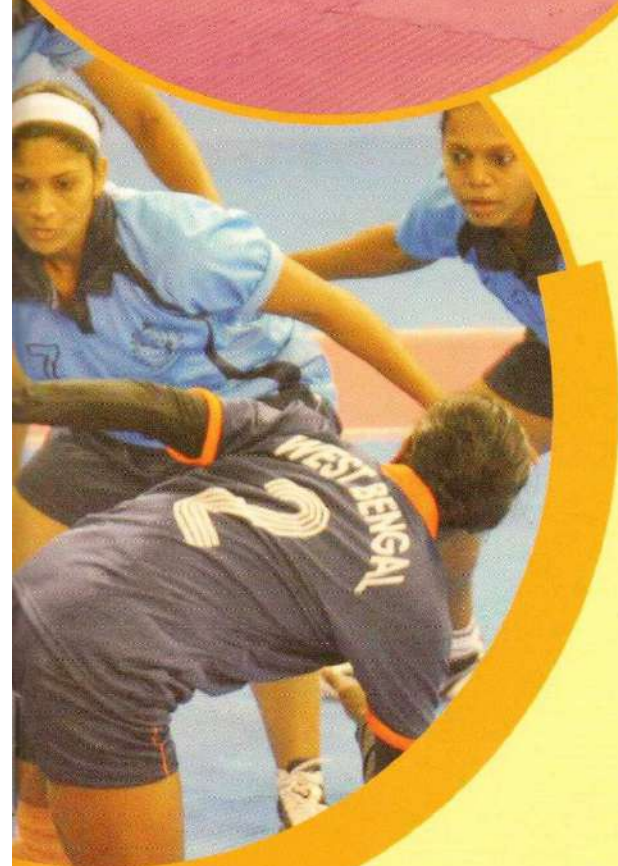
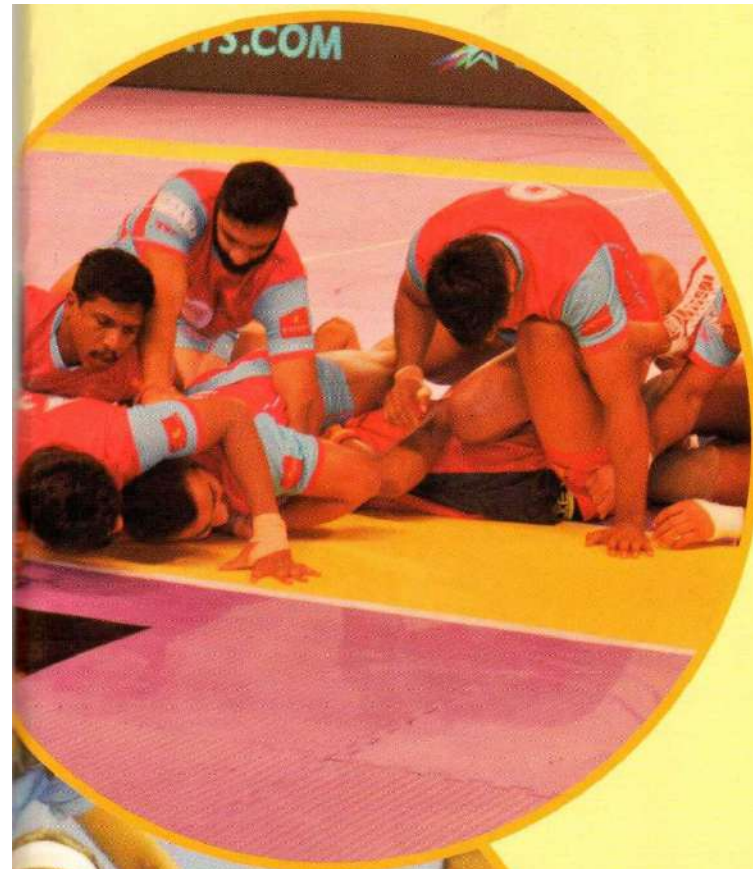




AMATEUR KABADDI FEDERATION OF INDIA

2017
Rules Book

RULES AND REGULATIONS OF ALL FORMS OF KABADDI VERSION 2.1.0

Minor Correction Page # 13 from Printed Version on 08 November 2017

**Amateur Kabaddi Federation
of India**



Published By
Amateur Kabaddi federation Of India
33, Bhriugu Nagar, II Floor
Opposite Gehlot's Bungalow Ajmer Road
Jaipur – 302 021 India

Printed By
JAIN PRINTERS
Jaipur
Cell : 09314660094

₹ 300/-

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Owing to the popularity of Kabaddi achieved after the

ProKabaddi League in India the new rule book is being published in order to bring uniformity across the country in the rules of various forms of Kabaddi.

These rules are being taken from the official version of rule book of International Kabaddi Federation and in case of any discrepancy; the rules as described in the original book of International Kabaddi Federation will prevail.

This rulebook and rules supersede all previous rule books and rules.

Anybody who wishes to promote Kabaddi in India is free to reproduce these rules subject to no change in the language of the rules, sequence and number of the rule.

The soft copy of this book and all forms are available online free of cost from the website of Amateur Kabaddi Federation of India i.e <http://indiankabaddi.org>

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RULES & REGULATIONS OF KABADDI

Version 2.1.0

The game of Kabaddi will be governed and played under the following rules of IKF.

PLAY FIELD

- 1. The Game of Kabaddi will be played on a Synthetic Ground (Hereinafter called as KABADDI MAT) or on soft soil surface.**

- (a)** The specifications of the KABADDI MAT are as follows:

Japanese Synthetic Rubber + Ethylene Vinyl Acetate
25 to 30 Shore A
Thickness 25 mm to 40 mm

- (b)** Proper carpeting should be done beneath the MAT before laying the MAT.

- 2. The desirable ground Size should be 20x20 Meter but not less than 17x18 meter (where 17 is vertical)**

3. Field of Play Measurements

Men and Junior Boys	13 X 10 Meters	(as shown in the diagram)
Women and Junior Girls	12 X 8 Meters	(as shown in the diagram)
Sub-Junior Boys & Girls	11 X 8 Meters	(as shown in the diagram)

4. Terminologies of Field of Play (FOP)

- (a) Boundaries** The lines on the four sides of the play field are known as the boundaries (AB, BC, CD and DA). All lines will be of 3 to 5 cm width and will be the part of the FOP.
- (b) Lobbies** The area on both the vertical sides of the playfield measuring one meter in width x length of the FOP are known as the Lobbies. Lobbies will become part of Play field once struggle starts
- (c) Sitting Block** The sitting block for out players and extra players will be at a Minimum distance of 2 meter from the end lines. The sitting block of out players and extra players should be separated from each other. Position of the sitting

Block will be predefined by the Competition / Tournament Director and / or Technical Delegate.

