

# **ETERNIA FUTSAL TOURNAMENT RULE BOOKLET**

**Organized by AIIMS Guwahati**

## 1. General Rules

- ❖ Format: 9 vs 9 (8 outfield players + 1 goalkeeper).
- ❖ Squad size: Maximum 14 players (9 playing + 5 substitutes).
- ❖ Match duration: 20 minutes each half (40 mins total) with 5-min halftime.
- ❖ Kick-off: Decided by toss.



## 2. Kick-off & Restart

- ❖ Kick-off: Ball can move in any direction; opponents at least 5m away.
- ❖ Kick-ins are used instead of throw-ins:
  - ❖ Ball placed on or just behind the sideline.
  - ❖ Must be kicked within 4 seconds.
  - ❖ Opponents must stand at least 5m away.
  - ❖ Goals cannot be scored directly from a kick-in.
  - ❖ Goal kicks: Taken from inside the penalty area.
  - ❖ Corners: Normal football rules apply.



## 3. Substitutions

- ❖ Maximum 5 substitutes per team.
- ❖ Substitutions are rolling (players may re-enter).
- ❖ Must enter/exit from halfway line with referee's approval.



## 4. Offside Rule

- ❖ There is no offside in futsal. Players are free to position themselves anywhere on the court.

◆ However, players must not disturb or block the goalkeeper's line of sight intentionally.

◆ Standing persistently in front of the goalkeeper to obstruct or distract will be treated as unsporting behavior and punished by the referee.



## 5. Fouls & Misconduct

◆ Normal football fouls apply (tripping, pushing, handball, etc.).

◆ Sliding tackles discouraged to avoid injuries (referee's discretion).

◆ Yellow card = caution.

◆ Red card = player sent off, no replacement (team continues with 8 players).



## 6. Free Kicks

◆ Direct Free Kick (DFK): A goal may be scored directly from the kick.

◆ Indirect Free Kick (IFK): Ball must touch another player before entering the goal. Referee signals IFK by raising one arm straight up until the ball is touched by another player.

◆ Wall Distance: Opponents must stand at least 5 metres away from the ball.

◆ Time Limit: Free kick must be taken within 5 seconds of referee's whistle.

◆ Indirect Free Kick is awarded if:

◆ A player prevents the goalkeeper from releasing the ball.

◆ The goalkeeper holds the ball for more than 6 seconds.

◆ The goalkeeper touches the ball again with hands after releasing it, before another player has touched it.

◆ The goalkeeper handles a deliberate back pass from a teammate's foot.

◆ The goalkeeper handles the ball directly from a teammate's kick-in.



## **7. Goalkeeper Rules**

- ◆ Must release ball within 6 seconds when in control.
- ◆ Normal football rules apply inside penalty area.



## **8. Scoring**

- ◆ A goal is valid when the entire ball crosses the goal line.
- ◆ Goals can be scored from anywhere on the field.



## **9. Tie-breakers (Knockout Stage)**

- ◆ Extra time: 2 halves of 5 minutes each.
- ◆ If still tied ® Penalty shootout (5 each, then sudden death).



## **10. Fair Play & Discipline**

- ◆ Referee's decision is final.
- ◆ Abusive language, dissent, or violent conduct ® red card + suspension from tournament.



## **11. Standard Rule Clause**

- ◆ If any situation or rule is not covered in this booklet, then standard FIFA rules will apply.





These rules of Kabaddi is in accordance with the approval of the General Assembly of the World Kabaddi Federation held in India on 4<sup>th</sup> November 2004. They came into force immediately for the continental and other International Tournaments.

### **Modifications**

Subject to the recommendation of the Rules Committee through Executive Board and approval of the General Assembly of WKF provided the principles of these Rules are maintained any or all of the following modifications are permissible:

1. Size of the field of play.
2. Number of players and substitutes.
3. Weight and age of players.
4. The duration of the periods of play.
5. Rules of play and Scoring.

### **Male and Female**

References to the male gender in the Rules in respect of referees, umpires, scorers, assistant scorers, players and officials are for simplification and apply to both males and females.

## **RULE I**

### **GROUND**

#### **A. Ground**

The Ground and appurtenances shall be as shown in the following plan in Appendix.

#### **Dimensions**

1. The Ground must be rectangular.
2. The surface of the ground must be level and soft.
3. For international matches the ground will be laid with approved Foam Mats.
4. There should be a minimum of four meters of free space surrounding the ground in all directions.

### **Men's Open and Junior Boys Matches**

Length: 12.5 meters  
Width: 10.0 meters

### **Women's Open, Junior Girls and Sub-Junior Boys and Girls**

Length: 11.0 meters  
Width: 8.00 meters

#### **NOTE:**

1. No kind of commercial advertising, whether real or virtual, is permitted on the ground from the time the teams enter the ground until they have left it at half - time and from the time the teams re-enter the ground until the end of the match. In particular, no advertising material of any kind may be displayed on the ground.
2. There shall be no advertising of any kind within the technical area.

#### **B. Play-field**

1. The play-field is the portion of the ground which measures 12.5 meters by 8 meters for Men and Junior Boys before struggle and does not include the lobbies.
2. The play-field is the portion of the ground which measures 11 metres by 6 metres for the Women, Junior Girls and Sub-junior boys and girls before struggle and does not include the lobbies.

#### **C. Court**

1. Each half of the play-field divided by the mid-line is known as the Court.
2. The Court measures 6.25 m x 8 m for the Men's and Junior Boys.
3. The Court measures 5.5m x 6m for the women's, junior girls and sub-junior boys and girls.

#### **D. Lobbies**

1. The stripes on each side of the play-field, measuring one metre in width, is known as the lobby.
2. The lobby measures 12.5 m x 1 m for the men's and junior boys and 11 m x 1m for the women's, junior girls and sub-junior boys and girls.

## **E. Ground Markings**

1. The Ground is marked with lines with width not exceeding 50 millimeters (5.0 centimeters) .All the lines are included in the play-field.
2. If the markings become displaced or unclear, play is stopped until it is repaired or replaced in position.
3. The Ground is divided into two equal halves measuring 6.25m x 10m by the midline (March-Line) for the men's and junior boys.
4. The Ground is divided into two equal halves measuring 5.5m x 8m by the midline (March-Line) for the women's, junior girls and sub-junior boys and girls.

