



Defence Institute of Advanced Technology,
Girinagar, Pune 411025

SPANDAN 2025
KABADDI TOURNAMENT (MENS)

KABADDI CO-ORDINATORS FOR SPANDAN 2025

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2. Pragalbha Rawool (**8779815897**) Electronics 2nd year M.tech
3. Ankit Kumar (**7734045358**) Applied Mathematics 2nd year M.sc
4. Gaurav Pandey (**9267970973**) CSC 1st year
5. Shivam Landge (**9850477630**) Electronics 1st year M.tech
6. Bandlamudi Surendra (**9589658876**) Aero 1st year M.tech
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Rulebook

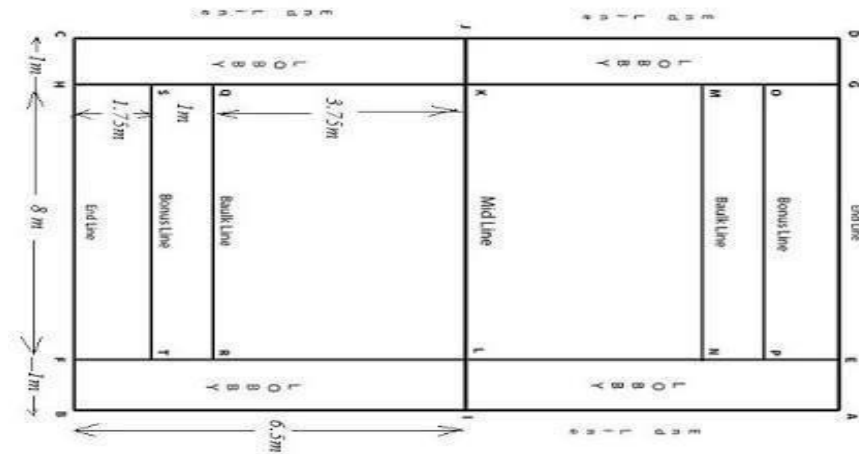
Registration Procedure & Team Rules:

1. Only departmental teams are allowed to participate. Only one team is allowed from each department.
2. Teams must include a minimum of 7 and maximum of 15 players.
3. Teams must come up with a TEAM NAME, and submit their registration form through their respective department coordinators to the event coordinators before Scheduling of matches.
4. NO new player name will not added to the list after registration has closed and also during the match no new player will be allowed.
5. Following details of team members will be required in excel sheet:
 1. Team name
 2. Player Name
 3. Department
 4. Registration Number
 5. Contact number of captain and department coordinators.
 6. Captain, vice-captain details should be mentioned.
6. Individuals are not allowed to register in multiple teams, apart from their department.
7. Every player should give their ID card before the game commences, changes in the playing 7's from squad should be informed before the match registration.
8. All teams to ensure, the participating players are eligible as per the prescribed weight criteria (i.e.) 90kgs. Violation of this will result into player not being eligible to play the tournament.
9. As the game is a contact type, every player should maintain good hygiene such as nails should be trimmed well (toes & fingers both) and do not wear any **chains,rings or any ornament** that may cause damage to you as well as other players.
10. Dress code should be followed properly (half sleeves jersey with shorts, no track pants are allowed).
11. Matches will be played bare foot, Shoes are not allowed during the match.
12. Matches will be probably be conducted in the lawns of Ganga Hostel, however any further update will be notified to department co-ordinators.

13. Teams must send the details of the team in an excel sheet to the event coordinator and get verified with their registration to avoid discrepancies.
14. Any discrepancy/ issue/ mis-conduct/ unfair means if raised/ detected in participation, will be judged on the basis of their severity and event coordinator's decision.
15. Tournament starts probably by second week of February, dates will be announced soon. The matches are scheduled in the evening. However remember during Weekends and official week allotted for Spandan, the schedule can be changed from the coordinators end, which needs to be adhered respectfully.
16. Every team should report 30 minutes prior to the scheduled match time, as the matches will be starting on time.
17. No individual player should argue with the opponent during match, one can appeal to the match referee. If the player gets into argument the opponent will get one penalty point.
18. Referee decision will be final.
19. Sports coordinators have full authority to disqualify any team if there is any discrepancy.

❖ General Information:

1. The court consists of the dimensions **12m * 10m with (3.25m + 1m + 1.75m length on each side and 1m + 8m + 1m width on each side)**



2. The teams initially play with 7 players on the mat/court and will have 8 bench players (optional).
3. A team is allowed to take unlimited substitutions in a match and 2 time-outs of 2 min each during each half of the match.
4. The match is divided into two halves of 15 minutes each with a half-time break of 5 mins. For Knock outs and 20 minutes for each half with 5 min break for semi finals and finals.
5. Both teams take alternative raids. The raider scores points by touching the opposite team defenders or by crossing the bonus line if it is active.
6. The team that wins the toss should decide whether to raid first or to defend first, the team first defending in the first half will get first raid on the commencement of second half.
7. The team scoring the maximum points will be declared as the winners.
8. Raider should chant the word "KABADDI" continuously for the raid time failing which he will be considered as out.
9. The raiding time will be 30 seconds. **Do-or-die** raids will be indicated to the raider before the raid begins with a blow of horn.
10. All the lines in the kabaddi court will be considered on if crossed completely. This will be applicable even for baulk line, bonus line, mid line, etc.

