

OUTDOOR BOYS

ROLE: To ensure smooth operation of events that you are in charge of.

GAMES:

1. VOLLY BALL
2. FOOTBALL
3. KHO KHO
4. KABBADI

INSTRUCTIONS

General:

- **Look into the inventories required for each game.**
- **Prepare scoresheet and fixtures.**
- **Read and understand the rules of all the games.**
- **Coordinate with Liason team and be aware of the regular updates.**

Specific:

The coordinator in charge needs to manage the entire game to which he or she is assigned to.

- **He/She needs to inform the HSV desk to make the kids assemble near the event spot 15 mins prior to the scheduled time.**
- **Keep hold of inventories needed for the event.**
- **Be through of the game rules.**
- **Prepare the winners list of your event and submit it to the HSV coordinator and assist in taking the kids for prize distribution.**
- **In case of any alterations to be made on the day of the event do it with the consent of the coordinator incharge.**

Be completely aware of your role and responsibilities. Follow the instructions mentioned above. In case of any disputes or misleads, please contact Help Desk & concern team. On arising of any queries, if you are not clear please don't mislead, be open to contact the help desk.

SPECIFIC GAME DETAILS:

VOLLEY BALL

General rules

One team per home

6 players on each side with 3 substitutes

Normal – single set – 25 points per set

Final – 3 sets – 25 points per set

General Fouls

- Hitting the volleyball illegally - you must strike the ball in a manner such that you don't

hold the ball or palm, carry, or throw it.

- Stepping over or on the line while serving

- Not hitting the ball over the net

- Touching the net

- Reaching under the net and interfering with a player or the ball

- Not serving in the correct order
- Hitting the volleyball out of bounds
- Double hitting - when the same player hits the ball twice in a row
- Hitting the ball more than 3 times

Scoresheet

Match no:

Round level:

	VS		
#	Names of players	#	Names of players
1		1	
2		2	
3		3	
4		4	
5		5	
6		6	
7		7	
8		8	
9		9	
Substitutes			
1		1	
2		2	
3		3	
Inc.		Inc.	
R1		R2	

Set-I

A	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
B	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

Set-II

A	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
B	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

Set-III

A	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
B	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

Winning Team

Coordinator Name

Referee Name

Inventories

THINGS REQUIRED	QUANTITY
VOLLY BALL	3 (1 + 2 buffer)
NET	1

1. White powder for boundary
2. Whistle for the referee- 2 (1+1 buffer)

3. Pen (scoring) – 2 (1+1 buffer)
4. Pad to keep the scoring sheet- 2 (1+1 buffer)
5. Two poles (used to tie net)
6. Inch tape to measure the boundary-2
7. Table- 2
8. Pump (air)

FOOTBALL

Rules for Mini Football

1. The game play is for **14mins (7+7)** with 3mins break in half time.
2. Each team must have a minimum team size of **5 main players** and an optional **4 substitutes**. Team reporting with insufficient no. of participants will not be allowed to participate and will lead to forfeiture of their game.
3. **No limit for substitutions.**
4. In case of a match ending draw, **Penalty shots (3 shots/team)** will be called on for concluding the winner.
5. The decision of referee / arbiter is **final and binding**. Teams / participants engaging in any unreasonable conflict with the referee / arbiter shall be disqualified from further participation in any event.
6. For any fouls made by a player in game play, a **Free kick** is awarded to the opposing team. If the foul is committed by a player in his own penalty area, a **Penalty kick** will be awarded to the opposing team.
7. **No foul for Offside.**
8. A **throw-in** is awarded to the **opponent of the player who last touched the ball** when the whole of the ball crosses the touch line. After delivering the ball, the thrower must not touch the ball again until it has touched another player.
9. Participants should wear their **own footwear**. No player will be allowed to enter gameplay **without shoes**.
10. All participants are encouraged to compete on fair grounds - **Bhumi** encourage all participants to be **drug free**; drugs are illegal and unfair. It is an **unfair act** when a competitor receives any assistance (by material or in person) from any other person that could improve the competitor's performance.
11. **Unsportsmanlike conduct** which is unethical or dishonorable, such as disrespectfully addressing an official, **fighting, abusing and criticism** of another competitor and/or using profanity may result in **Disqualification of the team** from the game. **Bhumi** disapproves of any form of taunting which is intended or designed to embarrass, ridicule

or demean others under any circumstances including on the basis of race, religion, gender or national origin.