## **F. Boundary**

The lines on the four sides of the play-field are known as the boundaries and form part of the play-field.

## **G. Mid Line (March Line)**

1. The Mid Line which divides the Ground into two courts will measure 10 meters for the men's and junior boys.
2. The Mid Line which divides the Ground into two courts will measure 8 meters for the women's, junior girls and sub-junior boys and girls.

## **H. The Baulk Line**

1. The Baulk Line is drawn 3.75 meters from the Midline for the men's and junior boys and will measure 8 meters in length. The Baulk line shall not cover the lobbies.
2. The Baulk Line is drawn 3.00 meters from the Midline for the women's, juniors girls and boys and girls sub-juniors and will measure 6 meters in length. The Baulk line shall not cover the lobbies.

## **I. Bonus Line**

1. The bonus line shall be drawn through the entire width of the play-field parallel to the baulk line and towards the end line.
2. It shall be drawn at a distance of 1 metre (excluding the lobbies) from the baulk-line on either courts.

## **J. Sitting Block**

1. The sitting block shall be drawn at both ends of the play-field at a distance of 2m from the end lines.

2. It shall measure 1 m x 8 m for Men's and Junior Boys and 1m x 6m for women's, junior girls, and sub-junior boys and girls.

## **K. Technical Area**

1. The technical area is the designated seated area for a technical staff and substitutes.
2. Technical areas may vary between stadia.
3. The number of persons permitted to occupy the technical area is defined by the competition rules.
4. The occupants of the technical area are identified before the beginning of the match in accordance with the competition rules.
5. The coach and other officials must remain within the confines of the technical area except in special circumstances, for example, a physiotherapist or doctor entering the field of play, with the referee's permission, to assess an injured player.
6. The coach and other occupants of the technical area must behave in a responsible manner.

## **RULE II**

### **Players**

#### **A. Composition**

1. Each team shall consist of 10 to 12 players.
2. A match is played by two sides, each consisting of not more than seven (7) players.
3. Each side must name (3 to 5) reserve players.
4. A match may not start if either team consists of fewer than seven players.
5. A match should not continue if there are fewer than five players in either team, owing to injuries or players being debarred. This rule is not applicable for players being given temporary suspension.

#### **B. Players**

1. A player who enters the opponent's court with the approved chant is known as the raider.
  - a) The Raider must begin his chant before he touches the opponents court
  - b) The raid begins when the raider enters the opponent's court with the approved chant.
  - c) Teams will raid alternatively until the end of the half or match.
2. All the players in the court where a raid is taking place is known as anti/s or anti-raider/s.
3. The weight categories for the various age-groups are as follows:

## **Men**

- a) 88kg and below for all international multi sports events
- b) 88kg and below for all continental Championships
- c) Choice of 88kg and below or Open weight for all other international competitions

## **Women**

Open weight for all a international competitions.

### **Youth Under-23 (Men)**

- a) 75kg and below for all Continental Championships
- b) Choice of 75kg and below or Open weight for all other international competitions

### **Youth Under-23 (Women)**

Open weight for all other international competitions including continent Championship.

### **Junior Under-19 (Boys)**

65kg and below for all international tournaments

### **Junior Under-19 and Under-17 (Girls)**

Open weight for all international tournaments

### **Sub-juniors Under-15 (Boys and Girls)**

55kg and below for boys and open weight for girls for all international tournaments

### **Note:**

1. The weight check for players shall be conducted one hour before the commencement of the competition.
2. The weighing machine, preferably digital, must be calibrated and approved by the Technical Delegate.

### **C. Substitution**

1. Substitutions can be made during time-out periods and half- time only.
2. Either team can make substitution, even if the opposing team calls the time-out.
3. During official time-outs only the injured players can be substituted at the discretion of the referee.
4. Substituted players can be re-substituted.
5. Up to a maximum of five players can be substituted at a time.
6. Substitution of out players is not permitted.

7. Substitution of suspended players during a match is also not permitted.
8. Substitution of players is not permitted during the tie-breaker and sudden death plays.

#### **D. Substitution Procedure**

**To replace a player by a substitute, the following conditions must be observed:**

1. The referee is informed before any proposed substitution is made by either the team captain or coach.
2. A substitute only enters the ground after the player being replaced has left and after receiving a signal from the referee.
3. A substitution is completed when a substitute enters his court.
4. All reserve players are subject to the authority and jurisdiction of the referee, whether called upon to play or not.

#### **E. Infringements/Sanctions**

**If a substitute enters the court without the referee's permission:**

1. Play is stopped
2. The opposing team is given a technical point.
3. The chance of raid remains with the same team and play is restarted

### **RULE III**

#### **The Players' Equipment**

##### **A. Safety**

1. A player must not use equipment or wear anything, which is dangerous to himself or another player (including any kind of jewellery).
2. Nails of the players must be closely clipped.
3. Application of oil based substance to the body or limbs is prohibited.
4. Players with long hair (below shoulder length) are required to neatly tie and clip the hair into a bun shape.
5. Doping is not allowed by either player or official. The WKF will follow the doping code adopted by the INOC and IOC.

##### **B. Basic Equipment**

**The basic compulsory equipment of a player is :**

### **Jersey or T-shirt.**

1. The numberings on the back is must with a minimum of 15 centimeters and maximum of 17 centimeters.
2. The numberings on the front must be on the right side chest area and must be a minimum of 10 centimeters and a maximum of 12 centimeters.
3. No sponsors logo or name is permitted on the back portion of the jersey or T-shirt. Only the teams or players name is permitted.
4. Sponsors logo is permitted on the front portion of the jersey or t-shirt. A maximum of two logos measuring not larger than 10 cm x 10 cm is allowed.

### **Shorts**

5. If thermal undershorts are worn, they are of the same main colour as the shorts.
6. All shorts must be numbered on both sides measuring a minimum of 10 cm.
7. Footwear and stockings are not compulsory.
8. Only canvas shoes with plain rubber soles without studs are permitted.

