

## **Guidelines for BOSM 2023**

- Impersonation of any participant will lead to the disqualification of the concerned team
- Possession of any kind of alcohol or narcotics will lead to immediate disqualification from the tournament. Severe action like informing the administration of the respective college and imposition of a fine will also be taken
- In case a participant is caught at the gate with any sort of illegal substances, action will be taken against them and the substances will be confiscated
- Destroying institute property will lead to the imposition of heavy fines
- Referee's call is final in all sports and any misbehavior towards the referees will lead to immediate disqualification
- The CoSSAc's decision is final and binding in all cases
- Participants are supposed to arrive 10 minutes early to every match. Failure to show up 20 minutes post the scheduled time will result in an immediate walkover

# 8 Ball Pool

## **BASIC TOURNAMENT RULES**

We hereby outline the rules and regulations for team composition and participation in the upcoming **BOSM** Snooker Tournament. These guidelines are designed to ensure fair play, promote healthy competition, and maintain the integrity of the tournament.

### **1. Team Composition:**

- Each team participating in the Intercollegiate Snooker Tournament is allowed to consist of a minimum of 2 and a maximum of 4 members.
- The composition of the team members should be in adherence to the stipulated team size range.

### **2. College Representation:**

- Each college is eligible to register a maximum of 2 teams for participation in the tournament.
- This provision aims to encourage broader participation among colleges while allowing fair representation.

### **3. Compliance and Fair Play:**

- All participating teams are expected to adhere strictly to the specified team size criteria.
- Any deviation from the prescribed team composition limits will result in the disqualification of the respective team(s).

### **4. Dispute Resolution:**

- In the event of any disputes arising from the interpretation or application of these rules, the tournament organizers shall have the final authority to make decisions.
- Decisions made by the tournament organizers are deemed binding and will be upheld.

We believe that these guidelines will facilitate a well-organized and smoothly conducted tournament. It is our shared responsibility to uphold the principles of sportsmanship, camaraderie, and integrity throughout the duration of the event.

# Rules

## 1. OBJECT OF THE GAME

Eight Ball is a call shot game played with a cue ball and fifteen object balls, numbered 1 through 15. One player must pocket balls of the group numbered 1 through 7 (solid colors), while the other player has 9 thru 15 (stripes). THE PLAYER POCKETING HIS GROUP FIRST AND THEN LEGALLY POCKETING THE 8-BALL WINS THE GAME.

## 2. CALL SHOT

First designate pocket (other than the center pockets) you intend to pot the 8 ball in and then do as stated. Failure to do so will result in the opposition player returning to the table. If the player pots the 8 ball in any other pocket other than the nominated one, they forfeit the game.

## 3. RACKING THE BALLS

The balls are racked in a triangle at the foot of the table with the 8-ball in the center of the triangle, the first ball of the rack on the foot spot, a stripe ball in one corner of the rack and a solid ball in the other corner.

## 4. ALTERNATING BREAK

Players will alternate breaking on each subsequent game.

## 5. JUMP AND MASSE SHOT FOUL

Hitting the cue ball out off the table is foul and the opponent gets the turn.

## 6. LEGAL BREAK SHOT

To execute a legal break, the breaker (with the cue ball behind the headstring) must either (1) pocket a ball, or (2) drive at least four numbered balls to the rail. If he fails to make a legal break, it is a foul, and the incoming player has the option of (1) accepting the table in position and shooting, or (2) having the balls reracked and having the option of shooting the opening break himself or allowing the offending player to rebreak.

## 7. SCRATCH ON A LEGAL BREAK

If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed (exception, the 8-ball: see rule 9), (2) it is a foul, (3) the table is open. PLEASE NOTE: Incoming player has cue ball in hand behind the head string and may not shoot an object ball that is behind the head string, unless he first shoots the cue ball past the headstring and causes the cue ball to come back behind the headstring and hit the object ball.

## 9. 8-BALL POCKETED ON THE BREAK

If the 8-ball is pocketed on the break, the breaker may ask for a re-rack or have the 8-ball spotted and continue shooting. If the breaker scratches while pocketing the 8-ball on the break, the incoming player

has the option of a re-rack or having the 8-ball spotted and begin shooting with ball in hand behind the headstring.

#### 10. OPEN TABLE

The table is "open" when the choice of groups (stripes or solids) has not yet been determined. When the table is open, it is legal to hit a solid first to make a stripe or vice-versa.

Note: The table is always open immediately after the break shot.

#### 12. LEGAL SHOT

On all shots (except on the break and when the table is open), the shooter must hit one of his group of balls first and (1) pocket a numbered ball, or (2) cause the cue ball or any numbered ball to contact a rail.

PLEASE NOTE: It is permissible for the shooter to bank the cue ball off a rail before contacting his object ball; however, after contact with his object ball, an object ball must be pocketed, OR the cue ball or any numbered ball must contact a rail. Failure to meet these requirements is a foul.

#### 15. FOUL PENALTY

Opposing player gets cue ball in hand. This means that the player can place the cue ball anywhere on the table (does not have to be behind the headstring except on opening break). With "cue ball in hand," the player may use his hand or any part of his cue (including the tip) to position the cue ball. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.

17. ILLEGALLY POCKETED BALLS. An object ball is considered to be illegally pocketed when (1) that object ball is pocketed on the same shot a foul is committed, or (2) the called ball did not go in the designated pocket. Illegally pocketed balls remain pocketed.

18. OBJECT BALLS JUMPED OFF THE TABLE. If any object ball is jumped off the table, it is a foul and loss of turn, unless it is the 8-ball, which is a loss of game

19. PLAYING THE 8-BALL. When shooting at the 8-ball combination shot can never be used to legally pocket the 8-ball.

# Don't

Anytime the cue ball goes in a pocket.

Failure to hit your object ball.

Failure to hit a rail after contact. A rail must be hit by either the cue ball or any other ball after the cue ball contacts the object ball. A pocketed ball counts as a rail.

It's a foul to shoot while balls are still moving.

It's a foul to shoot without at least one foot touching the floor.

It's a foul to shoot out of turn.

If you're supposed to shoot behind the line, it's a foul to shoot even a little bit over the line.

If you're supposed to shoot behind the line, the ball you hit must be over the line, or right on it.

It's a foul if you accidentally touch any ball at any time.

You can only hit the cue ball once. It's a foul to hit it twice.

If you make the 8 early (before clearing all your stripes, or all your solids) it's a foul. You lose.

you can't make your last ball and the 8 at the same time. Has to happen on separate shots. Even if you're positive your ball went in first. If you do this, even by accident, you lose.

If you make the 8 into the wrong pocket it's loss of game.

You can not call centre pockets for 8-ball.

## **BOSM VOLLEYBALL-2023**

### Team Size:

The team to be registered on the score sheet may consist of minimum 6 and maximum 12 players including the libero.

### Rules:

- The playing court is a rectangle measuring 18 x 9 m, surrounded by a free zone which is a minimum of 3 m wide on all sides.
- Centre line: The axis of the centre line divides the playing court into two equal courts measuring 9 x 9 m each; however, the entire width of the line is considered to belong to both courts equally. This line extends beneath the net from sideline to sideline.
- Attack line: On each court, an attack line, whose rear edge is drawn 3 m back from the axis of the centre line, marks the front zone.
- Placed vertically over the centre line there is a net whose top is set at the height of 2.43 m for men and 2.24 m for women.
- Two white bands are fastened vertically to the net and placed directly above each side line.
- The players not in play should either sit on their team bench or be in their warm-up area. The coach and other team members sit on the bench, but may temporarily leave it. The benches for the teams are located beside the scorer's table, outside the free zone.
- Both the team captain and the coach are responsible for the conduct and discipline of their team members.
- When the ball is out of play, only the game captain is authorized to speak to the referees.
- Point

### A team scores a point:

By successfully landing the ball on the opponent's court;

When the opponent team commits a fault;

When the opponent team receives a penalty.

- If the serving team wins a rally, it scores a point and continues to serve. If the receiving team wins a rally, it scores a point and it must serve next.
- Standard rotation will be followed as per official format unless both the team captains decide mutually to play in fixed positions.
- The ball is "in" if at any moment of its contact with the floor, some part of the ball touches the court, including the boundary lines.
- The ball is "out" when:

All parts of the ball which contact the floor are completely outside the boundary lines;

It touches an object outside the court, the ceiling or a person out of play; It touches the antennae, ropes, posts or the net itself outside the side bands; It crosses the vertical plane of the net either parallelly or totally outside the crossing space.

It crosses completely the lower space under the net.

### • Faults:

FOUR HITS: a team hits the ball four times before returning it.

ASSISTED HIT: a player takes support from a team-mate or any structure/object in

order to hit the ball within the playing area.

CATCH: the ball is caught and/or thrown; it does not rebound from the hit.

DOUBLE CONTACT: a player hits the ball twice in succession or the ball contacts various parts of his/her body in succession.

- In blocking, a player may touch the ball beyond the net, provided that he/she does not interfere with the opponent's play before the latter's attack hit.
- To touch the opponent's court with a foot (feet) is permitted, provided that some part of the penetrate foot (feet) remains either in contact with or directly above the centre line and this action does not interfere with the opponent's play.
- To touch the opponent's court with any part of the body above the feet is permitted provided that it does not interfere with the opponent's play.
- A player may enter the opponent's court after the ball goes out of play. • Players may penetrate into the opponent's free zone provided that they do not interfere with the opponent's play.
- Blocking faults:

The blocker touches the ball in the OPPONENT'S space before the opponent's attack hit.

A back-row player or a Libero completes a block or participates in a completed block.

- Time-out requests must be made by showing the corresponding hand signal when the ball is out of play and before the whistle for service. All requested me-outs last for 30 seconds.
- In case of any discrepancy the standard FIVB volleyball rules 2021-2024 will be followed. For the complete detailed rules refer to the same.

Format:

- For the league matches the best of 3 sets format will be followed with the first 2 sets being of 25 points each and the 3rd decider set (In case the set score is tied at 1-1) will be of 15 points.
- For the knockout matches a best of 5 sets format will be followed with the first 4 sets being of 25 points each and the 5th decider set of 15 points.

Tournament Layout:

- It will be a league-based format where all the teams will play against all possible teams in their pool.
- Number of teams in a pool depends on the count of teams registered. • Any team refusing to play a match without justification will be eliminated from the competition and the results of the matches already played will be cancelled. • The points scheme will be 3 points for a match won and 0 for a match lost if the match finishes in 2 sets. If the match goes into the 3rd set the scheme will be 2 points for the winning team and 1 for the losing team.
- In case of 2 teams clashing, the team which has the maximum score difference overall in the tournament will be placed above.
- The top 4 teams will qualify for the knockouts.
- The top 2 teams will play a Qualifier 1 (Q1) and the 3rd and 4th team will play an eliminator (E1).
- The winner of Q1 will qualify for the Final.
- The winner of E1 and the loser of Q1 will play Qualifier 2 whose winner will qualify for the Final.

- The winner and loser of the Final will be declared 1st place and 2nd place respectively. The loser of Q2 will be declared as 3rd place.
- The organisers will have the power to change the format in case of any unforeseen scenarios.

**\*TOURNAMENT LAYOUT IS SUBJECT TO CHANGE DEPENDING ON THE NUMBER TEAMS ENROLLED FOR THE EVENT.**

**General Rules/Guidelines:**

- All participants need to come in proper kit -shorts (no three-fourths, denim short, tracks etc. are allowed). If any player does not come in proper kit or shoes, the player won't be allowed to play the match.
- Teams are allowed to cheer their player but there should not be any hooting or jeering against other teams' players.
- The decision of the referees and umpires will be final and binding. No protests would be entertained. Therefore, any team leaving the field of play as a mark of protest and conceding a walk -over shall be deemed to have lost the fixture and will be eliminated from the rest of the event.
- All players will be required to show their ID cards before the beginning of a match failing which the defaulting individual will not be allowed to play.
- Any disciplinary violation by any member of the team will lead to disqualification of that team.
- Teams must bring their own adequate volleyballs for practice. No balls will be provided from the institute for practice.

**\*\*RULES & SCHEDULE ARE SUBJECT TO CHANGE IN THE SPIRIT OF THE GAME & FESTIVAL AND THE FINAL DECISION RESTS WITH THE ORGANIZERS.**



# Ultimate Frisbee Rules for BOSM'23

The rules for the Ultimate Frisbee tournament at BOSM '23 would majorly adhere to the rules given by WFDF. Link: <https://rules.wfdf.org/>

Some of the more important rules are as follows:

1. 60 minutes games, game to 13 points. 5 min half at 7 points or 30 minutes whichever comes first. Point is continued till score if it's going on at the 30 min mark, after which half time is taken. When 60 mins is up, the ongoing point is completed and the game ends. 65 minutes is hard cap and the game immediately stops. Teams have 1 time out of 60 sec, per half. The game clock only stops if there are injury stoppages, half time and timeouts.
2. The Pull has to be taken within 90 seconds of scoring a point. If the defense causes a delay, the offense can start from the brick mark. If a further 30s are taken the offense can start from half-line. Another 30 seconds delay means they can start from the brick mark on the defensive side. If offense causes the delay, they start at the back line of their endzone.
3. The game format would begin with league matches where teams would be divided into two groups. Top two teams from each group would qualify for knockouts. This is subject to change depending on how many teams register. Point distribution would follow the format- Win: 2pts Draw: 1pt Loss: 0
4. Upper age limit for team players is 26.
5. This is a mixed gender event. Each team must have a minimum of 12 players and a maximum of 15 players with 7 playing on field. No restriction on roster ratio. There must be at least a ratio of 2:5 on the field, with a better ratio played if the playing captains agree. Playing 4:3 ratio alternating between 4 men and 4 women is encouraged.
6. The stall count for the marker who is marking the thrower will be 10 seconds.
7. The teams should adhere to the spirit of the game and avoid any intentional contact on the field. All foul calls should be resolved within 30 seconds on field.
8. There will be a spirit circle after every match. A spirit score will also be kept which has to be given by the opponent team, which will be used to determine the most spirited team.

Changes in any rules will be notified before the start of the tournament.

**\*\* Minimum number of outstation teams for a strong competition: 6**

## **Tennis Rules(Boys and Girls)**

- The maximum number of players in a team can be 5 and minimum can be 3
- Only 1 player is allowed to play 2 matches
- Team matches will consist of 2 singles matches and one doubles matches
- No player can play 2 singles matches
- The format of team event will be singles doubles and then reverse singles
- The tournament will be round robin (group stage) followed by knockout system.
- For the round robin scoring system will be first to 9 games or best of 17.
- Round robin matches will have 2 point deuces till 2 advantages are reached after which it will become a single point deuce.
- For knockout matches each match will comprise of best of 3 sets(2 to win) subject to courts availability , time.
- Knockout matches will have unlimited 2 point deuce
- Only Bits Pilani is allowed to send 2 teams, every other college must send one.
- Matches will be monitored by umpires. The umpires call is final. Arguing with the umpires may lead to penalties/disqualification.
- The organizers maintain the right to change the rules as per convenience .
- Team members are allowed to cheer after points but not during. Breaking this rule will result in a point penalty and may lead to disqualification.
- Coaching players during the match is not allowed

# Rules of Taekwondo

- Taekwondo matches should be contested by competitors of the same sex and in the same classified weight category.
- The competition area is a mat that measures 8 meters squared.
- Taekwondo matches are contested over 3 x 2 minute rounds with a rest of 1 minute between rounds.
- Each fighter attempts to knockout their opponent or score points by landing blows on their opponent's torso or head. Kicks are allowed to both to the torso and head, whilst punches are only allowed to the body. Below the waist is not a permitted target.
- If a fighter and their coach think that a point has been missed or that a mistake has been made, they can make a protest. A video replay is then looked at by judges and a decision is made.
- Fighters can lose points by the way of penalties. These can be incurred by actions such as:
  - Punching to the face
  - Attacking with the knee
  - Attacking below the waist
  - Stepping out of the ring with both feet
  - Turning your back on your opponent
  - Pushing, holding or grabbing your opponent
  - Feigning injury
- The match is won by the fighter who knocks their opponent out or who has the greater number of points at the end of the three rounds.
- If the match is a draw, a golden point round is fought, with the fighter landing the first scoring point being declared the winner.

## **Permitted techniques and areas:-**

### *1 Permitted techniques*

- 1.1 Fist technique: A straight punching technique using the knuckle part of a tightly clenched fist
- 1.2 Foot technique: Delivering techniques using any part of the foot below the ankle bone

### *2 Permitted areas*

- 2.1 Trunk: Attack by fist and foot techniques on the areas covered by the trunk protector are permitted. However, such attacks shall not be made on the part of the Spine.
- 2.2 Head: The area above the collar bone. Only foot techniques are permitted.

## **Valid Points:-**

### *1 Scoring Areas*

- 1.1 Trunk: The blue or red colored area of the trunk protector.
- 1.2 Head: The entire head above the bottom line of the head protector

### *2 Criteria for valid point(s):*

- 2.1 Point(s) shall be awarded when a permitted technique is delivered to the scoring areas of the trunk with a proper level of impact.
- 2.2 Point(s) shall be awarded when a permitted technique is delivered to the scoring areas of the Head.

### *3 The valid points are as follows.*

- 3.1 One (1) point for a valid punch to the trunk protector
- 3.2 Two (2) points for a valid kick to the trunk protector
- 3.3 Three (3) points for a valid turning kick to the trunk protector
- 3.4 Three (3) points for a valid kick to the head
- 3.5 Four (4) points for a valid turning kick to the head.
- 3.6 One(1) point awarded for every one "Gam-jeom" given to the opponent contestant.

### *4 Invalidation of point(s): When a contestant records points while using prohibited act(s):*

- 4.1 If the prohibited act was instrumental to the scoring of the point(s), the referee shall declare the penalty for the prohibited act and invalidate of the point(s).
- 4.2 However, if the prohibited act was not instrumental to earn the point, the referee may penalize the prohibited act but not invalidate the point(s).

## **Prohibited acts and penalties**

- 1 Penalties shall be declared by the referee.
- 2 Prohibited acts shall be penalized with "Gam-jeom (deduction penalty)" by referee.
- 3 A "Gam-jeom" shall be counted as one (1) additional point for the opposing contestant.

#### 4 Prohibited acts.

4.1 The following acts shall be classified as prohibited acts, and “Gam-jeom” shall be declared.

4.1.1 Crossing the Boundary Line

4.1.2 Falling down

4.1.3 Avoiding or delaying the match

4.1.4 Grabbing or pushing the opponent

4.1.5 Lifting the leg to block, or/and kicking the opponent’s leg to impede the opponent’s kicking attack, or lifting a leg or kicking in the air for more than 3 seconds to impede opponent’s potential attacking movements, or kick was aiming to below the waist.

4.1.6 Kicking below the waist

4.1.7 Attacking the opponent after "Kal-yeo"

4.1.8 Hitting the opponent’s head with the hand

4.1.9 Butting or attacking with the knee

4.1.10 Attacking the fallen opponent

4.1.11 Following Misconducts of contestant or coach

a) Not complying with the referee’s command or decision

b) Inappropriate protesting behavior to officials’ decisions

c) Inappropriate attempts to disturb or influence the outcome of the match

d) Provoking or insulting the opposing contestant or coach

e) Unaccredited doctor/physicians or other team officials found to be seated in the doctor’s position.

f) Any other severe misconduct or unsportsmanlike conduct from a contestant or coach

4.2 When a coach or contestant commits excessive misconduct and does not follow the referee’s command the referee may declare a sanction request by raising a yellow card. In this case the Competition Supervisory Board shall investigate the coach’s behavior and determine whether a sanction is appropriate.

5 If a contestant intentionally and repeatedly refuses to comply with the Competition Rules or the referee’s orders, the referee may end the match and declare the opposing contestant the winner.

6 When a contestant receives ten (10) “Gam-jeom”, the referee shall declare the contestant loser by referee’s punitive declaration (PUN).

# **Table Tennis Official Rulebook (Boys & Girls)**

## **BOSM 2023**

### **Rules**

**ITTF Official Rulebook will be followed throughout the tournament.**

### **Player / Equipment regulation**

- Players must wear a short-sleeved or sleeveless shirt and shorts or skirt. -
- Non-marking sole shoes are compulsory
- Rackets shall have the opposing rubbers in different colour codes.
- Players not complying with the regulations shall be removed from the competition by the hosting team captain.

### **Tournament**

#### **1. Team events**

- For the team event, the team must have a minimum of 3 players and a maximum of 4 players. In the event that two players are only available to play for the matches, walkover can be given for the C vs Z match. Registration should be for a minimum of three players.
- The team matches will be played in a standard best of five ABC-XYZ format.
- Three players on one side are numbered A,B and C and the three players on the other side are X,Y,Z.
- Order of play shall be A vs X, B vs Y, C vs Z, A vs Y, B vs X.
- Each individual match will be best of 5 matches.
- Matches will be played with Stag 3 Star Plastic Balls.
- The decision of the referees will be final and all players must abide by it.

#### **2. Singles event**

- Matches from quarter-finals shall be best of 5 matches. Length of rounds preceding quarter-finals shall be decided later.

### **General Regulations:**

- Teams are liable to disqualification against breach of disciplinary conduct if players/management are involved in illegal activities as per institute norms in BITS Pilani.
- The final decision in any situations where ambiguity exists will be made by the Captain of BITS Pilani.

# **BOSM-23 Swimming RuleBook**

## **General rules**

- Winners of the respective events will be decided based on time clocked by them in that particular event (fastest swimmers will be awarded gold, silver, and bronze medals based on their timings).
- If an event has 3 swimmers, only the two fastest swimmers will be awarded gold, silver medals based on their timings.
- Events will be canceled if less than 3 entries are there.
- A swimmer can swim a maximum of 5 individual events.

## **Events List**

(The list is subject to change, depending on the number of entries)

- Freestyle : 50,100,200,400m
- BreastStroke : 50,100,200m
- BackStroke : 50,100,200m
- Butterfly : 50,100,200m
- 200m Individual Medley  
(butterfly,backstroke,breaststroke,freestyle)
- 4 by 50m freestyle relay
- 4 by 50m medley relay (backstroke,breaststroke,butterfly,freestyle)

**Tournament Rules** (Referee holds the highest authority in enforcing

the rules)

## **The start :**

### **Two whistle rule :**

- First whistle will be made for all swimmers to step onto the starting block or to jump inside the water.(Only for Backstroke and Medley relay).
- “Take your Mark” will be said by the referee to make all swimmers take their starting position.
- Swimmers must be continuously in touch with the starting point or wall till the second whistle.
- Second whistle will be the green signal for all swimmers.

