

ONCS 2022 UTRECHT



BY PROTON AND CODON

PROLOGUE

Dear participant,

Awooo! The sweet sloth from our logo welcomes you to the Aminozone and to the Open Dutch Chemistry Sports Days 2022! Now that the previous ONCS was already 3 years ago, we are really looking forward to making it a true sports party again this year.

And of course we will make that sports party together with you! Together we go on an arBohreal adventure through sports and partying.

We have carefully compiled all the information for you in this participant booklet. For example, you can find the participant and competition regulations and of course other practical information.

Have fun these three days, I'm sure you'll manage to do so!

See you soon,

Niels Vreeswijk

Secretary ONCS 2022



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FROM THE CHAIRMAN

Welcome adventurers,

After two years of preparation, the time has come to start our adventure into the Aminozone! We hope this adventure will bring you lots of joy and fun, just like we had during the organization of this event.

You will battle each other in multiple sports to find the way towards the treasure in the middle of the Aminozone. Only the association that has the strongest (chemical) bond and the best athletes will be the winner and take the treasure home!

Besides the fight in sports, you will also be tested on your navigation skills during the special activity. If you are one of the best navigators, you will find your way to The Secret Party in the Aminozone. At the party we will be joined by the greatest animals from the animal kingdom to accompany us on this beautiful night where the fastest beer relay ever seen will happen.

Ladies, gentlemen and animals, let our arBohrial adventure into the Aminozone begin! Make sure to watch out for the different traps and safe travels!

On behalf of the ONCS 2022,

Alex Nijland and Inez Klein Gebbink

Chair and Vice-chair ONCS 2022



PROGRAM

Wednesday 25 May

<i>Time</i>	<i>Activity</i>	<i>Location</i>
20.00-2.00	Drinks	Heksenketel
22.00	Opening of the ONCS	Heksenketel
00.00	Opening of the dormitories	Sport halls
2.30	Bedtime	Sport halls

Thursday 26 May

<i>Time</i>	<i>Activity</i>	<i>Location</i>
8.00	Wake up	Sport halls
8.30	Breakfast	Heksenketel
10.00	Sports	
13.00	Lunch	Heksenketel
14.30	Sports	
17.30	Diner	Heksenketel
20.00	Special Activity	Sport hall 1
22.00	Party	Poema
23.00	Beer relay	Poema
4.30	Bedtime	Sport halls



Friday 27 May

<i>Time</i>	<i>Activity</i>	<i>Location</i>
8.00	Wake up	Sport Halls
8.30	Breakfast	Heksenketel
10.00	Sports	
12.30	Lunch	Heksenketel
13.30	Awards ceremony	Heksenketel





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HISTORY

In the fourth lustrum year of De Chemische Binding (1988), the Lustrum Committee devised a very special anniversary activity: a two-day sports tournament for all chemical associations in the Netherlands. Six associations took part: Proton, Alembic, Japie, Sigma, CDL Oldenburg (Germany) and De CB. The tournament consisted of football, basketball, volleyball, badminton and a running contest. It was a very successful event, which was won by De CB. Already during the sports days, Proton offered to organize the next edition of the ONCS. A tradition was born.

<i>Year</i>	<i>Organisation</i>	<i>Winner</i>
1988	De CB	De CB
1989	Proton	Sigma
1990	TG	TG
1991	Sigma	Sigma
1992	De CB	De CB
1993	ACD/VCSVU	ACD
1994	Nicolas Appert	Sigma
1995	Alembic	Alembic
1996	Japie	Proton
1997	Sigma	VCSVU
1998	Proton	Proton
1999	VCSVU	Nicolas Appert
2000	De CB	De CB
2001	Nicolas Appert	Nicolas Appert
2002	Japie	Japie



2003	De CB	De CB
2004	Alembic	Japie
2005	Japie	Japie
2006	Sigma	Japie
2007	De CB	Japie
2008	Proton	Japie
2009	Alembic	Japie
2010	Japie	Sigma
2011	VCSVU	Alembic
2012	Sigma	Sigma
2013	De CB	Sigma
2014	Alembic	Alembic
2015	Japie	Japie
2016	ACD	Sigma
2017	Sigma	Alembic
2018	Proton	Alembic
2019	Alembic	Alembic
2022	Proton/CODON	???
2023	CODON/Alchimica/ Nicolas Appert	???
2024	Sigma	???



PRACTICAL INFORMATION

All practical information with regard to the Open Nederlandse Chemie Sportdagen, 25th-27th of May 2022 can be found below. Remaining questions can be asked at the information desk or to one of the commission members.

For problems you can always go to the information desk at the entrance of the Galgenwaard.