### **Supporters**

9. Approved light head-gears are permitted at the discretion of the referee.

## **C. Infringements/Sanctions**

### **For any infringement of this Law:**

1. Play is stopped
2. The player at fault is instructed by the referee to correct his equipment
3. The referee checks that the player's equipment is correct before allowing the start or restart

## **RULE IV**

### **The Duration of the Match**

#### **A. Periods of Play**

##### **For Men and Junior Boys**

1. A match lasts two equal periods of 20 minutes.
2. Players are entitled to an interval at half-time. The half-time interval must not exceed five (5) minutes.

##### **For Women, Junior Girls and Sub-junior Boys and Girls**

1. A match lasts two equal periods of 15 minutes.
2. Players are entitled to an interval at half-time. The half- time interval must not exceed five (5) minutes.

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

### **B. Time-out**

1. Each team is allowed to take a maximum of two time-outs in each half where either team is permitted to make substitution.
2. The duration of a time out will be thirty (30) seconds only.

#### **Official time-out**

1. Only the referee can give official time-outs.
2. Such time-outs are permitted only in the event of any injuries to the players.
3. The duration of official time-outs shall not exceed two (2) minutes.
4. Injured players can be substituted during official time-outs at the discretion of the referee.

#### **NOTE:**

1. Players are not allowed to leave their respective courts during time-outs or official time-outs.
2. Reserve players/out players and team officials are not allowed to enter their teams court during time-out or official time- outs without the permission of the referee.
3. Any violation of the above rules, will result in a Technical Point being awarded to the opponents.

### **C. Temporary Suspension**

1. The referee can declare temporary suspension of a match *based* on the following conditions:
  - a) Failure of light
  - b) Bad weather
  - c) Crowd disturbance
  - d) Equipment failure
  - e) Any other circumstances at the discretion of the referee
2. The duration of a temporary suspension shall not exceed more than twenty (20) minutes.
3. If the match is suspended for 20 minutes or less, the match is continued.
4. If the match is suspended for more than 20 minutes, it shall be declared abandoned.
5. During temporary suspension, players shall not leave their respective courts without the permission of the referee.
6. Reserve players, out players and officials are not permitted to enter the play-field without the permission of the referee.
7. A Technical point will be given against the side that violates these rules.
8. No substitution is allowed during temporary suspensions.

## **D. Abandoned Match**

1. An abandoned match is replayed unless the competition rules provide otherwise.
2. Teams are allowed to change their line-up if the match is replayed.

## **E. Allowance for Time Lost**

Allowance is made in either period for all time lost through:

1. Time-out ( s )
2. Official time out(s)
  - a. Assessment of injury to players
  - b. Removal of injured players from the court for treatment
3. Temporary suspension

The allowance for time lost is at the discretion of the referee.

## **Rule V**

### **A. The Start and Restart of Play**

1. A coin is tossed and the team which, wins the toss, decides choice of raid or court.
2. If the side that wins the toss chooses to raid first, the opponents would be given the choice of court and vice-versa.
3. In the second half, teams will change courts.
4. The side that did not opt for the first raid of the match, shall send their raider first in the second half.
5. The number of players for each team at the start of the second half shall remain the same as it was at the end of the first half.
6. Teams are allowed to make substitution of players who are in court at the end of the first half only. Out players cannot be substituted.

## **Rule VI**

### **Rules of Play**

#### **A. The player is in breach of the rules of play when:**

1. Loses his chant in the opponents court during a raid.
  - a) The repeated word of the 'kabaddi' without break, clear sounding and in one respiration is defined as a chant.
  - b) If any other chant other than the word 'kabaddi' is used, the Raider shall lose his turn of raid and given a warning. The chance of raid will switch to the opponents.

- c) A chant must be started and continued in one respiration. Failure to do so would result in the Raider being declared out.
- d) The chant must be started from the Raiders court before making contact with the opponent's court.
- e) All raids must commence within five (5) seconds from the completion of the previous raid.
- f) If the Raider starts his chant after making contact with the opponents court (late chant), he shall lose his turn of raid and the team would be given a warning. The chance of raid will switch to the opponents.
- g) The Raider must maintain the chant until he reaches his court without any breach of the Rules of the Game.
- h) If he loses his chant in the opponent's court, he shall be declared out.

2. Any part of his body crosses and touches the ground outside the boundary.

- a) The player shall be out and the umpire or referee shall take immediate steps to take the player out.
- b) The Raid is over if the Raider goes out of bounds.
- c) The Raid is continued if the violation is made by anti/s.
- 1. If Raider fails to reach his court, after being held by the anti/s who had gone out of bounds, the raider shall be declared not out while the anti/s who had gone out of bounds will be declared out.
- 2. If Raider reaches his court, after being held by the anti/s who had gone out of bounds, the raider shall be declared not out while the anti/s who had gone out of bounds together with the anti/s who had come in contact with the Raider will be declared out
- d) The lines of the boundary are within the play-field.
- e) This rule does not apply during struggle.
- 1. When the anti/s comes into contact with the Raider, it is called struggle. As soon as touch/struggle is made, the play-field would include the anti's lobbies.
- 2. After struggle is over, the Raider involved in the struggle is allowed to use the lobbies to enter his court.

3. Fails to make a successful raid

- a) When the Raider Raides crosses the Baulk line of the defending team at least once during course of a raid and reaches his court with chant, it is known as a successful raid.
- b) If the Anti/s are put out, the Raider need not cross the Baulk line but must reach his court with chant.
- c) The Baulk line is said to be completely crossed by if any part of the body of the Raider has got contact with the ground between the Baulk line and the end line of the opponent's court. And no part of the body of the Raider has got contact with the ground between the midline (March line) and the Baulk line.
- d) If the Raider reaches his court with any part of his body or even clothing, shoes or any other outfits without the breach of the Rules of the Game, he is deemed to have reached his court safely and the turn of raid is over.
- e) The portion of contact made to his own court must be through the midline (march- line)

4. Going into an opponents court out of turn

- a) When a Raid is on, the anti/s shall not touch the Raiders court (including the lobbies) The anti/s who violates this Rule shall be declared out while the raid is allowed to continue.
- b) If these anti/s holds a raider or helps to hold the raider, the anti/s is declared out. The Raid is allowed to continue. At the end of the Raid, if the Raider fails to reach his court, the Raider is still declared safe while the anti/s who violates the above rule is declared out.
- c) However, if the Raider manages to reach his court, all the anti/s he had touched will be declared out together with the anti/s who had violated the above rule.
- d) When a side sends more than one player at a time into an opponent's court for a raid, the team is given a warning.
- e) If the rule is violated again, the first Raider shall be send back and lose his chance of raiding. All the other players who had entered the opponents court shall be declared out.
- f) If a Raider goes out of turn, the Umpire or Referee shall order the Raider back. The team is given a warning.
- g) For every subsequent breach of the above rule, a Technical point is awarded to the opponents.