- (d) Mid Line** Horizontal line that divides the play field into two halves is known as the mid-line as shown in diagram as IJ.
- (e) Half** Each half of the play field divided by the mid line will be is known as half.
- (f) Baulk Line** The first parallel line from midline towards end line in each half is called as Baulk line and will measure 3.75 m from Mid line for MEN & Junior Boys and 3 m in case of Women, Junior Girls, Sub-Junior Boys and Girls.
- (G) Crossing of Baulk Line** Baulk line is said to be crossed when any part of body of the raider is in contact with the ground between the Baulk line and the End line of the opponent's half, at the same time any part of the raider's body should not have contact with the ground between the mid line and the Baulk line.
- (H) Bonus Line** The line parallel to Baulk line towards end line in each half is known as Bonus line. The distance between Bonus line and Baulk line will be 1 meter.
- (I) Crossing of Bonus Line** Raider is said to have crossed the Bonus line when He comes into contact with the ground between the End line and Bonus line, at the same time any part of his body should not have contact with the ground between the mid line and Bonus line.

AGE & WEIGHT CRITERIA

5. Age Criteria

Senior Men & Women	OPEN
Junior Boys & Girls	20 Years or below on the Last date of the event
Sub Junior Boys & Girls	16 Years or below on the Last date of the event

Note: The affiliated unit should furnish any one of the following Documents in order to provide proof of Date of Birth and identity of a player:

- a)** Copy of the Passport
- b)** DOB certificate from city council/municipality/any local self government body
- c)** DOB as in Nationality Certificate

- d) Driving license
- e) Voter Identity card
- f) Any other document from which shows photo, name and DOB of a person
The affiliated units as per the law of their land can modify these criteria's.

If any member unit is found guilty, the concerned unit's team will be debarred for a period of 3 years from the same year. Position obtained, if any will also be forfeited and the unit will have to return the Medals and Certificates to the Federation.

6. Weight Criteria

MEN	Should not be greater than 85 Kg
WOMEN	Should not be greater than 75 Kg
JUNIOR Boys	Should not be greater than 70 Kg
JUNIOR Girls	Should not be greater than 65 Kg
Sub-JUNIUR Boys & Girls	Should not be greater than 55 Kg

TERMINOLOGIES OF GAME

- 7. **Cant** The repeated and clear chanting of approved word "KABADDI" while raiding will be called as 'Cant'.
- 8. **RAID** When the Raider enters the opponents court or half with cant to attack, it is known as Raid.
- 9. **Raider** The player who enters into opponent's half with cant is known as '**RAIDER**'. The raider must begin his cant before he touches the opponent's half.
- 10. **Defender** Every player in whose half the raid is being made will be called as Defender.
- 11. **To put out a defender** If a raider touches a defender without the breach of rules of play or if any part of the body of a defender touches any part of the body of the raider and then the raider touches his own half with cant, the defender is said to be out.
- 12. **CATCH** If the defender or defenders hold the raider without breach of rules of play and keep the raider in their half and do not allow him to reach his own half until he loses his cant or the Referee / Umpire blows the whistle or 30 seconds of the raid are over, is known as holding the raider or CATCH.

- 13. To reach safely** If the raider touches his own half while returning from raid with any part of the body through the midline without breach of rules with cant and within 30 seconds, he is said to have reached his own half safely and the raid is over.
- 14. TAG (Touch)** When the raider touches the defender or defenders by any part of his body or even the clothing, shoes or any other outfit, is Called a touch (TAG).
- 15. Struggle Raid** When the defender or defenders come into contact with the raider, it is called struggle. After touch or struggle the lobbies become part of the FOP.
- 16. Empty Raid** When the raider crosses the Baulk line of the defending team at least once during the course of a raid and reaches his half with cant without scoring or losing a point, is known as Empty Raid.
- 17. Productive** A raid in which a point is scored (by any team) will be called as productive raid.
- 18. Pursuit** When a Defender rushes into the opponent's half with cant and without breach of rules chasing the returning raider with a view to touch (TAG), is called as pursuit. Pursuit is not allowed if defender(s) attempt to hold the raider.
- 19. Super Catch** If a raider is caught / self out / declared out, when there are 3 or fewer defenders are defending is called as Super Catch.
- 20. DO or DIE Raid** The third raid after 2 empty raids by a side is called the 'DO or DIE RAID'. The Raid count after the break will restart from 1.
- 21.** All suspended players will be deemed present on ground (FOP)
- 22. All Out** When a team manages to put the entire opponent team out and none of the opponents are entitled to be revived than that team scores ALL OUT .Two extra points for ALL OUT will be awarded in addition to the points scored in the raid.

RULES OF PLAY

- 23.** The team that wins the toss will have the choice to elect either to rai or the side of the half. The team which looses the toss will have the remaining choice.

- 24.** In the second half of the game, the sides of the play field will be changed.
- 25.** The team, which did not, start the game with raid in the first half, will start the game with raid in the second half of the game.
- 26.** The game in the second half will resume with the same number of players, as they were at the end of the first half.
- 27.** A player will be out if any part of his body touches the ground outside the boundary. The Assistant Scorer will take out such players at once. The Umpire or Referee will declare such players out by calling out the numbers. No whistle will be blown as the raid may continue.

If such player resists going out of the ground or challenges the decision of the assistant scorer or misbehaves or forcefully involves himself In the game will not only be shown an appropriate warning card as deemed fit by the referee, but a technical point in addition to all other points of the raid will be awarded to the team whose raider is raiding.

- 28.** If a defender or defenders who has / have touched the ground outside the boundary (as per rule 5), hold a raider, the raider will be declared NOT OUT. The defender or defenders who have gone out of bounds only will be declared out.
- 29.** During the struggle a player will not be out if any part of his body touches the ground outside the boundaries but keeps contact with the play field.
- 30.** It is mandatory for a raider to cross the baulk line once during his raid failing which he will be declared out, but in case the Raider touches a defender or a defender touches the raider during the raid, the raider need not cross the Baulk line but must reach his half with the cant.
- 31.** Lobbies can be used to reach own halves by the players after the raid / struggle is over.
- 32.** A raider must start his cant before he touches the opponent's half. If he starts the cant late, he will be ordered back by the Umpire or Referee and the opponent will be given one technical point. Raider will have to restart the raid.
- 33.** If a raider raids out of turn, the Umpire or Referee will order him to return to his half and a technical point will be given to opponent team.
- 34.** Not more than one raider will enter the opponent's half at a time, if More than one raider enters the opponent's half at a time, the Umpire or Referee will

order all such raiders to return to their half and a technical point will be awarded to the opponent team. Re-raid will take place by the same side.

