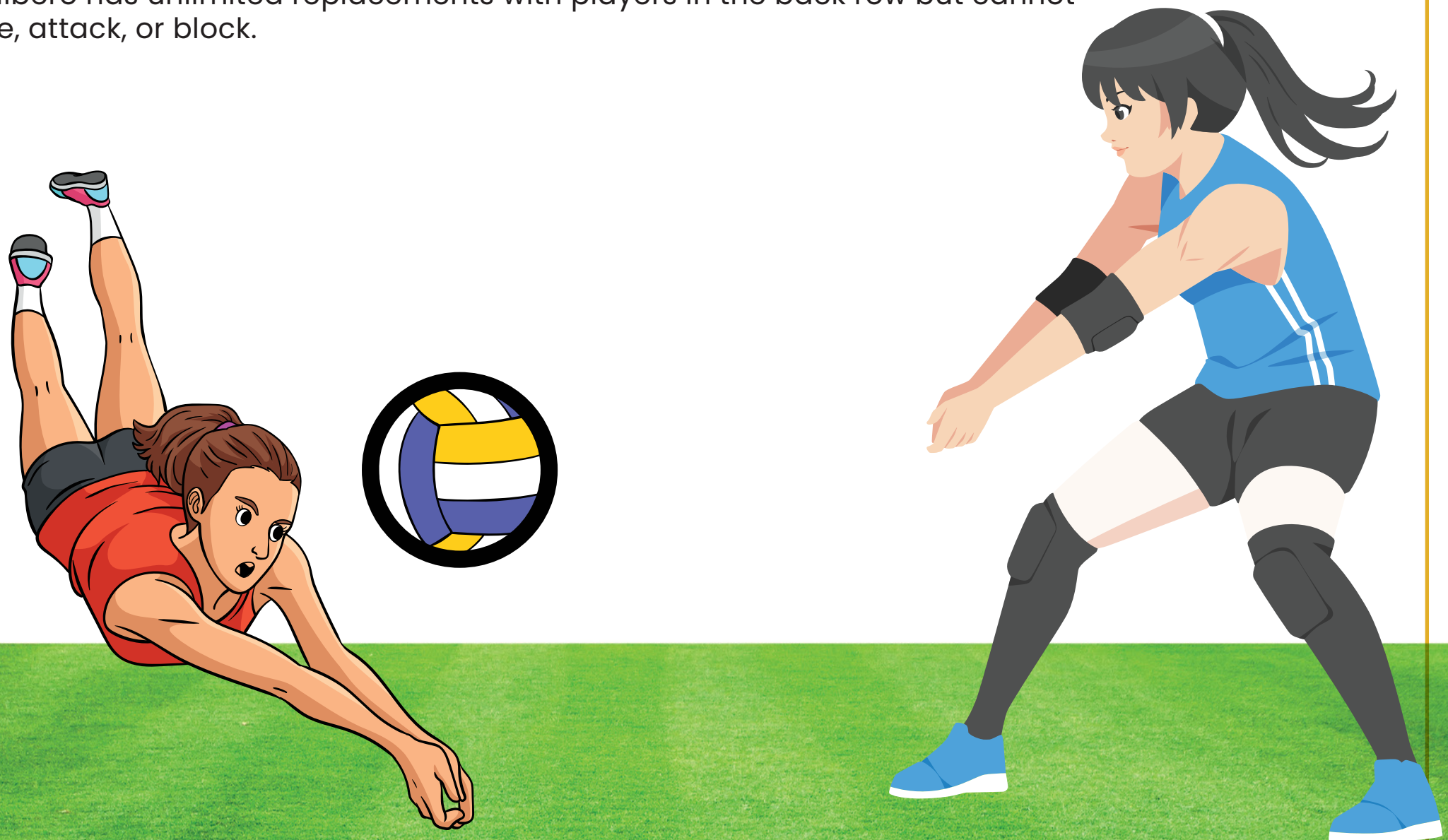
- The duration of the match is two halves of 10 min, with a half break of 2 min.
- A team shall consist of 5 + 3 players.
- The offensive team has 5 seconds to put the ball back into play.
- Each team is allotted 6 fouls per half, If the team surpass this allotment they go "into the bonus"
- Each team will be allotted 2 timeouts for 30 seconds each. This can be used anytime during the match.
- All players will need to always wear sports shoes on the court.
- General Basketball rules will be followed.
- When the buzzer goes the games end on the spot.



BUMP AND JUMP - VOLLEYBALL

REGISTRATION: RS. 800 /-

- Each team consists of 6 players on the court at a time and 4 players substituted.
- Matches are played in a best-of-three sets format.
- All sets are played to 15 points.
- In the finals, the first four sets are played to 25 points, and the fifth set, if necessary, is played to 15 points.
- A team must win a set by at least 2 points. There is no cap, so play continues until one team wins by 2 points.
- Players must rotate clockwise each time they win the serve from the opposing team.
- Players must remain in their rotational positions when the ball is served but can move freely once the serve is in play.
- The serve can be executed from anywhere behind the end line.
- Players can be substituted up to 15 times per set.
- The libero has unlimited replacements with players in the back row but cannot serve, attack, or block.