5. If a Raider is warned or in any way instructed by one of his team members/officials.

- a) The Raid is allowed to continue
- b) The opponent team is given one (1) technical point.

Only the captain or the leader may speak to his players during a match. This applies only to his team members in his own court only.

6. If the Raider or Anti/s makes physical contact with any other players outside the court of play

- a) The player in the court making the breach shall be declared out

7. When the Raider is held by unfair means by the anti/s

- a) If the anti/s hold the raider without breach of the Rules of the Game, and keep the raider in their court without allowing him to reach his court until he looses his chant, the Raider is declared out. However:
- b) The anti/s shall not deliberately stifle the chant of the Raider by shutting his mouth or use violent tackles, any type of scissoring or any unfair means. If such methods are used by the anti/s, the Raider shall not be declared out.
- c) No anti shall deliberately catch the Raider by his clothes or hair. If the anti/s violates this rule, the anti/s would be declared out and the Raider shall be declared safe.
- d) No anti shall deliberately push or pull the Raider out of the boundary by any parts of his body. If the anti/s violates this rule, the Raider shall be declared safe and the offending anti/s will be declared out.
- e) The Raider should not be deliberately held by any part of his body other than his limb or trunk. The anti/s who violate this rule on the first instance shall be declared out and the Raider shall be declared safe.

8. The Raider uses unfair means to escape from antis

- a) No Raider shall deliberately push or pull the Anti/s out of the boundary by any parts of his/their body. If the Raider violates this rule, the Raider shall be declared out and the anti/s will be declared safe.
- b) The Anti/s should not be deliberately held by any part of his/their body other than his/their limb or trunk. The Raider who violates this rule on the first instance shall be declared out and the Anti/s declared safe.

## B. Revival

- a) Players are revived when any player from the opposing team is out
- b) One player is revived for each opponent out.
- c) Players are revived in the same order they were out.
- d) Players out in a raid cannot be revived in the same raid.
- e) Revival is not applicable for bonus line crossing, technical and lona points.

f) Revival is not applicable in the tie-breaker and sudden death situations.

### C. Pursuit

- a) When a Raider rushes into the opponent's court with chant and without breach of Rules, with the intention to put out the returning Raider, it is known as pursuit.
- b) Pursuit is applicable when raider returns to his court with touch.
- c) Pursuit is applicable when raider returns to his court after a successful raid.
- d) Pursuit is not applicable after struggle or when there is Late Cant, Late Raid, Double Raid or any other means the Raid is cancelled.

## Rule VII

### A. The Method of Scoring

- 1. One point is scored:
  - a) For each Raider caught without the breach of Rules of Play by the anti/s.
  - b) For each anti put out by the Raider without the breach of the Rules of Play.
  - c) For each Technical breach.
  - d) For each bonus line crossing.
- 2. Two points is scored in addition to the normal points:
  - a) For each lona

### B. Bonus Line Crossing

- a) When a Raider comes in contact with the ground between the line and the Bonus Line and leave the contact with the group between the midline and the Bonus Line, it is known as crossing the Bonus Line.
- b) Point would only be awarded if the Bonus Line is crossed before the touch or struggle.
- c) Only one bonus point is awarded even if the Raider manages to cross the Bonus Line more than once in a raid.
- d) Additional points are awarded for every anti/s touched by the Raider if he manages to reach his court safely.
- e) Bonus point is awarded even if the raider is subsequently caught by the anti/s.
- f) There shall be no revival for bonus points
- g) The bonus point is only awarded if there are a minimum of six antis in the court. Anti/s serving suspension, debarred or are out of the match through injuries are considered as part of the antis on court.

### C. Lona Points

- a) When a team manages to put out the entire players from their opposing team and no one from the opposing team is entitled to revival, a Lona is scored.
- b) The two Lona points are awarded in addition to the player/s put out.

- c) The match continues with all the out players from the side suffering the Lona entering their court.
- d) If the players fails to enter their court within ten seconds, the Referee shall award a Technical point to the opposing team.
- e) The team will be warned if they still fail to reenter the court.
- f) If the team fails to enter the court within one minute after the warning, the team shall be scratched from the match. The match shall be awarded to the opponents.
- g) When there are only one or two players remaining in court during a match, the team Captain or Coach can declare them out in order to bring in the full set of seven players. The opposing team will score one point for each player declared out by the captain or coach in addition to the Lona scored.
- h) If a teams gives a walkover or concedes the match or is debarred from a match, the team shall be scratched from the tournament. All the results of matches involving the said team shall be considered null and void.
- i) The side that scores the highest points at the end of the game shall be declared the winner.
- j) If the points scored by both sides are equal in a League match, the tie is considered drawn.

#### **D. Tie Breaker Rule**

If the points scored by both sides are equal in a knock out match, the tie shall be decided based on the following tie- breaker rule:

- a) Both teams shall field seven players in the court. The players must be the same as those who were on court at the end of the match.
- b) In the event of injury, temporary suspension or debarring, the team shall play with the reduced number of players. Such listed players shall also loose their chance of raid and the opponent team shall be awarded one point for that particular raid.
- c) Each team shall be given five raids by different raiders to raid alternately. The names of the five raiders in order of merit must be given to the Referee before the commencement of the tie-breaker.
- d) The existing bonus line will no longer be effective. Instead the baulk line would be treated as the Baulk cum Bonus Line. All the bonus line rules shall be applicable on the baulk line.
- e) The out and revival rule shall not be applicable. Only points scored would be counted.
- f) The team that raided first in the match, shall start the raid in the tie-breaker.
- g) If after the completion of the tie-breaker, the points scored is still equal, the game shall be decided as per the sudden death rule.