Locations

Sports Centrum
Galgenwaard
Herculesplein 341
3584AA Utrecht

Club Poema
Drieharingstraat 22
3511BJ Utrecht

Food

This year breakfast, lunch and dinner will be served at the Heksenketel. Food will be served in buffet form, and everyone can eat at the designated tables.

The vegetarian and other preferences you have passed on have been taken into account, so make sure to choose the right dish.

It is forbidden to eat your own food at the petanque fields.



Drinks & Party

The drinks on May 25th will take place at the Heksenketel.

The party on May 26th will take place in the Poema in the city centre of Utrecht. After the party there are shuttle buses that will take you back to the sports center. These run from 2 a.m., and the last one leaves at 4 a.m. It is your own responsibility that you are at the bus on time and full=full. The pick-up point is at the Daalse Singel.

Beer relay

As usual the beer relay will take place during the party on the 26th of May. Teams can sign up via their team captain, he or she hands in the registration form before lunch on Thursday. Each team consists of 5 team members and every study association can participate with one team. For more information, see *Sport rules*.

Organization

Members of the commission can be recognized by their beige overall with his years' edition logo on it. Volunteers can be recognized by their dark green T-shirts.

Participants and T-shirts

This year over 500 students will participate in the ONCS. The table on page 12 shows how many participants of each student association subscribed and which t-shirt



color they have, so everyone can easily recognize their competitors or teammates.

Wristbands

Your wristband functions as an entrance ticket, therefore it is obligatory to wear it during the entire event. Without wristband entrance to the drinks, party and sports facility is not allowed.

First aid & EROs

First aid can be found at the information desk at the entrance of the sports complex. If something happens at the sports fields, the first aid can be contacted by the commission members or one of the volunteers present at the particular location. The In case of an emergency, always listen to the present emergency response officer (in Dutch *BHV'er*). In case of emergency's you can call + 31 6 43 16 57 65.

Valuables

Don't take unnecessary valuables with you to the event to prevent yourself from losing them. You can store your sleeping gear in spaces that will be specified later on.

Lost property

Lost properties can be collected at the information desk, which can be found at the entrance of the sports center. So, if you find something that doesn't belong to you, please drop it at the information desk or hand it



over to one of the commission members or one of the volunteers.

Game schedules

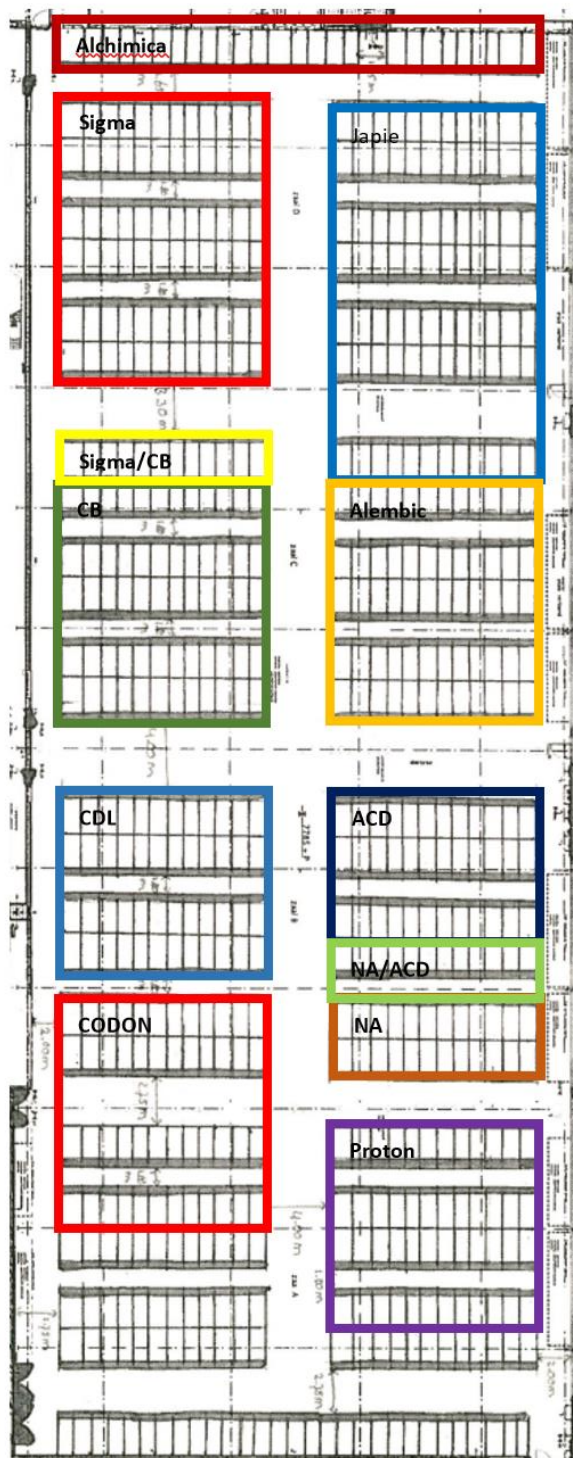
As last years, the playing schemes won't be available in this book, but only on the website, at the information desk and at the sport halls/fields itself. The game rules can be found in this book.