PITCH & SWITCH - BOX CRICKET

REGISTRATION: RS. 800 /-

- All matches including Finals will be played for 4 overs per innings.
- Each team can play with a maximum of 6 +2 players.
- Sports shoes are compulsory.
- In case the match is unable to start due to the non-availability of any team / team member the umpires will have an option to ask the team (if limited members are available) to start the match with a reduced side.
- No extension of time will be given under normal circumstances.
- If both teams fail to report for the scheduled match, the YPL committee will disqualify the teams.
- In case a team fails to turn up for their scheduled match, the umpires will award the match to the opponent team, provided the opponent team is already on the ground.
- Any no-ball will result in a free hit.
- Byes, Leg byes and Overthrows runs are allowed.
- If the ball goes outside the box except for the boundary, it will be declared as 1 run. The same batsman will play the next ball.
- The innings break for all the matches would be 2 minutes maximum.



RAID & EVADE - KABADDI

REGISTRATION: RS. 1000 /-

The duration of the game is 12 minutes. It has a 3-minute break in the middle. Teams change sides after halftime. {13 mins half 4mins break}

OBJECTIVES FOR RAIDERS

- The raiders should take a breath and entone 'kabaddi kabaddi' without any break.
- The raider should tag a member of the opposite team and return to his half. (every 3 raids will be a do-or-die raid if the raider is unsuccessful in the two consecutive raids).
- Players are 'out' when a player breaks their breath.
- 30 seconds are available for each raid. If the raider fails to reach his half within time, he is out, and the opposite team gets one point.
- The raider should touch the base line with one leg in the air, if the raider fails to do so the opponent team will be rewarded with a point.

OBJECTIVES FOR DEFENDERS

- The role of a tagged player is to catch the raider and prevent him/her from reaching the other half of the field.
- One point is awarded when the defender tackles to prevent the raider from going back.
- Defenders must be cautious enough not to cross the centreline of the field known as 'the lobby' while trying to catch the defender as doing this can lead to a foul.
- Defenders should not grab or hold raiders by their clothes, hair, or any part of their body other than their limbs and torso.

BONUS POINTS

- Six players must be present on the court.
- Raider gets one point when he crosses the bonus line.
- If the raider crosses the bonus line with one foot with the other one in the air, when the defending team has 6 or 7 defenders, he or she gets a bonus point.
- The defending team gets one point when they tackle the raider.
- There is no revival for bonus points.



SPRINT & STINT - ATHLETICS

**REGISTRATION: RS. 100/-
FOR 200 M: RS. 100/- & FOR 4X100 M RELAY: RS. 400/-**

1. RELAY(4X100M)

- Players should wear spikes or shoes while running. Barefoot is not allowed.
- A team of 4 players will participate in the 4x100m relay.
- If a player leaves before the whistle/clapper, the player will be given one warning and then if repeated the team will be disqualified under the pretext of a false start.
- At the start of the event, players will carry a baton in hand (4x100m Relay)
- A baton is to be exchanged only when an athlete is within 20m of the next runner
- The referees' decision is final.

2. 100M, 200M

- Players should wear spikes or sports shoes while running. Barefoot will not be allowed.
- Players should be in the proper position at the start of the race
- If a player leaves before the whistle/clapper, there will be one warning given, if committed again he or she will be disqualified.
- In all races, line crossing at the slightest will result in disqualification.
- Sportswear and sports gears are compulsory



LEAP & LAND - LONG JUMP

REGISTRATION: RS. 100 /-

LONG JUMP RULES

1. RUNWAY & TAKE-OFF:

- The athlete must start from the runway and take off from the take-off board only.
- Stepping beyond the take-off line will be counted as a foul jump.

2. JUMP & LANDING:

- The athlete must start from the runway and take off from the take-off board only.
- Stepping beyond the take-off line will be counted as a foul jump.

3. MEASUREMENT:

- The jump is measured from the take-off line to the nearest mark in the sand made by any part of the athlete's body.
- Measurement is taken at right angles to the take-off line.

4. ATTEMPTS:

- Each participant will get 3 attempts.
- The best valid jump will be considered as the final score.

5. TIME LIMIT:

- Each attempt must be completed within 30 seconds after being called.

6. DECIDING THE WINNER:

- The athlete with the longest valid jump will be declared the winner.
- In case of a tie, the second-best attempt will be considered.



CHASE & RACE - KHO KHO

REGISTRATION: RS. 1200 /-

1. TEAM COMPOSITION:

- Each team consists of 12 players, but only 9 players take the field during a match.
- Teams alternate between chasing and defending roles.

