

Kho-Kho:

Team formation rules:

- Teams may contain both male and female players.
- The total number of players in each team should be 10 (8 on-field + 2 substitutes).
- Each team must contain players belonging to three different batches.
- Each team may contain a maximum of 3 Pool players, but 3 Pool-A players are not allowed to be in the same team.

Game rules:

- General Kho-Kho rules are applicable.
- Each match will consist of two innings of 8 minutes each (4 min chasing + 4 min running (being chased)) for the first 2 rounds of the tournament and 10 minutes each (5 min chasing + 5 min running, running => being chased) for the subsequent rounds.
- Both substitute players must play at least one inning.
- If 1 girl is running, the team has to run for 30 sec less (1 min, if 2 or more girls) and if 1 girl is chasing, the opponent team has to run 30 sec more (1 min, if 2 or more girls).
- Teams, where all members are women, get a benefit of 4 minutes in case they are playing against a mixed or an all-men's' team. They run for 8 min and chase for 12 min team in all the rounds.

General Kho-Kho rules:

- All basic Kho-Kho rules are applicable.
- An Attacker shall take the Direction to which he turns his Shoulder Line. When Attacker, while going in a particular direction, turns his shoulder line through more than a right angle to the direction which he has already taken it shall be a Foul.
- If a Defender is put out as a result of such a Foul or if Foul is committed immediately as a result of the action taken in putting a defender out, the Defender shall not be declared out.
- If you commit a foul in any of the regions between the last lane of the attacker and the end line, you cannot complete the foul by touching the pole corresponding to the region, you have to either make two consecutive Khos or touch the pole at the opposite end.
- The Attacker who has put out the third (and last) defender shall not chase the new batch. He must give Kho. If he chases any of the new Defenders, it shall be a Foul.
- For chasing turn at any time during the match. The substituted attacker shall not pursue the defenders directly. He must give a Kho.
- If the runner's even a small portion of the body is inside the field, then he/she will not be out.
- During a turn, an Attacker may go out of court but he shall observe all the rules about taking a direction and receding. The attacker will be allowed to enter the Field/Court as

he wants if he goes out of Court beyond the extended post line. He cannot enter through the Free Zone.

- Each side shall enter its Runners simultaneously to the field from the portion marked for them in the lobby (Entry Zone).
- If an Attacker while chasing crosses/touches that line of the Central Lane which lies on the side of his chasing half the Foul shall not be declared. However, if an Attacker while touching or at the time of touching the Defender or as a result of the action of putting out a Defender does it, foul shall be declared and Defender will not be declared out.
- After giving a perfect Kho if the Chaser while sitting loses the contact of the Cross Lane it shall not be a Foul.

These rules are going to be implemented from Semi-final:

- Time to enter the Field (TWO CORRECT KHOS) is given to Runner. Hence the defender who is inside the field can only be chased after at least one correct Kho is given.
- The referee shall have the option to declare out runners of the next batch, who have not entered the field after the two correct Kho's are given.
- The Runners will continue to enter the field in the same batch till the end of turn.

A referee, two umpires, a timekeeper and one scorer.

Two Umpires: They supervise the game in their respective halves, divided by the centre line. A foul is indicated by continuous short whistles till the foul is corrected. An "out" is declared by a short whistle.

Referee: The referee helps the umpires and gives the final decision in case of any difference between them

Time-keeper: He keeps the record of time and hands it over to the scorer at the end of an innings. He starts the turn by blowing a whistle: one long and one short. The end of the turn is indicated by a long whistle.

Scorer: Keeps a record of runners who are out and makes them sit.

Event Coordinators:

- 1) Ankush Mishra (8160690414)
- 2) Sonu Yadav (9871082605)
- 3) Harsh Kumar (9050118862)

Pool A:

Koda Dinesh, Banoth Dinesh, Sukkala Balaji, Ankush Mishra, Suraj Meena, Sahil Jain.

Pool B:

Rendla Aditya, Rajat Biluniya, Venu Gopal, Laxmi Meena.