

Weight Limit:

The Weight Limit is 85 kg (mandatory) for boys, i.e., any boy recorded as weighing more than the 85 kg weight limit shall not be allowed to participate in this event.

Team:

Each team shall consist of maximum of 12 players and 7 Players shall take the ground at a time and the remaining players are substitutes.

Duration of the match:

The duration of the time of the match shall be two halves of 20 minutes. The teams will change court after interval. The number of players for each team at the start of second half shall remain the same as it was at the end of first half.

NOTE: The last raid of each half of the match shall be allowed to be completed even after completion of the scheduled time as mentioned above.

System of scoring:

Each team shall score one point for every opponent out or put out. The side, which scores a LONA, shall score two extra points. The out and revival rule will be applicable.

Time Out:

Each Team shall be allowed to take Two “Time Outs” of 30 Seconds each in each half; such time out shall be called for by the Captain, Coach or any playing member of the team with the permission of referee. The time out time shall be added to match time.

During the time out the teams shall not leave the ground, any violation in this; a technical point shall be awarded to the opponent team.

Official Time out can be called for by the Referee Umpire in the event of any injury to a player, interruption by outsiders, re-lining of the ground or any such unforeseen circumstances. Such time out time will be added to the match time.

Substitution:

Five Reserve Players can be substituted with the permission of Referee during time out or interval.

Substituted Players can be re-substituted.

If any player is suspended or disqualified from the match, no substitution is allowed for that particular player. The team will play with a smaller number of players. No substitution is allowed during the official time out.

Substitution is not allowed for out players.



Bonus Point

One point shall be awarded to the raider when he crosses the bonus line. If, the raider after crossing the bonus line is caught, the opponent team will also be awarded one point.

The Bonus line will be applicable when there are minimum 6 players in the court.

If the raider while crossing the bonus line is caught then a point will be awarded to the defending team & No Bonus point shall be given.

The raider after crossing the bonus line if he puts out one or more antis, he will get the number of points scored in addition to the bonus point for crossing the bonus line.

The raider has to cross the bonus line to score the bonus point before touching the anti / antis or before he is caught by the anti/antis. The raider will not be awarded bonus point if he crosses the bonus line after a touch/struggle.

If player/players are suspended temporarily or disqualified from the match, then the team will play with less number of players. Such players shall be counted to award Bonus point.

Result: The team, which scores the highest number of points at the end of the match, shall be declared the winner.

Super tackle: super tackle is sometimes referred to as super catch. Super tackle is specific scenario where a rider from the opponent team has to be tackled or captured or caught by either 3 or less than 3 players of the defending team.

Do or Die raid: When your team has not scored a point in 2 continuous raids, then third raid is do or die raid. If you have not scores a point (bonus or touch point)in your do or die raid, then you will considered as out and 1 point will be given to opposite team.

Tie in Knock Out: If there is a tie in the Knock out matches the match will be decided on the following basis:

Both the teams should field 7 Players in the Court.

Both teams should play the game on the baulk line.

The baulk line shall be treated, as Baulk Line Cum Bonus Line and all the Bonus point rules shall be followed.

If the raider succeeds in crossing the baulk line cum bonus line he will get one point.

After crossing the Baulk line cum Bonus line, if the raider puts out one or more antis, he will get the number of points scored in addition to the one point scored by crossing the baulk line cum bonus line.

Each team shall be given 5 Raids by different raiders to raid alternately.

In case any raider in the given list of 5 raiders is injured before his chance of raid, in such cases, one of the remaining 2 players out of the seven in the field can do the raid.

The side, which raids first at the beginning of the match, shall be allowed to raid first.

Even after 5 Raids, if there is a tie, the game will be decided as per the Golden Raid Rule. N.B: If player/players are suspended temporarily or disqualified during the Tiebreaker, the team will play with less number of players. Such players shall be counted to award Bonus point.

Golden Raid:

Even after 5-5 raids, if there is a tie, a fresh toss will be taken and the team that wins the toss shall have the chance to raid i.e. "GOLDEN RAID".

If there is tie even after the Golden Raid then a chance will be given to the opponent team for the Golden Raid.

In the Golden Raid the team which scores the leading point shall be declared as Winner.

IMPORTANT NOTE:

RULES & SCHEDULE ARE SUBJECT TO CHANGE
IN THE SPIRIT OF THE GAME & FESTIVAL AND
THE FINAL DECISION IN ALL MATTERS RESTS
WITH THE SPARDHA TEAM.