- 35. After a raider has reached his half the opponents will start their raid within 5 Seconds. In case the raider fails to start his raid within 5 seconds, a technical point is awarded to the opponent team. Chance of raid remains intact.
- 36. If a raider, who is caught by the defender(s), escapes from their attempt and reaches his half safely he will not be pursued, but if a raider touches the defender(s) and reaches back to his half safely may be pursued.
- 37. If a raider, while in the opponent's half loses his cant, will be declared out.
- 38. When a raider is held, the defender(s) should not deliberately:
Stifle his cant by shutting his mouth,
Tackle violently which may lead to injury(ies),
Do any type of scissoring
Use any unfair means to keep the hold If done

If Done

will attract a warning card as deemed fit by the referee & / or Umpire, and the raider will be NOT OUT.

- 39. If a raider does not score or lose any point or takes more then 30 seconds during the DO or DIE RAID, the raider of the third empty raid i.e DO or DIE RAID will be declared out and the opponent team will be awarded a point along with one of their player being revived.
- 40. During the course of raid none of the defender(s) will touch the raider's half. In case any defender(s) touches the raider's half before completion of the raid they will be declared out and the opponent team will be given that many points.
- 41. If a defender(s) who is / are out, having violated Rule No.18, holds a raider or helping to hold the raider, the raider will be declared NOT OUT and the defender(s) who touched the raider's half will be declared OUT.
- 42. When a team manages to put the entire opponent team out and none of the opponents are entitled to be revived, then that team scores ALL OUT. Two extra points for ALL OUT will be awarded in addition to the points scored in the raid. The play continues and all the players who were out will enter in their half within fifteen seconds, failing which the referee or umpire will award one technical point every fifteen seconds of absence from the ground to the opponent team. If the team fails to enter within one minute, the team will be scratched from the match and the match will be awarded to the opponent.

43. If a raider is coached, guided or in any way instructed by one of his own side during the raid, the Umpire or Referee may award one technical point to the opponent.
44. A raider or defender is not to be held by any part of his body above shoulders deliberately. The one who violates the rule will be declared OUT. If the raider is held by any part of his body above shoulders deliberately, the Umpire or Referee will declare such raider NOT OUT.
45. When one or two players of a team are left during the game and the Captain of that team declares them out in order to bring in the full team, the opponent will score as many points as the players that existed from their half at the time of declaration as well as Two Extra Points for ALL OUT.
46. A Player or players who are out will be revived in the same order as they were put out.

RULES OF MATCHES

47. **Squad:** The squad can consist of 10 to 12 players in national level and below.
Team: For international level squad will consist of 10 to 14 players.
48. **Playing** Each team will consist of minimum 10 and maximum 12 Players. 07 players will take the ground at a time and the remaining players are substitutes. The name of first 10 to 12 players will have to be submitted to the OC at least 90 minutes before the scheduled time of the Match.

49. **Duration of the match**
The duration of the match will be:

For Men & Junior Boys

40 minutes divided in two halves of 20 minutes each with a break of 5 minutes in between two halves.

For Women, Junior Girls, Sub-Junior Boys & Girls

30 minutes divided in two halves of 15 minutes each with a break of 5 minutes in between two halves.

The teams will change their halves after the break. The number of players for each team at the start of second half will remain the same as they were at the end of first half.

- (A) The last raid of each half of the match will be allowed to be completed even after completion of the scheduled time as mentioned above.

50. System of scoring

Each team will score one point for every opponent out. The side, which scores an ALL OUT, will score two extra points. The out and revival rule will be applicable.

51. Time Out

- a) Each Team will be allowed to take Two “Time Outs” of 30 Seconds in each half; such time out will be called for by the Captain, Coach or any playing member of the team with the permission of the referee. The time out time will be added to match time.
- b) During the time out the players on ground will not leave their halves of the play field, any violation will attract a technical point awarded to the opponent team.
- c) Official Time out can be taken by the Referee / Umpire in the event of any injury to a player, interruption by outsiders, re-lining of the ground or any such unforeseen circumstances. Such time out time will be added to the match time.
- d) The time out rule can be redefined by the organising committee of a particular event after obtaining prior approval of IKF.

52. Substitution

- a) Maximum Five substitutions from five reserve Players are allowed with the permission of the referee at any time. [Exception: If a team has exhausted their maximum number of substitutions and a player or players of the team is/are injured then it will be the discretion of the referee to allow substitute player(s) in place of the injured player(s)]. Such injured players will not be allowed to play in the same match. In one substitution any number of eligible players can be substituted.
- b) Substituted Players can be re-substituted.
- c) If any player is suspended or disqualified from the match, no substitution is allowed for that particular player. The team will play with less number of players.
- d) Substitution is not allowed for out players and suspended players.
- e) The player to be substituted should stand in the designated area with the permission of the Assistant Scorer in advance.
- f) The referee / Umpire will permit the substitution after the completion of the raid at an appropriate time at his sole discretion.

53. Bonus Point

- a) The Bonus line will be applicable when there are minimum 6 defending players in the half.
- b) One point will be awarded to the raider when he crosses the bonus line. If, the raider after crossing the bonus line is caught, the opponent team will also be awarded one point. The Referee/Umpire will award the bonus point after completion of such raid by showing thumb upwards towards the side which scores.
- c) If the raider while crossing the bonus line is caught then a point will be awarded to the defending team & No Bonus point will be given.
- d) The raider after crossing the bonus line if he puts out one or more defenders, he will get the number of points scored in addition to the bonus point for crossing the bonus line.
- e) The raider has to cross the bonus line to score the bonus point before touching the defender(s) or before he is caught by the defender(s). The raider will not be awarded bonus point if he crosses the bonus line after a touch/struggle.
- f) There will be no revival for bonus point.
- g) If player/players are suspended temporarily or disqualified from the match, then the team will play with less number of players. Such players will be counted as if on the field to award Bonus point.