Sleeping plan

The sleeping layout of room 1 can be found on the page 14. It is important that this is adhered to.

Association	Number of people	Color T-shirt
Alchimica	26	Brown
Alembic	53	Orange
CB	67	Dark blue
ACD	40	Light blue
CDL	37	Light green
CODON	45	Red
Japie	84	Off-white
Nicolas Appert	28	Purple
Proton	46	Yellow
Sigma	77	Pink





DRESSING ROOMS

The halls have to be empty at a few moments for the sports or the SA. In that case (some) dressing rooms cannot be used as a dressing room, but as storage for bags, etc. The dressing room layout can be found below.

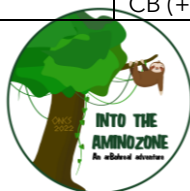
Wednesday evening:

Can be used as storage for bags and other items. Associations that are not mentioned here can immediately put their things down in the hall 2.

Dressing room	Association
5	ACD + NA
6	CDL
7	CODON
8	Proton

Thursday till 18.00:

Dressing room	Association
1	Douches (men)
2	Douches (men)
3	Douches (women)
4	Douches (women)
5	ACD + NA
6	CDL + Alchimica
7	CODON
8	Proton
9	Japie
10	Alembic (+ Japie)
11	Sigma
12	CB (+ Sigma)



Thursday after 18.00:

Dressing room	Association
1	Douches (men)
2	Douches (men)
3	Douches (women)
4	Douches (women)
5	ACD + NA
6	CDL + Alchimica
7	CODON
8	Proton
9	Douches (women)
10	Douches (women)
11	Douches (men)
12	Douches (men)

Friday:

Dressing room	Association
1	Douches (men)
2	Douches (men)
3	Douches (women)
4	Douches (women)
5	ACD + NA
6	CDL + Alchimica
7	CODON
8	Proton
9	Japie
10	Alembic (+ Japie)
11	Sigma
12	CB (+ Sigma)



REGULATIONS

Every individual, participating at the ONCS 2022, needs to follow the following rules. These rules are set, no discussion with anyone of the organisation is possible about it. Everyone participating to the ONCS 2022, will do so at his or hers own risk. The ONCS 2022 committee, the sports centre, Stichting ONCS, U.S.S. Proton and CODON are all not responsible for any personal injury, theft or damage to personal belongings of the participants.

The following rules apply:

- Any damage caused by one of the participants will be covered by the causer;
- Stickering is not allowed. If you decide to do so anyways, one penalty will be given to the study association for each sticker. In case of fines, they will be sent to the particular study association;
- Smoking is not allowed inside or on the sports fields;
- Alcohol consumption by minors or facilitating alcohol to minors is not allowed during the entire ONCS;
- It is forbidden to take your own alcoholic drinks with you and/or consume them during the entire ONCS. Any self-brought alcoholic drinks will be taken from you by one of the crew members;



- It is strictly forbidden to use or trade drugs during the event;
- Eating is not allowed in the sports halls;
- It is forbidden to enter the gyms with dirty shoes or black soled shoes;
- It is forbidden to enter the sport fields with metal studs;
- There are trash bins all around the sports centre and sport fields. Every participant should use them for their garbage at any time.

In case of an offense, the ONCS 2022 committee will punish the causer. The causer can be excluded from participation and if necessary punished with a fine. Also, in all other cases, the ONCS 2022 committee will decide what will happen.



FIELD LAYOUT

Hall 2

Hall 1



Central hall ↓

Volleyball has two courts, blind-badminton three.
The court on the central hall side is court 1.

Hall 3

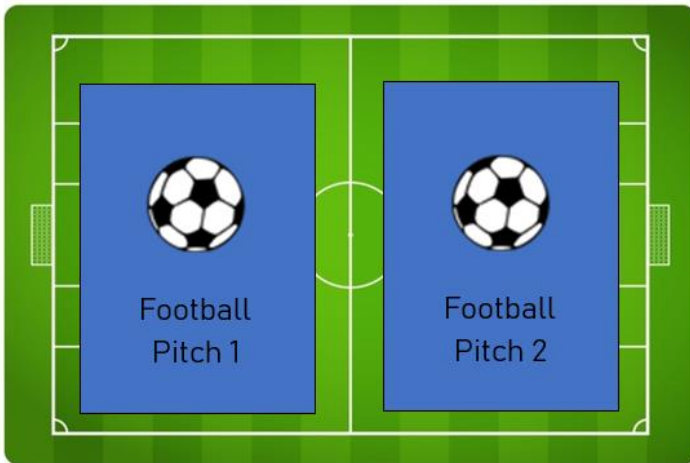


Central hall
(stairs) →

Dodgeball has two courts.
The court on the central hall side is court 1.