Scoresheet

Match No:

Round Level:

Team-A:		Team-B:	
#	Names of players	#	Names of players
1		1	
2		2	
3		3	
4		4	
5		5	
Substitutes			
1		1	
2		2	
Inc.		Inc.	

A	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
B	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

Team-A:			Team-B:	
Player Name	Points	Goals	Points	Player Name
		1		
		2		
		3		
		4		
		5		
		6		
		7		
		8		
		9		
		10		
		11		
		12		
		13		
		14		
		15		

TOTAL POINTS		--		TOTAL POINTS
Goals Scored by Team A/ Team B during 1st half :				
Goals Scored by Team A/ Team B during 2nd half :				

Inventories

THINGS REQUIRED	QUANTITY
FOOTBALL	3 (1+ 2 buffer)

1. White powder for boundary
2. Foot Ball Net- 2
3. Whistle for the referee- 2 (1+1 buffer)
4. Pen (scoring) – 2 (1+1 buffer)
5. Pad to keep the scoring sheet- 2 (1+1 buffer)
6. Inch tape to measure the boundary-2
7. Table- 2
8. Pump (air)

KHO- KHO

General rules

One team per home

12 players for a team (3 sub)

9 minutes for all games

Regulations

Coin toss for Chasing or Defense selection

12 Players shall be named for a match, only 9 Players shall take the Field in the beginning

An inning shall consist of a chasing and a defending turn, which shall be of 9 minutes

Any 8 Chasers shall occupy the squares facing the Side Lines in such a way that no two adjacent Chasers face the same Side Line. The 9th Chaser shall stand in either of the Free Zone to start the chase (attack).

The side that scores more points at the end of the match shall be declared as the winner.

The chasing side shall score 1 point for each Defender out. If all the nine Runners are out before the completion of the turn, they shall maintain the same order of defense. Order of the Runners shall not be changed during a turn.

Scoresheet

Match No:

Round Level:

Vs			
#	Names of players	#	Names of players
1		1	
2		2	
3		3	
4		4	
5		5	
6		6	
7		7	
8		8	
9		9	

Substitutes			
1		1	
2		2	
3		3	
Inc.		Inc.	
R1		R2	

Team A

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

Team B

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

Winning Team Coordinator Name Referee Name

Inventories

1. White powder for boundary
2. Kho Kho poles
3. Whistle for the referee- 2 (1+1 buffer)
4. Pen (scoring) – 2 (1+1 buffer)
5. Pad to keep the scoring sheet- 2 (1+1 buffer)
6. Inch tape to measure the boundary-2
7. Table- 2
8. Stopwatch - 3 (1+ 2 buffer)

KABBADI

Rules

The basic rules of Kabaddi are simple: two teams of seven players each face off in a large square arena for two halves of twenty minutes each. Players from each team take turns running across the center line to the other team's half of the court, tagging members of the other team, and running back.

Scoresheet

Team A:		Team-B:	
#	Names of players	#	Names of players
1		1	
2		2	
3		3	
4		4	
5		5	
6		6	
7		7	
Substitutes			
1		1	
2		2	
3		3	
4		4	
Inc.		Inc.	

Match No:

Round Level:

Team A:

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

Team B:

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

Winning Team Coordinator Name Referee Name

Inventories

1. White powder for boundary
2. Rope, that big nail, hammer to put boundary
3. Whistle for the referee- 2 (1+1 buffer)
4. Pen (scoring) – 2 (1+1 buffer)
5. Pad to keep the scoring sheet- 2 (1+1 buffer)
6. Inch tape to measure the boundary-2
7. Table- 2
8. Stopwatch - 3 (1+2 buffer)