### **False Start :**

- A swimmer starts the race before the second whistle.
- Disqualified swimmers will not be considered for the official results.

## **Freestyle :**

- Freestyle races begin with a forward-facing dive from a starting block or the side of a pool.
- Freestyle swimmers may not push off the bottom of the pool.
- Freestyle swimmers' bodies must break the water's surface throughout the race.
- Freestyle swimmers' heads must break the surface within 15 meters after a turn.
- Freestyle swimmers must touch the far wall with any part of their body.
- Freestyle swimmers must finish by touching the wall with one hand.



## **Butterfly :**

- Butterfly races begin with a forward-facing dive from a starting block or the side of a pool.
- Swimmers must bring their arms forward over the water and pull them back under the water simultaneously.
- The head should consistently break the water's surface for breaths.
- Shoulders should be at or past the vertical position toward the breast.
- Using a dolphin kick, feet and legs must move simultaneously in an up and down motion.
- The swimmer must make the touch with both hands simultaneously at any position under or above the water.

## **Breaststroke :**

- Breaststroke races begin with a forward-facing dive from a starting block or the side of a pool.
- Swimmers will swim with their bodies on their breasts for the duration of the race, except during turns after a wall touch.
- Arm movements must occur simultaneously and stay horizontal. Swimmers push their hands forward from the breast and must not pull them past the hip line.
- A swimmer's head must break the water for every stroke.
- Swimmers can perform a single butterfly kick at the start and after each turn. Otherwise, both legs must kick simultaneously and on the same horizontal plane.
- Feet must turn outwards during propulsion.
- Both hands must touch simultaneously at any position under or above the water.

## **Backstroke :**

- Swimmers' hands must grip the edge of their launching point, and after pushing off, they must remain on their backs for the entirety of the race to avoid disqualification.
- Swimmers can take a freestyle stroke during a turn but once the turn is complete, they must resume their position.
- To finish, swimmers must touch the wall while still on their backs.

## **Individual Medley :**

- Individual medleys are races in which swimmers use each type of stroke for one-fourth of the total distance of the race.
- Swimmers must abide by the specific rules for each type of stroke during that portion of the race.
- Swimmers must use the different strokes in this order : butterfly, backstroke, breaststroke and freestyle.

## **Relays :**

- Relays involve four swimmers competing as a team.
- In a freestyle relay, all swimmers will swim however they choose.
- In a medley relay, each swimmer will swim their section of the race using the proper form for that portion.
- Freestyle relays begin with a forward-facing dive.
- Medley relays begin in the backstroke position and proceed in the following order: backstroke, breaststroke, butterfly and freestyle.
- Swimmers must wait to launch until their teammate touches the wall.

## **Rules for Squash Event in BOSM 23** **(Squash)**

### **⇒ EVENTS:**

- **TEAM EVENT**
- **INDIVIDUAL EVENT**

### **⇒ TEAM EVENT RULES:**

- Each team will consist of 3 players and 1 substitute.
- The teams will be divided into two groups.
- Each team will play a match with the teams of their respective groups (league format).
- The captain must submit the seeding before every match.
- Each team member will play a best of three (3) match with the corresponding opponent from the other team, in the league stages, and best of five (5) match in the knockout (semi-final and final) stages.
- Each game will be of 11 points.
- If any 2 out of the 3 players from one team win their respective matches, the team will get +3 points on the table.
- Even if the first 2 matches are won by one team, the third match will still be conducted.
- The top 2 teams from each group will qualify for the semi-finals, where the winner of group-1 will play the runner-up of group-2

and vice-versa.

- In case of a tie in the group stage, the teams going ahead will be decided by a single game in a round robin format among the best players of each respective team.

⇒ **INDIVIDUAL EVENT RULES:**

- Every game will be a knockout game.
- The draw of matches(16 or 32) will be released based on the number of participants.
- All matches upto and including the pre-quarterfinals, will be best of three games.
- All matches from the quarterfinal onwards will be best of five games.
- Each game will be of 11 points.

⇒ **GENERAL TOURNAMENT RULES:**

- The captain of any team not playing the ongoing match will act as one of the two referees for that match.
- 90 seconds per side (forehand and backhand) will be allotted for warm up to each player before the game begins.
- Breaks in between games will be 1 min for the group stage and 2 min for the knockout stages in the Team Event, and 1 min for all matches upto and including pre-quarterfinals and 2 mins for all matches quarterfinals onwards in the Individual Event.
- All matches will be played with the yellow double dot ball. • All the calls and decisions made by the referee on the court will be final and binding.

- The teams are required to report at the court 15 minutes prior to their match.
- If the participant is more than 15 minutes late from when the match is scheduled, he will be disqualified and the opponent will be given a walkover.
- The organisers will have the power to change the format in case of any unforeseen scenarios.

# **SNOOKER**

## **BASIC TOURNAMENT RULES**

We hereby outline the rules and regulations for team composition and participation in the upcoming **BOSM** Snooker Tournament. These guidelines are designed to ensure fair play, promote healthy competition, and maintain the integrity of the tournament.

### **1. Team Composition:**

- Each team participating in the Intercollegiate Snooker Tournament is allowed to consist of a minimum of 2 and a maximum of 4 members.
- The composition of the team members should be in adherence to the stipulated team size range.

### **2. College Representation:**

- Each college is eligible to register a maximum of 2 teams for participation in the tournament.
- This provision aims to encourage broader participation among colleges while allowing fair representation.

### **3. Compliance and Fair Play:**

- All participating teams are expected to adhere strictly to the specified team size criteria.
- Any deviation from the prescribed team composition limits will result in the disqualification of the respective team(s).

### **4. Dispute Resolution:**

- In the event of any disputes arising from the interpretation or application of these rules, the tournament organizers shall have the final authority to make decisions.
- Decisions made by the tournament organizers are deemed binding and will be upheld.

We believe that these guidelines will facilitate a well-organized and smoothly conducted tournament. It is our shared responsibility to uphold the principles of sportsmanship, camaraderie, and integrity throughout the duration of the event.

## **PLAYING RULES FOR SNOOKER**

### **SECTION .1 EQUIPMENT**

- |                           |    |                   |    |    |
|---------------------------|----|-------------------|----|----|
| 1. The Standard Table ... | 15 | 3. Cue.....       | 16 | 2. |
| Balls.....                | 16 | 4. Ancillary..... | 16 |    |

### **SECTION 2. DEFINITIONS**

1. Frame.....	17	11. Ball On.....	18	2.
Game.....	17	12. Nominated Ball.....	18	3.
Match.....	17	13. Free Ball.....	19	4.
Balls.....	17	14. Forced Off the Table.....	19	5.
Striker.....	17	15. Foul.....	19	6.
Stroke.....	17	16. Snookered .....	19	7.
Pot.....	18	17. Spot Occupied.....	19	8.
Break.....	18	18. Push Stroke.....	19	9. In-
Hand.....	18	19. Jump Shot.....	20	
10. Ball in Play.....	18	20. Miss.....	20	

## SECTION 3. THE GAME

1. Description.....	20	11. Fouls.....	26	2.
Position of Balls.....	21	12. Penalties.....	27	3. Mode of
Play.....	21	13. Play Again.....	27	4. End of Frame,
Game and 14. Foul and a Miss.....	28			
Match.....	23	15. Ball Moved by Other		5. Playing from
In-Hand.....	23	than Striker.....	29	6. Hitting Two Balls
Stalemate.....	30	Simultaneously.....	23	16. Four
Handed Snooker.....	30	7. Spotting Colours.....	23	18. Use of
Ancillary 8. Touching Ball.....	24	Equipment.....	31	9.
Ball on Edge of Pocket.....	25	19. Interpretation.....	31	10.
Snookered After a Foul.....	25			

## SECTION 4. THE PLAYERS

1. Time Wasting.....	31	4. Non-striker.....	33	2.
Conduct.....	32	5. Absence.....	33	3.
Penalty.....	32	6. Conceding.....	33	

## SECTION 5. THE OFFICIALS

1. The Referee.....	33	3. The Recorder.....	34	2.
The Marker.....	34	4. Assistance by Officials..	34	

## SECTION 1-EQUIPMENT

### 1. The Standard Table

#### Dimensions

- (a) The playing area within the cushion faces shall measure 11ft 8 ½ in. x 5ft 10 in. (3569mm x 1778mm) with a tolerance on both dimensions of +/- ½ in. {+/- 13mm}

#### Height

- (b) The height of the table from the floor to the top of the cushion rail shall be from 2ft 9 ½ in. to 2ft 10 ½ in. (851mm to 876mm)

#### Pocket Openings.

- (c) (i) There shall be pockets at the corners (two at the spot end known as the top pockets and two at the baulk end known as the bottom pockets) and one each at the middle of the longer sides (known as the middle pockets). (ii) The pocket openings shall conform to the templates authorized by the World Professional Billiard and Snooker Association (WPBSA).

#### Baulk-line and Baulk

- (d) A straight line drawn 29 in. (737mm) from the face of the bottom cushion and parallel to it is called the Baulk-line, and that line and the intervening space is termed the Baulk.

#### The'D'

- (e) The "D" is a semi-circle described in Baulk with its centre at the middle of the Baulk-line and with a radius of 11 ½ in. (292mm).

#### Spots

- (f) Four spots are marked on the centre longitudinal line of the table: (i) the Spot (known as the Black Spot), 12 ¾ in (324mm) from a point perpendicularly below the face of the top cushion, (ii) The Centre Spot (known as the Blue Spot), located midway between the faces of the top and bottom cushions, (iii) The Pyramid Spot (known as the Pink Spot), located midway between the Centre Spot and the face of the top cushion. (iv) The Middle of the Baulk Line (known as the Brown Spot)

Two other spots used are located at the corners of the 'D'. Viewed from the Baulk end, the one on the right known as the Yellow spot and the one on the left as the Green Spot.

## 2. Balls

The balls shall be of an approved composition and shall each have a diameter of 52.5mm with a tolerance of +/- 0.05mm and: (a) they shall be of equal weight within a tolerance of 3g per set

- (b) a ball or set of balls may be changed by agreement between the players or on a decision by the referee

The correct value for the balls is as follows



Red – 1. Yellow – 2. Green – 3. Brown – 4. Blue – 5. Pink – 6. Black – 7.

### **3. Cue**

A cue shall be not less than 3ft (914mm) in length and shall show no substantial departure from the traditional and generally accepted shape and form.

### **4. Ancillary**

Various cue rests, long cues (called butts and half butts according to length), extensions and adaptors may be used by players faced with difficult positions for cueing. These may form part of the equipment normally found at the table but also include equipment introduced by either player or the referee (see also Section 3 Rule 18). All extensions, adaptors and other devices to aid cueing must be of a design approved by the WPBSA.

## **SECTION 2 - DEFINITIONS**

### **1. Frame**

A frame of snooker comprises the period of play from the first stroke, with all the balls set as described in Section 3 Rule 2, until the frame is completed by:

- (a) concession by any player during his turn,
- (b) claim by the striker when only the Black remains and there is more than seven points difference between the scores in his favour,
- (c) the final pot or foul when only the Black remains, or
- (d) being awarded by the referee under Section 3 Rule 14(c) or Section 4 Rule 2.

### **2. Game**

A game is an agreed or stipulated number of frames.

### **3. Match**

A match is an agreed or stipulated number of games.

## **4. Balls**

- (a) The White ball is the cue-ball.
- (b) The 15 Reds and the 6 colours are the object balls.

## **5. Striker**

The person about to play or in play is the striker and remains so until the referee has decided he has left the table at the end of his turn.

## **6. Stroke**

- (a) A stroke is made when the striker strikes the cue-ball with the tip of the cue.
- (b) A stroke is fair when no infringement of Rule is made.
- (c) A stroke is not completed until all balls have come to rest.
- (d) A stroke may be made directly or indirectly, thus:
  - (i) A stroke is direct when the cue-ball strikes an object ball without first striking a cushion,
  - (ii) A stroke is indirect when the cue-ball strikes one or more cushions before striking an object ball.

## **7. Pot**

A pot is when an object ball, after contact with another ball and without any infringement of these Rules, enters a pocket. Causing a ball to be potted is known as potting.

## **8. Break**

A break is a number of pots in successive strokes made in any one turn by a player during a frame.

## **9. In-hand**

- (a) The cue-ball is in-hand
  - (i) Before the start of each frame,
  - (ii) When it has entered a pocket, or
  - (iii) When it has been forced off the table.
- (b) It remains in-hand until
  - (i) It is played fairly from in-hand, or
  - (ii) A foul is committed whilst the ball is on the table.
- (c) The striker is said to be in-hand when the cue-ball is in-hand as above.

## **10. Ball in Play**

- (a) The cue-ball is in play when it is not in-hand
- (b) Object balls are in play from the start of the frame until pocketed or forced off the table.
- (c) Colours become in play again when re-spotted

## **11. Ball On**

Any ball which may be lawfully struck by the first impact of the cue-ball, or any ball which may not be so struck but which may be potted, is said to be on.

## **12. Nominated Ball**

- (a) A nominated ball is the object ball which the striker declares, or indicates to the satisfaction of the referee, he undertakes to hit with the first impact of the cue-ball.
- (b) If requested by the referee, the striker must declare which ball he is on.

## **13. Free Ball**

A free ball is a ball which the striker nominates as the ball on when snookered after a foul (see Section 3 Rule 10)

## **14. Forced Off the Table**

A ball is forced off the table if it comes to rest other than on the bed of the table or in a pocket, or if it is picked up by the striker whilst it is in play except as provided for in Section 3 Rule 14(h).

## **15. Foul**

A foul is any infringement of these Rules.

## **16. Snookered**

The cue-ball is said to be snookered when a direct stroke in a straight line to every ball on is wholly or partially obstructed by a ball or balls not on. If one or more balls on can be struck at both extreme edges free of obstruction by any ball not on, the cue-ball is not snookered. (a) If in hand, the cue-ball is snookered if it is obstructed as described

above from all possible positions on or within the lines of the "D".

- (b) If the cue-ball is so obstructed from hitting a ball on by more than one ball not on

(i) The ball nearest the cue-ball is considered to be the effective

snookering ball, and

- (ii) Should more than one obstructing ball be equidistant from the cue-ball, all such balls will be considered to be effective snookering balls.
- (c) When Red is the ball on, if the cue-ball is obstructed from hitting different Reds by different balls not on, there is no effective snookering ball.
- (d) The striker is said to be snookered when the cue-ball is snookered as above.
- (e) The cue-ball cannot be snookered by a cushion. If the curved face of a cushion obstructs the cue-ball and is closer to the cue-ball than any obstructing ball not on, the cue-ball is not snookered.

## **17. Spot Occupied**

A spot is said to be occupied if a ball cannot be placed on it without touching another ball.

## **18. Push Stroke**

A push stroke is made when the tip of the cue remains in contact with the cue-ball.

(a) after the cue-ball has commenced its forward motion, or (b) as the cue-ball makes contact with an object ball except, where the cue-ball and an object ball are almost touching, it shall not be deemed a push stroke if the cue-ball hits a very fine edge of the object ball.

## **19. Jump Shot**

A jump shot is made when the cue-ball passes over any part of an object ball, whether touching it in the process or not, except: (a) When the cue-ball first strikes one object ball and then jumps over another ball.  
(b) When the cue-ball jumps and strikes an object ball, but does not land on the far side of that ball.  
(c) When, after striking an object ball lawfully, the cue-ball jumps over that ball after hitting a cushion or another ball.

## **20. Miss**

A miss is when the cue-ball fails to first contact a ball on and the referee considers that the striker has not made a good enough attempt to hit the ball on.

# **SECTION 3 - THE GAME**

## **1. Description**

Snooker may be played by two or more players, either independently or as sides. The game can be summarised as follows:

- (a) Each player uses the same White cue-ball and there are twenty

- one object balls - fifteen Reds each valued 1, and six colours: Yellow valued 2, Green 3, Brown 4, Blue 5, Pink 6 and Black 7.
- (b) Scoring strokes in a player's turn are made by potting Reds and colours alternately until all the Reds are off the table and then the colours in the ascending order of their value.
  - (c) Points awarded for scoring strokes are added to the score of the striker.
  - (d) Penalty points from fouls are added to the opponent's score.
  - (e) A tactic employed at any time during a frame is to leave the cue ball behind a ball not on such that it is snookered for the next player. If a player or side is more points behind than are available from the balls left on the table, then the laying of snookers in the hope of gaining points from fouls becomes most important.
  - (f) The winner of the frame is the player or side
    - (i) making the highest score,
    - (ii) To whom the frame is conceded, or
    - (iii) To whom it is awarded under Section 3 Rule 14(c) or Section 4 Rule 2.
  - (g) The winner of the game is the player or side
    - (i) Winning most, or the required number of frames,
    - (ii) making the greatest total where aggregate points are relevant, or
    - (iii) To whom the game is awarded under Section 4 Rule 2.
  - (h) The winner of a match is the player or side winning most games or, where aggregate points are relevant, with the greatest total.

## 2. Position of Balls

- (a) At the start of each frame the cue-ball is in hand and the object balls are positioned on the table as follows:
  - (i) The Reds in the form of a tightly packed equilateral triangle, with the Red at the apex standing on the centre line of the table, above the Pyramid Spot such that it will be as close to the pink as possible without touching it, and the base of the triangle nearest to, and parallel with, the top cushion.
  - (ii) Yellow on the right-hand corner of the "D",
  - (iii) Green on the left-hand corner of the "D",
  - (iv) Brown on the Middle of the Baulk-line,
  - (v) Blue on the Centre Spot,
  - (vi) Pink on the Pyramid Spot and
  - (vii) Black on the Spot,
- (b) after a frame has started, a ball in play may only be cleaned by the referee upon reasonable request by the striker and
  - (i) The position of the ball, if not spotted, shall be marked by a suitable device prior to the ball being lifted for cleaning,
  - (ii) The device used to mark the position of a ball being cleaned shall be regarded as and acquire the value of the ball until such time as the ball has been

cleaned and replaced. If any player other than the striker should touch or disturb the device, he shall be penalised as if he were the striker, without affecting the order of play. The referee shall return the device or ball being cleaned to its position, if necessary, to his satisfaction, even if it was picked up.

### **3. Mode of Play**

The players shall determine the order of play by lot or in any mutually agreed manner.

- (a) The order of play thus determined must remain unaltered throughout the frame, except a player may be asked by the next player to play again after any foul.
- (b) The player or side to strike first must alternate for each frame during a game. Whenever a frame is started by the wrong player or side it must be restarted by the correct player or side provided that only the first stroke or foul has been made. This could continue so that three frames in succession could be opened by the same player or side.
- (c) The first player plays from in-hand, the frame commencing when the cue-ball has been placed on the table and contacted by the tip of the cue, either
  - (i) As a stroke is made, or
  - (ii) While addressing the cue-ball.
- (d) For a stroke to be fair, none of the infringements described below in Rule 12, Penalties, must occur.
- (e) For the first stroke of each turn, until all Reds are off the table, Red or a free ball nominated as a Red, potted in the same stroke, is scored.
- (f) (i) If a Red, or a free ball nominated as a Red, is potted, the same player plays the next stroke and the next ball on is a colour of the striker's choice which, if potted, is scored and the colour is then spotted.
  - (ii) The break is continued by potting Reds and colours alternately until all Reds are off the table and, where applicable, a colour has been played at following the potting of the last Red.
  - (iii) The colours then become on in the ascending order of their value as per Section 3 Rule 1(a) and when next potted remain off the table, except as provided for in Rule 4 below, and the striker plays the next stroke at the next colour on.
- (g) Reds are not replaced on the table once pocketed or forced off the table regardless of the fact that a player may thus benefit from a foul. Exceptions to this concept are provided for in Section 3 Rules 2(b) (ii), 9, 14(f), 14(h) and 15.

- (h) If the striker fails to score or commits a foul, his turn ends and the next player plays from where the cue-ball comes to rest, or from in hand if the cue-ball is off the table.

#### **4. End of Frame, Game or Match**

- (a) When only the Black is left, the first score or foul ends the frame excepting only if the following conditions both apply:
- (i) The scores are then equal, and
  - (ii) Aggregate scores are not relevant.
- (b) When both conditions in (a) above apply
- (i) the Black is spotted,
  - (ii) The players draw lots for choice of playing,
- (iii) The next player plays from in-hand, and
- (iv) The next score or foul ends the frame.
- (c) When aggregate scores determine the winner of the game or match, and the aggregate scores are equal at the end of the last frame, the players in that frame shall follow the procedure for a re spotted Black set out in (b) above.

#### **5. Playing from In-hand**

To play from in-hand the cue-ball must be struck from a position on or within the lines of the "D", but it may be played in any direction. (a) The referee will state, if asked, whether the cue-ball is properly placed (that is, not outside the lines of the "D").

- (b) If the tip of the cue should touch the cue-ball while positioning it and the referee is satisfied that the striker was not attempting to play a stroke, then the cue-ball is not in play.

#### **6. Hitting Two Balls Simultaneously**

Two balls, other than two Reds or a free ball and a ball on, must not be struck simultaneously by the first impact of the cue-ball.

#### **7. Spotting Colours**

Any colour pocketed or forced off the table shall be spotted before the next stroke is made, until finally potted under Section 3 Rule 3(f). (a) A player shall not be held responsible for any mistake by the referee in failing to spot correctly any ball.

Red is spotted instead of Brown, after Brown was potted: 1. If the error is noticed when the Red is still on the spot it was placed on, or if it has been moved but can still be identified, it is removed and the Brown is spotted (not replaced where the Red is, unless the rogue Red happens to be on the

correct spot).

2. If it has been moved such that it cannot be identified, then the Brown is spotted and the frame continues as a 16 red ball frame.