Field 1



→
Galgenwaard



→
Galgenwaard



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SPORTS RULES

Each match will be led by a referee, except for the board games. Which team should deliver the referee is stated on the match schedule. The referee will always be delivered by a team that doesn't have to play that round, so also make sure to look up when your team has to referee. In case of a no-show of the referee, this must be noted on the scoresheet. For each time this is the case, one point will be subtracted in the final results of the concerning study association. When the match has ended, the referee hands in the scoresheet to the field manager in the scoresheet box. In absence of a scoresheet, the final score will be noted as 0-0, and one point will be subtracted in the final results of the referee's student association.

On the scoresheet, the first named team is the so-called home-playing team.

When a team is at least 5 minutes late, or doesn't show up at all, the game is automatically won by the opponent, with a score equal to the largest difference within that group on that day. Winning a match will get a team three points, a draw is worth one point and a lost game is worth none. For the board games, a different system of scoring is applied.

The final ranking within a group is determined by the amount of points earned. In case of a tie in the final



group standings, head-to-head result counts as the first tiebreaker, secondly the goal/point difference is considered. The highest ranked team of an association in every sport will score points for their association. If there is a tie in the final ranking of the entire ONCS, the special activity will count as the tiebreaker and the association that did better at the special activity wins.

If problems occur regarding the score of a game, it is expected that the participants try to find a solution. Should this fail, the concerning field manager should be asked for help. In case help from the field manager still doesn't lead to a solution, the organization should be asked for help.



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BASKETBALL

General information

Number of players:	6
Number of back-up players:	2
Own supplies:	Indoor sport shoes
Location:	Hall 1

It is played with a group stage on Thursday and a knock-out stage on Friday; the latter deciding the winner. The top two teams qualify for the semi-finals directly, the other four teams play quarter-finals.

Rules

Basketball at the ONCS 2022 is played under the rules of the International Basketball Federation (FIBA).

Most important rules and exceptions on the rules are:

- For the game, a traditional basketball court is used, including the regular free throw line, 2-point line and a no-charge semi-circle underneath the basket.
- The home-playing team will get first ball possession.
- Every shot from within the arc (1-point field goal area) is awarded 1 point.



- Every shot from behind the arc (2-point field goal area) is awarded 2 points.
- Every free throw (given after a serious offense or too many fouls) is awarded 1 point.
- After a goal, the non-scoring team resumes the game by passing or dribbling the ball into the arc. The other team is then not allowed to play for the ball in the no-charge area under the basket.
- After an unsuccessful field goal or free throw, the offensive team may continue to attempt to score.
- A player is considered behind the arc when both his feet are in or on the arc line.
- The game does not finish when 21 points are reached. Instead, the game is finished at the end of the round and the team with the highest score wins.



BEER RELAY

General information

Number of players:	5
Number of back-up players:	0
Own supplies:	-
Location:	Poema

Rules

A beer relay will be held during the party on Thursday evening.

- The beer relay is held between teams of five people. Each study association may participate with one team.
- Each of the two teams stands on one side of the referee.
- The players keep their hands on their backs at all times, except when it is their turn to drink.
- To start the relay, the pre-drinker start drinking a beer. The pre-drinker is designated by the ONCS 2022 committee and is not part of the team. When the pre-drinker is finished drinking and places the empty beer glass on the table, the first people of both teams start drinking.
- Each person drinks two glasses of beer (so ten per team in total). The person at the end of the



line drinks two beers immediately after each other with only one hand. Then the team members drink beers in inverted order, ending near the referee.

- When the contents of the glass end up in a different place than in the stomach of the player who drank it, or when the rules are violated, the organization may disqualify the team or give the team a time penalty.
- The team captain receives a registration form for the beer relay upon arrival. This form should be handed in before lunch on Thursday at the information desk.



BLIND-BADMINTON

General information

Number of players:	2
Number of back-up players:	1
Own supplies:	Indoor sport shoes
Location:	Hall 2

It is played with a group stage on Thursday and a knock-out stage on Friday, the latter deciding the winner. Only the top four teams in each group qualify for the quarter-finals. The other six teams will also play decisive matches on Friday. Note that on Thursday, court 2 is used by both group A and group B.

Rules

Blind-badminton is played under the rules of Badminton Nederland.