54. Result The team, which scores more points at the end of the match, will be declared as winner.

55. Tie in Knock Out Match:

If there is a tie in the Knock out matches the match will be decided on the following basis:

- a) Both the teams should field 7 Players in the Half.
- b) The baulk line will be treated, as Baulk Line Cum Bonus Line and all the Bonus point rules will be followed.
- c) If the raider succeeds in crossing the baulk line cum bonus line he will get one point.

- d) After crossing the Baulk line cum Bonus line, if the raider puts out one or more defenders, he will get the number of points scored in addition to the one point scored by crossing the baulk line cum bonus line. No Bonus will be awarded if raider crosses the Bonus cum Baulk line after touch or struggle.
- e) The out or revival rule will not be applicable, only points scored will be counted.
- f) Both the teams should give the names of the five different Raiders with their Chest Numbers as per their order of raid to the referee. Substitution of players will not be allowed from the fielded seven Players.
- g) Each team will be given 5 Raids by different raiders to raid alternately.
- h) In case any raider in the given list of 5 raiders is injured before his chance of raid, in such cases, one of the remaining 2 players out of the seven in the field can do the raid.
- i) The side, which raids first at the beginning of the match, will be allowed to raid first.
- j) Even after 5 Raids, if there is a tie, the game will be decided as per the Golden Raid Rule.
- k) If player/players are suspended temporarily or disqualified during the Tiebreaker, the team will play with less number of players. Such players will be counted to award Bonus point.

56. Golden Raid

1. Even after 5-5 raids, if there is a tie, a fresh toss will be taken and the team that wins the toss will have the chance to raid i.e. "GOLDEN RAID"
2. If there is tie even after the Golden Raid then a chance will be given to the opponent team for the Golden Raid.
3. In the Golden Raid the team which scores the leading point will be declared as Winner.
4. Even if there is no result after having given a chance of Golden Raid to both the teams the winner will be decided by TOSS.

57. League System

In the League System the team that wins the match will score two league points and the looser will score zero point. In case of Tie both the sides will score one league point each. In case of an abandoned match also both the teams will be awarded one point each.

58. Tie in league points

If there is a tie in the league points scored in the league system, the winner and runner of the pool will be decided on the basis of “For and Against Points” scored by using the following formula:

- a) The team which scores less than 25% of the league points will not be considered for the “For and Against Points” formula.
- b) To decide the tie, the “For and Against points” of the concerned teams against the teams which scored 25% or more of the league points will be considered and the difference calculated.
- c) The team which is scoring highest score difference of “For and Against’ will be declared pool winner.
- d) Even after considering “For and against” points, if there is a tie, the total points “SCORED FOR” only will be counted.
- e) Even after this if there is a tie, the Winner and Runner will be decided on toss.
- f) The league system can be redefined by the OC of a particular event after obtaining prior approval of IKF.

Note: The same rule will be applicable to teams which concede the match.

59. If owing to failure of light, heavy rains or any other unforeseen circumstances, a match could not be completed in the same session; such a match will be replayed as a fresh match in the next session. In this case, the players need not be the same as were in the abandoned match. If there is no possibility of replay the tournament director / TD / OC will have the right to declare the match as abandoned and one league point will be awarded to each team. If this situation happens in a final match, both teams will be declared as joint winners.

60. In case of temporary suspension of the match or change of half/ground / play field such match will be continued with the same score (and players as were at the time of suspension) for the remaining time in the same session.

61. Nails of the players must be closely clipped and no ornaments of any sort will be allowed.
62. All players must have distinct numbers on their T-shirt of at least 4 Inches thickness in front and 6 inches thickness at the back. It is mandatory for each team to follow the dress code failing which referee may disallow the team from playing the match.
63. Application of oil or any other soft, sticky or slippery substances to the body will not be allowed. If found
- (i) For the first instance in a team, referee will ask the errant player to clean all such substances and will award a technical point to the opponent team.
 - (ii) For any subsequent instance referee will not only declare a technical point to the opponent team but will suspend the errant player for two minutes by showing yellow card.
64. Shoes are compulsory in case the match is played on the synthetic surface.
65. **Warning Cards**
- a) **Green Card - It is a warning card** and if green card is shown then the next card will be a Yellow Card.
 - b) **Yellow Card-Temporary Suspension for 2 Minutes.** along with one technical point to the opposite team.
If yellow card is shown second time in a match to same player, it will be deemed as Red Card and the player will be suspended for rest of the period of the match.
 - (i) The two minutes suspension of players will commence from the time the player is off from his half.
 - (ii) If the out player is suspended for two minutes then the suspension will begin after revival, Teams will not be allowed to revive the next out player in place of the suspended player revival.
 - c) **Red Card:** Suspension from the match. If Red card is shown second time in a tournament to the same player that player will be debarred from the Tournament for rest of the matches. Player(s) who is / are shown the red card will not be allowed to sit in the well / FOP.