2. FIELD DIMENSIONS:

- The playing field is a rectangular shape with dimensions of 27 meters by 16 meters.

3. CHASERS AND RUNNERS:

- The team that defends first sends out 3 players, called "chasers," to tag the members of the opposing team, who are the "runners."

4. DEFENDERS AND DODGING:

- The defending team has 9 players positioned on the field, and they must try to avoid being tagged by the chasers.

5. TAGGING RULES:

- Chasers must tag the runners using their hands to make them "out."
- Runners can move in any direction to avoid being tagged but must remain within the field boundaries.

6. DODGING ZONES:

- To make the game more challenging for chasers, there are two rectangular zones at the center of the field called "dodging zones." Runners can only stay in these zones for a limited time.

7. CHASER ROTATION:

- Chasers must rotate after each turn of tagging or after a set time, and the team has a limited number of unsuccessful attempts to tag runners.

CHASE & RACE - KHO KHO

REGISTRATION: RS. 1200 /-

8. GETTING OUT:

- A runner is considered "out" if they are tagged by a chaser, if they go out of bounds, or if they enter a dodging zone for more than the allowed time.

9. SCORING:

- The team playing the chasing role earns points for the number of runners tagged in a given time frame.

10. SWITCHING ROLES:

- After the first inning, teams switch roles – the chasing team becomes the defending team, and vice versa.

11. WINNING THE MATCH:

- The team with the highest score at the end of both innings wins the match.

12. REFEREE SIGNALS:

- The referee uses hand signals to indicate various decisions, such as when a runner is out or if a tag was successful.

13. FAIR PLAY:

- Kho Kho emphasizes fair play, and players must adhere to the rules and spirit of the game

14. INFRINGEMENTS AND PENALTIES:

- Players must avoid infringing on rules, and penalties may be imposed for violations, such as entering or leaving the field improperly.



COLLEGIATE CROWN



WINNER

1ST RUNNER UP

2ND RUNNER UP



**Only the Winner / 1st Runner -up / 2nd Runner up of
any sports are eligible for the Final YPL Best College Title.**

RACKING UP POINTS

Particulars	Participants 12 or Above	Participants 12 or under
WINNER	40	30
1ST RUNNER UP	30	20
2ND RUNNER UP	20	10
BACKOUT AFTER REGISTRATION	-5	-5
BONUS POINTS PER WIN	2	2
BYE	1	1

For Athletics & Long Jump – Winner, 1st Runner –up & 2nd Runner-up will earn 15, 10 & 5 points respectively.

NOTE: INDOOR SPORTS POINTS ARE NOT INCLUDED IN THE CALCULATION FOR THE BEST COLLEGIATE CROWN.

VICTORY VAULT

SEGMENTS	Gold	Silver	BRONZE
PICKLE BALL	8000/-	5000/-	3000/-
RINK FOOTBALL	8000/-	5000/-	3000/-
BASKETBALL	8000/-	5000/-	3000/-
VOLLEYBALL	8000/-	5000/-	3000/-
BOX CRICKET	8000/-	5000/-	3000/-
KABADDI	8000/-	5000/-	3000/-
ATHLETICS-RELAY (4X 100 M)	4000/-	3000/-	2000/-
ATHLETICS- (100 M)	3000/-	2000/-	1000/-
ATHLETICS- (200 M)	3000/-	2000/-	1000/-
KHO KHO	8000/-	5000/-	3000/-
LONG JUMP	3000/-	2000/-	1000/-
CHESS	3000/-	2000/-	-
TABLE TENNIS	5000/-	3000/-	-
BADMINTON	5000/-	3000/-	-
CARROM	3000/-	2000/-	-
E-SPORTS BGMI	5000/-	3000/-	2000/-

PLACEMENT CELL

Sports Authority of India (SAI)	Cricket Club of India (CCI)	Madhya Pradesh Cricket Association (MPCA)
The Sports Gurukul	Dream 11	Star Sports
Book My Show	DNA Entertainment Networks Pvt.Ltd.	Paytm Insider
SONY SPORTS NETWORK	Sports for Life	Sports Interactive
Go Banana	Cric Viz	Chembur Gymkhana
Fitpage	Sports For All (SFA)	Decathlon
Cultfit Sports	HUDLE	ProCam International
HUDL	Saransh Ventures Pvt Ltd – Fitpage & India Running	Mpower Aditya Birla Education Trust
Only Much Louder Entertainment Pvt.Ltd.	Future Varsity Education Group	Perfect 10
Beast Life	Digibinge Media Ventures	Pratigrham Sports for all
Go Padel	Striders Miles PVT. LTD	VideoVerse
KD KingDong Pvt Ltd		Nielsen

GAMES OF YPL - 2024



ASSOCIATES



SCHOOL OF
SPORTS MANAGEMENT



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