- (b) If a colour is spotted in error after being potted in ascending order as per Section 3 Rule 3(f) (iii), it shall be removed from the table without penalty when the error is discovered and play shall continue.
- (c) If a stroke is made with a ball or balls not correctly spotted, they will be considered to be correctly spotted for subsequent strokes. Any colour incorrectly missing from the table will be spotted: (i) Without penalty when discovered if missing due to previous oversight,  
(ii) Subject to penalty if the striker played before the referee was able to effect the spotting.
- (d) If a colour has to be spotted and its own spot is occupied, it shall be placed on the highest value spot available.
- (e) If there is more than one colour to be spotted and their own spots are occupied the highest value ball shall take precedence in order of spotting.
- (f) If all spots are occupied, the colour shall be placed as near its own spot as possible, between that spot and the nearest part of the top cushion.
- (g) In the case of Pink and Black, if all spots are occupied and there is no available space between the relevant spot and the nearest part of the top cushion, the colour shall be placed as near to its own spot as possible on the centre line of the table below the spot.
- (h) In all cases, the colour when spotted must not be touching another ball.
- (j) A colour, to be properly spotted, must be placed by hand on the spot designated in these Rules.

## **8. Touching Ball**

- (a) If the cue-ball comes to rest touching another ball or balls that are, or could be, on, the referee shall state TOUCHING BALL and indicate which ball or balls the cue-ball is touching.
- (b) When a touching ball has been called, the striker must play the cue-ball away from that ball without moving it or it is a push stroke. (c) Providing the striker does not cause the object ball to move, there shall be no penalty if:
  - (i) the ball is on,



- (ii) the ball could be on and the striker declares he is on it, or (iii) the ball could be on and the striker declares, and first hits, another ball that could be on.
- (d) If the cue-ball comes to rest touching or nearly touching a ball that is not on, the referee, if asked whether it is touching, will answer YES or NO. The striker must play away without disturbing it as above but must first hit a ball that is on.
- (e) When the cue-ball is touching both a ball on and a ball not on the referee shall only indicate the ball on as touching. If the striker should ask the referee whether the cue-ball is also touching the ball not on, he is entitled to be told.
- (f) If the referee is satisfied that any movement of a touching ball at the moment of striking was not caused by striker, he will not call a foul.
- (g) If a stationary object ball, not touching the cue-ball when examined by the referee, is later seen to be in contact with the cue-ball before a stroke has been made, the balls shall be repositioned by the referee to his satisfaction.

## **9. Ball on Edge of Pocket**

- (a) If a ball falls into a pocket without being hit by another ball, and being no part of any stroke in progress, it shall be replaced and all points scored shall count.
- (b) If it would have been hit by any ball involved in a stroke: (i) with no infringement of these Rules, all balls will be replaced and the same stroke played again, or a different stroke may now be played at his discretion, by the same striker.  
(ii) If a foul is committed, the striker incurs the penalty prescribed, all balls will be replaced and the next player has the usual options after a foul.
- (c) If a ball balances momentarily on the edge of a pocket and then falls in, it shall count as in the pocket and will not be replaced.

## **10. Snookered After a Foul**

After a foul, if the cue ball is snookered, the referee shall state FREE on BALL (see Section 2 Rule 16).

- (a) If the player next in turn elects to play the next stroke,
  - (i) he may nominate any ball as the ball on, and
  - (ii) Any nominated ball shall be regarded as, and acquire the value of the ball on except that, if potted, it shall then be spotted.

- (b) It is a foul if the cue-ball should
  - (i) fail to hit the nominated ball first, or first simultaneously with the ball on, or
  - (ii) be snookered on all Reds, or the ball on, by the free ball thus nominated, except when Pin and Black are the only object balls remaining on the table.
- (c) If the free ball is potted, it is spotted and the value of the ball on is scored.
- (d) If a ball on is potted, after the cue-ball struck the nominated ball first, or first simultaneously with a ball on, the ball on is scored and remains off the table.
- (e) If both the nominated ball and the ball on are potted, only the ball on is scored unless it was a Red, when each ball potted is scored. The free ball is then spotted and the ball on remains off the table.
- (f) If the offender is asked to play again, the free ball call becomes void.

## 11. Fouls

If a foul is committed, the referee shall immediately state FOUL. (a) If the striker has not made a stroke, his turn ends immediately and the referee shall announce the penalty.

- (b) If a stroke has been made, the referee will wait until completion of the stroke before announcing the penalty.
- (c) If a foul is neither awarded by the referee, nor successfully claimed by the non striker before the next stroke is made, it is condoned.
- (d) Any colour not correctly spotted shall remain where positioned except that if off the table it shall be correctly spotted. (e) All points scored in a break before a foul is awarded are allowed but the striker shall not score any points for any ball pocketed in a stroke called foul.
- (f) The next stroke is played from where the cue-ball comes to rest or, if the cue-ball is off the table, from in-hand.
- (g) If more than one foul is committed in the same stroke, the highest value penalty shall be incurred.
- (h) The player who committed the foul
  - (i) Incurs the penalty prescribed in Rule 12 below, and (ii) Has to play the next stroke if requested by the next player.

## 12. Penalties

All fouls will incur a penalty of four points unless a higher one is indicated in paragraphs (a) to (d) below. Penalties are: (a) value of the ball on by

- (i) Striking when both feet are off the floor, f
  - (ii) Playing out of turn,
  - (iii) Playing improperly from in-hand, including at the opening stroke,
  - (iv) Causing the cue-ball to miss all object balls, b
  - (v) Causing the cue-ball to enter a pocket,

- (vi) Playing a snooker behind a free ball,
  - (viii) Playing a jump shot,
  - (ix) Playing with a non standard cue, or
  - (x) Conferring with a partner contrary to Section 3 Rule 17(e). (b)
- Value of the ball on or the ball concerned here is higher, by d, which (i)
- Striking when any ball is not at rest,
- (ii) Striking before the referee has completed the spotting of a ball colour,
  - (iii) causing a ball not on to enter a pocket, (iv) causing the cue ball to first hit a ball not on, (v) making a push stroke, (vi) touching a ball in play, other than the cue-ball with the tip of the cue as a stroke is made, or (vii) causing a ball to be forced off the table.
- (c) value of the ball on or higher value of the two balls concerned by causing the cue-ball to first hit simultaneously two balls, other than two Reds or a free ball and a ball on.
- (d) a penalty of seven points is incurred if the striker
- (i) uses a ball off the table for any purpose,
  - (ii) uses any object to measure gaps or distance,
  - (iii) plays at Reds, or a free ball followed by a Red, in successive strokes,
  - (iv) Uses any ball other than White as the cue-ball for any stroke once the frame has started,
  - (v) Fails to declare which ball he is on when requested to do so by the referee, or
  - (vi) After potting a Red or a free ball nominated as a Red, commits a foul before nominating a colour.

### 13. Play Again

Once a player has requested an opponent to play again after a foul, such request cannot be withdrawn. The offender, having been asked to play again, is entitled to

- (a) change his mind as to
  - (i) which stroke he will play, and
  - (ii) which ball on he will attempt to hit.
- (b) Score points for any ball or balls he may pot.

### 14. Foul and a Miss

The striker shall, to the best of his ability, endeavour to hit the ball on. If the referee considers the Rule infringed, he shall call FOUL AND A MISS unless only the Black remains on the table, or a situation exists where it is impossible to hit the ball on. In the latter case it must be assumed the striker is attempting to hit the ball on provided that he plays, directly or indirectly, in the direction of the ball on with sufficient strength, in the

referee's opinion, to have reached the ball on but for the obstructing ball or balls.

- (a) After a foul and a miss has been called, the next player may request the offender to play again from the position left or, at his discretion, from the original position, in which latter case the ball on shall be the same as it was prior to the last stroke made, namely:
  - (i) any Red, where Red was the ball on, (ii) any colour on, where all Reds were off the table, or (iii) a colour of the striker's choice, where the ball on was a colour after a Red had been potted.
- (b) If the striker, in making a stroke, fails to first hit a ball on when there is a clear path in a straight line from the cue-ball to any part of any ball that is or could be on, the referee shall call FOUL AND A MISS unless either player needed snookers before, or as a result of, the stroke played and the referee is satisfied that the miss was not intentional.
- (c) After a miss has been called under paragraph (b) above when there was a clear path in a straight line from the cue-ball to a ball that was on or that could have been on, such that central, full ball, contact was available (in the case of Reds, this is to be taken as a full diameter of any Red that is not obstructed by a colour), then: (i) a further failure to first hit a ball on in making a stroke from the same position shall be called as a FOUL AND A MISS regardless of the difference in scores, and (ii) if asked to play again from the original position, the offender shall be warned by the referee that a third failure will result in the frame being awarded to his opponent.
- (d) After the cue-ball has been replaced under this Rule, when there is a clear path in a straight line from the cue-ball to any part of any ball that is or could be on, and the striker fouls any ball, including the cue-ball while preparing to play a stroke, a miss will not be called if a stroke has not been played. In this case the appropriate penalty will be imposed and
  - (i) the next player may elect to play the stroke himself or ask the offender to play again from the position left, or
  - (ii) the next player may ask the referee to replace all balls moved to their original position and have the offender play again from there, and
  - (iii) if the above situation arises during a sequence of miss calls, any warning concerning the possible awarding of the frame to his opponent shall remain in effect.
- (e) All other misses will be called at the discretion of the referee. (f) After a miss and a request by the next player to replace the cue ball, any object balls disturbed will remain where they are unless the referee considers the offending player would or could gain an advantage. In the latter case, any or all disturbed balls may be replaced to the referee's

satisfaction and in either case, colours incorrectly off the table will be spotted or replaced as appropriate. (g) When any ball is being replaced after a miss, both the offender and the next player will be consulted as to its position, after which the referee's decision shall be final.

- (h) During such consultation, if either player should touch any ball in play, he shall be penalised as if he were the striker, without affecting the order of play. The ball touched shall be replaced by the referee, to his satisfaction, if necessary, even if it was picked up.
- (j) The next player may ask if the referee intends to replace balls other than the cue-ball in the event that he should ask for the stroke to be played from the original position, and the referee shall state his intentions.

## **15. Ball Moved by Other than Striker**

If a ball, stationary or moving, is disturbed other than by the striker, it shall be re-positioned by the referee to the place he judges the ball was, or would have finished, without penalty.

- (a) This Rule shall include cases where another occurrence or person, other than the striker's partner, causes the striker to move a ball.
- (b) No player shall be penalised for any disturbance of balls by the referee.

## **16. Stalemate**

If the referee thinks a position of stalemate exists, or is being approached, he shall offer the players the immediate option of re-starting the frame. If any player objects, the referee shall allow play to continue with the proviso that the situation must change within a stated period, usually after three more strokes to each side but at the referee's discretion. If the situation remains basically unchanged after the stated period has expired, the referee shall nullify all scores and re-set all balls as for the start of a frame and

- (a) The same player shall again make the opening stroke.
- (b) The same order of play shall be maintained.

## **17. Four Handed Snooker**

- (a) In a four handed game each side shall open alternate frames and the order of play shall be determined at the start of each frame and, when so determined, must be maintained throughout that frame.

- (b) Players may change the order of play at the start of each new frame.

- (c) If a foul is committed and a request to play again is made, the player who committed the foul plays again, even if the foul was made out of turn and the original order of play is maintained such that the offender's partner may lose a turn.

- (d) When a frame ends in a tie Section 3 Rule 4 applies. If a re spotted Black is necessary the pair who play the first stroke have the choice

of which player will make that stroke. The order of play must then continue as in the frame.

(e) Partners may only confer during the match away from the table. Once the striker has taken up his position at the table, consultation must cease. The striker may, of his own accord, and before he has played a stroke, withdraw from the table to confer with his partner. His partner must not call him away. Once the first stroke of a break is made, partners must not confer until the break ends.

Should this happen, the referee will call foul (penalty, value of the ball on). The referee should then tell ALL players that this is not permissible. Should a second offence occur another foul would be called. However if the conversing did become persistent the referee could state that a further interruption would possibly lead to the frame being awarded under Section 4, No 2, for 'ungentlemanly conduct'. \*

**PLEASE NOTE: At no time can partners approach the table to confer.**

Any warning issued only remains in place for that particular match.

## **18. Use of Ancillary Equipment**

It is the responsibility of the striker to both place and remove any equipment he may use at the table.

- (a) The striker is responsible for all items including, but not limited to, rests and extensions that he brings to the table, whether owned by him or borrowed (except the referee), and he will be penalised for any fouls made by him when using this equipment.
- (b) Equipment normally found at the table which has been provided by another party including the referee is not the responsibility of the striker. Should this equipment prove to be faulty and thereby cause the striker to touch a ball or balls, no foul will be called. The referee will, if necessary, re-position any balls in accordance with Rule 15 above and the striker if in a break, will be allowed to continue without penalty.

## **19. Interpretation**

- (a) Throughout these Rules and Definitions, words implying the masculine gender shall equally apply to and include the female gender.
- (b) Circumstances may necessitate an adjustment in how Rules are applied for persons with physical handicaps. In particular and for example:
  - (i) Section 3 Rule 12(a) (ii) cannot be applied to players in wheelchairs, and
  - (ii) A player, upon request to the referee, shall be told the colour of a ball if he is unable to differentiate between colours as, for example, red and green.
- (c) When there is no referee, such as in a social game, the opposing player or side will be regarded as such for the purpose of these Rules.

## SECTION 4 - THE PLAYERS

### 1. Time Wasting

If the referee considers that a player is taking an abnormal amount of time over a stroke or the selection of a stroke, he shall warn the player that he is liable to have the frame awarded to his opponent

## 31

### 3. Conduct

(a) In the event of:

(i) a player taking an abnormal amount of time over a stroke or the selection of a stroke, or:

(ii) any conduct by a player which in the opinion of the referee is willfully or persistently unfair, or

(iii) any other conduct by a player which otherwise amounts to ungentlemanly conduct; or

(iv) refusing to continue a frame; the referee shall either: (v) warn the player that in the event of any such further conduct the frame will be awarded to his opponent; or

(vi) award the frame to his opponent; or

(vii) in the event that the conduct is sufficiently serious award the game to his opponent.

(b) If a referee has warned the player under (v) above, in the event of any further conduct as referred to above, the referee must either: (i) award the frame to his opponent; or

(ii) in the event that the further conduct is sufficiently serious, award the game to his opponent.

(c) If a referee has awarded a frame to a player's opponent pursuant to the above provisions, in the event of any further conduct as referred to above by the player concerned, the referee must award the game to the player's opponent.

(d) Any decision by a referee to award a frame and/or the game to a player's opponent shall be final and shall not be subject to any appeal.

### 3. Penalty

(a) If a frame is forfeited under this Section, the offender shall:

(i) Lose the frame, and

(ii) Forfeit all points scored and the non-offender shall receive a number of points equivalent to the value of the balls remaining on the table, with each Red counting as eight points and any colour incorrectly off the table being counted as if spotted.

(b) If a game is forfeited under this Section, the offender shall Lose the

frame in progress as in (a), and additionally lose the required number of unplayed frames to complete the game where frames are relevant, or

(iii) additionally lose the remaining frames, each valued at 147 points, where aggregate points apply.

#### **4. Non-striker**

The non-striker shall, when the striker is playing, avoid standing or moving in the line of sight of the striker. He shall sit or stand at a reasonable distance from the table.

#### **5. Absence**

In the case of his absence from the room, the non-striker may appoint a deputy to watch his interests and claim a foul if necessary. Such an appointment must be made known to the referee prior to departure.

#### **6. Conceding**

(a) A player may only concede when he is the striker. The opponent has the right to accept or refuse the concession, which becomes null and void if the opponent chooses to play on.

(b) When aggregate scores apply and a frame is conceded, the value of any balls remaining on the table is added to the score of the other side. In such case, Reds shall count as eight points each and any colour incorrectly off the table shall be counted as if spotted.

(c) A player shall not concede a frame in any match unless snookers are required. Any breach of this rule shall be regarded as ungentlemanly conduct by the player concerned.

### **SECTION 5 - THE OFFICIALS**

#### **1. The Referee**

(a) The referee shall

be the sole judge of fair and unfair play,

be free to make a decision in the interest of fair play for any situation not covered adequately by Rule,

(iii) be responsible for the proper conduct of the game under these Rules,

(iv) intervene if he sees any infringement of these Rules,

(v) tell a player the colour of a ball if requested, and (vi) clean any ball up on reasonable request by a player. p (b) The referee shall not

(i) answer any question not authorised in these Rules, (ii) give any indication that a player is about to make a foul stroke,

(iii) give any advice or opinion on points affecting play, nor



(iv) answer any question regarding the difference in scores.

- (c) If the referee has failed to notice any incident, he may take the evidence of the marker or other officials or spectators best placed for observation to assist his decision.

## **2. The Marker**

The marker shall keep the score on the Scoreboard and assist the referee in carrying out his duties. He shall also act as recorder if necessary.

## **3. The Recorder**

The recorder shall maintain a record of each stroke played, showing fouls where appropriate and how many points are scored by each player or side as required. He shall also make note of break totals.

## **4. Assistance by Officials**

- (a) At the strikers' request, the referee or marker shall move and hold in position any lighting apparatus that interferes with the action of the striker in making a stroke.
- (b) It is permissible for the referee or marker to give necessary assistance to handicapped players according to their circumstances.

# **BOSM'23**

BITS Open Sports Meet

## ***Powerlifting Rules and Regulations***

**\*\*This rulebook is binding and will be strictly followed in the course of the tournament.**

The competition shall be conducted under the **Technical Rule book of the International Powerlifting Federation**. As far as possible, changes, if any, should be intimated fifteen minutes before the start of the event. All references to gender should be revised to secure equal rights for both genders and not mentioned women as something that need separate rules, like in the below example from the Weighing In. In competitions in which both sexes are competing

### **Categories:**

#### **MEN**

**63.0 kg** - Class up to 63.0 kg

**68.0 kg** - Class from 63.01 kg up to 68.0 kg

**74.0 kg**- Class from 68.01 kg up to 74.0 kg

**83.0 kg**- Class from 74.01 kg up to 83.0 kg

**93.0 kg**- Class from 83.01 kg up to 93.0 kg

**Open**- Class from 93.01 kg and up

#### **WOMEN**

**47.0 kg** Class up to 47.0 kg

**52.0 kg** Class from 47.01 kg up to 52.0 kg

**57.0 kg** Class from 52.01 kg up to 57.0 kg

**63.0 kg** Class from 63.01 kg and up.

## **General**

## **Rules**

1. Following lifts which must be taken in the same sequence in all competitions conducted under IPF rules: A. Squat B. Bench Press C. Deadlift D. Total
2. Every category has a 3-athlete cap with at max one extra in each category.
3. Any weight categories having less than Five participants will be dissolved.
4. A total of Squat-Bench-Deadlift will be taken.
5. Lifters are required to enter their opening lifts for all 3 lifts before the commencement of the event.
6. Reduction of weight is not permitted between attempts.
7. The minimum weight increment allowed is 2.5 kgs
8. Lifters shall complete the weigh-in one day prior to the commencement of the event.
9. The decisions/modifications made by the organizers pertaining to any aspect of the event shall be final and binding on all participants.

## **Guidelines**

## **for**

## **SBD**

## **lifts**



## **Squat**

- After removing the bar from the racks while facing the front of the platform,

the lifter may move forward or backward to establish the lifting position. The bar shall be held horizontally across the shoulders with the hands and/or fingers gripping the bar, and the feet flat upon the platform with the knees locked.

- The lifter shall wait in this position for the head referee's signal. The signal will be given as soon as the lifter is set and demonstrates control with the bar properly positioned. The head referee's signal shall consist of a downward movement of the arm and audible command "Squat".
- Upon receiving the head referee's signal, the lifter must bend the knees and lower the body until the top surface of the legs at the hip joint is lower than the top of knees.
- The lifter must recover at will, without double bouncing, to an upright position with the knees locked. The bar may stop, but there must be no downward motion during recovery. As soon as the lifter demonstrates a controlled final position, the head referee will give the signal indicating completion of the lift and to replace the bar.
- The signal to replace the bar will consist of a backward motion of the arm and the audible command "Rack". The lifter must then make a reasonable attempt to return the bar to the racks.
- The lifter shall face the front of the platform, towards the head referee.

- The lifter shall not hold the collars or discs at any time during the performance of the lift. However, the edge of the hands gripping the bar may be in contact with the inner surface of the collar.
- Not more than five and not less than two loaders/spotters shall be on the platform at any time.
- The lifter will be allowed only one commencement signal per attempt.
- The lifter may be given an additional attempt at the same weight at the head referee's discretion if failure in an attempt was due to any error by one or more of the spotters.

### **Causes for disqualification**

- Failure to observe the head referee's signals at the commencement or completion of a lift.
- Double bouncing or more than one recovery attempt at the bottom of the lift.
- Failure to assume an upright position with knees locked at the commencement and completion of the lift.
- Movement of the feet laterally, backward or forward that would constitute a step or stumble.
- Failure to bend the knees and lower the body until the surface of the legs at

the hip joint is lower than the tops of the knees.

- Any resetting of the feet after the squat signal.
- Contact with the bar by the spotters between the referee's signals.
- Contact of elbows or upper arms with the legs.
- Failure to make a reasonable attempt to return the bar to the racks.
- Any intentional dropping or dumping of the bar.

### **Bench Press:**

- The front of the bench must be placed on the platform facing the head referee.
- The lifter must lie backward with shoulders and buttocks in contact with the flat bench surface. The lifter's shoes or toes must be in solid contact with the platform or surface. The position of the head is optional.
- To achieve firm footing, a lifter of any height may use discs or blocks to build up the surface of the platform. Whichever method is chosen, the shoes must be in a solid contact with the surface.
- Not more than five and not less than two loaders/spotters shall be in attendance. The lifter may enlist the help of one or more of the designated spotters or enlist a personal spotter in removing the bar from the racks. Only designated spotters may remain on the platform during the lift. The lift off

must be to arm's length and not down to the chest. A designated spotter, having provided a centre lift off, must immediately clear the area in front of the head referee and move to either side of the bar. If the personal spotter does not immediately leave the platform area and/or in any way distracts or impedes the head referees' responsibilities, the referees may determine that the lift is unacceptable, and be declared "no lift" by the referees and given three red lights.