The most important ones and any exceptions are:

- Instead of a net, a giant canvas is used to block the view.
- Since the sport is played 2v2, the outer lines of the court are used.
- The home-playing team starts serving.
- Each point starts with a underhand service from the serving court.



- The team that wins the point serves the next point. If you served your last point from the left side of your own half, you serve the next point from the right side and vice versa.



BOARD GAMES

General information

Number of players:	2
Number of back-up players:	0
Own supplies:	-
Location:	Hall 3

Rules

You'll play a variety of games: *Rummikub*, *30 seconds*, *Codenames*, *Trivial Pursuit*, *Qwixx*, *Sequence* and *Jungle Quartets*. These game will be in Dutch, so understanding of the Dutch language is strongly advised. All games will be played in duos and depending on the game two or three duos will battle each other. The winning duo scores points. Exact rules for each game and adjustments to a duo format will be available on the ONCS itself.

30 Seconds, *Trivial Pursuit* & *Sequence* are played by three duos at a time. The winning team scores three points. *Rummikub*, *Codenames*, *Qwixx* & *Jungle Quartets* are played by two duos at a time. The winning team scores two points. You will play each game exactly once. On Thursday morning, each round lasts 45 minutes. On Thursday afternoon and Friday morning,



each round lasts 60 minutes. There should be a winning team within this time.

You will have some spare time, for example between 10.00-10.30 and during one 'free' round (except for Proton 1 and Proton 3, which will have two free rounds).

You could use this time to get used to the rules of any games you don't know. Also feel free to battle other teams in a game of your choice, as long as it is not used by a game for points





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BOUNCEBALL

General information

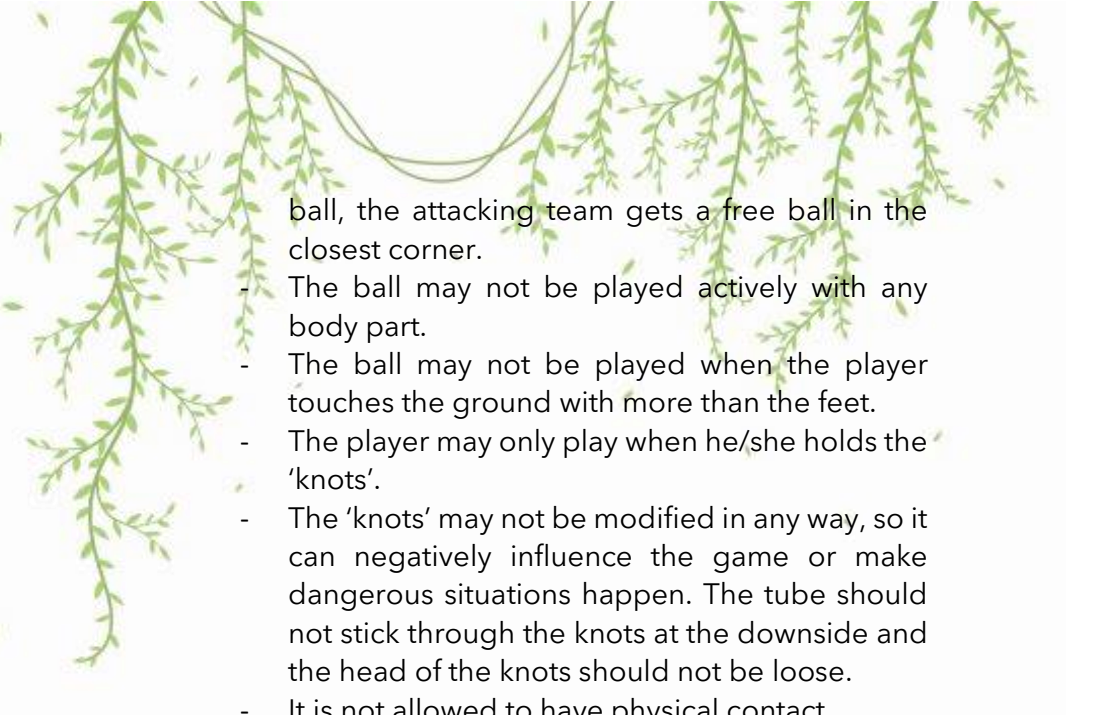
Number of players:	4
Number of back-up players:	2
Own supplies:	Outdoor sport shoes
Location:	Field 2

Bounceball is played with a group stage on Thursday and a knock-out stage on Friday, the latter deciding the winner. The top two teams qualify for the semi-finals directly, the other four teams play quarter-finals.