66. INFRINGEMENT OF RULES – PENALTY & ACTION

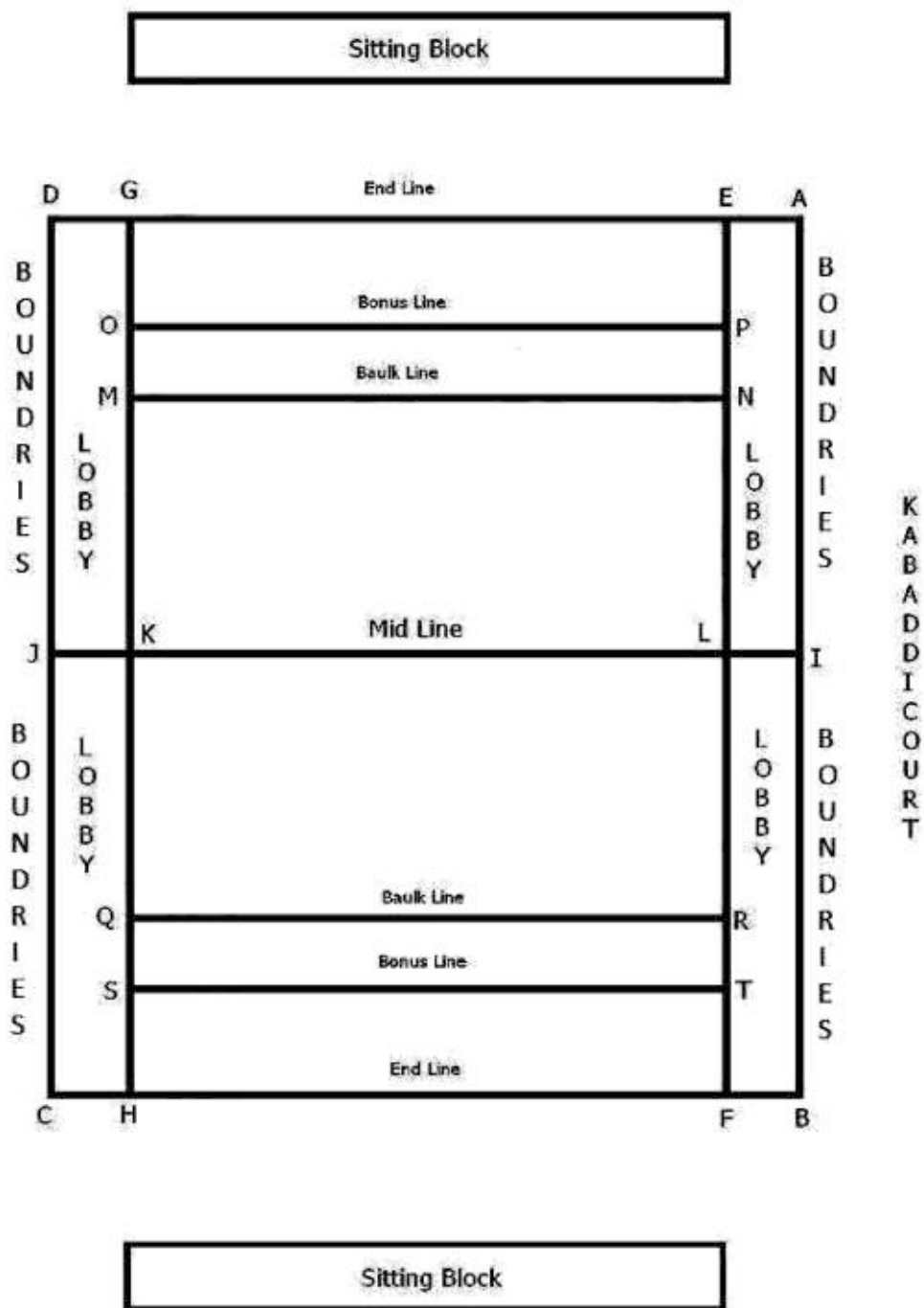
	INFRINGEMENT	PENALTY	ACTION
1.	Improper Cant / late Cant	One Technical Point to Opponents	Re - Raid
2.	Raid out of turn	One Technical Point to Opponents	--
3.	Entry of more than one raider in opponent's court to raid	One Technical Point to Opponents	Re - Raid
4.	If raider fails to start within 5 seconds	One Technical Point to Opponents	Re - Raid
5.	Violent Tackling /Injurious play /Scissoring / unfair play/ deliberately holding any part of the raider's body other than his limbs or trunk or by his clothes or hair by defenders to stop the raider	Defender/s will be declared out & raider safe	1.Green card will be shown in the first instance 2.Repetition of the infringement will attract yellow card.
6.	When the raider is prompted or instructed by his team during raid	One Technical Point to Opponents	--
7.	Preventing the raider to take his turn of raid	One Technical Point to Opponents	Re - Raid
8.	Violation of any rule by the player/team/coach during Time-outs or Substitutions	One Technical Point to Opponents	--
9.	Application of oil or any soft substances on the body	One Technical Point to Opponents	The player is sent out to wipe out the oil
10.	If coach enters the FOP during the match	One Technical Point to Opponents	1.Green card will be shown in the first instance 2.Repetition of the infringement will attract yellow card.
11.	If the player/s leaves the court during temporary suspension of the Match / Official timeout	One Technical Point to Opponents	--
12.	If team takes more than 15 seconds for re-entry after 'All Out' declared.	One Technical point for delay of every 15 Seconds to opponents	Note: This minor correction is incorporated as per IKF clarification on 8 November 2017
13.	If the team fails to enter the court within one minute of All Out	Match shall be awarded to the opponent team.	--

FIELD MEASUREMENT CHART

	FIELD MEASUREMENTS	MEN & JUNIOR BOYS	WOMEN & JUNIOR GIRLS	SUB JUNIOR BOYS & GIRLS
		ALL MEASUREMENTS IN METERS		
1	Side lines (AB, CD, EF & GH)	13	12	11
2	End Line (AD, BC)	10	8	8
3	Lobby (AE, BF, DG, CH)	1	1	1
4	Baulk Line (from Mid line) (LN, KM, LR, KQ)	3.75	3	3
5	Baulk Line (RQ, MN)	8	6	6
6	Mid-line (IJ)	10	8	8
7	Bonus Line (TS, PO) from Baulk Line (RT, QS, MO, NP)	1	1	1
8	Bonus Line (MN, ST)	8	6	6
9	Sitting Block (2 meters away from End lines)	8x1	6x1	6x1
10	Half (Each half of the playfield divided by the mid line)	6.5	6	5.5
11	Space surrounding the play field from side lines	4 meter	4 meter	4 meter
12	Duration of a Match	20-5-20 Minutes	15-5-15 Minutes	15-5-15 Minutes

RULES & REGULATIONS OF KABADDI

Version 2.1.0



RULES OF INDOOR KABADDI

The game of Indoor Kabaddi will be governed and played under the following rules of IKF.

PLAY FIELD

1. The Game of Kabaddi will be played on a Synthetic Ground (Hereinafter called as KABADDI MAT) or on soft soil surface.

The specifications of the KABADDI MAT are as follows:

Japanese Synthetic Rubber + Ethylene Vinyl Acetate

25 to 30 Shore A

Thickness 25mm to 40mm

Proper carpeting should be done beneath the MAT before laying the MAT.

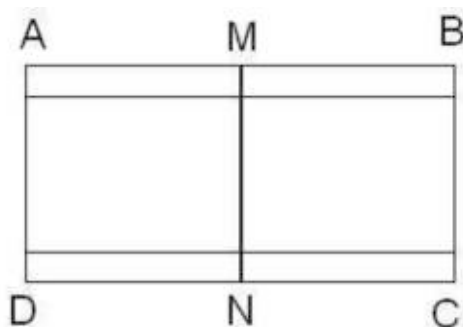
2. The desirable ground Size should be 18x18 Meter but not less than 15x17 meter (where 15 is vertical)

3. PLAY FIELD MEASUREMENTS

Men and Junior Boys 11 X 9 Meters (as shown in the diagram)

Women and Junior Girls 10 X 8 Meters (as shown in the diagram)

Sub Junior Boys & Girls



4. AGE CRITERIA

Senior Men & Women OPEN

Junior Boys & Girls 20 Years or below on the Last date of the event

Sub Junior Boys & Girls 16 Years or below on the Last date of the event

Note: The affiliated unit should furnish any one of the following Documents in order to provide proof of Date of Birth and identity of a player:

- a) Copy of the Passport
- b) DOB certificate from city council/municipality/any local self government body
- c) DOB as in Nationality Certificate
- d) Driving license
- e) Voter Identity card
- f) Any other document from which shows photo, name and DOB of a person .