- The spacing of the hands shall not exceed 81 cm, measured between the forefingers. If the lifter should use an offset or unequal grip on the bar, whereby one hand is placed outside the marking or tape, it is the lifter's responsibility to explain this to the head referee, and allow inspection of the intended grip prior to making an attempt. If this is not done until the lifter is on the platform for an official attempt, any necessary explanation and/or measurements will be done on the lifter's time for that attempt. The reverse or underhand grip is forbidden, as is a thumbless grip.

- After receiving the bar at arm's length, the lifter shall lower the bar to the chest and await the head referees' signal.

- The signal shall be an audible command "Press" and given as soon as the bar is motionless on the chest. As long as the bar is not so low that it touches

the lifter's belt, it is acceptable.

- The lifter will be allowed only one commencement signal per attempt.
- After the signal to commence the lift has been given, the bar is pressed upward. The bar shall not be allowed to sink into the chest or move downwards prior to the lifter's attempt to press upward. The lifter will press the bar to straight arm's length and hold motionless until the audible command "rack" is given. Bar may move horizontally and may stop during the ascent, but may not move downward towards the chest.

### **Causes for disqualification**

- Failure to observe the referee's signals at the commencement or completion of the lift.
- Any change in the elected position that results in the buttocks breaking contact with the bench or lateral movement of the hands (between the referee's signals). Any excessive movement or change of contact of the feet during the lift proper.
- Allowing the bar to sink into the chest after receiving the referee's signal.
- Pronounced uneven extension of the arms during or at the completion of the lift.
- Any downward motion of the bar during the course of being pressed out.



- Contact with the bar by the spotters between the referee's signals.
- Any contact of the lifter's shoes with the bench or its supports.
- Deliberate contact between the bar and the bar rest uprights during the lift to assist the completion of the press.
- It is the responsibility of the lifter to inform any personally enlisted spotters to leave the platform as soon as the bar is secured at arm's length. Such spotters shall not return to the platform upon completion or failure of the attempt. It is especially important for a spotter providing a centre lift off to leave the platform quickly so as not to impair the head referee's view. Failure of any personal spotters to leave the platform may cause disqualification of the lift.

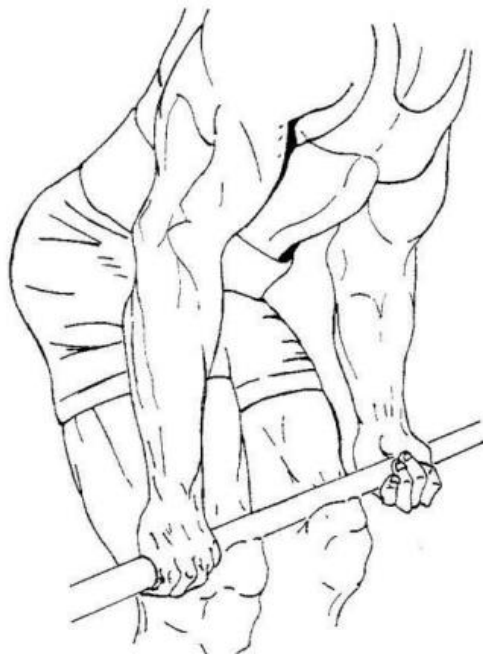
### **Deadlift:**

- The bar must be laid horizontally in front of the lifter's feet, gripped with an optional grip in both hands, and lifted until the lifter is standing erect. The bar may stop but there must be no downward motion of the bar.
- The lifter shall face the front of the platform.
- On completion of the lift, the knees shall be locked in a straight position and the lifter shall be standing erect.
- The head referee's signal shall consist of a downward movement of the arm

and the audible command "Down". The signal will not be given until the bar is held motionless and the lifter is in an apparent finished position.

- Any raising of the bar or any deliberate attempt to do so will count as an attempt.

The diagram below shows a description of supporting the bar on the thighs:



### **Causes for disqualification**

- Any downward motion of the bar before it reaches the final position.
- Failure to stand erect.
- Failure to lock the knees straight at the completion of the lift.
- Supporting the bar on the thighs during the performance of the lift.

'Supporting' is defined as a body position adopted by the lifter that could not be maintained without the counterbalance of the weight being lifted.

- Movement of the feet laterally, backward, or forward would constitute a step

or stumble.

- Lowering the bar before receiving the head referee's signal.

- Allowing the bar to return to the platform without maintaining control with both

Hands.

## **REFEREES**

1. The referees shall be three in number, the Chief Referee or Center Referee and two side referees. Their International referee cards should be in date, and that of the Technical Controller, and placed on the Jury table.

2. The Chief Referee is responsible for giving the necessary signals for all three lifts.

3. Signals required for the three lifts are as follows:

<b>Lift</b>	<b>Commencement</b>	<b>Completion</b>
<b>Squat</b>	A visual signal consisting of a downward movement of the arm together with the audible command "squat"	A visual signal consisting of a backward movement of the arm together with the audible command "rack"
<b>Bench Press</b>	<p>A visual signal consisting of a downward movement of the arm together with the audible command "start".</p> <p><b>During:</b> The audible command "Press" after motionless at the chest and the visible signal of an upward movement of the arm.</p>	A visual signal consisting of a backward movement of the arm together with the audible command "rack"
<b>Deadlift</b>	No signal required	A visual signal consisting of a downward movement of the arm together with the audible command "down"
When a lifter fails to complete a squat or a bench press, the command is "rack".		

4. Once the bar has been replaced in the racks or on the platform at the completion of the lift, the referees will announce their decisions by means of the lights. White for a "good lift" and red for "no lift". The cards will then be raised to indicate the reason for the "no lift". 5. The three referees may seat themselves in what they consider to be the best viewing positions around the platform in a range not farther than 4 meters for each of the three lifts. However, the Chief Referee must always bear in mind the need to be

visible to the lifter performing the squat or deadlift, and the side referees should always bear in mind the need to be visible to the Chief Referee so that he can observe their raised arms

5. Before the contest, the three referees shall jointly ascertain that: (a) The platform and competition equipment comply in all respects with the rules. Bars and discs are checked for weight discrepancies and defective equipment discarded. A second bar and collars should be readied and put aside in case of damage to the original bar or collars. (b) The scales work correctly and are accurate (currently certified). (c) The lifters weigh in within the limits of weight and time for their bodyweight category. (d) The lifter's personal equipment has been inspected to comply with the rules in all respects. It is the duty of the lifter to ensure that all items he wishes to wear on the platform have passed the scrutiny of the examining referees. Lifters discovered wearing or using apparel that has not been checked in may be subject to penalty, e.g. disqualification of the last attempt.

7. During the contest the three referees must jointly ascertain that: (a) The weight of the loaded bar agrees with the weight announced by the speaker. Referees may be issued with loading charts for this purpose. It is their joint responsibility. (b) On the platform the lifter's personal equipment complies with the rules. If any referee has reason to doubt a lifter's integrity in this respect he must after completion of the lift, inform the Chief Referee of his suspicions. The president of the Jury may then examine the lifter's personal equipment. If the lifter is found to be wearing or using any illegal item other than that which may have inadvertently been passed in error by the examining referees, the lifter shall be immediately disqualified from the competition.. Prior to the commencement of the Squat and Bench press the side referees will raise their arms and keep them raised until the lifter is in the correct position to begin the lift. If there is a majority opinion among the referees that a fault exists, the Chief Referee will not give the signal to commence the lift. The lifter has the remainder of his unexpired time allowance in which to correct the position of the bar or his stance in order to receive the commencement signal. Once a lift has commenced, the side referees will not call attention to faults during the execution of the lift.

9. Referees shall abstain from commentary and not receive any document or verbal account concerning the progress of the competition. Therefore, it is essential that the lot number of each lifter accompanies his name on the scoreboard so that the referees can follow the order of lifting.

10. A referee shall not attempt to influence the decisions of the other referees.

11. The Chief Referee may consult with the side referees, the Jury or any other official as necessary in order to expedite the competition.

12. At his discretion, the Chief Referee may order that the bar and/or platform be cleaned. If the lifter or coach request the bar and / or platform to be cleaned, the request must be made via the Chief Referee/Technical Controller not the spotter/loaders. In the final round of the deadlift the bar must be cleaned before every attempt, and in any of the other two rounds, should the coach or lifter desire.

13. After the competition, the three referees shall sign the official score sheets, record certificates or any other documents requiring a signature.

## **Scoreboard**

A proper detailed scoreboard visual to the spectators, officials, and all concerned with the progress of the competition must be provided. The lifter's names should be arranged by lot numbers for each session. The current record must be displayed and updated as necessary.

<b>Championships Scoreboard</b>															
<b>Group:</b>				<b>SQUAT</b>			<b>BENCH PRESS</b>				<b>DEADLIFT</b>				
LOT	NAME	NAT	BD/ WT	RD1	RD2	RD3	RD1	RD2	RD3	SUB TOT	RD1	RD2	RD3	TOT	PLACE
1															
2															
3															
14															

## **OTHER**

## **REGULATIONS**

1. Unruly behavior of the student members of any team shall be dealt with suitable punishment.
2. Any point not directly covered by these rules, shall be decided in the light of the rules most nearly applicable and in accordance with the general tenor and the spirit of the said rules.
3. All players should come in proper kits (shorts, t-shirts, spikes).
4. The Organizing committee reserves the right to alter scheduled programs under unusual circumstances. Pre-registered participants will be notified beforehand in such cases.

**\*\*RULES & SCHEDULE ARE SUBJECT TO CHANGE IN THE SPIRIT OF THE GAME & FESTIVAL. THE FINAL DECISION RESTS WITH THE ORGANIZING TEAM.**



# FIH

---

## RULES OF HOCKEY

EFFECTIVE FROM 1 JANUARY 2022

### Macro



**Rules of Hockey**  
**including explanations**

**Effective from January 2022**

**Updated following FIH Executive Board's approval of  
Rule 4.1 guidance note, on June 6<sup>th</sup>, 2023**

Copyright © FIH 2023

The International Hockey  
Federation Rue du Valentin 61  
CH – 1004 Lausanne Switzerland

Tel.: + 41 21 641 0606  
Fax: + 41 21 641 0607  
E-mail: [info@fih.ch](mailto:info@fih.ch)  
Internet: [www.fih.ch](http://www.fih.ch)

## **Responsibility and Liability**

Participants in hockey must be aware of the Rules of Hockey and of other information in this publication. They are expected to perform according to the Rules.

Emphasis is placed on safety. Everyone involved in the game must act with consideration for the safety of others. Relevant national legislation must be observed. Players must ensure that their equipment does not constitute a danger to themselves or to others by virtue of its quality, materials or design.

The International Hockey Federation (FIH) does not accept responsibility for any defects or non-compliance of facilities and is not liable for any consequences resulting from their use. Any verification of facilities or equipment conducted before a match is limited to ensuring an overall appearance of compliance and sporting requirements.

Umpires exercise an important role controlling the game and ensuring fair play.

## **Implementation and Authority**

The Rules of Hockey apply to all hockey players and officials. National Associations have discretion to decide the date of implementation at national level. This Rule 4.1 guidance note update is applied with immediate effect.

The Rules are issued by the FIH Rules Committee under the authority of the International Hockey Federation. Copyright is held by the International Hockey Federation.

## **Availability of the Rules**

A copy of the Rules is available on the FIH website [www.fih.ch](http://www.fih.ch) and is also available free to download as an app 'FIH Rules of Hockey', available for iOS and Android.



# CONTENTS

Introduction .....	4
Terminology .....	9

## PLAYING THE GAME

1	Field of play .....	12
2	Composition of teams .....	13
3	Captains .....	16
4	Players' clothing and equipment .....	16
5	Match and result .....	20
6	Start and re-start the match .....	21
7	Ball outside the field .....	22
8	Method of scoring .....	23
9	Conduct of play: players .....	23
10	Conduct of play: goalkeepers .....	28
11	Conduct of play: umpires .....	28
12	Penalties .....	29
13	Procedures for taking penalties .....	31
14	Personal penalties .....	40

## UMPIRING

1	Objectives .....	42
2	Applying the rules .....	43
3	Umpiring skills .....	45
4	Umpiring signals .....	48

## FIELD AND EQUIPMENT SPECIFICATIONS

1	Field and field equipment .....	51
2	Stick .....	59
3	Ball .....	64
4	Goalkeeper's equipment .....	65
	Additional Information Available .....	66

# **INTRODUCTION**

## **THE RULES CYCLE**

This Rule 4.1 guidance note update is applied with immediate effect at international level. National Associations have discretion to decide the date of implementation at national level.

A starting date is specified but not an end date. The International Hockey Federation (FIH) will avoid implementing any major changes to these Rules until after the next Olympic Games. However, in exceptional circumstances FIH retains the right to make changes which will be notified to National Associations and published on the FIH website: [www.fih.ch](http://www.fih.ch).

## **RULES REVIEW**

The FIH Rules Committee regularly reviews all the Rules of Hockey. It takes account of information and observations from a wide variety of sources including National Hockey Associations, players, coaches, officials, media and spectators together with match and competition reports, video analysis, Rules trials and Tournament Regulations which vary the Rules. Ideas which have already been trialled with the FIH Rules Committee's approval in local or limited circumstances are especially valuable. Rules changes can then be based on practical experience.

## **PLAYING RULES IN INTERNATIONAL MATCHES**

It is the intention of the Rules and Competitions Committees to try and reduce as far as possible the number of variations to the Rules which occur through Tournament Regulations. These differences have led in the past to some confusion on the part of players, officials, spectators and television audiences.

The Rules of Hockey and FIH Tournament Regulations apply to all International Hockey. The FIH Executive Board has agreed that the same Rules and FIH Tournament Regulations which vary the Rules of Hockey also apply to the top domestic League level of National Association Hockey. This is mandatory at top domestic League

level, unless a National Association wishes to opt out of particular Rules or Regulations which vary the Rules of Hockey by applying to FIH to do so.

This Rule 4.1 guidance note update is applied with immediate effect at international level. It is important to note that National Associations have discretion to decide the date of their implementation at National level. Additionally, National Associations may apply to FIH to opt out of particular Rules at levels below their top domestic Leagues and/or for particular age groups, should they so wish.

This approach helps bring the Rules and Regulations closer together, as well as negating the need for either Mandatory or Non-Mandatory Experimental Rules or Rules trials.

A limited number of variations in the playing conditions through Regulation will continue to exist in top level International matches played at FIH Tournaments. These include the countdown clock for penalty corners, which require additional technical table equipment and resources. Similarly, Video Umpire will only be used at FIH Events where the contracted full television coverage and facilities enable a viable system. All other matches must be played in accordance with the Rules of Hockey unless otherwise agreed by FIH after submission by a National Association.

The procedure for National Associations, and Continental Federations, to apply to FIH to opt out of particular Rules or Regulations which vary the Rules of Hockey continues to be available in the respective Workrooms on the FIH website.

## **PREVIOUS RULES CHANGES**

Rule 4.2 was changed to allow for defending players using Penalty Corner protective equipment to continue to play the ball outside the circle after intercepting during the taking of a penalty corner. Players can now continue to run with the ball while keeping their protective equipment on but they must remove that same equipment immediately after the first opportunity to do so and always inside the 23 m area. No player using PC protective

equipment can play the ball outside the 23 m area at any time.

Rule 9.10 was changed to allow for the playing of what is commonly designated as Aerial Balls. The previous text did cover for the possibility for players to safely intercept a falling ball, which is now seen as both legitimate and positive to the development of the game.

Aerial Balls will continue to be closely monitored by all stakeholders so that player safety can be maintained.

The mandatory experiment Rule 2.2, not allowing teams to play with a Field Player with Goalkeeping Privileges has been incorporated in the rules. There are now two options: to play with a Goalkeeper who wears protective equipment comprising at least headgear, leg guards and kickers and who is also permitted to wear goalkeeping hand protectors and other protective equipment or play with Field Players only. Any player changes other than these should be treated as a substitution.

In the last Rules of Hockey update in January 2021, Rule 13.5g had been removed. It stated that the awarding of a bully would be one of the conditions that would determine the completion of a PC. This is no longer possible, as now any stoppage of play for injury or other reasons during the taking of a penalty corner is a retake of the penalty corner per Rule 6.5d.

Other changes were merely clarifications, such as the rewording of rule in 6.5d to make the intention of the rule clear. The word “NOT” was removed (as in the previous text this led to an opposite interpretation of the rule).

To draw attention to all changes, a line appears in the margin of any text which has been changed.

## **APPLYING THE RULES**

The FIH Rules Committee continues to be concerned that some Rules are not applied consistently.

Rule 7.4.c: ball intentionally played over the backline by a defender

and no goal is scored. If it is clear that the action is intentional, umpires should not hesitate to award a penalty corner.

Rule 9.12: obstruction. Umpires should penalise shielding the ball with the stick more strictly. They should also look out for a tackling player who by pushing or leaning on an opponent causes them to lose possession of the ball.

Rule 13.2.a: ball stationary at a free hit. Umpires are sometimes not strict enough on requiring the ball to be stationary, albeit very briefly, for a free hit especially if it is taken using a self-pass.

## **RULES DEVELOPMENT**

FIH believes our sport is enjoyable to play, officiate in and watch. Nevertheless, FIH will continue to seek ways of making our sport even more enjoyable for all its participants while retaining its unique and attractive characteristics. This enables our sport to develop which is necessary in a world which makes large demands on personal time and in which recreation and sport can contribute to personal wellbeing. The FIH Rules Committee will therefore continue to welcome suggestions for Rules developments or for clarification of current Rules especially from National Hockey Associations. National Associations are an important primary source of advice and guidance but, if appropriate, Rules suggestions or questions can be sent by email to [info@fih.ch](mailto:info@fih.ch) or to the FIH postal address.

## **MEMBERSHIP OF THE FIH RULES COMMITTEE, 2023:**

**Chair:** Soledad Iparraguirre

**Secretary:** André Oliveira

**Members:**

Ahmed Essmat Youssef

Colin French

Billy Dillon

Cameron Burke

Antonio Morales

Athlete to be confirmed

## TERMINOLOGY

### **23 metres area**

The area enclosed by and including the line across the field 22.90 metres from each backline, the relevant part of the side-lines, and the backline.

### **Attack (Attacker)**

The team (player) which (who) is trying to score a goal.

### **Back-line**

The shorter (55 metres) perimeter line.

### **Circle**

The area enclosed by and including the two quarter circles and the lines joining them at each end of the field opposite the centre of the backlines.

### **Defence (Defender)**

The team (player) which (who) is trying to prevent a goal being scored.

### **Field Player**

One of the participants on the field other than the goalkeeper.

### **Flick**

Pushing the ball so that it is raised off the ground.

### **Forehand**

Playing a ball which is to the right of the player in a forwards direction.

### **Goalkeeper**

One of the participants of each team on the field who wears full protective equipment comprising at least headgear, leg guards and kickers and who is also permitted to wear goalkeeping hand protectors and other protective equipment.

**Goal-line**

The backline between the goal-posts.

**Hit**

Striking or 'slapping' the ball using a swinging movement of the stick towards the ball.

*"Slap" hitting the ball, which involves a long pushing or sweeping movement with the stick before making contact with the ball, is regarded as a hit.*

**Offence**

An action against an opponent contrary to the Rules which may be penalised by an umpire.

**Player**

One of the participants in a team.

**Playing distance**

The distance within which a player is capable of reaching the ball to play it.

**Playing the ball: field player**

Stopping, deflecting or moving the ball with the stick.

**Push**

Moving the ball along the ground using a pushing movement of the stick after the stick has been placed in contact or close to the ball. When a push is made, both the ball and the head of the stick are in contact with the ground.

**Scoop**

Raising the ball off the ground by placing the head of the stick under the ball and using a lifting movement.

**Shot at goal**

The action of an attacker attempting to score by playing the ball towards the goal from within the circle.

*The ball may miss the goal, but the action is still a "shot at goal" if*



*the player's intention is to score with a shot directed towards the goal*

**Side-line**

The longer (91.40 metres) perimeter line.

**Tackle**

An action to stop an opponent retaining possession of the ball.

**Team**

A team consists of a maximum of sixteen persons composed of a maximum of eleven players on the field and up to five substitutes.

*This may be amended by Regulation to a maximum of eighteen players.*

# PLAYING THE GAME

## 1 Field of play

*The information below provides a simplified description of the field of play. Detailed specifications of the field and equipment are provided in a separate section at the end of these Rules.*

- 1.1 The field of play is rectangular, 91.40 metres long and 55.00 metres wide.
- 1.2 Side-lines mark the longer perimeters of the field; back-lines mark the shorter perimeters of the field.
- 1.3 The goal-lines are the parts of the backlines between the goal-posts.
- 1.4 A centre-line is marked across the middle of the field.
- 1.5 Lines known as 23 metres lines are marked across the field 22.90 metres from each back-line.
- 1.6 Areas referred to as the circles are marked inside the field around the goals and opposite the centres of the back-lines.
- 1.7 Penalty spots 150 mm in diameter are marked in front of the centre of each goal with the centre of each spot 6.40 metres from the inner edge of the goal-line.
- 1.8 All lines are 75 mm wide and are part of the field of play.
- 1.9 Flag-posts between 1.20 and 1.50 metres in height are placed at each corner of the field.
- 1.10 Goals are positioned outside the field of play at the centre of and touching each back-line. No equipment or items,

such as helmets, face masks, hand protectors, towels, water bottles etc. may be placed inside the goals.

## **2 Composition of teams**

- 2.1 A maximum of eleven players from each team take part in play at any particular time during the match.

*If a team has more than the permitted number of players on the field, time should be stopped to correct the situation. A personal penalty may be awarded against the captain of the team involved, if inadvertently having too many players on the pitch occurs for a very short period of time and does not materially affect the match. In cases where this occurs and materially affects the match, a personal penalty must be awarded against the captain of the team involved. Decisions taken prior to correcting the situation cannot be changed, if time and/or play has already been re-started.*

*Play and time is restarted with a free hit to the opposing team unless another penalty had been awarded against the offending team immediately before time was stopped in which case that penalty is taken.*

- 2.2 Each team has either a goalkeeper on the field or plays only with field players.