Rules

- The game is played on approximately $\frac{1}{4}$ of an outdoor field.
- There are two goals on either side of the field.
- The ball is out of field if it crosses one of the lines of the field. If the ball is last touched by one team, the other team gets the ball.
- If the ball has crossed the sideline, the game is resumed by a free ball on the line.
- If the ball has crossed the baseline and the attacking team was the last to touch the ball, the defending team gets a free ball next to the goal. If the defending team was the last to touch the





ball, the attacking team gets a free ball in the closest corner.

- The ball may not be played actively with any body part.
- The ball may not be played when the player touches the ground with more than the feet.
- The player may only play when he/she holds the 'knots'.
- The 'knots' may not be modified in any way, so it can negatively influence the game or make dangerous situations happen. The tube should not stick through the knots at the downside and the head of the knots should not be loose.
- It is not allowed to have physical contact.
- Switching players is allowed at any moment during the game



DODGEBALL

General information

Number of players:	7
Number of back-up players:	2
Own supplies:	Indoor sport shoes
Location:	Hall 3

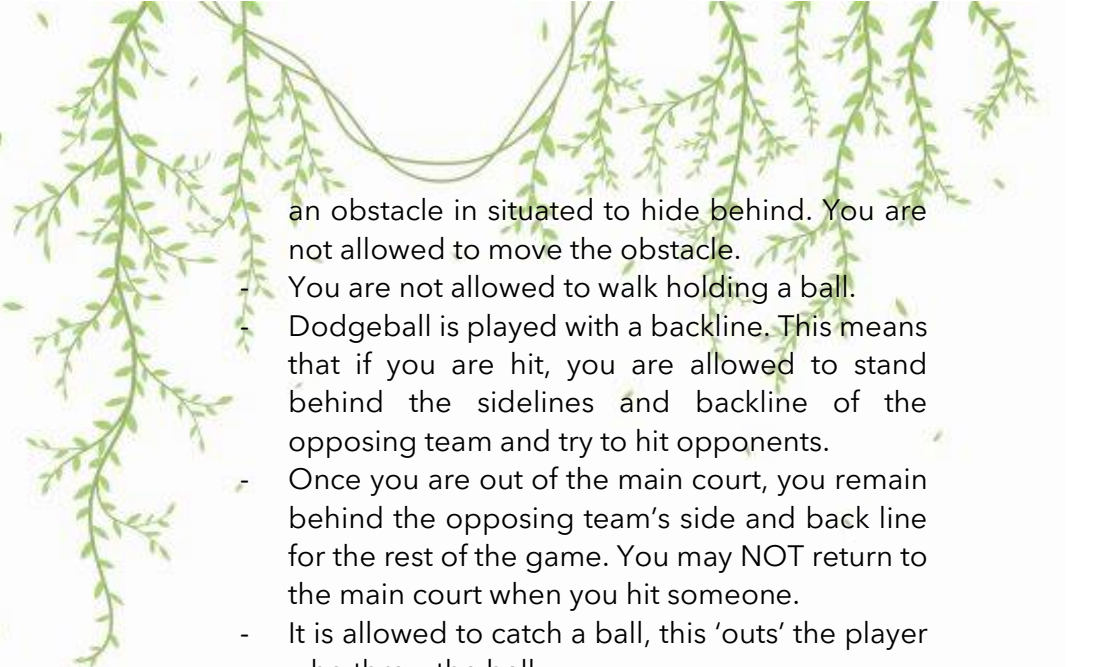
Dodgeball is played with an eight-team group stage on Thursday and two four-team group stages on Friday, the latter deciding the winner. The top four teams on Thursday qualify for the winners group, the bottom four for the losers group.

Don't forget to fill in the match note after the match, write down the number of people left in the main court for each team. For example: if team A hits everyone and has two people left itself, write down 2-0. If time runs out, team A has two people left on the main court and team B has three people left, write down 2-3.

Rules

- The game is played with two balls. The game starts with each team having one of the two balls.
- The game is played on a court with two halves, each team has on half. In the middle of each half,





an obstacle in situated to hide behind. You are not allowed to move the obstacle.

- You are not allowed to walk holding a ball.
- Dodgeball is played with a backline. This means that if you are hit, you are allowed to stand behind the sidelines and backline of the opposing team and try to hit opponents.
- Once you are out of the main court, you remain behind the opposing team's side and back line for the rest of the game. You may NOT return to the main court when you hit someone.
- It is allowed to catch a ball, this 'outs' the player who threw the ball.
- Hitting above the shoulders and 'via-via' (after touching for example a wall, other person or the ground) does not count as an 'out'.
- It is allowed to block a thrown ball with another ball.
- Crossing the center line or one of the outer lines means you are out. An exception is made for crossing the outer lines to get back a ball.
- The game is finished when all participants of one team are eliminated out of the main court, which results in a win for the team that is left standing. If the time is up, the winner is the team that has the most people left in the main court.