The affiliated units as per the law of their land can modify these criteria.

If any member unit is found guilty, the concerned unit's team will be debarred for a period of 3 years from the same year. Position obtained, if any will also be forfeited and the unit will have to return the Medals and Certificates to the Federation.

5. **WEIGHT CRITERIA**

MEN	Should not be greater than 85 Kg
WOMEN	Should not be greater than 75 Kg
JUNIOR Boys	Should not be greater than 70 Kg
JUNIOR Girls	Should not be greater than 65 Kg
Sub-JUNIUR Boys & Girls	Should not be greater than 55 Kg

TERMINOLOGIES OF FIELD OF PLAY (FOP)

- 6. **Boundaries** The lines on the four sides of the play field are known as the boundaries (AB, BC, CD and DA). All lines will be of 3 to 5 cm width and will be the part of the FOP.
- 7. **Lobbies** The area on both the vertical sides of the playfield measuring one meter in width x length of the FOP are known as the Lobbies. Lobbies will become part of Play field once struggle starts
- 8. **Mid Line** Horizontal line that divides the play field into two halves is known as the mid-line as shown in diagram as MN.
- 9. **Half** Each half of the play field divided by the mid line will be is known as half.

TERMINOLOGIES OF GAME

10. **CANT** The repeated and clear chanting of approved word "KABADDI" while raiding will be called as 'Cant'.
11. **RAID** When the Raider enters the opponents court or half with cant to attack, it is known as Raid
12. **RAIDER** The player who enters into opponent's half with cant is known as 'RAIDER'. The raider must begin his cant before he touches the opponent's half.
13. **DEFENDER
DEFENDER
OUT A** Every player in whose half the raid is being made will be called as Defender.
14. **TO PUT:** If a raider touches a defender without the breach of rules of play or if any part of the body of a defender touches any part of the body of the raider and then the raider touches his own half with cant, the defender is said to be out.
15. **CATCH** If the defender or defenders hold the raider without breach of rules of play and keep the raider in their half and do not allow him to reach his own half until he loses his cant or the Referee/Umpire blows the whistle or 30 seconds of the raid are over, is known as holding the raider or Catch.
16. **TO REACH
SAFELY** If the raider touches his own half while returning from raid with any part of the body through the midline without breach of rules with cant and within 30 seconds, he is said to have reached his own half safely and the raid is over.
17. **TAG
(TOUCH)** When the raider touches the defender or defenders by any part of his body or even the clothing, shoes or any other outfit, is called a touch (TAG).
18. **STRUGGLE** When the defender or defenders come into contact with the raider, it is called struggle. After touch or struggle the loobbies become part of the FOP.
19. **PURSUIT** When a Defender rushes into the opponent's half with cant and without breach of rules chasing the returning raider with a view to touch (TAG), is called as pursuit.

Pursuit is not allowed if defender(s) attempt to hold the raider.

Note: All suspended players will be deemed present on ground (FOP)

**20. PRODUCTIVE
RAID**

Every Raid should be productive either by scoring point / points / technical point / self out or raider being caught. Even in case a defender or defenders becomes self-out, the Raid will be considered to be over and the raider's side will be awarded a point. If the raider returns safely without scoring or productive raid to his court, the opponent team will be awarded a point. If a raid is more than 30 seconds, the opponent team will be awarded a point.

RULES OF PLAY

21. The team that wins the toss will have the choice to select either to raid or the side of the half. The team which loses the toss will have the remaining choice.
22. In the second half of the game, the sides of the play field will be changed.
23. The team, which did not start the game with raid in the first half, will start the game with raid in the second half of the game.
24. A player will be out if any part of his body touches the ground outside the boundary. Once any player goes out of boundary without struggle the raid will be over and point will be declared.
25. During the struggle a player will not be out if any part of his body touches the ground outside the boundaries but keeps contact with the play field.
26. If a defender or a defenders who have gone out of bounds, hold a raider, the raider will be declared NOT OUT. The defender or defenders who have gone out of bounds only will be declared out.
27. When the struggle begins, the play field includes the lobbies. During the struggle and after the struggle in the same raid, the players involved in the struggle can use the lobbies to enter their respective courts. This rule will only be applicable in the defender's court.
28. A raider must start his cant before he touches the opponent's half. If he starts the cant late, he will be ordered back by the Umpire or Referee and the opponent will be given one technical point. Raider will have to restart the raid.

29. If a raider raids out of turn, the Umpire or Referee will order him to return to his half and a technical point will be given to opponent team.
30. Not more than one raider will enter the opponent's half at a time, if more than one raider enters the opponent's half at a time, the Umpire or Referee will order all such raiders to return to their half and a technical point will be awarded to the opponent team. Re-raid will take place by the same side.
31. After a raider has reached his half the opponents will start their raider within 5 Seconds. In case the raider fails to start his raid within 5 seconds, a technical point is awarded to the opponent team. Chance of raid remains intact.
32. If a raider, who is caught by the defender(s), escapes from their attempt and reaches his half safely he will not be pursued, but if a raider touches the defender(s) and reaches back to his half safely may be pursued.
33. If a raider, while in the opponent's half loses his cant, will be declared out.
34. When a raider is held, the defender(s) should not deliberately:
 - a) Stifle his cant by shutting his mouth,
 - b) Tackle violently which may lead to injury(ies),
 - c) Do any type of scissoring
 - d) Use any unfair means to keep the hold

If done

will attract a warning card as deemed fit by the referee & / or Umpire, and the raider will be NOT OUT.

35. During the course of raid none of the defender(s) will touch the raider's half. In case any defender(s) touches the raider's half before completion of the raid they will be declared out and the opponent team will be given that many points.
36. If a defender(s) who is / are out, holds a raider or helping to hold the raider, the raider will be declared NOT OUT and the defender(s) who touched the raider's half will be declared OUT.
37. If a raider is coached, guided or in any way instructed by one of his own side during the raid, the Umpire or Referee may award one technical point to the opponent.
38. A raider or defender is not to be held by any part of his body above shoulders deliberately. The one who violates the rule will be declared OUT. If the raider

is held by any part of his body above shoulders deliberately, the Umpire or Referee will declare such raider NOT OUT.