*Each team may play with:*

- a goalkeeper wearing a different colour shirt and protective equipment comprising at least headgear, leg guards and kickers; this player is referred to in these Rules as a goalkeeper; or*
- only field players; no player has goalkeeping*

*privileges or wears a different colour shirt; no player may wear protective headgear except a face mask when defending a penalty corner or a penalty stroke; all team players wear the same colour shirt.*

*Any change between these options, must take place as a substitution.*

2.3 Each team is permitted to substitute from its players not on the field of play:

- a substitution is permitted at any time except within the period from the award of a penalty corner until after it has been completed; during this period substitution is only permitted for injury to or suspension of the defending goalkeeper

*If another penalty corner is awarded before completion of the previous penalty corner, substitution other than for an injured or suspended defending goalkeeper must not take place until the retaken penalty corner has been completed.*

*At a penalty corner, a defending goalkeeper who is injured or suspended may be substituted by another goalkeeper or by a player.*

*If a team has only field players, no substitution is permitted at a penalty corner until it has been completed.*

*If the goalkeeper is suspended, the offending team plays with one fewer player.*

- b there is no limit to the number of players who are permitted to be substituted at the same time or to the number of times any player is permitted to substitute or be substituted

- c substitution of a player is permitted only after that player has left the field
- d substitutions are not permitted for suspended players during their suspension
- e after completing a suspension, a player is permitted to be substituted without first returning to the field
- f field players must leave or enter the field for substitution purposes within 3 metres of the centre-line on a side of the field agreed with the umpires
- g time is stopped for any substitution involving goalkeepers but not for other substitutions.

*Time is stopped briefly to permit a goalkeeper to take part in a substitution. The time stoppage is not extended for a player to put on or take off protective equipment as part of a substitution including following a goalkeeper injury or suspension.*

- 2.4 Field players who leave the field for injury treatment, refreshment, to change equipment or for some reason other than substitution are only permitted to re-enter between the 23 metres areas on the side of the field used for substitutions.

*Leaving and re-entering the field as part of play (e.g. when a defender puts on a face mask at a penalty corner) takes place at any appropriate part of the field.*

- 2.5 No persons other than field players, goalkeepers and umpires are permitted on the field during the match without the permission of an umpire.
- 2.6 Players on or off the field are under the jurisdiction of the umpires throughout the match including the half-time interval.

- 2.7 A player who is injured or bleeding must leave the field unless medical reasons prevent this and must not return until wounds have been covered; players must not wear blood-stained clothing.

### **3 Captains**

- 3.1 One player of each team must be appointed as captain.
- 3.2 A replacement captain must be appointed when a captain is suspended.
- 3.3 Captains must wear a distinctive arm-band or similar distinguishing article on an upper arm or shoulder or over the upper part of a sock.
- 3.4 Captains are responsible for the behaviour of all players on their team and for ensuring that substitutions of players on their team are carried out correctly.

*A personal penalty is awarded if a captain does not exercise these responsibilities.*

### **4 Players' clothing and equipment**

*Competition Regulations available from the FIH provide additional information and requirements about players' clothing, personal equipment and advertising. Refer also to regulations established by Continental Federations and National Associations.*

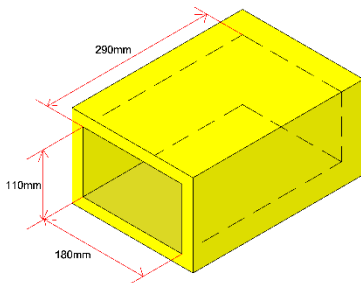
- 4.1 Field players of the same team must wear uniform clothing.

*Each field player within a team can choose to wear shorts, a skort or a skirt, as long as they are the same colour and design.*

- 4.2 Players must not wear anything which is dangerous to other players.

*Field players:*

- *are permitted to wear hand protection which does not increase the natural size of the hands significantly; any hand protection used, both for normal play and to defend penalty corners, must fit comfortably (without the need for compressing it) into an open-ended box of internal dimensions 290mm long x 180mm wide x 110mm high;*



- *are recommended to wear shin, ankle and mouth protection;*
- *are permitted to wear any form of body protection (including leg protection, or kneepads, when defending a penalty corner) underneath normal playing clothing; Knee pads, used for this purpose, may be worn outside the socks provided that their colour is exactly the same as the colour of the socks or black;*
- *are permitted to wear throughout a match for medical reasons only a smooth preferably*

*transparent or single coloured face mask which closely fits the face, soft protective head- covering or eye protection in the form of plastic goggles (ie goggles with a soft-covered frame and plastic lenses); the medical reasons must be assessed by an appropriate authority and the player concerned must understand the possible implications of playing with the medical condition;*

- are permitted to wear a smooth preferably transparent or single coloured face mask or metal grill face mask, which follows the contours of the face, when defending a penalty corner or penalty stroke. Players should remove their penalty corner equipment as soon as they are able to do so after the penalty corner is completed. If no suitable opportunity to remove equipment arises, they can continue to wear it whilst they are within the 23m area without penalty. All players must remove all protective equipment before they leave the 23m area or when instructed to by the umpire; the primary objective of wearing a face mask to defend a penalty corner is safety; wearing of face masks which are consistent with the underlying spirit of this guidance should be allowed;*
- are not permitted, when wearing face masks, to conduct themselves in a manner which is dangerous to other players by taking advantage of the protective equipment they wear;*
- are not permitted to wear protective headgear (face mask or other protective head covering) in any other circumstances.*



- 4.3 Goalkeepers must wear a coloured shirt or garment which is different in colour from that of both teams.

*Goalkeepers must wear this shirt or garment over any upper body protection. Elbow protection does not need to be covered by the shirt or garment.*

- 4.4 Goalkeepers must wear protective equipment comprising at least headgear, leg guards and kickers except that the headgear and any hand protectors may be removed when taking a penalty stroke.

*The following are permitted for use only by goalkeepers: body, upper arm, elbow, forearm, hand, thigh and knee protectors, leg guards and kickers.*

- 4.5 Clothing or protective equipment which significantly increases the natural size of a goalkeeper's body or area of protection is not permitted.

- 4.6 The stick has a traditional shape with a handle and a curved head which is flat on its left side:

- a the stick must be smooth and must not have any rough or sharp parts
- b inclusive of any additional coverings used, the stick must be able to pass through a ring with an interior diameter of 51 mm
- c any curvature along the length of the stick (the rake or bow) must have a continuous smooth profile along the whole length, must occur along the face side or the back of the stick but not both and is limited to a depth of 25 mm
- d the stick must conform with the specification agreed

by the FIH Rules Committee.

- 4.7 The ball is spherical, hard and white (or an agreed colour which contrasts with the playing surface).

*Detailed specifications of the stick, ball and goalkeeper's equipment are provided in a separate section at the end of these Rules.*

## **5 Match and result**

- 5.1 A match consists of four quarters of 15 minutes, an interval of 2 minutes between quarter 1 and 2 and between quarter 3 and 4 and a half- time interval of 5 minutes between quarter 2 and 3.

*Other periods and interval may be agreed by both teams except as specified in Regulations for particular competitions.*

*If time expires just before an umpire would otherwise have made a decision, umpires are permitted to make that decision immediately after the end of the quarter.*

*If an incident arises immediately before the end of a quarter which requires review by the umpires, the review may be conducted even though time has subsequently been completed and signalled. The review should take place immediately and action taken to revert to and correct the situation as appropriate.*

- 5.2 The team scoring the most goals is the winner; if no goals are scored, or if the teams score an equal number of goals, the match is drawn match.

*Information about a Shoot-out competition as a way of reaching a result in a drawn match can be found in the FIH tournament regulations.*

## **6 Start and re-start the match**

### **6.1 A coin is tossed:**

- a the team which wins the toss has the choice of which goal to attack in the first two quarters of the match or to start the match with a centre pass
- b if the team winning the toss chooses which goal to attack in the first two quarters of the match, the opposing team starts the match
- c if the team winning the toss chooses to start the match, the opposing team has the choice of which goal to attack in the first two quarters of the match.

### **6.2 Direction of play is reversed in the third quarter of the match.**

### **6.3 A centre pass is taken:**

- a to start the match and to start the second quarter by a player from the team winning the toss if they chose this option; otherwise by a player from the opposing team
- b to re-start the match after half-time and to start the fourth quarter by a player of the team which did not take the centre pass to start the match
- c after a goal by a player of the team against which the goal was scored.

### **6.4 Taking a centre pass:**

- a taken at the centre of the field
- b it is permitted to play the ball in any direction
- c Until the ball is played all players other than the

player taking the centre pass must be in the half of the field which includes the goal they are defending

- d the procedures for taking a free hit apply.

6.5 A bully takes place to re-start a match when time or play has been stopped for an injury or for any other reason and no penalty has been awarded:

- a a bully is taken close to the location of the ball when play was stopped but not within 15 metres of the back-line and not within 5 metres of the circle
- b the ball is placed between one player from each team who face each other with the goal they are defending to their right
- c the two players start with their sticks on the ground to the right of the ball and then tap the flat faces of their sticks together once just over the ball after which either player is permitted to play the ball
- d all other players must be at least 5 metres from the ball.

*In the case of the award of a bully at a Penalty Corner without any of the conditions of 13.5 a to f being completed then the Penalty Corner is retaken*

6.6 A free hit is taken by a defender 15 metres in front of the centre of the goal-line to re-start a match when a penalty stroke has been completed and no goal has been scored.

## **7 Ball outside the field**

7.1 The ball is out of play when it passes completely over the side-line or back-line.

7.2 Play is restarted by a player of the team which was not

the last team to touch or play the ball before it went out of play. When the ball travels over the side-line, play is re-started where the ball crossed the line and the procedures for taking a free hit apply.

7.3 When the ball travels over the side-line, play is re-started where the ball crossed the line and the procedures for taking a free hit apply.

7.4 When the ball is played over the back-line and no goal is scored:

- a if played by an attacker, play is re-started with the ball up to 15 metres from and in line with where it crossed the back-line and the procedures for taking a free hit apply
- b if played unintentionally by a defender or deflected by a goalkeeper, play is re-started with the ball on the 23 metres line and in line with where it crossed the back-line and the procedures for taking a free hit apply

*With the ball being placed on the line, the re-start is effectively within the 23 metres area and the provisions for taking a free hit are applicable*

- c if played intentionally by a defender, unless deflected by a goalkeeper, play is re-started with a penalty corner.

## **8 Method of scoring**

8.1 A goal is scored when the ball is played within the circle by an attacker and does not travel outside the circle before passing completely over the goal-line and under the cross- bar.

*The ball may be played by a defender or touch their body before or after being played in the circle by an attacker*

## 9 Conduct of play: players

*Players are expected to act responsibly at all times.*

9.1 A match is played between two teams with not more than eleven players of each team on the field at the same time.

9.2 Players on the field must hold their stick and not use it in a dangerous way.

*Players must not lift their stick over the heads of other players.*

9.3 Players must not touch, handle or interfere with other players or their sticks or clothing.

9.4 Players must not intimidate or impede another player.

9.5 Players must not play the ball with the back of the stick.

9.6 Players must not hit the ball hard on the forehand with the edge of the stick.

9.7 Players may stop, receive and deflect or play the ball in a controlled manner in any part of the field when the ball is at any height including above the shoulder unless this is dangerous or leads to danger.

9.8 Players must not play the ball dangerously or in a way which leads to dangerous play.

*A ball is also considered dangerous when it causes legitimate evasive action by opponents.*

*The penalty is awarded where the action causing the danger took place.*

9.9 Players must not intentionally raise the ball from a hit except for a shot at goal.

*A raised hit must be judged explicitly on whether or not it is raised intentionally. It is not an offence to raise the ball unintentionally from a hit, including a free hit, anywhere on the field unless it is dangerous. If the ball is raised over an opponent's stick or body on the ground, even within the circle, it is permitted unless judged to be dangerous.*

*Players are permitted to raise the ball with a flick or scoop provided it is not dangerous. A flick or scoop towards an opponent within 5 metres is considered dangerous. If an opponent is clearly running into the shot or into the attacker without attempting to play the ball with their stick, they should be penalised for dangerous play.*

- 9.10 Players must not approach within 5 metres of an opponent receiving a falling raised ball until it has been received, controlled and is on the ground. The ball may be intercepted within 5 metres but outside of playing distance provided it is done safely.

*The initial receiver has a right to the ball. If it is not clear which player is the initial receiver, the player of the team which raised the ball must allow the opponent to receive it.*

- 9.11 Field players must not stop, kick, propel, pick up, throw or carry the ball with any part of their body.

*It is not always an offence if the ball hits the foot, hand or body of a field player. The player only commits an offence if they gain an advantage or if they position themselves with the intention of stopping the ball in this way.*

*It is not an offence if the ball hits the hand holding the stick but would otherwise have hit the stick.*

- 9.12 Players must not obstruct an opponent who is attempting to play the ball.

*Players obstruct if they:*

- *back into an opponent*
- *physically interfere with the stick or body of an opponent*
- *shield the ball from a legitimate tackle with their stick or any part of their body.*

*A stationary player receiving the ball is permitted to face in any direction.*

*A player with the ball is permitted to move off with it in any direction except bodily into an opponent or into a position between the ball and an opponent who is within playing distance of the ball and attempting to play it.*

*A player who runs in front of or blocks an opponent to stop them legitimately playing or attempting to play the ball is obstructing (this is third party or shadow obstruction). This also applies if an attacker runs across or blocks defenders (including the goalkeeper) when a penalty corner is being taken.*

- 9.13 Players must not tackle unless in a position to play the ball without body contact.

*Reckless play, such as sliding tackles and other overly physical challenges by field players, which take an opponent to ground and which have the potential to cause injury should attract appropriate match and personal penalties.*

- 9.14 Players must not intentionally enter the goal their



opponents are defending or run behind either goal.

- 9.15 Players must not change their stick between the award and completion of a penalty corner or penalty stroke unless it no longer meets the stick specification.
- 9.16 Players must not throw any object or piece of equipment onto the field, at the ball, or at another player, umpire or person.

*Following a penalty corner, if the ball hits any discarded equipment, such as a hand protector, knee pads or a face mask, a free hit should be awarded if this occurs outside the circle, and a penalty corner awarded if this occurs inside the circle.*

- 9.17 Players must not delay play to gain benefit by time-wasting.

## **10 Conduct of play: goalkeepers**

- 10.1 A goalkeeper must not take part in the match outside the 23 metres area they are defending, except when taking a penalty stroke.

*Protective headgear must be worn by a goalkeeper at all times, except when taking a penalty stroke.*

- 10.2 When the ball is inside the circle they are defending and they have their stick in their hand:
- a Goalkeepers are permitted to use their stick, feet, kickers, legs or leg guards or any other part of their body to deflect the ball over the back-line or to play the ball in any other direction.

*Goalkeepers are not permitted to conduct themselves in a manner which is dangerous to*

*other players by taking advantage of the protective equipment they wear.*

- 10.3 Goalkeepers must not lie on the ball.
- 10.4 When the ball is outside the circle they are defending, goalkeepers are only permitted to play the ball with their stick.

## **11 Conduct of play: umpires**

- 11.1 Two umpires control the match, apply the Rules and are the judges of fair play.
- 11.2 Each umpire has primary responsibility for decisions in one half of the field for the duration of the match.
- 11.3 Each umpire is responsible for decisions on free hits in the circle, penalty corners, penalty strokes and goals in one half of the field.
- 11.4 Umpires are responsible for keeping a written record of goals scored and of warning or suspension cards used.
- 11.5 Umpires are responsible for ensuring that the full time is played and for indicating the end of time for each quarter and for the completion of a penalty corner if a quarter is prolonged.
- 11.6 Umpires blow the whistle to:
  - a start and end each quarter of the match
  - b start a bully
  - c enforce a penalty
  - d stop the time after the awarding of a penalty corner
  - e re-start the time before the taking of a penalty corner

- f start and end a penalty stroke
  - g indicate a goal
  - h re-start the match after a goal has been scored
  - i re-start the match after a penalty stroke when a goal was not scored
  - j stop the match for the substitution onto or off the field of a fully equipped goalkeeper and to restart the match on completion of the substitution
  - k stop the match for any other reason and to re-start it
  - l indicate, when necessary, that the ball has passed wholly outside the field.
- 11.7 Umpires must not coach during a match.
- 11.8 If the ball strikes an umpire, unauthorised person or any loose object on the field, play continues (except as specified in the guidance to Rule 9.16).

## **12 Penalties**

- 12.1 Advantage: a penalty is awarded only when a player or team has been disadvantaged by an opponent breaking the Rules.
- 12.2 A free hit is awarded to the opposing team:
- a for an offence by any player between the 23 metres areas
  - b for an offence by an attacker within the 23 metres area their opponents are defending
  - c for an unintentional offence by a defender outside the

circle but within the 23 metres area they are defending.

12.3 A penalty corner is awarded:

- a for an offence by a defender in the circle which does not prevent the probable scoring of a goal
- b for an intentional offence in the circle by a defender against an opponent who does not have possession of the ball or an opportunity to play the ball
- c for an intentional offence by a defender outside the circle but within the 23 metres area they are defending
- d for intentionally playing the ball over the back-line by a defender

*Goalkeepers are permitted to deflect the ball with their stick, protective equipment or any part of their body in any direction including over the back-line.*

- e when the ball becomes lodged in a player's clothing or equipment while in the circle they are defending.

12.4 A penalty stroke is awarded:

- a for an offence by a defender in the circle which prevents the probable scoring of a goal

*If the ball hits a piece of equipment lying in the circle and a probable goal is prevented, a penalty stroke may be awarded.*

- b for an intentional offence in the circle by a defender against an opponent who has possession of the ball or an opportunity to play the ball

- 12.5 If there is another offence or misconduct before the awarded penalty has been taken:
- a a more severe penalty may be awarded
  - b a personal penalty may be awarded
  - c the penalty may be reversed if the subsequent offence was committed by the team first awarded the penalty.

## **13 Procedures for taking penalties**

### **13.1 Location of a free hit:**

- a a free hit is taken close to where the offence occurred

*'Close to' means within playing distance of where the offence occurred and with no significant advantage gained.*

*The location from which a free hit is taken must be more precise inside the 23 metres area.*

- b a free hit awarded to the defence within 15 metres of the back-line is taken up to 15 metres from the back-line in line with the location of the offence, parallel to the side-line

*A free hit to the defence awarded in the circle may be taken anywhere in the circle.*

### **13.2 Procedures for taking a free hit, centre pass and putting the ball back into play after it has been outside the field:**

*All parts of this Rule apply as appropriate to a free hit, centre pass and putting the ball back into play after it has been outside the field.*

- a the ball must be stationary

- b opponents must be at least 5 metres from the ball

*If an opponent is within 5 metres of the ball, they must not interfere with the taking of the free hit or must not play or attempt to play the ball. If this player is not playing the ball, attempting to play the ball or influencing play, the free hit need not be delayed.*

- c when a free hit is awarded to the attack within the 23 metres area, all players other than the player taking the free hit must be at least 5 metres from the ball, except as specifically indicated below for attacking free hits awarded within 5 metres of the circle
- d the ball is moved using a hit, push, flick or scoop
- e the ball may be raised immediately using a push, flick or scoop but must not be raised intentionally using a hit
- f from a free hit awarded to the attack within the 23 metres area, the ball must not be played into the circle until it has travelled at least 5 metres, not necessarily in a single direction, or has been touched by a player of the defending team

*If the player taking the free hit continues to play the ball (ie no defending player has yet touched it):*

- that player may play the ball any number of times, but*
- the ball must travel at least 5 metres, before*
- that player plays the ball into the circle by hitting or pushing the ball again.*

*Alternatively:*

- *after a defending player has touched the ball, it can be played into the circle by any other player including the player who took the free hit.*

*At an attacking free hit awarded within 5 metres of the circle, the ball cannot be played into the circle until it has travelled at least 5 metres or it has been touched by a defending player. If the free hit is taken immediately the defenders who are inside the circle within 5 metres of the free hit may shadow around the inside of the circle a player who takes a self-pass, provided that they do not play or attempt to play the ball or influence play until it has either travelled at least 5 metres or alternatively been touched by a defending player who can legitimately play the ball. If the attacker chooses not to take the free hit immediately, all other players must be at least 5 metres from the ball before the free hit is taken.*

*Other than as indicated above, any playing of the ball, attempting to play the ball or interference by a defender or an attacker who was not 5 metres from the ball, should be penalised accordingly.*

*It is permitted to play the ball high above the attacking circle so that it lands outside the circle subject to Rules related to dangerous play and that the ball is not legitimately playable inside or above the circle by another player during its flight.*

### 13.3 Taking a penalty corner:

- a time and play is stopped after a penalty corner is awarded and re-started when the teams are ready

*Teams should take as little time as possible to*

*take their positions for the taking of a penalty corner.*

- b the ball is placed on the back-line inside the circle at least 10 metres from the goal-post on whichever side of the goal the attacking team prefers
- c an attacker pushes or hits the ball without intentionally raising it
- d the attacker taking the push or hit from the back-line must have at least one foot outside the field
- e the other attackers must be on the field, outside the circle with sticks, hands and feet not touching the ground inside the circle
- f no defender or attacker other than the attacker taking the push or hit from the back-line is permitted to be within 5 metres of the ball when the push or hit is taken
- g not more than five defenders, including the goalkeeper, must be positioned behind the back-line with their sticks, hands and feet not touching the ground inside the field

*If the team defending a penalty corner has chosen to play only with field players, none of the defenders referred to above has goalkeeping privileges.*

- h the other defenders must be beyond the centre-line
- i until the ball has been played, no attacker other than the one taking the push or hit from the back-line is permitted to enter the circle and no defender is permitted to cross the centre-line or back-line
- j after playing the ball, the attacker taking the push or



hit from the back-line must not play the ball again or approach within playing distance of it until it has been played by another player

- k a goal cannot be scored until the ball has travelled outside the circle
- l if the first shot at goal is a hit (as opposed to a push, flick or scoop), the ball must cross the goal-line, or be on a path which would have resulted in it crossing the goal-line, at a height of not more than 460 mm (the height of the backboard) before any deflection, for a goal to be scored

*The requirements of this Rule apply even if the ball touches the stick or body of a defender before the first shot at goal.*

*If the first shot at goal is a hit and the ball is, or will be, too high crossing the goal-line it must be penalised even if the ball is subsequently deflected off the stick or body of another player.*

*The ball may be higher than 460 mm during its flight before it crosses the goal-line provided there is no danger and provided it would drop of its own accord below 460 mm before crossing the line.*

- m for second and subsequent hits at the goal and for flicks, deflections and scoops, it is permitted to raise the ball to any height but this must not be dangerous

*A defender who is clearly running into the shot or into the taker without attempting to play the ball with their stick must be penalised for dangerous play.*

*Otherwise, if a defender is within five metres of the first shot at goal during the taking of a penalty*

*corner and is struck by the ball below the knee, another penalty corner must be awarded or is struck on or above the knee in a normal stance, the shot is judged to be dangerous and a free hit must be awarded to the defending team.*

- n the penalty corner Rules no longer apply if the ball travels more than 5 metres from the circle.
- 13.4 The match is prolonged at the end of each quarter to allow completion of a penalty corner or any subsequent penalty corner or penalty stroke.
- 13.5 The penalty corner is completed when:
  - a a goal is scored
  - b a free hit is awarded to the defending team
  - c the ball travels more than 5 metres outside the circle
  - d the ball is played over the back-line and a penalty corner is not awarded
  - e a defender commits an offence which does not result in another penalty corner
  - f a penalty stroke is awarded
- 13.6 For an offence during the taking of a penalty corner:
  - a the player taking the push or hit from the back-line does not have at least one foot outside the field: the penalty corner is taken again
  - b the player taking the push or hit from the back-line feints at playing the ball, the offending player is required to go beyond the centre-line but is replaced by another attacker: the penalty corner is taken again

*If this feinting leads to what otherwise would be a breach of this rule by a defender, only the attacker is required to go beyond the centre-line.*

- c a defender, other than the goalkeeper, crosses the back-line or goal-line before permitted, the offending player is required to go beyond the centre-line and cannot be replaced by another defender: the penalty corner is taken again

*If a defender at this or any subsequently re-taken penalty corner crosses the back-line or goal-line before permitted, the offending player is also required to go beyond the centre-line and cannot be replaced*

*If a defender crosses the centre-line before permitted, the penalty corner is taken again*

- d a goalkeeper crosses the goal-line before permitted, the defending team defends the penalty corner with one fewer player: the penalty corner is taken again

*The defending team nominates which player is required to go beyond the centre-line, and they cannot be replaced by another defender*

*If the action of breaking the line too early is repeated during the same penalty corner, the defending team is required to nominate a further player to go beyond the centre-line, and they cannot be replaced*

*A penalty corner is considered as re-taken until any of the conditions of Rules 13.5 for its completion are met*

*A subsequently awarded penalty corner, as opposed to a re-taken penalty corner, may be defended by up to five players*

- e an attacker enters the circle before permitted, the player taking the push or hit from the backline is required to go beyond the centre-line: the penalty corner is taken again

*Attackers who are sent beyond the centre-line may not return for re-taken penalty corners, but may do so for a subsequently awarded penalty corner*

- f for any other offence by attackers: a free hit is awarded to the defence.