## **E. Sudden death rule**

- a) All the rules in the tie-breaker rule is applicable in the sudden death rule with the exception of five raids rule.
- b) Teams need not name their Raiders beforehand.
- c) Raiding is not limited to any specified Raiders. Any raider can raid any number of times.
- d) Each side shall raid alternately for a period of five minutes.
- e) The team that did not raid first in the tie-breaker shall raid first in the sudden death
- f) The side that scores the leading point after the raids shall be declared the winner.
- g) If neither team manages to get a leading point on equal raids after five minutes, the team that managed to score the first leading point of the match is declared the winner.

## **F. League System**

1. In the league system points are awarded as follows:

- a) Two points for a win
- b) One point for a draw
- c) Zero point for a loss

2. If teams are level on league points in a competition, the higher ranked team will be decided on the basis of the following order of classifications

### **For two teams level on points**

- a) The league results between the teams are taken into consideration.
- b) If there is still a tie, than the highest score difference between the points scored and against in all their league matches would be considered.
- c) If there is still a tie, than the highest points scored in all their league matches is considered.
- d) If there is still a tie, than the above two methods would be repeated without the results of the last placed teams being taken into consideration.
- e) The elimination of lower placed teams would be continued if there is still a tie.
- f) If there is still a tie after the process is exhausted, than a toss of coin would decide the group winner.

### **For more than two teams level on points**

- g) The highest score difference between the points scored and against in league matches between the teams would be considered.
- h) If there is still a tie, than the highest points scored in matches between the teams will be taken into consideration
- i) If there is still a tie, than the highest score difference between the points scored and against in all the league matches of their pool is considered.

- j) If there is still a tie, than the highest points scored in all the league matches of their pool is considered.
- k) If there is still a tie, than the above two methods would be repeated without the results of the last placed teams being taken into consideration.
- l) The elimination of lower placed teams would be continued if there is still a tie.
- m) If there is still a tie after the process is exhausted, than a toss of coin would decide the group winner.

## **Rule VIII**

### **Fouls and Misconduct**

#### **A. Fouls and misconduct**

1. The Referee or Umpires shall have the power to warn, suspend, disqualify or declare points in case of breach of the rules of the game by player/s, team or officials for Cautionable Offences.
  - a) Is guilty of unsporting behaviour.
  - b) Shows dissent by word or action.
  - c) Persistently infringes the Rules of the Game.
  - d) Delays the restart of play.
  - e) Enters or re-enters the play-field without the referee's permission.
  - f) Deliberately leaves the play-field without the referee's permission.
  - g) Is guilty of serious foul play.
  - h) Is guilty of violent conduct.
  - i) Spits at an opponent or any other person.
  - j) Uses offensive, insulting or abusive language.
  - k) Persistently questions the official's decisions.
  - l) Deliberately gives away points to the opponents.
2. The Referee or Umpires can use the following cards to caution or take action against players or team officials

#### **Green Card**

- a) The Green Card is used when players, team or team officials are given a warning.
- b) The second green card given to the same player or team official, would make the use of the yellow card mandatory immediately-

#### **Yellow Card**

- c) The Yellow Card is used when players or team officials are given a two-minute temporary suspension.

- d) The second yellow card given to the same player or team official, would make the use of the Red card mandatory immediately

**Note:**

- i. The two-minute suspension of players would commence from the time the player is on court only.
- ii. If the player was declared out, than the suspension would begin only after revival.
- iii. Teams would not be allowed to revive the next out player in place of the suspended player revived.

**Red Card**

- e) The Red Card is used when players, team or team officials are suspended from the match or tournament.
  - f) The second Red Card given to a player, team or team official, would result in the offender being debarred from the tournament immediately.
3. A player, team, or team official who has been given a red card must leave the vicinity of the play-field and the technical area immediately.

**Rule IX**

**The Technical Officials**

**1. The Authority of the Referee**

- a) Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the match to which he has been appointed. He shall be assisted by two umpires, one scorer and two assistant scorers in carrying out his duties.
- b) In general the decision of the umpires shall be final. However, the referee may give his decision if there is a disagreement between the two umpires provided that play has not restarted.

**2. Powers and Duties**

**The Referee**

- a) Ensure with the assistance of the umpires that all the players on court are in line with the Rules the Game.
- b) Start, stop and restart the match
- c) Keep the official time of the match. Synchronize the official time with scorer.

- d) Supervise the general conduct of the match.
- e) Announce the substitution of players.
- f) Announcing the score at the end of each half, before the last five minutes of the game and at the end of the match.
- g) Declare the last five minutes of the match and every minute thereafter until the game concludes.

### **The Umpires**

- h) After the game has been started by the referee, the umpires shall conduct the match and give their decisions according to the Rules of the Game until the referees signals the end of the match.

### **The Scorer**

- i) Record the Score sheet and announce the score with the permission of the Referee at the end of each half and the result at the end of the match.
- j) Get the score sheet duly signed by the Referee and Umpires.
- k) The Score Sheet is as per Appendix

**Note:**

### **Keys to scoring**

Running Score:	/	(Diagonal slash from right to left)
Lona:	—	(Horizontal Scratch)
First Leading Point:		(Square)
Bonus:		(Triangle)
Technical Point:		(Circle)

### **Assistant Scorers**

- l) Keep record of those who are out in their order of being out.
- m) Ensure that the out players are seated in the sitting block
- n) Keep record of players who are revived.
- o) They will help the Umpires in their duties.
- p) They will point out to the Referee or the Umpires if any player has gone out of bounds.
- q) The Assistant Score Sheet is as per Appendix