RULES OF MATCHES

- 39. TEAM** Each team will consist of 7 Players. 5 Players will take the ground at a time and the remaining 2 players will be substitutes.
- 40. DURATION THE MATCH** The duration of the time of the match will be two halves of 15 minutes in case of Men, Women, Junior Boys and Junior Girls with a 5 Minutes break. The last raid of each half of the match will be allowed to be completed even after completion of the scheduled time as mentioned above.
- 41. SYSTEM PLAY** The out and revival rule will not be applicable. Only points scored will be counted.
- 42. PRODUCTIVE RAID** Every Raid will be productive either by scoring point points / technical point / self out or raider being caught. Even in case a defender or defenders becomes self-out, the Raid will be considered to be over and the raider's side will be awarded a point. If the raider returns safely without scoring or productive raid to his court, the opponent team will be awarded a point. If a raid is more than 30 seconds, the opponent team will be awarded a point.
- 43. TIME OUT**
- a)** Each Team will be allowed to take Two “Time Outs” of 30 Seconds in each half; such time out will be called for by the Captain, Coach or any playing member of the team with the permission of the referee. The time out time will be added to match time.
 - b)** During the time out the players on ground will not leave their halves of the play field, any violation will attract a technical point awarded to the opponent team.
 - c)** Official Time out can be taken by the Referee / Umpire in the event of any injury to a player, interruption by outsiders, re-lining of the ground or any such unforeseen circumstances. Such time out time will be added to the match time.

- d) The time out rule can be redefined by the organising committee of a particular event after obtaining prior approval of IKF.

44. SUBSTITUTION

- a) Maximum two substitutions from two reserve Players are allowed for each team with the permission of the referee in each half. (Exception: If a team has exhausted its maximum number of substitutions and a player or players of the team is/are injured then it will be the discretion of the referee to allow substitute player(s) in place of the injured player(s). Such injured players will not be allowed to play in the same match. In one substitution any number of eligible players can be substituted.
- b) Substituted Players can be re-substituted.
- c) If any player is suspended or disqualified from the match, no substitution is allowed for that particular player. The team will play with less number of players.
- d) Substitution is not allowed for suspended players.
- e) The player to be substituted should stand in the designated area with the permission of the referee / umpire in advance .
- f) The referee / umpire will permit the substitution after the completion of the raid at an appropriate time at their discretion

45. **RESULT** The team, which scores more points at the end of the match, will be declared as winner.

46. **TIE IN** If there is a tie in the Knock out matches the match will
KNOCKOUT MATCH be decided on the following basis:

- a) Both the teams should field 5 Players in the Half.
- b) Both the teams should give the names of three different Raiders with their Chest Numbers as per their order of raid to the referee. Substitution of players will not be allowed from the fielded five Players.
- c) Each team will be given 3 Raids by different raiders to raid alternately.
- d) In case any raider in the given list of 3 raiders is injured before his chance of raid, in such cases, one of the remaining 2 players out of the five in the field can do the raid.
- e) The side, which raids first at the beginning of the match, will be allowed to raid first.

- f) Even after 3 Raids, if there is a tie, the game will be decided as per the Golden Raid Rule.
- g) If player/players are suspended temporarily or disqualified during the Tiebreaker, the team will play with less number of players.

47. GOLDEN RAID

- a) Even after 3-3 raids, if there is a tie, a fresh toss will be taken and the team that wins the toss will have the chance to raid i.e. "GOLDEN RAID"
- b) If there is tie even after the Golden Raid then a chance will be given to the opponent team for the Golden Raid.
- c) In the Golden Raid the team which scores the leading point will be declared as Winner.
- d) Even if there is no result after having given a chance of Golden Raid to both the teams the winner will be decided by TOSS.

48. LEAGUE SYSTEM

In the League System the team that wins the match will score two league points and the looser will score zero point. In case of Tie both the sides will score one league point each. In case of an abandoned match also both the teams will be awarded one point each.

49. TIE IN LEAGUE POINTS

If there is a tie in the league points scored in the league system, the winner and runner of the pool will be decided on the basis of "For and Against Points" scored by using the following formula:

- a) The team which scores less than 25% of the league points will not be considered for the "For and Against Points" formula.
- b) To decide the tie, the "For and Against points" of the concerned teams against the teams which scored 25% or more of the league points will be considered and the difference calculated.
- c) The team which is scoring highest score difference of "For and Against" will be declared pool winner.
- d) Even after considering "For and against" points, if there is a tie, the total points "SCORED FOR" only will be counted.
- e) Even after this if there is a tie, the Winner and Runner will be decided on toss.

- f) The league system can be redefined by the OC of a particular event after obtaining prior approval of IKF.

Note: The same rule will be applicable to teams which concede the match.

- 50. If owing to failure of light, or any other unforeseen circumstances, a match could not be completed in the same session; such a match will be replayed as a fresh match in the next session. In this case, the players need not be the same as were in the abandoned match. If there is no possibility of replay the tournament director / TD / organising committee will have the right to declare the match as abandoned and one league point will be awarded to each team. If this situation happens in a final match, both teams will be declared as joint winners.
- 51. In case of temporary suspension of the match or change of half/ground / play field such match will be continued with the same score for the remaining time in the same session.
- 52. Nails of the players must be closely clipped and no ornaments of any sort will be allowed.
- 53. All players must have distinct numbers on their T-shirt of at least 4 Inches thickness in front and 6 inches thickness at the back. It is mandatory for each team to follow the dress code failing which referee may disallow the team from playing the match.
- 54. Application of oil or any other soft, sticky or slippery substances to the body will not be allowed. If found
 - (a) For the first instance in a team, referee will ask the errant player to clean all such substances and will award a technical point to the opponent team.
 - (b) For any subsequent instance referee will not only declare a technical point to the opponent team but will suspend the errant player for two minutes by showing yellow card.
- 55. Shoes are compulsory in case the match is played on the synthetic surface.
- 56. **Warning Cards**
 - a) **Green Card - It is a warning card** and if green card is shown then the next card will be a Yellow Card.

