



SPORTSFEET'E'23

RULEBOOK

GENERAL RULES

- All department coordinators are requested to go through the fixtures and rules of each sport.
- The Participants participating in marathon are only allowed to participate in sports events in Sportsfete'23.
- No changes in fixtures and rule book will be made during the event.
- Decisions of the judges/umpires/Organisers and the Event Coordinator will be final and binding to all. If we found any argument in the event place, negative points or action might be taken.
- Any team that reports late or not coming without prior information will be awarded negative points (-3).
- Promoting good sportsmanship by way of example is required always. NO foul language or fighting will be tolerated. Neither consume any sort of intoxicants, nor engage in any kind of disruptive behavior.
- Sports Council and SAS officers have the rights to disqualify any team or player from the sportsfete, if they are involved in any indisciplinary activities.

KABADDI (BOYS)

POINTS:

- 1st place - 20
- 2nd place - 16
- 3rd place - 12

RULES:

- Tournament is conducted on a knockout basis.
- 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: Match shall be two halves of 15 minutes with 5 minutes interval.
- Semi-Finals and Finals will be two halves of 20 minutes with 5 minutes interval.
- The teams will change court after interval.
- The number of players for each team in the court 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.
- Each team shall score one point for every opponent out or put out. The side, which scores a LONA, shall score two extra points.

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 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.

BONUS POINT:

- 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 is awarded one point.
- The Bonus line will be applicable when there are minimum 6 players in the court.

SUPER TACKLE:

- Super tackle is specific scenario where a rider from the opponent team has to be tackled or caught by either 3 or less than 3 players of the defending team. In case of super tackle, the defending team will be awarded with two points.
- Referee's decision is final.

DO OR DIE:

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

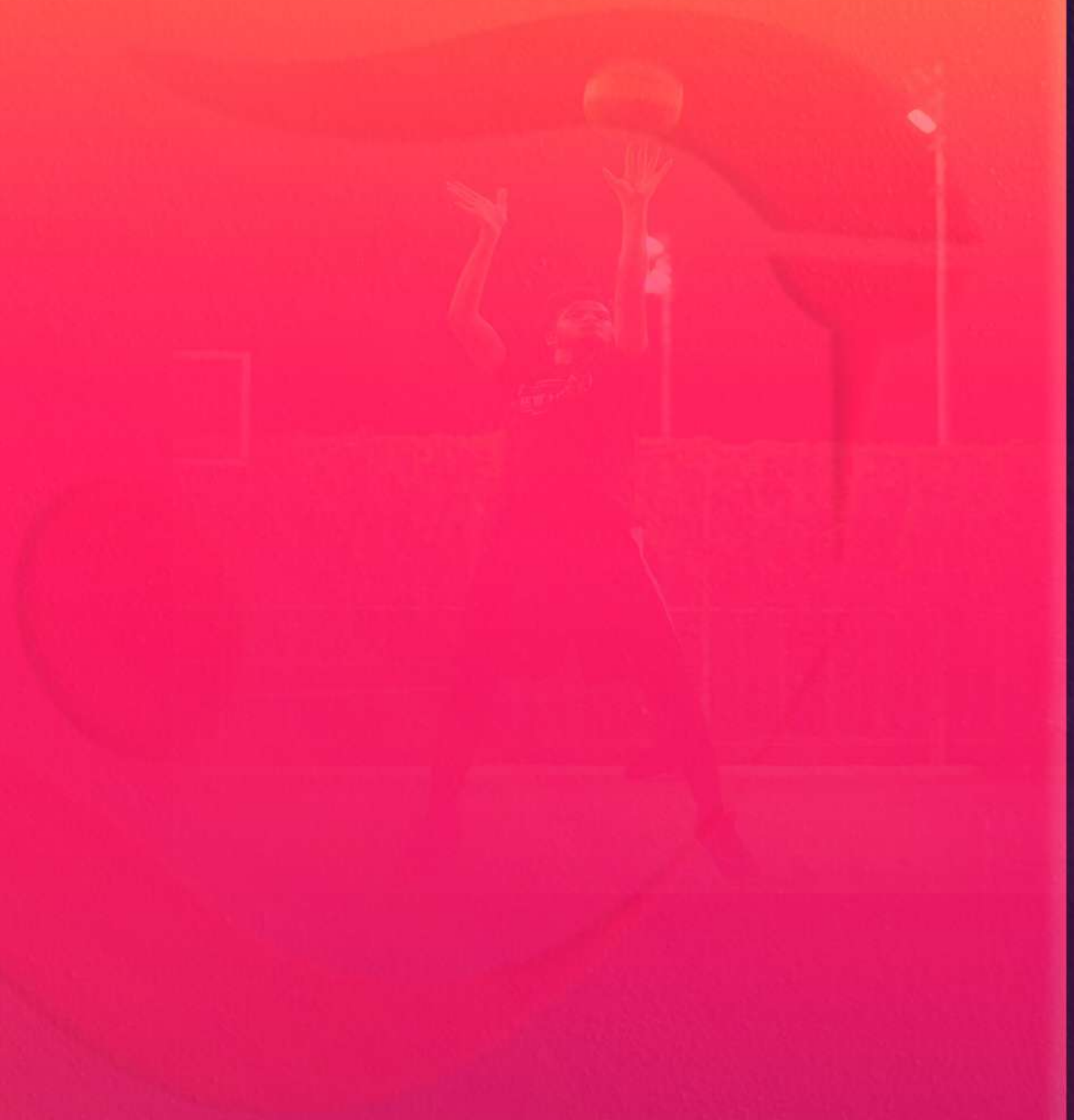
SUBSTITUTION:

- Substituted Players can be re-substituted. Substitution is not allowed for the players that are out.
- No substitution is allowed during the official time out.

TIE BREAKER:

- Each side nominates 7 players to take the court for the tie-breaker.
- Every raid is a do-or-die raid, meaning if the raider comes back without a point-scoring action, the defending team will get a point.
- Raiders are nominated before the tie-breaker, and the order cannot change at any point during the tie-breaker.

- The block line, which generally signifies a legitimate raid, also acts as the bonus line during the tie-breaker.
- There are no outs or revivals, as is normally the case after a successful raid or tackle. Each team will have 7 players on court at all points during the tie-breaker.



KABADDI (GIRLS)

POINTS:

- 1st place - 20
- 2nd place - 16
- 3rd place - 12

RULES:

- Tournament is conducted on a knockout basis.
- 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: Match shall be two halves of 10 minutes with 5 minutes interval.
- Semi-Finals and Finals will be two halves of 15 minutes with 5 minutes interval.
- The teams will change court after interval.
- The number of players for each team in the court 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.
- Each team shall score one point for every opponent out or put out. The side, which scores a LONA, shall score two extra points.

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 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.

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 is awarded one point.
- The Bonus line will be applicable when there are minimum 6 players in the court.

SUPER TACKLE:

- Super tackle is specific scenario where a rider from the opponent team has to be tackled or caught by either 3 or less than 3 players of the defending team. In case of super tackle, the defending team will be awarded with two points.
- Referee's decision is final.

DO OR DIE:

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

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