FOOTBALL

General information

Number of players:	6
Number of back-up players:	2
Own supplies:	Outdoor sport shoes (Shin guards)
Location:	Field 1

Football is played with an eight-team group stage on Thursday and two four-team group stages on Friday, the latter deciding the winner. The top four teams on Thursday qualify for the winners group, the bottom four for the losers group.

Rules

Football is played under the rules of the Koninklijke Nederlandse Voetbal Bond (KNVB).

Most important rules and exceptions on the rules are:

- Each team consists of 6 players.
- The game is without a goalkeeper.
- There is no changing of sides.
- There is no offside.
- The game is played on 1/2 a field.



HANDBALL

General information

Number of players:	7
Number of back-up players:	2
Own supplies:	Indoor sport shoes
Location:	Hall 1

Handball is played with a complete competition. Each team battles each other team twice. The matches are distributed over both days.

Rules

Handball is played under the rules of the International Handball Federation (IHF).

Most important rules and exceptions on the rules are:

- A team consists of 7 people: 6 players and 1 goalkeeper.
- A goal is scored when the ball is in the goal of the opponent.
- Court players can touch the ball with any part of their body that is above the knee.
- Once a player receives ball-possession, they can pass, hold possession or shoot.



- If a player holds possession, they can dribble or take three steps for up to three seconds without dribbling.
- Only the goalkeeper is allowed to come into contact with the floor of the goal area.
- The goalkeeper is entitled to act as a court player.



KUBB

General information

Number of players:	3
Number of back-up players:	3
Own supplies:	Outdoor sport shoes
Location:	Field 2

Kubb is played with a complete competition. Each team battles each other team once. The matches are distributed over both days.

Don't forget to fill in the match note after the game. Write down a 1 for the winning team and a 0 for the losing team. If the game hasn't finished within twenty minutes, write down the number of kubbs left on the baseline.

Rules

- A team consists of at least 3 and at most 6 players. Every round, they divide six throw-sticks among them.
- The field consists of two halves. In the middle of the field, between the two halves, stands the wooden king. On the baseline of both teams, five kubbs (wooden blocks) are placed.



- A stick is always thrown while standing behind the baseline. The baseline may, however, move during the game (see below).
- The home-playing team starts throwing.
- Each round, a team throws its 6 sticks. The goal is to knock down the kubbs on the half of the other team.
- A stick must always be thrown underhand and with the tip towards the kubb. Throwing horizontally is not allowed.
- If one team knocks down one or more kubbs on the baseline, the other team starts its next round by throwing the knocked over kubbs to the opponent's half. If a kubb is misthrown (on the own half or out of field), the team gets one retry. If a kubb is misthrown twice, the other team places the kubb wherever they like, but at least one stick away from the king.
- If a standing field kubb is knocked down, it is taken out of the game. It should not be thrown back to the opponent's half again.
- A team may only knock down kubbs on the opponent's baseline after all standing field kubbs are knocked down.
- If at the end of a round one or more standing field kubbs remain on the half of the other team, the front kubb indicates the new baseline. In the next round, the other team may now throw their sticks while standing behind this new baseline. Any kubbs, however, must always be thrown while standing behind the original baseline.



- If no kubbs remain on the opponent's half, a team may knock down the king. This must be done while standing behind the original baseline.
- The team that knocks down the king wins. If time runs out before that, the winning team is the team with the most kubbs (baseline kubbs + standing field kubbs) on its half. If at any point in the game a team knocks down the king invalidly, the other team wins.



PETANQUE

General information

Number of players:	3
Number of back-up players:	1
Own supplies:	-
Location:	SV Kampong Jeu de Boules (make sure to leave de Galgenwaard in time !)

Petanque is played with three five-team group stages on Thursday and three four-team group stages and one three-team group stage on Friday, the latter deciding the winner. Only Thursday's group winners and the best number two qualify for the winners group on Friday. All other teams will be distributed over the other groups by strength.

It is not allowed to eat or drink anything other than water at the petanque club. This also means that lunch will only be served in de Galgenwaard. Of course you can always leave the petanque ground to eat your own quick snack at another place on the sports park.

Only three or four *terrains* (the official name for a petanque field) are used for official games. Feel free to



use the rest of the petanque terrains to practice or to play friendly matches.

Rules

Petanque is played on an official Pentanque Court under the rules of the Dutch Jeu de Boules Association (NJBB).

