



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.



## KHO-KHO (BOYS)

### POINTS:

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

### RULES:

- Each team consists of 12 players, 9 players on the field, and 3 substitutes.
- Each match consists of two innings with a 5 mins break in-between.
- Each league match will be of 7-2-7-5-7-2-7 mins consisting of two innings where each inning includes,
  - 7 mins – Running/ chasing.
  - 2 mins – Break
  - 7 mins – Running/ chasing.
- Finals and semi-finals match will be of 7-2-7-5-7-2-7 mins.
- **To give “KHO”:**
  - To give KHO, the Attacker should touch the Chaser by hand behind him and then utter the word “KHO” loudly and distinctly.
  - If the action of uttering the word “KHO” precedes the action of touching by hand, then it shall be deemed as foul.
  - If an Attacker utters any word other than the word “KHO” it will be deemed as foul.
  - The seated chaser shall not get up without getting “KHO”.
  - Active chaser can touch their team chasers who are sitting in the field except for chasers near the post. If an active chaser touches an inactive chaser near the post, he must give “KHO” there itself otherwise it will be treated as foul.
  - Chaser should not cross the center line, if did, it is considered as foul.
  - After touching the runner, the chaser should not turn back while appealing for out.



- Every team must be present on or before their allotted time. Buffer time of 15 mins will be allowed, any team that reports late without prior information will have to give a walkover and the opponent will be announced as the winner.
- Umpire decision is final in any dispute (faults, points, judgments). One should not argue with umpires. Runners should not touch chasers (Intentionally). They will be warned two times, if repeated further, he will be given out.
- In case of a walkover, the opponent team will be declared the winner with a difference of 9 points.



## KHO-KHO (GIRLS)

### POINTS:

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

### RULES:

- Each team consists of 12 players, 9 players on the field, and 3 substitutes.
- Each match consists of two innings with a 5 mins break in-between.
- Each league match will be of 6-2-6-5-6-2-6 mins consisting of two innings where each inning includes,
  - 6 mins – Running/ chasing.
  - 2 mins – Break
  - 6 mins – Running/ chasing.
- Finals and semi-finals match will be of 7-2-7-5-7-2-7 mins.
- To give “KHO”:
- To give KHO, the Attacker should touch the Chaser by hand behind him and then utter the word “KHO” loudly and distinctly.
- If the action of uttering the word “KHO” precedes the action of touching by hand, then it shall be deemed as foul.
- If an Attacker utters any word other than the word “KHO” it will be deemed as foul.
- The seated chaser shall not get up without getting “KHO”.
- Active chaser can touch their team chasers who are sitting in the field except for chasers near the post. If an active chaser touches an inactive chaser near the post, he must give “KHO” there itself otherwise it will be treated as foul.
- Chaser should not cross the center line, if did, it is considered as foul.



- After touching the runner, the chaser should not turn back while appealing for out.
- Every team must be present on or before their allotted time. Buffer time of 15 mins will be allowed, any team that reports late without prior information will have to give a walkover and the opponent will be announced as the winner.
- Umpire decision is final in any dispute (faults, points, judgments). One should not argue with umpires. Runners should not touch chasers (Intentionally). They will be warned two times, if repeated further, she will be given out.
- In case of a walkover, the opponent team will be declared the winner with a difference of 9 points.