*Except as specified above, a free hit, penalty corner or penalty stroke is awarded as specified elsewhere in the Rules.*

#### 13.7 Taking a penalty stroke:

- a time and play is stopped when a penalty stroke is awarded
- b all players on the field other than the player taking the stroke and the player defending it must stand outside the 23 metres area and must not influence the taking of the stroke
- c the ball is placed on the penalty spot
- d the player taking the stroke must stand behind and within playing distance of the ball before beginning the stroke
- e the player defending the stroke must stand with both feet on the goal-line and, once the whistle has been blown to start the penalty stroke, must not leave the goal-line or move either foot until the ball has been played

*If the player defending the stroke is otherwise*

*taking part in the game as a field player, they may wear only a face mask as protective equipment*

*If the team defending a penalty stroke has chosen to play only with field players and not to use a substitute goalkeeper to defend the penalty stroke, the defender may only use their stick to make a save.*

- f the whistle is blown when the player taking the stroke and the player defending it are in position
- g the player taking the stroke must not take it until the whistle has been blown

*The player taking the stroke or the player defending it must not delay the taking of the stroke.*

- h The player taking the stroke must not feint at playing the ball
- i the player taking the stroke must push, flick or scoop the ball and is permitted to raise it to any height

*Using a 'dragging' action to play the ball at a penalty stroke is not permitted.*

- j the player taking the stroke must play the ball only once and must not subsequently approach either the ball or the player defending the stroke.

13.8 The penalty stroke is completed when:

- a a goal is scored
- b the ball comes to rest inside the circle, lodges in the goalkeeper's equipment, is caught by the goalkeeper, or goes outside the circle.

**13.9 For an offence during the taking of a penalty stroke:**

- a the stroke is taken before the whistle is blown and a goal is scored: the penalty stroke is taken again
- b the stroke is taken before the whistle is blown and a goal is not scored: a free hit is awarded to the defence
- c for any other offence by the player taking the stroke: a free hit is awarded to the defence
- d for any offence by the player defending the stroke including moving either foot before the ball has been played: the penalty stroke is taken again

*If the player defending the stroke prevents a goal being scored but moves either foot before the ball has been played, this player may be cautioned and for any subsequent offence must be suspended (green card, and for further offences with a yellow card).*

*If a goal is scored even though there has been an offence by the player defending the stroke, the goal is awarded.*

- e for an offence by a player of the defending team and a goal is not scored: the penalty stroke is taken again
- f for an offence by a player of the attacking team other than the player taking the stroke and a goal is scored: the penalty stroke is taken again.

## **14 Personal penalties**

**14.1 For any offence the offending player may be:**

- a a cautioned (indicated by spoken words)

- b warned and temporarily suspended for 2 minutes of playing time (indicated by a green card)
- c temporarily suspended for a minimum of 5 minutes of playing time (indicated by a yellow card)

*For the duration of each temporary green and yellow card suspension of a player on or off the field, the offending team plays with one fewer player.*

- d permanently suspended from the current match (indicated by a red card).

*For each permanent suspension, the offending team plays for the remainder of the match with one fewer player.*

*A personal penalty may be awarded in addition to the appropriate penalty.*

- 14.2 Temporarily suspended players must remain in a designated place until permitted by the umpire who suspended them to resume play.
- 14.3 Temporarily suspended players are permitted to re-join their team at a quarter break and at half time interval after which they must return to a designated place to complete their suspension.
- 14.4 The intended duration of a temporary suspension may be extended for misconduct by a player while suspended.
- 14.5 Permanently suspended players must leave the field and its surrounding area.

# UMPIRING

## 1 Objectives

- 1.1 Umpiring hockey is a challenging but rewarding way to participate in the game.
- 1.2 Umpires contribute to the game by:
  - a helping to raise the standard of the game at all levels by ensuring that players observe the Rules
  - b ensuring that every game is played in the right spirit
  - c helping to increase the enjoyment of the game for players, spectators, and others.
- 1.3 These objectives can be achieved by umpires being:
  - a consistent: umpires maintain the respect of players by being consistent
  - b fair: decisions must be made with a sense of justice and integrity
  - c prepared: no matter how long an umpire has been officiating, it is important to prepare thoroughly for every match
  - d focused: concentration must be maintained at all times; nothing must be allowed to distract an umpire
  - e approachable: a good understanding of the Rules must be combined with a good rapport with the players
  - f better: umpires must aim to become even better with each and every match
  - g natural: an umpire must be themselves, and not



imitate another person, at all times.

**1.4 Umpires must:**

- a have a thorough knowledge of the Rules of Hockey but remember that the spirit of the Rule and common sense must govern interpretation
- b support and encourage skilful play, deal promptly and firmly with offences and apply the appropriate penalties
- c establish control and maintain it throughout the match
- d use all the available tools for control
- e apply the advantage Rule as much as possible to assist a flowing and open match but without losing control.

## **2 Applying the rules**

**2.1 Protecting skilful play and penalising offences:**

- a The relative seriousness of an offence must be identified and serious offences such as dangerous or rough play dealt with early and firmly in a match
- b intentional offences must be penalised firmly
- c umpires must demonstrate that if players co-operate, skilful play will be protected, and the match will be interrupted only when essential for its proper conduct.

**2.2 Advantage:**

- a it is not necessary for every offence to be penalised when no benefit is gained by the offender; unnecessary interruptions to the flow of the match cause undue delay and irritation

- b when the Rules have been broken, an umpire must apply advantage if this is the most severe penalty
- c possession of the ball does not automatically mean there is an advantage; for advantage to apply, the player/team with the ball must be able to develop their play
- d having decided to play advantage, a second opportunity must not be given by reverting to the original penalty
- e it is important to anticipate the flow of the match, to look beyond the action of the moment and to be aware of potential developments in the match.

### 2.3 Control:

- a decisions must be made promptly, positively, clearly and consistently
- b strict action early in a match will usually discourage repetition of an offence
- c it is not acceptable for players to abuse opponents, umpires or other technical officials verbally or through body language and attitude. Umpires must deal firmly with abuse of this sort and in appropriate circumstances issue a caution, warning (green card), or a temporary (yellow card) or permanent (red card) suspension. Cautions, warnings and suspensions can be given in isolation or in combination with another penalty
- d cautions can be given to players in close proximity without stopping the match
- e it is possible, although umpires are not encouraged to do so, for a player to receive two green or two yellow cards for different minor offences during the

same match. However, when an offence for which a card has already been awarded is repeated, the same card must not be used again and a more severe penalty must be awarded

- f when a second yellow card is awarded, the period of suspension must be significantly longer than the first suspension
- g there must be a clear difference between the duration of a yellow card suspension for a minor offence and the duration for a more serious and/or physical offence
- h when a player intentionally misbehaves in a serious manner towards another player, umpire or other match official the red card must be shown immediately.

## 2.4 Penalties:

- a a wide range of penalties is available
- b two penalties can be used together to deal with bad or persistent offences.

# 3 Umpiring skills

## 3.1 The main umpiring skill areas are:

- a match preparation
- b co-operation
- c mobility and positioning
- d whistling
- e signalling

### 3.2 Match preparation:

- a umpires must prepare thoroughly for each match by arriving at the field in good time
- b before the match commences, both umpires must check the field markings, the goals and the nets and check for any dangerous playing equipment or field equipment
- c the two umpires must wear similar colours to one another, but different from those of both teams
- d clothing appropriate to the conditions must be worn
- e footwear must suit field conditions and assist mobility
- f umpiring equipment includes a copy of the current Rules book, a loud and distinctive whistle, a stopwatch, coloured cards to indicate personal penalties and materials to record match details.

### 3.3 Co-operation:

- a good team-work and co-operation between umpires is essential
- b prior to a match, umpires must discuss and agree how they are going to work together to assist each other. Eye contact between umpires must be practised and maintained
- c umpires must take responsibility and be prepared to assist when their colleague is unsighted or has difficulty seeing certain parts of the field. If necessary and if mobility is good, umpires must be prepared to cross the centre-line and go as far as appropriate into a colleague's half of the field to assist. This helps to reassure players that decisions are correct

- d a written record of goals scored and cards issued must be kept by both umpires and confirmed at the end of the match.

### 3.4 Mobility and positioning:

- a umpires must be mobile so they can move to appropriate positions throughout the match.
- b static umpires cannot view play clearly enough to make correct decisions at all times
- c fit, mobile and well positioned umpires are better able to concentrate on the flow of the match and on the decisions which need to be made
- d each umpire operates mainly in half of the field with the centre line to their left
- e in general, the most suitable position for umpires is ahead of and on the right of the attacking team
- f for play between the centre-line and 23 metres area, umpires must be positioned near their side-line
- g when play is in the 23 metres area or circle, umpires must move further into the field away from the side-lines and, when necessary, into the circle itself to see important offences and to judge whether shots at goal are legitimate
- h for penalty corners and after the ball has gone outside the field, umpires must take up a position which gives a clear view of all potential action
- i for penalty strokes, umpires must take up a position behind and to the right of the player taking the stroke
- j umpires must not allow their positioning to interfere with the flow of play

k umpires must face the players all the time.

### 3.5 Whistling:

- a the whistle is the main way in which umpires communicate with players, each other and other persons involved in the match
- b the whistle must be blown decisively and loudly enough for all involved in the match to be able to hear it. This does not mean long loud whistling at all times
- c the tone and duration of the whistle must be varied to communicate the seriousness of offences to players.

### 3.6 Signalling:

- a signals must be clear and held up long enough to ensure that all players and the other umpire are aware of decisions
- b only the official signals must be used
- c it is preferable to be stationary when giving a signal
- d directional signals must not be made across the body
- e it is bad practice to look away from the players when a signal or decision is made; further offences might be missed, concentration can be lost, or this can indicate a lack of confidence.

## 4 Umpiring signals

### 4.1 Timing:

- a start time: turn towards the other umpire with one arm straight up in the air

- b stop time: turn towards the other umpire and cross fully-extended arms at the wrists above the head
- c two minutes of play remaining: raise both hands straight up in the air with pointing index fingers
- d one minute of play remaining: raise one hand straight up in the air with pointing index finger.

*Once a timing signal has been acknowledged no further time signal is needed.*

4.2 Bully: move hands alternately up and down in front of the body with palms facing each other.

4.3 Ball out of play:

- a ball out of play over the side-line: indicate the direction with one arm raised horizontally
- b ball out of play over the back- extend both arms horizontally sideways
- c ball out of play over the back-line unintentionally by a defender: using right or left arm as appropriate, with the arm well below shoulder level, draw an imaginary line from the point where the ball crossed the back-line to the point on the 23 metres line from which the re- start should be taken

4.4 Goal scored: point both arms horizontally towards the centre of the field.

4.5 Conduct of play:

*Signals for conduct of play offences must be shown if there is doubt about the reason for the decision.*

- a dangerous play: place one forearm diagonally across

the chest

- b misconduct and/or bad temper: stop play and make a calming movement by moving both hands slowly up and down, palms downward, in front of the body
- c kick: slightly raise a leg and touch it near the foot or ankle with the hand
- d raised ball: hold palms facing each other horizontally in front of the body, with one palm approximately 150 mm above the other
- e obstruction: hold crossed forearms in front of the chest
- f third party or shadow obstruction: alternately open and close crossed forearms in front of the chest
- g stick obstruction: hold one arm out and downwards in front of the body half-way between vertical and horizontal; touch the forearm with the other hand
- h 5 metres distance: extend one arm straight up in the air showing an open hand with all fingers extended.

#### 4.6 Penalties:

- a advantage: extend one arm high from the shoulder in the direction in which the benefiting team is playing
- b free hit: indicate the direction with one arm raised horizontally
- c penalty corner: point both arms horizontally towards the goal
- d penalty stroke: point one arm at the penalty stroke mark and the other straight up in the air; this signal also indicates time stopped.



# FIELD AND EQUIPMENT SPECIFICATIONS

*Diagrams are provided to assist interpretation of these specifications, but they are not necessarily drawn to scale. The text is the definitive specification.*

## 1 Field and field equipment

- 1.1 The field of play is rectangular, 91.40 metres long bounded by side-lines and 55 metres wide bounded by back-lines.

*The playing surface must continue (to create "run-off" areas) for a minimum of 2 metres at the back-lines and 1 metre at the side-lines with an additional unobstructed 1 metre in each case (that is, a total of 3 metres at the ends and 2 metres at the sides of the field). These are minimum requirements with the respective recommended areas being 3 plus 2 metres and 2 plus 1 metres (that is, a total of 5 metres at the ends and 3 metres at the sides of the field).*

- 1.2 Markings:

- a no marks other than those described in this Rule are to be made on the playing surface

*This is only mandatory for pitches on which Senior international hockey matches will be played. For pitches for other matches, the relevant National Association or Continental Federation should be contacted for further guidance.*

- b lines are 75 mm wide and must be clearly marked along their entire length

- c the side-lines and back-lines and all markings enclosed between them are part of the field
- d all marks must be made in white.

*White lines and markings are mandatory for pitches on which Senior international hockey will be played, and recommended for pitches for other matches, however it is recognised that multi-sport pitches may have both different colour lines and markings, as well as lines and markings for other sports. Where hockey is not the priority sport, lines are often yellow. Additionally, on sand filled pitches, when the sand is white, yellow marks give greater visibility.*

### 1.3 Lines and other marks:

- a side-lines: 91.40 metres long perimeter lines
- b back-lines: 55.00 metres long perimeter lines
- c goal-lines: the parts of the back-lines between the goal-posts
- d centre-line: across the middle of the field
- e 22.90 metres lines across the field 22.90 metres from each back-line as measured between the furthest edges of each line

*The areas enclosed by and including the 22.90 metres lines, the relevant part of the side-lines, and the back-line are known as the 23 metres areas.*

- f lines 300 mm long marked outside the field on each side-line with the further edge of the lines 14.63 metres from and parallel to the outer edge of the back-lines

- g lines 300 mm long marked outside the field on each back-line on both sides of the goal at 5 metres and 10 metres from the outer edge of the nearer goal-post, as measured between the furthest edges of each line

*These markings apply to all new and re-marked fields. However, existing fields with the previously specified markings may continue to be used.*

- h lines 150 mm long marked outside the field on each back-line 1.83 metres from the centre of the back-line, as measured between the nearest edges of these lines
- i penalty spots 150 mm in diameter marked in front of the centre of each goal with the centre of each spot 6.475 metres from the outer edge of the goal-line.

#### 1.4 Circles:

- a lines 3.66 metres long and parallel to the back-lines are marked inside the field with their centres in line with the centres of the back-lines; the distance from the outside edges of these 3.66 metres lines to the outside edges of the back-lines is 14.63 metres
- b these lines are continued in uninterrupted arcs in both directions to meet the back-lines in the form of quarter-circles with centres at the inside front corner of the nearer goal-posts
- c the 3.66 metres line and the arcs are called the circle-lines; the spaces enclosed by these lines, including the lines themselves, are called the circles
- d broken lines are marked with their outer edges 5 metres from the outer edge of each circle-line; each

broken line starts with a solid section at the top centre of the circle-line and each solid section is 300 mm long with gaps between the solid sections 3 metres long

*These broken lines are mandatory for Senior international matches. Their adoption for other matches is at the discretion of National Associations.*

## Field Dimensions

Code	Metres	Code	Metres
A	55.00	M	0.15
B	45.70	N	3.66
C	22.90	P	14.63
D	0.30	Q	91.40
E	5.00	1	minimum 2.00
F	3.00	2	1.00
G	0.30	(1 + 2)	minimum 3.00
H*	4.975*	3	minimum 1.00
I*	9.975*	4	1.00
J	14.63	(3 + 4)	minimum 2.00
K	3.66		
L	6.475		

*\* Dimensions H and I are measured from the goal-post line and not from the goal-post itself; the dimensions from the goal-post are 5.00 metres and 10.00 metres respectively.*

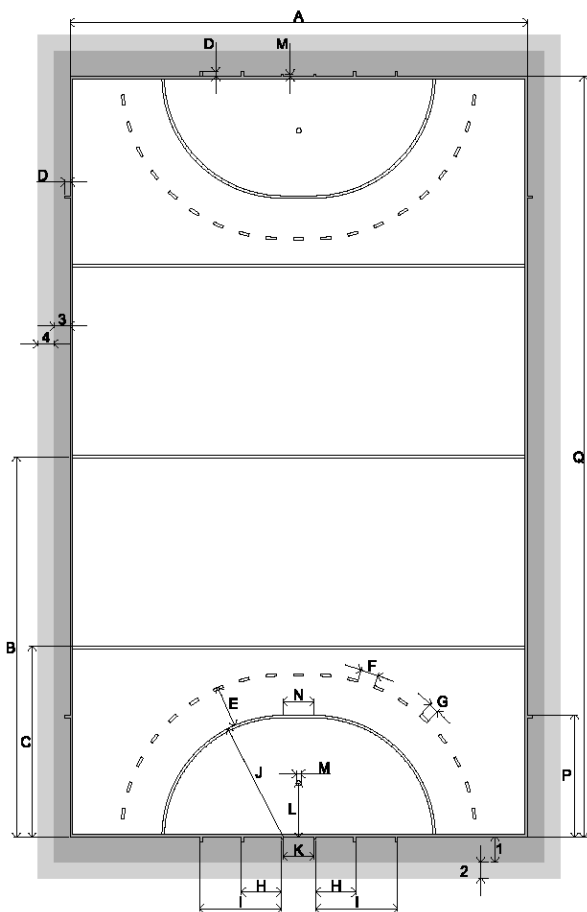
### 1.5 Goals:

- a two vertical goal-posts joined by a horizontal cross-bar are placed at the centre of each back-line on the

#### external marks

- b the goal-posts and cross-bar are white, rectangular in cross section, 50 mm wide and between 50 mm and 75 mm deep
- c the goal-posts must not extend vertically beyond the cross-bar and the cross-bar must not extend horizontally beyond the goal-posts
- d the distance between the inner edges of the goal-posts is 3.66 metres and the distance from the lower edge of the cross-bar to the ground is 2.14 metres
- e the space outside the field, behind the goal-posts and cross-bar and enclosed by the net, side-boards and backboard is a minimum of 0.90 metres deep at the cross-bar and a minimum of 1.20 metres deep at ground-level.

**Figure 1 : Field of Play**



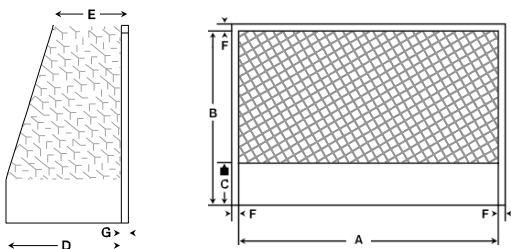
1.6 Side-boards and back-boards:

- a side-boards are 460 mm high and a minimum of 1.20 metres long
- b back-boards are 460 mm high and 3.66 metres long
- c side-boards are positioned on the ground at right angles to the back-line and are fixed to the back of the goal-posts without increasing their width
- d back-boards are positioned on the ground at right angles to the side-boards and parallel to the back-line, and are fixed to the end of the side-boards
- e side-boards and back-boards are of a dark colour on the inside.

