

DIRECTORATE OF PHYSICAL EDUCATION & SPORTS UNIVERSITY OF KASHMIR

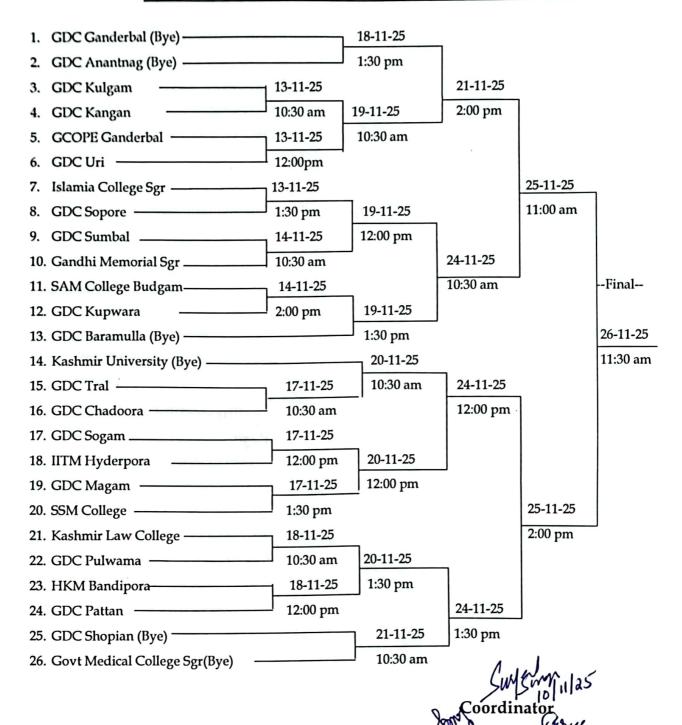
(NAAC ACCREDITED GRADE "A++")

HAZRATBAL SRINAGAR, KASHMIR- 190006

Email:directorsportsku@uok.edu.in

No.F(Rev-I/C-Football -Fixturc-M)DPE&S/KU/25 Dated:-10-11-2025

REVISED FIXTURE INTER-COLLEGE FOOTBALL TOURNAMENT 2025



General Instructions

- All matches will be played at University Campus.
- Tournament shall be played on knock-out basis.
- Tournament shall be played as per the rules of AIFF and as adopted by AIU.
- 4. Duration of the match will be 30-5-30; in case of draw direct tie breaker rule will be applied.
- Players must possess the valid identity cards. Players without identity card shall not be allowed to participate.
- Refree's decision will be final and binding cannot be challenged in any court of law.
- Team must report 30 minutes before the scheduled time.
- 8. No Team shall be allowed to participate in the Tournament without proper uniform.
- 9. Participating teams are requested to bring their own Uniforms/playing materials/first aid.
- 10. In case of any reason if the matches are not played on mentioned dates, the matches will be played on next working day and the rest of the matches will be played accordingly.
- Protest if any should be submitted in written within half an hour after the completion of the match along with protest fee of Rs.1000/-.

Copy to the: -

- Nodal Principal, Govt College of Education, Srinagar with the request to circulate among all
 affiliated colleges of University.
- S.S to Vice-Chancellor for kind information of the Hon'ble Vice-Chancellor.
- Chief Proctor with the request to provide security arrangements for the event.
- Incharge Health Centre with the request to depute medical team along with first aid on event days.
- Assistant Directors DPE&S for information and necessary action.
- P.S. to Registrar for kind information of the Registrar.
- Head Groundsman/ I/C store keeper/Physiotherapist for information and necessary arrangements;

• File.

Coordinator

Nhysical Education & Sports