## **The Seventh Official**

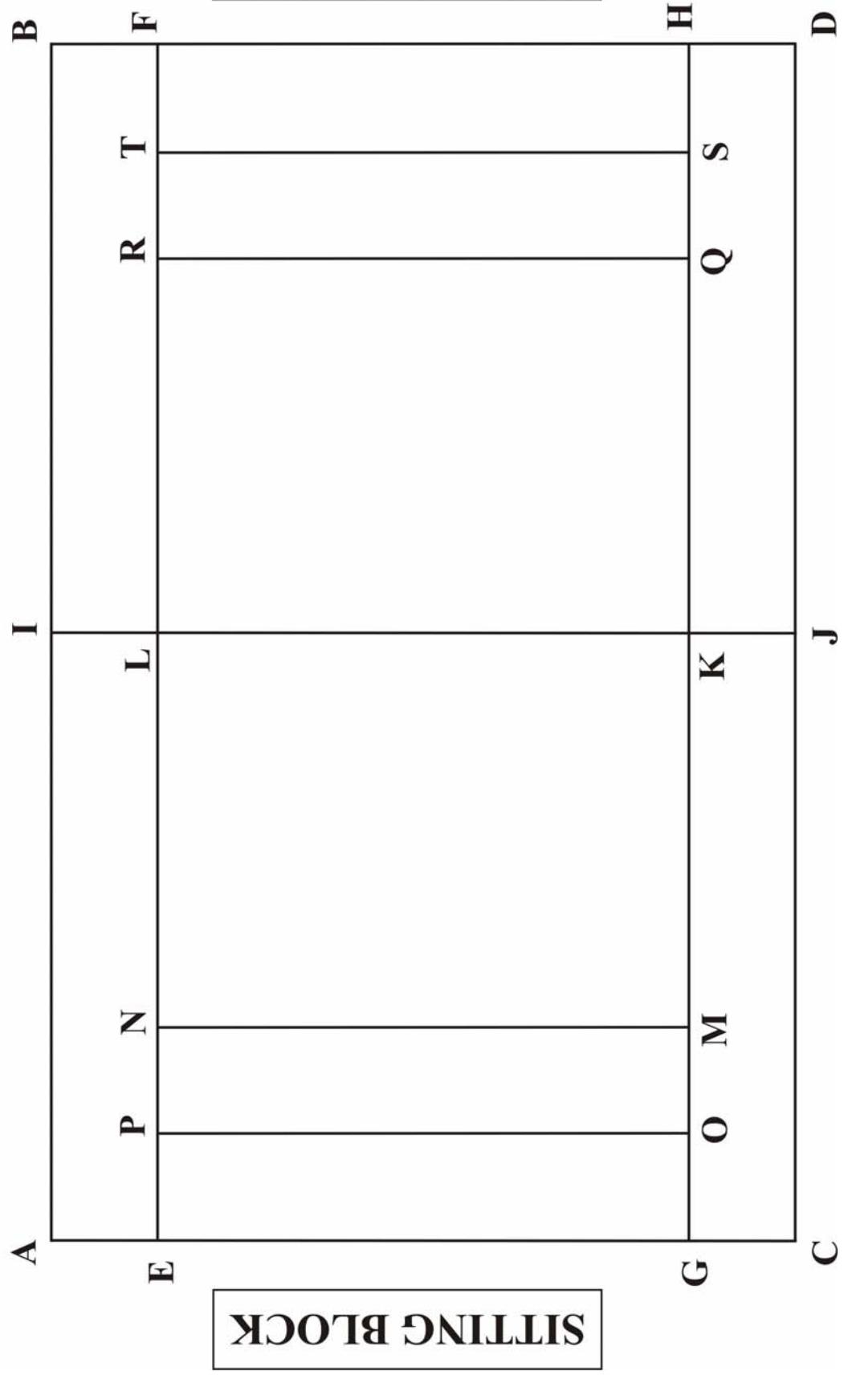
- r) The Seventh official may be appointed under the competition rules and shall officiate if any of the other match officials are unable to continue.

## **APPENDIX A**

### **MEASUREMENT CHART**

	Play field Markings	Men and Junior Boys	Women, Girls and Sub-Junior Boys and Girls
1	Side lines (AB, CD, EF, GH)	12.5 meters	11 meters
2	End Lines (AC, BD)	10 meters	8 meters
3	Lobby (AE, GC, BF, DH, IL JK)	1 meter	1 meter
4	Baulk Line (from mid line) LN, KM, LR, KQ	3.75 meters	3 meters
5	Baulk Line (RQ, MN)	8 meters	6 meters
6	Mid Line (IJ)	10 meters	8 meters
7	Bonus Line (from baulk line) RT, QS, MO, NP	1 meter	1 meter
8	Bonus Line (MN, ST)	8 meters	6 meters
9	Sitting Block (2 meters away from endlines)	8 meters x 1 meter	6 meters x 1 meter
10	Space surrounding the playfield	4 meters from the side lines and endlines	4 meters from the side lines and endlines

# KABADDI COURT



**SITTING BLOCK**

# KABADDI CHAMPIONSHIPS

Section : \_\_\_\_\_ Pool \_\_\_\_\_ League/Knock out \_\_\_\_\_

Date: \_\_\_\_\_ Time: \_\_\_\_\_ Place: \_\_\_\_\_ Ground: \_\_\_\_\_

Toss won by \_\_\_\_\_ Team Choice: Court / Raid First Leading Point Scored by \_\_\_\_\_

Team:		VS		Team:					
1st Seven Players				1st Seven Players					
Reserve Players				Reserve Players					
TIME OUT		I Half	Official	II Half	Official				
		1	2	1	2				
Substitution	OUT								
	IN								
	OUT								
	IN								
Team Warning		Team Warning							
TIE BREAKER		Total	Sudden Death	Total					
Order of 5 Raids		1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24		1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24					
Points	Scored			Points	Scored				
	Lost				Lost				
Serial No	Players Name		Chest No	Card Rcvd	Serial No.	Players Name		Chest No	Card Rcvd
1					1				
2					2				
3					3				
4					4				
5					5				
6					6				
7					7				
8					8				
9					9				
10					10				
11					11				
12					12				
Coach					Coach				
Manager					Manager				

RUNNING SCORE (Keys: Out / , Bonus Δ , Lona — , Technical O , First Leading □ )											
1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32	33	34	35	36
37	38	39	40								
41	42	43	44	45	46	47	48	49	50	51	52
53	54	55	56	57	58	59	60	61	62	63	64
65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88
89	90	91	92	93	94	95	96	97	98	99	100
Particulars	Out	Bonus	Lona	Tech pts	Total	Particulars	Out	Bonus	Lona	Tech pts	Total
I Half						I Half					
II Half						II Half					
5 Raids						5 Raids					
Sudden Death						Sudden Death					
Total						Total					

Result..... Team Won by..... Points.....

Scorers Signature  
Names.....

Umpires' Signatures  
1) ..... 2) .....