11. Raider somehow should be in contact with the court while crossing the midline in order to be considered not out.
12. Any player (both defender & raider) entering the lobbies before the raider touches any of the defenders will be considered as out and the opponent team gets a point.
13. Any player crossing the end lines will be considered as out and the player if he is on the defending side should not participate in tackle, if does, the raider will be considered safe.
14. Giving instructions to any player included in the raid (defender or a raider) will be considered as foul.
15. Jersey pulling and physical abduction of a raider will be considered as foul and the raider will be considered as safe and point is given to the raiding team considered the committing player as out.
16. Hair holding, groin hit, or attempt to injure any player is considered as a severe foul and the committed player is given a Red **Card** instantaneously.
17. **"Revive" players by getting an opponent out.** Whenever your team gets a member of the opponent team out, you have a chance to bring back ("revive") someone on your team who has previously been ruled out. Players are revived in the order they have gotten out — bringing back players out of order results in a technical point for the other team.
- 18) If Raider enters the Lobby without touching any of the Defenders, all the Players Touching the raider in the Lobby will also be Given Out along with the Raider.
- 19) Any defender crossing the Midline during Tackle / Struggle will result into the Raider being safe and returning with due point.
- 20) Raider should not be in any kind of physical contact with his teammates while starting the Raid.
- 21) While defending, talking or instructions by more than 1 Player will lead to Technical Point to the Opposition.
- 22) All raids must commence within 5 Seconds from the completion of previous raid.
- 23) If the opponent team catches the raider, then his raid will be valid for the remaining Raid time & until he is in movement along with the chant (Kabaddi).

24) Players to make sure, no Use of false materials will be permitted on any of the player's body during the play. Will lead to disqualification of the player or team.

25) If match ends up in a Tie :

- Additional 5 - 5 Raids Game will be Commenced for both the teams of 30 seconds each..
- 5 Different Raiders from each of the teams will get a Chance to raid. No repetition of Raiders allowed.
- All 7 Players will be on the court, & no substitution will be allowed for remaining duration of the Game.
- Baulk Line will be considered as Bonus Line. & to Claim Bonus same rules applied as mentioned before.
- Each Raid will be Do-or-Die Raid. Either score a Point or Lose the Point.
- Although Points will be counted but, No player will be ruled out despite of being touched by raider or being tackled by defenders.

26) If match again ends up in a Draw, Golden Raid system will be considered.

- Coin will be Tossed amongst both Captains, Winner of the Toss gets a chance to Elect either to Raid or Defend.
- The Team which scores point in this raid, WINS THE MATCH.

❖ SCORING DETAILS

1. **Bonus point:** Bonus point is awarded to the raiding team if the raider crosses the bonus line with one leg crossing the line, and other leg to be in air. The **bonus** will be active only when the defending team has 6 – 7 players on the mat/court.
2. **Touch points:** Touch points are awarded to the raiding team based on the number of defenders a raider touches in a successful raid. If a raider gets more than 2pts in a single raid, it will be considered as a Super Raid. (Although no extra points for it.)
3. **Tackle point:** Tackle point is awarded to the defending team upon tackling the raider and making him fail to cross the midline.
4. **Super tackle points:** Super tackle is a situation when there are less than or equal to 3 defenders on the court. In such a case upon successful tackle, the defending team gets “2” points.
5. **LONA or ALL-OUT:** If a team gets completely out of the court, the opponent team gets ‘2’ Points as all-out points.
6. **Do-or-die:** If a team goes for two consecutive empty raids, the third raid will be considered as the do-or-die raid in which the raider should score a point failing which he is considered as out.
7. Team giving instructions to the persons indulging in a raid is considered as awarding a point to the opponent team.
8. More than 1 raider entering the defending court will be considered as raider-out and one point will be awarded to the defending team.
9. Winning Team gets 5 Points in Points Table.
10. If Score Difference is less than 7 Points at the end of the game, then Loosing Team gets 1 Point.
11. If score difference exceeds 7, then No Point for the loosing team.

Foul cards: foul cards are given to those players whose play and behavior are violating rules, and those who repeatedly get offended in play against other players and referees. These are categorized as follows

Green: This implies the basic warning to the corresponding player or players.

Yellow: This results in a 2-minute suspension of corresponding players and in awarding one technical point to the opponent team. (Note: the suspension time is counted from the instant the player is revived on the mat. For instance, if a player is out by the time he gets a yellow card, his suspension starts from the moment he is revived and supposed to come on to the mat) The team should not bring any substitute in the place of a suspended player.

Also, till the even the player is suspended out, the team will operate in the game considering that one player on mat. (Bonus applicable in 5-6 players/ 6players out is All-out/ Super Tackle allowed only in 2players).

Red: This card results in suspension of a player from the rest of the match along with awarding a technical point to the opponent team. The team should not bring any substitute in the place of a suspended player, i.e. the team's full strength will be considered as 6 players only, and the bonus will be active for 5-6 players on court and super tackle will be active only for 1 or 2 players on the court.

- ❖ *All teams to make sure, even if any point/points are not mentioned in the above Rule book & such situation arouses, the decision upon it will be solely made by the organizing committee. No need to worry, as this decision will be made adhering to the rules applicable at all District/ State/ League/ National level Kabaddi matches.*
- ❖ *Also, since Kabaddi being a Contact sport, all participating teams make sure, neither any foul or disrespectful game is to be played, nor will be entertained. Remember all participants before & after the match are our colleagues, so maintain the camaraderie & enjoy this beautiful Indian Sport of Kabaddi.*