Most important rules and exceptions on the rules are:

- Before the game, a circle with a diameter of approximately 40 cm is drawn on the court. All players have to throw while standing in the circle.
- Each player throws two balls. This means that each team has 6 balls in total.
- The home-playing team starts by throwing the but (small ball) approximately 6 to 10 meters away from the circle.
- The team that throws the but also throws the first ball. The second ball is thrown by the other team.
- After the second ball, every next ball is thrown by the team that is the furthest away from the but. If a team has thrown all six balls, the other team throws all the balls it has left.
- At the end of each round, points are scored for each ball that is closer to the but than the opponent's closest ball.
- The winning team draws a new circle around the but and throws the but to start the next round.



- When the time is up, the current round can be finished. The team that scored the most points wins.



ULTIMATE FRISBEE

General information

Number of players:	7
Number of back-up players:	3
Own supplies:	Outdoor sport shoes
Location:	Field 2

Ultimate Frisbee is played with a complete competition. Each team battles each other team three times. The matches are distributed over both days.

Rules

- Ultimate Frisbee is played on 1/2 of an outdoor field and consists of two endzones and the playing field between them.
- The game starts with all players in their own endzone/ When the referee throws the frisbee towards the middle of the field, the players are allowed to run.
- When a player has the frisbee, he is not allowed to move.
- If a frisbee lands on the ground or flies outside the field, the team that didn't touch the frisbee last, gets a free throw where the frisbee landed or on the sideline.



- If a player holds the frisbee for more than 10 seconds, the other team gets a free throw.
- Physical contact is not allowed.
- A point is scored when a team catches the frisbee in the endzone of the other team.
- When a point is scored, the teams switch endzone and the scoring team gets to attack again, starting from their new endzone.
- The team that scores the most points wins.



VOLLEYBALL

General information

Number of players:	6
Number of back-up players:	2
Own supplies:	Indoor sport shoes
Location:	Hall 2

Volleyball is played with a group stage on Thursday and a knock-out stage on Friday, the latter deciding the winner. Only the top four teams in each group qualify for the quarter-finals. The other three teams will also play decisive matches on Friday.

Note that on Thursday, there are fifteen matches in group A and ten matches in group B. However, court 2 is completely assigned to group B in order to give the opportunity for some friendly matches.

Rules

Volleyball is played under the rules of the Dutch Volleyball Association (Nevobo).

Most important rules and exceptions on the rules are:

- Volleyball is played 6v6.
- The home-playing team starts serving.



- The team that scores a point serves the next point. If the serving team scores a point, the same player serves again. If the other team scores a point, that team rotates, so a new person serves.
- Instead of winning a set after 25 points, the game continues until time is up. When time is up, the current point can be finished. The team with the most points wins.



SPORT SCHEDULE

The sports schedules can be found on the website under the heading *sports* ([click here](#)). The sports schedules are also displayed at the relevant fields and halls.

Don't forget that in addition to your own match, you also occasionally have to be present at a match as a referee.

Note: The schedules of Friday are already available for Board Games, Handball, Kubb and Ultimate Frisbee, as these sports will play a full competition over two days. For the other sports, the schedules of Friday are dependent on Thursday's results. These Friday schedules will become available on Thursday evening during the ONCS.



ONCS 2023

Hay there ONCS participant!

After two long years of absence, all hell can break loose again in the mighty rain forest of Utrecht. So beef up! With sharpened machetes and lots of beer you will go into the jungle to separate the wheat from the chaff and show which study association is udderly the greatest.

Next year the battle will be bigger, better, more intense and amaizing than ever before. The fight will last from early in the morning until late at night. The petanque balls will fly higher through the sky, the bounce ball sticks will swing harder, the beers will be chugged faster during the beer relay and the hangover will be worse than ever before.

This epic battle will take place in the city of freedom, located at the Neder Rijn, the beautiful city of Wageningen. We will welcome you in this beautiful green city, full of culture and student life. The theme of next year will of course remain a secret for now. But those who pay close attention, might already have hunch about what it will be.

We have to wait for one more year until we can go again, but the year will be over before you know it. We want to wish you good luck and hope you will have an eggcellent time. And as is important for every sporting event: don't forget to hydrate ;)

See you next year in Wageningen!

The ONCS 2023 Committee



EPILOGUE

This is the bitter end of a fantastic ONCS that will hopefully be remembered for a long time. The winner has been announced, there has been great sport and you no longer have to fight for the win. The only thing you still have to fight is your hangover.

We hope you had a nice and enjoyable time during the sports, but also during the drinks and the party. Without you, the ONCS could not take place, so we would like to thank you very much for coming!

We assume that this may be the start for a series of beautiful ONCSs after the corona pandemic!

Lots of love,

ONCS 2022



FLTR back: Youri Kobus, Niels Vreeswijk, Inez Klein Gebbink, Melle Jansen

FLTR middle: Daan Mantel, Suzanne Ruijten, Fleur Natrop

FLTR front: Midas Waakop Reijers, Alex Nijland



MAP