Referee's Signature

## ASSISTANT SCORE SHEET

Date: \_\_\_\_\_

Time: \_\_\_\_\_

Team: \_\_\_\_\_

vs Team: \_\_\_\_\_

Record of: \_\_\_\_\_

Section: Boys / Girls / Men / Women

First Seven											
SUBSTITUTION	IN										
	OUT										
	IN										
	OUT										
Nature of Point	1	2	3	4	5	6	7	8	9	10	11
Player Out											
Player Revived											
Nature of Point	13	14	15	16	17	18	19	20	21	22	23
Player Out											
Player Revived											
Nature of Point	25	26	27	28	29	30	31	32	33	34	35
Player Out											
Player Revived											
Nature of Point	37	38	39	40	41	42	43	44	45	46	47
Player Out											
Player Revived											
Nature of Point	49	50	51	52	53	54	55	56	57	58	59
Player Out											
Player Revived											
Nature of Points	61	62	63	64	65	66	67	68	69	70	71
Player Out											
Player Revived											
Nature of Points	73	74	75	76	77	78	79	80	81	82	83
Player Out											
Player Revived											
Nature of Points	85	86	87	88	89	90	91	92	93	94	95
Player Out											
Player Revived											
PARTICULARS	OUT	BONUS		LONA		TECHNICAL		TOTAL			
1ST HALF											
2ND HALF											
GRAND TOTAL											

Assistant Scorer's Signature

Referee's Signature

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## 3x3 BASKETBALL RULES

1. TEAM ROSTER - 4 players (3+1 substitute)
2. INITIAL POSSESSION- Coin flip (winner gets the possession)
3. SCORING - 1 point (inside the arc), 2 points (outside the arc)
4. SCORE LIMIT - 21 points, team to reach 21 points first wins
5. SHOT CLOCK - 15 secs
6. TIMEOUTS - 1 per team
7. FOUL LIMIT PER TEAM - 6 team fouls
8. FREE THROW(S) FOLLOWING SHOOTING FOUL - 1 free throw and 2 if foul committed behind arc. 2 free throws + possession if defending team fouls exceeds 6.
9. POSSESSION FOLLOWING SUCCESSFULL GOAL - Defense possession, Right underneath the hoop, ball to be dribbled or passed to a player behind the arc, defensive team not allowed to play for the ball inside the “no- charge semi-circle” area underneath the basket.
10. POSSESSION FOLLOWING DEAD BALL - Check ball
11. SUBSTITUTIONS- In dead ball situations, prior to check ball or during timeout.
12. A player is said to be behind the arc when neither of his feet are inside the arc.

## BADMINTON TOURNAMENT

### RULES

- Players/Teams must carry their college ID cards.
- Only students of AIIMS Guwahati can participate (intra college event).
- For Boys: Singles as well as doubles games will be conducted. Players can participate in both.
- For Girls: Singles as well as doubles will be conducted (as per participation and time constraints)
- Mixed doubles will be conducted on the basis of number of entries and time constraints
- Each round will be on knockout basis.
- First 2 rounds of the competition will comprise of a single match of 21 points.
- Remaining rounds thereafter will have 3 matches of 11 points each.
- Semi finals and finals will have 3 matches of 15 points each.
- However, the number of matches and total number of game points may be subjected to change on the basis of participation.
- Games are to be won at a margin of 2 points in case of deuce.
- There is no time limit for the matches.
- Non-marking rubber shoes are to be worn. Shoes with spikes are strictly prohibited and participants wearing those won't be allowed to play.
- Players must bring their own Badminton Racquets. Shuttle cocks will be provided.
- Players must report to the venue 20 minutes prior to their respective matches. Any delay in reporting will result in WALKOVER being awarded to the opponent(s). Reason for delay is to be informed to the organisers before the game so as to avoid such hassle.
- All standard BWF rules will be followed regarding court boundaries and service errors.
- Dates of tournaments: To be decided.
- Venue: Indoor badminton hall, Saraihat College, Changsari, Kamrup (R), Assam – 781101

- Timings: 9 a.m. to 8 p.m.
- Registration Fee: Free for players of AIIMS Guwahati. To be decided for Inter College competition.
- No form of foul play will be entertained.
- Decision made by the referees will be full and final.

# ■ College Tennis Tournament – Rule Book

## Tournament Format:

- Intra-College Tournament → Both **Singles & Doubles** will be held.
- Inter-College Tournament → Both **Singles & Doubles** will be held.

## 1. Match Format

**Singles & Doubles** will follow the same structure:

- Round of 32 & Round of 16 → **Best of 5 Games** (first to 3 games wins).
- Quarterfinals → **Best of 7 Games** (first to 4 games wins).
- Semifinals & Final → **1 Full Set** (first to 6 games, win by 2; tie-break at 6–6).

## 2. Scoring System

- Standard scoring: 0 (Love), 15, 30, 40, Game.
- Deuce Rule: At 40–40, a player/team must win 2 consecutive points (Advantage scoring).
- Tie-Break (Semis & Final only): First to 7 points (win by 2).

## 3. Serving Rules

- **Singles**: Serve diagonally into the opposite service box.
- **Doubles**: Same rule; after each game, serve rotates among all 4 players in order.
- Players get 2 serves (first & second). A double fault loses the point.
- Serve alternates every game; in tie-breaks, serve changes after the first point, then every 2 points.

## 4. Court Boundaries

- **Singles**: Sidelines are the inner lines.
- **Doubles**: Sidelines are the outer lines (doubles alleys included).
- A ball touching the line is **IN**.

## 5. General Play Rules

- Players/teams must return the ball before the second bounce.
- In doubles, either partner may hit the ball, but only one hit per side is allowed.
- No coaching during play.
- **Change of Ends**: Players will change sides after the 1st game, then after every 2 games thereafter.

## 6. Tournament Rules

- Entries must be submitted through the **Google Form** shared by the organisers.
- **No late entries** will be accepted.
- Fixtures will be prepared by the organisers and are **final**.
- Players must strictly follow the **schedule and time given**.
- Players arriving later than 10 minutes from their scheduled match time may be **disqualified**.

## **7. Code of Conduct**

- Respect opponents, partners, and officials.
- Unsportsmanlike conduct (racquet abuse, arguments, delay of play) may lead to penalties or disqualification.

## **8. Officials' Decision**

- The umpire/referee's decision is **final**.
- Any disputes must be raised immediately, not after play resumes.