1.7 Nets:

- a the maximum mesh size is 45 mm
- b attachment to the back of the goal-posts and cross-bar is at intervals of not more than 150 mm
- c the nets must hang outside, or be attached to, the side-boards and back-board, in such a way that the nets are loose and there is no possibility that a ball could rebound off the nets back into the field of play
- d the nets are secured so as to prevent the ball passing between the net and the goal-posts, cross-bar, side-boards and back-boards
- e the nets are fitted loosely to prevent the ball rebounding.

**Figure 2: Goal**



**Goal Dimensions**

Code	Metres	Code	Metres
A	3.66	E	minimum 0.90
B	2.14	F	0.050
C	0.46	G	0.050 to 0.075
C	Minimum 1.20		

### 1.8 Flag-posts:

- flag-posts are between 1.20 and 1.50 metres in height
- flag-posts are placed at each corner of the field
- flag-posts must not be dangerous
- if unbreakable, flag-posts must be attached to a spring base
- flag-posts carry flags, not exceeding 300 mm in width or length.



## 2 Stick

*The following specification applies to all hockey with effect from 1 January 2013. However, National Associations are requested to use discretion when applying this specification at lower hockey playing levels where it is reasonable to permit continued use of sticks meeting the previous specification.*

*The change to the maximum length of a hockey stick applies with effect from 1 January 2015.*

*All measurements are made and other specifications assessed with any coverings or additional fixings attached to the stick (that is, with the stick in the form in which it is used on the field).*

- 2.1 This section specifies the properties of the stick. Properties outside the specifications are not permitted. Although the properties are described as explicitly as possible, the FIH reserves the right to prohibit any stick which, in the opinion of the FIH Rules Committee, is unsafe or likely to have a detrimental impact on playing the game.
- 2.2 The shape and dimensions of the stick are tested by placing the stick playing side downwards on a flat surface marked with the lines shown in figures 3 and 4. Lines A, A1, B, B1 and Y are parallel and are perpendicular to lines C and X. The dimensions in figures 3 and 4 are:

line A to line A1	51 mm
line A to line B	20 mm
line A1 to line B1	20 mm
line A to line Y	25.5 mm

line C to line X	100 mm
------------------	--------

- 2.3 The stick has a traditional shape, consisting of the handle and the head:
- a the stick is positioned in figures 3 and 4 so that the line Y passes through the centre of the top of the handle; the handle of the stick starts at line C and continues in the direction Y+.
  - b the base of the head of the stick is positioned touching line X; the head of the stick starts at line X and terminates at line C.
- 2.4 The stick is assessed with any covering, coating or fixing belonging to the stick.
- 2.5 In any of the specifications below, the following definitions apply:
- a “smooth” means without any rough or sharp parts. The surface must be even and regular, free from perceptible projections or indentations and not rough, wrinkled, pitted, grooved or scored. No edge shall have an angle with radius smaller than 3 mm.
  - b “flat” means without any curved, high or hollow parts having a radius smaller than 2 m, transforming smoothly to an edge with a radius not smaller than 3 mm.
  - c “continuous” means all along the defined subject without interruption.
- 2.6 The playing side of the stick is the entire side shown in figures 3 and 4 and the edges of that side.
- 2.7 The transition from handle to head must be smooth and continuous without any unevenness or other discontinuity.

- 2.8 The head must be a 'J' or 'U' shape the upturned or open end of which is limited by the line C.
- 2.9 The head is not limited between lines C and X in the direction X- or X+.
- 2.10 The head must be flat on the left hand side only (the side which is to the player's left when the stick is held with the open end of the head pointing directly away from the player's front, ie the side shown in the diagrams).
- 2.11 A single convex or concave deviation with a smooth continuous profile and of maximum 4 mm at any point is permitted across the otherwise flat playing side of the head of the stick and any continuation of it along the handle.

*Deviation is tested by placing a straight edge of length 53mm across the stick at any point along the playing side and using a standard pointed depth gauge; the device used to measure bow or rake and shown in figure 6 can also be used for this purpose. The depth of concave curvature below the straight edge must not exceed 4 mm.*

*Other indentations or grooves are not permitted on the playing side of the stick.*

- 2.12 The flat playing side of the head of the stick and any continuation of it along the handle must be smooth.
- 2.13 A twist or twists along the flat playing side of the stick from the head and any continuation of it along the handle are not permitted; ie the intersection of the plane comprising the flat playing side of the stick with any plane comprising all or part of the flat side of the handle must remain parallel to line C-C.
- 2.14 It is permitted for the handle to be bent or curved to

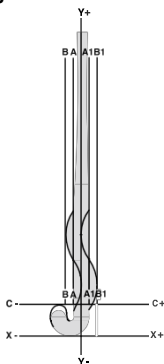
protrude beyond the line A once only to the limiting line B at maximum or but not also to be bent or curved to protrude beyond the line A1 once only to the limiting line B1 at maximum.

2.15

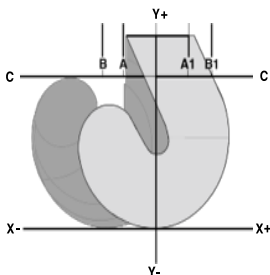
Any curvature along the length of the stick (the bow or rake) must have a continuous smooth profile along the whole length, must occur along the playing side or the back of the stick but not both and is limited to a depth of 25 mm. The point of maximum bow must not be closer to the base of the head (line X in figure 3) than 200 mm. Multiple curves are not permitted.

*The stick is laid playing side downwards on a flat surface in its natural resting position as shown in figure 5. The device shown in figure 6 is used to measure the bow or rake and is placed with its base on the testing surface. The 25mm high end of the device must not pass freely more than 8mm under the stick at any point; i.e. this end of the device must not pass freely under the stick to the extent that the edge of the stick touches the remaining part of the device.*

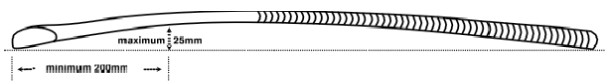
**Figure 3: The stick**



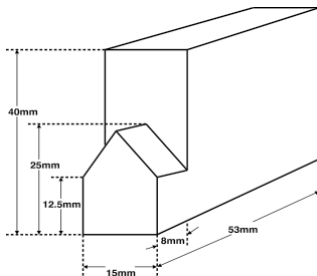
**Figure 4: The Head of the stick**



**Figure 5: The stick rake or bow**



**Figure 6: Device for measuring stick bow or rake**



- 2.16 The edges and the non-playing side (back) of the stick must be rounded and must have a continuous smooth profile. Flat sections along the edges or back of the stick are not permitted.

*Smooth and shallow undulations or indentations on the back of the handle are permitted to a maximum depth of 4 mm. No undulations or indentations are permitted on the back of the head of the stick.*

- 2.17 Inclusive of any additional coverings used, the stick must pass through a ring with an interior diameter of 51 mm.
- 2.18 The total weight of the stick must not exceed 737 grams. The length of the stick as measured from the top of the handle to the bottom of the head of the stick (line X in Figure 3) shall not be more than 105 cm.
- 2.19 Ball speed must not be greater than 98 % of stick head

speed under test conditions.

*Ball speed is determined over a series of 5 tests at a stick speed of 80 km/hour in the simulator of an FIH approved laboratory. Ball speed is calculated from the time the ball passes two measuring points and is expressed as a ratio to the specified stick speed. FIH approved hockey balls are used. The test is carried out at prevailing laboratory conditions with a temperature of approximately 20°C and relative humidity of approximately 50 %.*

- 2.20 The entire stick must be smooth.

*Any stick which poses a potential risk for play is prohibited.*

- 2.21 The stick and possible additions may be made of or contain any material other than metal or metallic components provided it is fit for the purpose of playing hockey and is not hazardous.
- 2.22 The application of tapes and resins is permitted provided that they are not hazardous and that the stick conforms to the specifications.

### **3 Ball**

- 3.1 The ball:

- a is spherical
- b has a circumference of between 224 mm and 235 mm
- c weighs between 156 grams and 163 grams
- d is made of any material and coloured white (or an agreed colour which contrasts with the playing

surface)

- e is hard with a smooth surface but indentations are permitted.

## **4 Goalkeeper's equipment**

### **4.1 Hand protectors:**

- a each have a maximum width of 228 mm and length of 355 mm when laid flat, palm upwards
- b must not have any additions to retain the stick when the stick is not held in the hand.

### **4.2 Leg guards: each have a maximum width of 300 mm when on the leg of the goalkeeper.**

*The dimensions of goalkeeper's hand protectors and leg guards are measured using gauges with the relevant internal dimensions.*

## ADDITIONAL INFORMATION AVAILABLE

The International Hockey Federation can provide information on various topics to assist participation in the sport which can be found on the FIH website [www.fih.ch](http://www.fih.ch)

or from the FIH Office:

The International Hockey Federation  
Rue du Valentin 61  
1004 Lausanne, Switzerland  
Tel.: +41 (21) 641 0606  
Fax: +41 (21) 641 0607  
E-Mail : [info@fih.ch](mailto:info@fih.ch)

### Copyright © FIH 2023

The Copyright of these Rules is held by the International Hockey Federation. The contents may be reproduced or translated for distribution or resale by affiliated National Associations. Reprints must replicate the appearance of these Rules and incorporate the following text: "Reprinted with permission of the International Hockey Federation". National Associations seeking guidance on the reprinting of this Book must contact the FIH Office.





International Hockey Federation  
Rue du Valentin 61  
CH-1004 Lausanne, Switzerland  
Tel. : +41 21 641 0606  
Fax : +41 21 641 0607  
[info@fih.ch](mailto:info@fih.ch)

## **BOSM'22 HANDBALL**

### General Rules:

- The tournament will be conducted according to the IHF Rules.
- The referee's decision will be final in case of any contention.
- All the teams will have to report at least 15 minutes before their scheduled match time and if any team is more than 5 minutes late than the reporting time, the match will be forfeited.

### Tournament structure and Rules:

- The game will be of 2 halves of 15 minutes each with 5 minutes break after a half.
- The number of players representing any college shall not be more than 16.
- On completion of the league matches, if two or more teams have the same points, then the tie shall be resolved as follow:
  - If two teams are tied, head-to-head wins among the teams will be considered to break the tie.
  - If the tie remains, the goal difference will be used to determine the placing, considering only the results of the games between the teams that tied.
  - During matches if the score is the same after the end of the scheduled time, Handball Federation Rules will be applied.
- 4 time-outs of 60 seconds duration each are allowed in total for each team, a maximum of 2 in each half.

# Rules

## Girls' Football

Matches shall be played according to the rules of FIFA.

### 1. NUMBERS OF PLAYERS

Each team consists of up to 7 players, one of whom is the goalkeeper. Up to three (3) substitutes are permitted by each team in each complete game.

### 2. PLAYERS' EQUIPMENT

For identification purposes each player must play with a number on the back of his shirt.

### 3. THE DURATION OF THE MATCH

Each match lasts for two equal periods of 15 minutes with a half time interval of 7 minutes.

### 4. OFFSIDE

The Offside Law will NOT apply.

### 5. FREE KICKS AND GOAL KICK

Comply with FIFA Law except that all opponents must be at least 7 metres from the ball.

### 6. THE THROW-IN

To comply with FIFA Law, except that a player can choose to roll the ball into play. The ball must then immediately touch the ground within the field of play upon leaving the throwers hand.

### 7. DISCIPLINE

Any player who receives two cautions (yellow cards) or a red card during the tournament will automatically miss his team's next game. Any player who receives two red cards in any one tournament will take no further part in the tournament.

# **BOSM 2023**

## **BITS Pilani's Annual Sports Fest**

### **Football Championship Official Rule-book**

This rulebook is binding and will be strictly followed in the course of the tournament

Matches will be played according to the rules followed by the Fédération Internationale de Football Association (FIFA), unless mentioned otherwise.

[FIFA Rules and Regulations 2023-24](#)

#### **1. Eligibility for Participation:**

All players should be currently registered and studying in the same college. All players must carry a valid ID-card before the start of every match. In case of protest against admission of a player into a particular college, said player must produce a copy of fee-receipt, current semester marksheet or website registration details as proof of admission within 4 hours of intimation to avoid disqualification.

#### **2. General Regulations:**

- a. It will be a full-pitch 11-a-side tournament, held at Gym-g.
- b. Team will consist of 18 players. 11 players will play at a given time. There can be a maximum of 5 substitutions in a maximum of 3 phases.(no rolling substitutes)
- c. Each team can bring any number of players but only 18 players will be eligible to play in the match. The names of these 18 will be filled out before the start of the match on a sheet provided by the organizing committee.
- d. Teams are liable to disqualification against breach of disciplinary conduct if players/management are involved in illicit activities as per institute norms in BITS Pilani, Pilani Campus.
- e. Smoking/consumption of alcohol or any prohibited substances inside the campus is strictly prohibited. The entire team will be disqualified from the tournament even if a single player is found to be violating these rules.
- f. Players must ensure that they have trimmed nails and are not wearing any accessories (wristwatches, etc).
- g. Each team has to get their personal kits; a Proper kit is compulsory that is a t-shirt, shorts, stockings, shin guards, and football boots (studs).
- h. Goalkeepers from both sides should wear a kit that will distinguish them from the outfield players and the referees.
- i. If a player wants to wear inners ( full sleeve t-shirt ) inside their jerseys then it should be of the same color as their jersey.
- j. Please take care of your kits and belongings, if lost they would not

be the management's responsibility.

- k. All teams must report 30 Minutes before the scheduled time. Penalty will be charged by the referees if the team is late.
- l. Reporting more than 10 minutes late to a match will result in a walkover with the final score being 3-0 in favor of the winning team.
- m. In case a team cannot place more than or equal to 7 players on the pitch, the opposing team will result in a walkover with the final score being 3-0 in favor of the winning team.
- n. In all cases, the referee's decision would be final. The committee can decide after discussing it with the officials.
- o. All players as well as supporters are to respect the match officials and the opposing players.

### **3. Format and Structure**

#### **League matches followed by knockouts**

- i. The format of the tournament would be group stage first and then knockouts. Each group will have 3-5 teams depending on the number of participating teams and the top two teams from each group will qualify for the knockout rounds. The distribution of points during the league stages will be as follows:
  - Win: 3 Points
  - Draw: 1 Point
  - Loss: 0 Points
- ii. During the group stage, matches would be played in two equal halves of 25 minutes each (25-5-25).
- iii. After the group stage, we would proceed to knockout rounds where matches would be played in two equal halves of 30 minutes each (30-8-30).
- iv. The finals will be two halves of 35 minutes each (35-10-35).
- v. No extra time will be given, in case of a tie in which case, we will have penalty shootouts
- vi. Tie Breaker: In the event of two teams in the same pool having the same points during the league stages, the following criteria will be taken into consideration with the priority in decreasing order
  - (i) Goal Difference
  - (ii) Total Goals Scored
  - (iii) Head-to-Head result
  - (iv) Less yellow cards

(v) Penalty Shootout between unseeded teams in case of a triple tie.

#### **4. Suspension**

- a. If a player is awarded two yellow cards or a straight red card in a match, it will lead to the player being suspended from that moment in the current match as well as missing the next match
  - b. If a player accumulates two yellow cards in consecutive matches, the player will be suspended in the next match. (a single Yellow Card won't be carried over to knockout games)
  - c. However, a red card or the accumulation of two yellow cards during the group stages will be carried over to the knockout stages (i.e, should a player get a red card or his second yellow card in the last group stage match, the player will be suspended from the first knockout match)
  - d. A disciplinary committee will be the presiding body in any case of unsporting behaviour shown by the players. The range of action varies from a post-match yellow/red card, match suspensions and ban for the entirety of BOSM.
- 
- Changes in the rules will be notified before the start of the tournament.

# BOSM CRICKET MEN

## General Rules:

- All the players in the playing 11 must wear whites, and **NO** metal spikes will be allowed.
- Minimum Team Size :12
- Maximum Team Size:16
- The players must carry an identity card from their respective colleges, failing to do so will result in disqualification of the player.
- The organisers will NOT provide practice balls and cricket equipment, and it is the responsibility of the visiting team.
- Changes in the rules will be notified before the start of the tournament.

## Tournament Layout:

- It will be a single group **knock-out-based** format where the matchups will be randomly decided.
- If the number of teams is odd in number, then the administration has the right to randomly give a bye to a team and make them proceed directly to the next round.
- The number of teams in a pool depends on the count of teams registered.
- Any team refusing to play a match without justification will be eliminated from the competition, and the results of the matches already played will be canceled.
- The organizers will have the power to change the format in case of any unforeseen scenarios.
- The matchups will be decided before and will not be changed under any circumstances.

\*TOURNAMENT LAYOUT IS SUBJECT TO CHANGE DEPENDING ON THE NUMBER OF TEAMS ENROLLED FOR THE EVENT.

## Tournament Rules:

- The game will be played in an **11-a-side** and **T-20 format** with a 10-minute break between the innings. **20 overs must be bowled within 85 minutes.**
- The Umpire's decision in all matters will be final and binding, and all the latest rules as per the International Cricket Council(ICC) standards will be followed.
- Teams will be informed of the timings well in advance. If any team fails to reach within 10 minutes after the given time, then a walkover will be given.
- If a team cannot field 11 players from their college for a match, then that team will be disqualified from the competition.
- Two new **RED** balls will be provided, 1 for each inning, by the organisers for the matches.
- There will be neutral umpires for each match in the BOSM tournament.

\*TOURNAMENT RULES ARE SUBJECT TO CHANGE DEPENDING ON THE NUMBER OF TEAMS ENROLLED FOR THE EVENT.

## **BOSM Chess Rules**

**Team size** - Max 5 per team, only 4 can play in a match and 5th player can be treated as a substitute. The playing 4 can be chosen before every match.

**Board order** - Fixed for the whole tournament and if a substitute is brought in, then relative order of the playing four must be the same as the team board order. For example, if the board order for a team is Player A, Player B, Player C, Player D and Player E, the relative order of the playing four must be the same. If player C is subbed out, then Player A plays on board 1, Player B plays on board 2, Player D plays on board 3 and Player E plays on board 4 and so on for other sub outs.

**Team win** - Win is decided based on the total points earned by the whole team in a match, not individual matches. The individual points will be used to resolve tiebreaks.

**Points per match** – Team win = 3 points, draw = 1 point, loss = 0 points.

**Time controls - Event 1** : Classical tournament – 60 min+30 sec (Day 1 to Day 3)

**Event 2** : Blitz tournament – 3+2 sec. (Day 4)

**Tournament format** – Pools will be created from which the top teams will qualify for playoffs (tournament format subject to change depending on number of teams registered).

## **General Rules**

It is recommended to arrive at the designated time for matches. Timers will be started for latecomers which could result in a disadvantage.

FIDE rules will be followed for enforcement, some important rules and modifications are,

- 1) Touch to move i.e. if you touch a piece you must move it if it has any legal moves. If an opponent's piece is touched, it must be captured if possible.
- 2) Clock must be hit with the same hand used to move the piece. Warnings may be given but after a point, further occurrences would be penalized.
- 3) Second illegal move is a loss. All illegal moves MUST be claimed by the player by informing the arbiter otherwise they will not count. There will be an addition of 2 minutes for an illegal move to the time of the player claiming the move.
- 4) If a piece falls while making a move, it must be picked up before hitting the clock. A player cannot make a move before the opponent hits the clock. If the clock is hit without making a move, the player will be penalized.
- 5) No outside communication of any form is allowed during a match, if anyone is caught attempting to help a player, it would result in the immediate loss of the player. Phones should be in silent mode during a match, one warning would be given if it happens and after that it would be counted as the player's loss.

**Any disputes should be brought up to the organizing committee, and the decision taken by the organizing committee in any situation is final.**



# CARROM BOSM 2023

## Rules of the Tournament

- 1) Depending on the number of participating teams, a qualifying round might take place where each team will play a one-off session(team1 vs team2), played in the format of the pool stage sessions, and the winners qualify to the pool stage.
- 2) Total no. of teams qualified for the pool stage shall be divided into two pools. 3) Each pool will have a league system.
- 4) The top two teams from each pool will move on to the final stage.
- 5) Every team must have 4 members + 1 extra member as a replacement, both boys and girls can register, even mixed teams are allowed.
- 6) For all the stages , team 1 vs team 2 (called a session), both teams have to declare which match will be played by which player on a separate declaration sheet before matches ( unknown to the opponent).
- 7) A player can maximum play 1 single and 1 doubles for team 1 vs team 2 (session).
- 8) If a team decides to use their replacement player he/she will adopt the properties of the replaced players. And the replacement also needs to follow the rule of maximum of 1 singles and 1 doubles.
- 9) **If any team is more than 10 minutes late than the reporting time, the match will be forfeited.**

### POOL STAGE:

- 1.) For every team 1 vs team 2 there shall be following matches played:
  - 2 singles + 2 doubles + 1 tiebreaker(singles) if required
  - Each match will be of 6 boards /15 points whichever is achieved earlier.
- 2.) On completion of pool stage if two or more teams have won against equal no. ofopponent teams then the tie shall be resolved using Net Point Allotment (NPA), explained later.

### SEMI - FINALS & FINALS :

- 1.) For every team 1 vs team 2 there shall be following matches played:
  - 2 singles + 2 doubles + 1 tiebreaker (singles) if required
  - Each match will be of 8 boards /25 points whichever is achieved earlier.

- 2.) The first team of pool A will play against the second team of pool B and viceversa.
- 3.) The winning teams will proceed to the finals and the losing team plays for the third spot.
- 4.) The finals and third-spot session will follow the same format as the semi finals.

**Net point allotment system :**

- 1.) For every team, the NPA will be the difference of the points earned and conceded by the team in all the matches, divided by the total number of boards played by the team in all the matches.
- 2.) If a team forfeits a particular match, the points for that particular match will be allotted as 15 for the winner and the forfeited team gets a zero, with number of boards equalling 3, for the purpose of calculating NPA. This only happens when a team decides to forfeit a match and not in case the match is redundant to play.

# **Carrom rules :**

## **Sitting position**

1. The position adopted for sitting by a player before taking his turn to strike may be changed at any time provided the chair or stool on which he is seated is not lifted, moved and/or disturbed after the turn of the last player before him is completed.
2. During the “board”, no part of a player’s body, except the playing arm, shall touch the Carrom Board, stand or table on which the C/B is placed.
3. No part of the body, except the “hand” of the player, shall go beyond the imaginary lines of the arrows. “Hand” shall mean the portion of the playing hand from the fingers up to the wrist.