**TABLE TENNIS COMPETITION**  
**ETERNIA 2025**

**Rules**

**A. Singles Match Rules**

**1. Match Format:**

The number of sets per match to be played will be decided according to the number of participants and the tournament schedule.

**2. Scoring System:**

Each game is played up to 11 points. A player must win by at least 2 points (e.g., 12–10).

If only one set is played (as per schedule), it will be played up to 21 points, with a 2-point margin required to win.

**3. Service Rule:**

The player must throw the ball vertically upward at least 16 cm (approximately 6 inches) without spin.

The ball must be struck as it descends, ensuring it is hit behind the end line and above the level of the playing surface.

The serve must first touch the server's side of the table, then cross over (or around) the net, and touch the receiver's side.

Each player serves two consecutive points, after which service changes to the opponent.

If the serve touches the net but lands correctly (let serve), it is replayed without penalty.

Deuce rule (both 11 and 21 point formats): once play reaches deuce (10–10 in an 11-point game or 20–20 in a 21-point game), service alternates every single point until one player achieves the required 2-point lead.

**4. Change of Ends:**

Players will only change ends in a 21-point game when one player reaches 10 points.  
(No change of ends will occur in 11-point games.)

## **5. Conduct & Reporting:**

Players must report within 5 minutes of their match call.

## **B. Doubles Match Rules**

### **1. Match Format:**

The number of sets will be determined based on the number of participating teams and available time.

### **2. Scoring System:**

Each game is played up to 11 points, and a team must win by at least 2 points.

### **3. Service Rule:**

The serve must be made diagonally, from the server's right-hand half to the receiver's right-hand half.

The ball must first touch the server's side, then cross the net and touch the receiver's side diagonally opposite.

Each player serves two consecutive points before the serve rotates.

The correct serving sequence must be maintained (e.g., A1 → B1 → A2 → B2). An incorrect sequence results in loss of point.

Deuce rule (both 11 and 21 point formats): once play reaches deuce (10–10 in an 11-point game or 20–20 in a 21-point game), service alternates every single point until one player achieves the required 2-point lead.

### **4. Sequence of Play:**

After a valid serve, players must strike the ball alternately in the correct rotational order — partners cannot hit the ball twice consecutively.

### **5. Fair Play & Coordination:**

Partners must avoid obstructing or distracting opponents.

Good sportsmanship and respectful behavior are expected throughout the match.

## **College Volleyball Tournament - Rule book**

### **1. GENERAL RULES**

- Each match is played between two teams of 6 players each (3 substitutes)
- Matches will be officiated by two referees, line judges, and a scorer.
- There will be no rule of rotations.

### **2. MATCH FORMAT**

- Matches will be played in a Best of 3 Sets format. Only final match will be played in 5 sets
- Each set is played to 25 points, win by 2 points.
- Rally point scoring system will be followed (every rally = 1 point).

### **3. STARTING THE MATCH**

- A coin toss decides first serve/side of the court.
- Teams change court sides after each set.
- In the deciding set (3rd), teams change sides after the leading team reaches 8 points.

### **4. SERVICE RULES**

- Server must serve from behind the end line within 8 seconds of the referee's whistle.
- Ball may touch the net and still be legal if it crosses into the opponent's court.(Even applied for underarm serve)
- Ball needs to be tossed for each serve
- Servers foot shouldn't touch the service line

### **5. PLAY RULES**

- Maximum 3 hits per side (excluding block touch).

- No double contact by the same player (except on first ball).
- Ball in: If it touches any part of the court boundary line.
- Ball out: Entire ball crosses outside the boundary.
- Players cannot touch the net during play (except hair/clothing contact without interference).
- Crossing center line with foot is fault if whole foot crosses.

#### **• Blocking**

- Front-row players only.
- Block does not count as a team hit.
- A blocker may reach over the net,  
provided:

The attack from the opponent has been completed (i.e., they have made the spike).

The ball is still within the crossing space.

- It is a fault if the blocker touches the ball before or during the opponent's attack hit.
- Blockers may cross hands over the net but must not interfere with the opponent's play.
- Touching the net antenna while blocking is a fault.
- Blocker's feet cannot completely cross the center line.

## **6. DISCIPLINE AND FAIR PLAY**

- Respect referees, opponents, and teammates – unsporting conduct = penalty.

## **7. TOURNAMENT GUIDELINES**

- Teams must report 15 minutes before match start.
- Walkover given if a team fails to show up within 10 minutes of scheduled time.
- In case of tie in standings → Set difference → Points difference → Head-to-head result.



# CRICKET

★★★ tournament ★★★

## AIIMS GUWAHATI



26-30 NOV 2025

SARAIGHAT CRICKET GROUND

MORE INFORMATION

Ripuniav -7765904445 , Radheshyam -7665072492

**AIIMS GUWAHATI**  
**PRESENTS INTER COLLEGE CRICKET TOURNAMENT**  
**(TENNIS BALL)**

**RULES &REGULATIONS:**

1. The tournament will be on a knock out basis.
2. Each innings will be of 5 overs except semifinal and final which will be of 8 overs each innings.
3. The entire tournament will be played by a tennis ball (woods ball).
4. Participants must be a student of an institution or university.  
Teams must produce a team list with ID proof designating the same.
5. Participating teams have to submit a 13 members team list.
6. Participants teams have to arrange their own bats.Balls will be provided by the organising committee.
7. One bowler can bowl a maximum of 2 overs and rest 3 bowlers have to bowl one over each.
8. Umpire's decision would be the final decision and has to be respected.
9. All teams have to report the ground before 30 minutes and delay of more than 15 minutes would mean disqualification.
10. Throw/chuck bowler is not allowed. Every throw /chuck ball would be declared a no ball.
11. LBW won't be available as an option to dismiss a batsman.
12. Maximum 5 fielders (including keeper and bowler) should be inside the inner circle.
13. Inform bowler change/ keeper change/fielding substitutes to umpire or ball would be declared no ball.
14. Some minor considerations might be given to the teams or player in certain circumstances if the organising committee agrees.

**CRICKET registration link:** \_\_\_\_\_

**REGISTRATION FEES :**

**PRIIZE MONEY : Winner :**

**Runner up :**