## **How to Strike**

4. Any hand may be used in play.
5. a) While making a stroke, the elbow of the playing hand shall not come within the playing surface nor shall extend beyond the imaginary lines of the arrow. b) The “hand” may, however, cross the arrow.
6. The striker shall be struck and not be pushed.
7. a) While making a stroke, taking the support of the Stand or Table of the C/B and/or keeping the legs on the rim of the stand/table by the player is not permissible.  
b) However, hands may rest on his body, and legs may rest on the rim of the stool or chair on which he sits. Hands cannot take support of stool or chair.

## **Break**

8. a) Break is not considered to have been made if no C/m is touched by the Striker in its usual run or jumping out. In that case, a maximum of two more chances shall be allowed.  
b) If after a permissible number of chances, no C/m is touched, the right to Break shall be lost. The turn to play shall pass on to the opponent who shall have black C/m for play, but no re-arrangement of C/m already arranged shall be permitted. The above condition will prevail till the break is affected.  
c) If a player in his attempt to break plays an improper stroke or pockets his striker without touching any of the c/m, he shall lose his turn. However, due/penalty shall not be applicable.

## **How to Score**

9. The value/points are as follows:
  - i) Queen: 3 points up to and including 21 points.
  - ii) C/m: 1 point each.

10. A game shall be of 25 points or eight boards. The player who reaches 25 points first or leads after the eighth board shall win the game.

11. If the score is equal at the end of the eighth board (tie), an extra board shall be played to decide the winner. Before the extra board, there shall be a toss to choose break only.

## **Foul**

12. a) A Foul shall entail one C/m of the offending player being brought out for placing by the opponent, and the turn to play shall be lost.

b) While pocketing the C/m and/or Queen, if a Foul is committed, the number of C/m and/or Queen so pocketed with an additional C/m shall be brought out for placing. The turn of the player shall be lost.

## **C/m Overboard**

13. a) If a C/m and/or Queen jump out of the playing surface, the jumped C/m and/or the Queen shall be placed by the Umpire in the Center Circle, if space permits, covering it entirely or the maximum portion of it that is available.

b) If both the Queen and a c/m jump in the same stroke, preference shall be given to place the Queen first and then jumped c/m shall be placed, touching the Queen, in the opposite direction of the player presently having his turn.

c) If both White and Black c/m jump in the same stroke, preference shall be given to place the c/m of the player who made that stroke first, and the other c/m shall be placed, touching the first c/m in the manner described in Rule 13(b).

d) If more than 2 c/m jumps in the same stroke, the placing of the first 2 c/m shall be by Rule 13(b) and Rule 13(c). The rest of the c/m shall be placed, touching the first 2 c/m, as far as possible.

## **Dues and/or Penalties**

14. a) If a player pockets his Striker alone in a proper stroke, his turn shall be lost, and one of his C/m will be taken out as a penalty by his opponent for placing. Such penalty C/m shall be called "Due".

b) If a player pockets his Striker alone in an improper stroke, his turn shall be lost, and two of his C/m will be taken out by his opponent for placing. Such penalty C/m shall be called "Due and foul."

c) If this happens before any of his C/m has pocketed the penalty, and Due shall remain outstanding and shall be taken out as soon as they are available.

15. If a player pockets the Striker with his own C/m by a proper stroke, the number of C/m so pocketed, with a Due C/m, shall be taken out for placing, and the player shall continue his turn.
16. a) If a player pockets his own C/m by an improper stroke, the C/m so pocketed with a Penalty C/m shall be taken out for placing by the opponent, and the player shall lose his turn.  
b) If a player pockets his own C/m with the striker by an improper stroke, the C/m so pocketed with two C/m, one as Due and the other for Penalty shall be taken out for placing by the opponent, and the player shall lose his turn.
17. a) In Doubles the Due and/or penalty C/m shall always be taken out for placing by the player who is sitting on the right-hand side of the player having his turn at the time of availability of C/m.  
b) If, during the turn of a player, he pockets the C/m of the opponent with or without his C/m and the Due and/or penalty C/m becomes available, the player himself shall take out the C/m for placing.
18. a) If Due and/or penalty C/m is available for placing, but sufficient space is not available, the player who has to place the C/m shall be permitted to do so immediately after space becomes available.  
b) In Doubles, however, if the eligibility to place the Due and/or penalty C/m, has passed on to the partner, the partner alone shall have the right to take out and place the C/m.
19. If space is available for placing the Due and/or penalty C/m, but the player who has to place the C/m does not desire to risk a Foul, he shall lose his chance to place, and his claim for placing shall stand forfeited.
20. a) While placing the Due and/or penalty C/m, if a player places his own C/m by mistake, it has to be rectified if pointed out by the umpire or the opponent. A Foul shall be declared as per the Laws.  
b) If not noticed either by the Umpire or the opponent before the next stroke is made, the C/m so placed shall be regarded as valid.
21. a) Placing shall be considered as complete once the finger is removed from the C/m provided the C/m placed is inside the Outer Circle.  
b) However, while placing Due and/or penalty C/m holding of any other C/m and/or striker is not permitted.
22. If a player places or moves the Due and/or penalty C/m away from the Outer Circle, he shall be asked to place the C/m inside the Outer Circle. A Foul shall be declared as per Laws.

23. Due and/or penalty C/m shall not be placed covering the Center Circle wholly or partially. If placed, the player shall be asked to rectify. A Foul shall be declared against the offending player as per the Laws.

## **Queen**

24. A player has the right to pocket the Queen and to cover it provided a c/m of his own has already been pocketed.

25. If the Center Circle is partially or completely covered by other C/m, the Queen shall be placed so as to occupy most of the uncovered portion or in any position adjacent to the Center Circle in such a way so that it is not easy to pocket for the player having his turn. The placing of the Queen by the Umpire, in such a situation, shall be final.

26. a) If the Queen is pocketed before any C/m of the player is pocketed, the Queen shall be taken out for placing, and the player shall lose his turn.

b) If a player pockets the Queen, while there is a Due against him, the Queen shall be taken out for placing, and the player shall lose his turn.

c) However if after recovery of Due and/or penalty, all the nine C/m are on the C/B, a player shall have the right to pocket the Queen and to cover it. d) If at the break or in a subsequent stroke when all his nine C/m are on the C/B, the Queen is pocketed along with the Striker, the Queen shall be taken out for placing, and a Due shall be declared. The player shall lose his turn.

27. a) If the Queen and the C/m of a player are pocketed together in one stroke, the Queen shall be considered covered.

b) However, at the Break and/or in any subsequent stroke, when all nine C/m of the player are on the C/B, if the Queen and one of the C/m are pocketed together, the Queen has to be covered. If more than one C/m and the Queen are pocketed together, the Queen shall be considered covered.

28. a) While covering the Queen by a proper stroke, if a player pockets the striker along with his C/m, the C/m so pocketed plus one C/m is due shall be taken out for placing by the opponent. The player shall, however, continue his turn. If in that subsequent stroke no C/m of the player is pocketed, the Queen shall not be considered to have been covered and it shall be taken out for placing.

b) While covering the Queen, if a player pockets his Striker along with his C/m by an improper stroke, the C/m so pocketed plus two C/m as due and penalty shall be taken out for placing by the opponent and the player shall lose his turn. The Queen shall be taken out for placing by the Umpire.

29. a) While covering the Queen a player pockets the last C/m of his own together with the last C/m of his opponent by a proper stroke, he shall be awarded 3 points. If the score is 22 or more, he shall win by 1 point.

b) While covering the Queen, if a player pockets the last C/m of his own together with the last C/m of his opponent by an improper stroke the opponent shall win by three points. If the score is 22 or more, he shall win by one point. if demanded, an additional point for the improper stroke shall be awarded to the opponent.

30. a) While covering the Queen, if a player pockets the last C/m of his opponent by a proper stroke, he shall lose the Board by the number of his C/m lying on the C/B together with the points for the Queen. If the score of the opponent is 22 or more, he shall lose by the number of C/m only.

b) While covering the Queen, if a player pockets the last C/m of his opponent by an improper stroke, he shall lose the Board by the number of his C/m lying on the C/B together with the points for the Queen. If the score of the opponent is 22 or more, he shall lose by the number of C/m only. if demanded, an additional point shall be awarded to the opponent.

31. If a player pockets the last C/m of his own and of his opponent by a proper stroke while the Queen is on the C/B, the opponent shall be awarded 3 points. If the score is 22 or more, he shall be awarded only 1 point.

32. If a player pockets the last C/m of his opponent by a proper stroke, when the Queen is on the C/B, he shall lose the Board by the number of his own C/m lying on the C/B together with the points for the Queen. If the opponent's score is 22 or more, he shall lose by the number of C/m only.

33. If a player pockets his last C/m by a proper stroke leaving the Queen on the C/B, he shall lose the Board by 3 points. If the opponent's score is 22 or more, he shall lose by one point.

34. If a player pockets his last C/m along with the Striker leaving the Queen on the C/B by a proper stroke, he shall lose the Board by 3 points. If the score of the opponent is 22 or more, he shall lose by one point. One additional point for the pocketed striker shall be awarded if demanded by the opponent.

35. If a player pockets the Queen, his last C/m, the last C/m of his opponent by a proper stroke together with the Striker, the player shall lose the Board by 3 points. If the score of the opponent is 22 or more, he shall lose by one point. One additional point for the pocketed striker shall be awarded if demanded by the opponent.

36. If a player pockets the last C/m of his own and of his opponent together with the Striker by a proper stroke he shall lose the Board by one point, if the Queen has been covered by him. One additional point for the pocketed Striker shall be awarded if demanded by the opponent.
37. If a player pockets the last C/m of his opponent along with the Striker leaving the Queen on the C/B by a proper stroke, he shall lose the Board by the number of his C/m lying on the C/B plus the value of the Queen. If the score is 22 or more, he shall lose by the number of C/m only. One additional point for the pocketed Striker shall be awarded if demanded by the opponent.
38. If a player pockets the last C/m of his own and of his opponent together with the Striker by a proper stroke, he shall lose the Board by 3 points, if the Queen has been covered by the opponent. If the score of the opponent is 22 or more, he shall get one point. One additional point shall be awarded if demanded by the opponent.
39. If the Queen rests perilously at the mouth of the pocket and actually falls into the pocket for any reason, it shall be considered to have been (duly) pocketed.

### **General Carrom Rules**

40. A player's turn begins the moment he has placed his striker on the C/B.
41. If the Stroke is made from the Base Circle, the Striker must cover the Base Circle fully but shall not touch the arrow.
42. In doubles, during the course of a Board, the partners are not allowed to talk or communicate with each other by gestures. Any violation in this regard shall be penalized with a Foul as per the laws.
43. Players shall not talk to the spectators during the course of a game without the permission of the Umpire.
44. The run of the Striker shall not be tested on the playing surface during the course of a Board.
45. If the players pass over their turn consecutively for 3 times each, that particular Board shall be canceled and be replayed.
46. In case of any unforeseen circumstances beyond the control of the Umpire, that particular Board shall be replayed.
47. If a C/m is damaged by a stroke during the course of the Board, the position of the bigger part of the damaged C/m is considered for all purposes and the Umpire's decision shall be final.
48. In the event of the C/m lying on the Baselines/Base Circles, preventing the player from taking a stroke for want of space for placement of his Striker, that Board shall be replayed.
49. In case of a foul, the opponent has to claim. Only then will the referee take his decision.



50. If the turn is availed by a player who plays out of turn, before the Umpire could control, he shall lose the board by the number of C/m and Queen as were on the C/B at the time of making the first out of turn stroke. If the above remains unnoticed by the Umpire or opponent, till the next stroke is taken, the turn shall be allowed and the next turn shall be as per the Laws. **51.If the score is equal at the end of the last board (tie), an extra board shall be played to decide the winner. Before the extra board, there shall be a toss to choose break only.**

### **Loss of Entire Match**

52. A player shall be liable to lose the entire match for any act of indiscipline and/or any of the following: a) Refuses to abide by the decision of the Umpire. b) Disturbs and distracts the attention of the opponent while at play more than twice, despite Umpire's warning.

**\*\*RULES & SCHEDULE ARE SUBJECT TO CHANGE IN THE SPIRIT OF THE GAME & FESTIVAL AND THE FINAL DECISION RESTS WITH THE ORGANIZERS.\*\***

# **BOSM '23 BASKETBALL**

## **General Rules:**

- The tournament will be conducted according to the International Basketball Federation(FIBA) Rules as adopted from time to time by the Indian Basketball Federation unless otherwise modified.
- The referee's decision will be final in case of any contention.
- All the teams will have to report at least 15 minutes before their scheduled match time and if any team is more than 5 minutes late than the reporting time, the match will be forfeited.

## **Tournament structure and Rules:**

- The game will be of 4 quarters of 8 minutes each with 2 minutes break after a quarter and 5 minutes break at half-time.
- The number of players representing any college shall not exceed 12 and shall not be less than 6.
- There will be 2 or 4 pools depending on the number of teams and pool stage matches will be followed by the quarter-finals, semi-finals, 3rd place match, and finals.
- On completion of the league matches, if two or more teams have the same points, then the tie shall be resolved as follow:
- If two teams are tied, head-to-head wins among the teams will be considered to break the tie.
- If the tie remains, the basket average will be used to determine the placing, considering only the results of the games between the teams that tied.
- If the tie remains, the placing will be determined using the goal average from the results of all their games played in the group.
- During matches if the score is the same after the end of the scheduled time, Basketball Federation Rules will be applied, i.e. the game shall continue with as many extra periods of 4 minutes as is necessary to break the tie.
- 4 time-outs of 20 seconds duration each are allowed in total for each team.

# **BOSM '23 BASKETBALL**

## **General Rules:**

- The tournament will be conducted according to the International Basketball Federation(FIBA) Rules as adopted from time to time by the Indian Basketball Federation unless otherwise modified.
- The referee's decision will be final in case of any contention.
- All the teams will have to report at least 15 minutes before their scheduled match time and if any team is more than 5 minutes late than the reporting time, the match will be forfeited.

## **Tournament structure and Rules:**

- The game will be of 4 quarters of 10 minutes each with 2 minutes break after a quarter and 5 minutes break at half-time.
- The number of players representing any college shall not be more than 12.
- There will be 2 or 4 pools depending on the number of teams and pool stage matches will be followed by the quarter-finals, semi-finals, 3rd place match, and finals.
- On completion of the league matches, if two or more teams have the same points, then the tie shall be resolved as follow:
- If two teams are tied, head-to-head wins among the teams will be considered to break the tie.
- If the tie remains, the basket average will be used to determine the placing, considering only the results of the games between the teams that tied.
- If the tie remains, the placing will be determined using the goal average from the results of all their games played in the group.
- During matches if the score is the same after the end of the scheduled time, Basketball Federation Rules will be applied, i.e. the game shall continue with as many extra periods of 4 minutes as is necessary to break the tie.
- 4 time-outs of 20 seconds duration each are allowed in total for each team.

# **BOSM'23**

BITS Open Sports Meet

## ***Athletics Rules and Regulations***

**\*\*This rulebook is binding and will be strictly followed in the course of the tournament.**

The competition shall be conducted under the **International Athletics Federation Rules** as adopted from time to time by AFI unless otherwise modified in these rules. Except for Relay races, each college is entitled to enter not more than two competitors. For relay races, not more than one entry of four with one reserve shall be accepted.

As far as possible, changes, if any, should be intimated fifteen minutes before the start of the event. Lots for lanes will be drawn as soon as the first call is given. In a standard track of eight lanes, distribution of lanes and qualifying to subsequence round will be done as per standard rules for 100m, 200m, 400m run. An athlete can participate in a maximum of three events, excluding relays.

### **LIST OF EVENTS**

The events to be held in BOSM 2023 and their corresponding points are shown in the table below:

Sl. No.	EVENT	CATEGORY	POINTS			
			1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>
1	100m	Men & Women	5	3	2	1
2	200m	Men & Women	5	3	2	1
3	400m	Men & Women	5	3	2	1
4	800m	Men & Women	5	3	2	1
5	1500m	Men & Women	5	3	2	1
6	3000m	Men & Women	5	3	2	1
7	5000m	Men	5	3	2	1
8	High Jump	Men & Women	5	3	2	1
9	Long Jump	Men & Women	5	3	2	1
10	Triple Jump	Men	5	3	2	1
11	Shot Put	Men & Women	5	3	2	1

12	Discus Throw	Men & Women	5	3	2	1
13	4*100m Relay	Men & Women	10	6	4	2
14	4*400m Relay	Men & Women	10	6	4	2
15	4*100m Relay	Mixed	10	6	4	2
16	4*400m Relay	Mixed	10	6	4	2
17	Medley Relay**	Men	10	6	4	2

**\*\*Inclusion of Medley Relay marks its debut in the current edition of BOSM. Its conduction is subjected to appropriate fixture availability, to prioritize participant safety.**

### **TIEBREAKER POINT DISTRIBUTION**

- For an individual event, points will be shared equally by both athletes.
- For relay events the points will be shared by both the teams, points are doubled as the relay events have double weightage as given below :

Positions tied for	No. of teams		
	II	III	IV
I	4.0	3.5	3.0
II	2.5	2.0	1.5
III	1.5	1.0	0.5

- For the athletics championship for men/women, points will be shared as per the tables given below :

Position Tied for (Men)	No. of Tied Teams	
	II	III
I	16	12
II	8	5
III	2	1

Position Tied for (Women)	No. of Tied Teams	
	II	III
I	8	6
II	4	2.5
III	1	0.5

If an athlete, after qualifying in heats, does not participate in the finals without giving a valid reason then as per AFI rules, he/she may be debarred from the competition and will not be considered for best athlete.

BEST TEAM : The sum total of points secured in all the events in athletics by any college will determine 1st, 2nd and 3rd positions as a whole.

BEST ATHLETE : The maximum number of points obtained by an athlete in the individual events of the Athletics championship will be considered. In case of a tie, the athlete with a higher number of gold medals in individual events wins.

### **POINTS TO NOTE**

- Certificates will be awarded to the first three places in all the athletics events.
- Conduction of the events mentioned above are subject to participation. Any event with less than 3 entries will be considered as canceled.
- Starter blocks and vaulting poles are not provided by the organizing team.
- In case of any discrepancy, the decision made by the referee will be final.
- The Mixed Relay team should consist of two girls and two boys.

### **GENERAL REGULATIONS**

1. Unruly behavior of the student members of any team shall be dealt with suitable punishment.
2. Any point not directly covered by these rules, shall be decided in the light of the rules most nearly applicable and in accordance with the general tenor and the spirit of the said rules.
3. All players should come in proper kits (shorts, t-shirts, spikes).
4. The Organizing committee reserves the right to alter scheduled programs under unusual circumstances. Pre-registered participants will be notified beforehand in such cases.

**\*\*RULES & SCHEDULE ARE SUBJECT TO CHANGE IN THE SPIRIT OF THE GAME & FESTIVAL. THE FINAL DECISION RESTS WITH THE ORGANIZING TEAM.**

# BADMINTON BOSM 2023

## Events for Badminton:

- Men's Team Event
- Women's Team Event
- Mixed Doubles Event

## Rules for Men's Team Event:

- Each team needs to have a minimum of 6 players with an upper bound of 7 players per team.
- Every tie consists of 5 matches in a tie (explained below) and every match shall be best of 3 games of 21 points each (with deuce and advantage concept till 30-30. If the score reaches 30-30, the first person to score 31st point wins that game). The sequence of a tie would be:
  - 1st Singles
  - 2nd Singles
  - 1st Doubles
  - 3rd Singles
  - 2nd Doubles
- Only one player is allowed to repeat, that is, he shall be allowed to play both singles as well as doubles match for the team.
- Every match won will contribute +1 to overall tie score of the team and every match lost will contribute +0 to overall tie score of the team
- The team with more points at the end of the 5 matches wins the tie.

## Rules for Women's Team Event:

- Each team needs to have a minimum of 3 players with an upper bound of 5 players per team.
- Every match shall be best of 3 games of 21 points each (with deuce and advantage concept till 30-30. If score reaches 30-30, first person to score 31st point wins that game)
- Only one player is allowed to repeat, that is, She shall be allowed to play both singles as well as doubles match for the team.

- Every match won will contribute +1 to the overall score of the team and every match lost will contribute +0 to overall score of the team.
- The sequence of the matches will be:
  - 1st Singles
  - 1st Doubles
  - 2nd Singles
- The team with more points at the end of the 3 matches wins. (i.e., if it wins 2 out of 3 matches)

#### **Rules for Mixed Team Event:**

- A team can register in mixed team event only if, it has teams in Men's and Women's team event with upper limit of 1 mixed team per college.
- Each team must have a minimum of 3 female and 3 male players with an upper bound of 7 players per team. All players for mixed event should have been registered for Men's and Women's Team events.
- Every tie consists of 5 matches with the concept of a Trump match per team in a tie(explained below) and every match shall be best of 3 games of 21 points each (with deuce and advantage concept till 30-30. If score reaches 30-30, first person to score 31st point wins that game). The sequence of a tie would be:

Men's Singles

Women's Singles

Men's Doubles

Women's Doubles

Mixed Doubles

- Each player can play 2 matches at max.
- Every match won will contribute +1 to overall tie score of the team and every match lost will contribute +0 to overall tie score of the team (Trump Matches have different rules explained below)
- Every team is supposed to fill the player's name for all matches before the tie starts. At that time, both the teams have to choose 1 of the 5 matches as a Trump match from their side.
- If you win the trump match you decided, you get +2 in your overall tie score and losing team gets +0 in their overall tie score.
- If you lose the trump match you decided, you get -1 in your overall tie score and the winning team gets +1 in their overall tie score (since it is not their trump match, it is a normal game for other team)
- In the league stage, a player can play a maximum of 2 trump matches - 1 Singles Trump



match and 1 Doubles Trump match. The same shall apply to the knockout stage.

- The team with more points at the end of the 5 matches wins the tie.

**Tournament format :** Group stage followed by knockout in qualifiers

Each team has to report at least 30 minutes before the match timing, failing to do so will result in a walkover.