- b) Yellow Card-Temporary Suspension for 2 Minutes.** along with one technical point to the opposite team.
If yellow card is shown second time in a match to same player, it will be deemed as Red Card and the player will be suspended for rest of the period of the match.
- (i) The two minutes suspension of players will commence from the time the player is off from his half.
 - (ii) If the out player is suspended for two minutes then the suspension will begin after revival, Teams will not be allowed to revive the next out player in place of the suspended player revival.
- c) Red Card:** Suspension from the match. If Red card is shown second time in a tournament to the same player that player will be debarred from the Tournament for rest of the matches. Player(s) who is / are shown the red card will not be allowed to site in the well / FOP.

RULES OF BEACH KABADDI

The game of Beach Kabaddi will be governed and played under the following rules of IKF.

PLAY FIELD

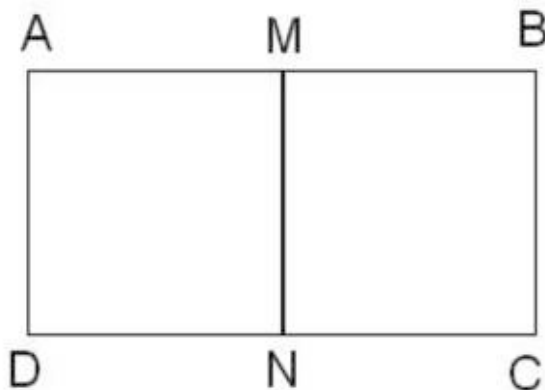
1. The Game of Beach Kabaddi will be played on a leveled ground of sand of minimum 30 cm depth preferably on sea shore or river banks.

2. Field of Play Measurements

a) **Men and Junior Boys** 11X07 Meters divided into two equal halves by a mid line (as shown in the diagram)

b) **Women and Junior Girls** 10X06 Meters divided into two equal halves by a mid line (as shown in the diagram).

c) **Sub-Junior Boys and Girls** 09X06 Meters divided into two equal halves by a mid line (as shown in the diagram).



3. Terminologies of Field of Play (FOP)

(a) **Boundaries** The lines on the four sides of the play field are known as boundaries (AB, BC, CD, and DA).

All lines will be drawn with the help of suitable rope of any sturdy material. The diameter of the rope should be 1 to 2 cm. The rope will be part of the play field.

It is must to have 3 Meters clear space outside the boundaries.

There will be no Baulk line, Bonus line and Lobbies in Beach Kabaddi.

(b) Mid Line The line that divides the play field into two halves is known as the mid-line (MN)

AGE & WEIGHT CRITERIA

4. Age Criteria

Senior Men & Women OPEN

Junior Boys & Girls 20 Years or below on the Last date of the event

Sub Junior Boys & Girls 16 Years or below on the Last date of the event

Note: The affiliated unit should furnish any one of the following Documents in order to provide proof of Date of Birth and identity of a player:

- a) Copy of the Passport
- b) DOB certificate from city council/municipality/any local self government body
- c) DOB as in Nationality Certificate
- d) Driving license
- e) Voter Identity card
- f) Any other document from which shows photo, name and DOB of a person

The affiliated units as per the law of their land can modify these criteria's.

If any member unit is found guilty, the concerned unit's team will be debarred for a period of 3 years from the same year. Position obtained, if any will also be forfeited and the unit will have to return the Medals and Certificates to the Federation.

5. Weight Criteria

MEN	Should not be greater than 85 Kg
WOMEN	Should not be greater than 75 Kg
JUNIOR BOYS	Should not be greater than 70 Kg
JUNIOR GIRLS	Should not be greater than 65 Kg
Sub-JUNIOR BOYS AND GIRLS	Should not be greater than 55 Kg

TERMINOLOGIES OF GAME

6. **Cant** The repeated and clear chanting of approved word 'KABADDI' while raiding will be called as 'Cant'.
7. **RAID** When the Raider enters the opponents court or half with cant to attack, it is known as Raid.
8. **Raider** One who enters into the court of the opponent with the cant is known as a 'RAIDER'. The raider must begin his cant before he touches the opponent's court.
9. **Defender** Every player in whose court the raid is being made will be called as Defender.
10. **To put out a defender** If a raider touches a defender without the breach of rules of play or if any part of the body of a defender touches any part of the body of the raider and then the raider touches his court with the cant, the defender is said to be out.
11. **To Hold a Raider** If a defender or the defenders hold the raider without breach of rules of play and keep the raider in their court and do not allow him to reach his court until he loses his cant or the referee/umpire blows the whistle, is known as holding the raider.
12. **To reach court Safely** If the raider touches his court with any part of the body through the midline with cant, without breach of rules, he is said to have reached his court safely and turn of the raid is over.
13. **Tag (Touch)** If the raider touches the defender or defenders, by any part of his body or even the clothing, shoes or any other outfit, it is called touch.
14. **Struggle** When the defender or defenders come into contact with the raider, it is called struggle.
15. **Pursuit** When a defender rushes into the opponent court with cant and without breach of rules, chasing the returning raider with a view to tag (touch), it is called pursuit. pursuit is not allowed if defender(s) attempt to hold the raider.

RULES OF PLAY

16. The team that wins the toss will have the choice of the court or the raid and the team that loses the toss will have the remaining choice. In the second half, the court will be changed and the team, which had not opted for raid, will send their raider first.
17. A player will be out if any part of his body touches the ground outside the boundary but during the struggle a player will not be out if any part of his body touches the ground outside the boundary by keeping contact of the play field. The portion of contact must be inside the boundary.
18. a) If any player goes out of the boundary during the course of play, he will be out. The Umpire or Referee will declare such players out by calling out the numbers and the raid will be declared over,

b) If a defender or defenders who have gone out of bounds (as per rule 17), hold a raider, the raider will be declared NOT OUT. The defender or defenders who have gone out of bounds only will be declared out.
19. A raider will continue to chant '**KABADDI**' as the approved cant. If he is not keeping the approved cant or he loses the cant in the opponent court, he will be ordered back and the opponent will be given one Technical point and chance to raid. Under such circumstances, he will not be pursued.
20. A raider must start his cant before he touches the opponent's court. If he starts the cant late, he will be ordered back by the Umpire or Referee and the opponent will be given one Technical point & a chance to raid.
21. If a raider goes out of turn, the Umpire or Referee will order him to go back and one Technical point will be given to opponent team.
22. Not more than one raider will enter the opponent's court at a time, if more than one raider enters the opponent's court at a time, the Umpire or Referee will order all to go back to their Court and a Technical point will be awarded to the opponent and chance to raid.
23. After a raider has reached his court or is put out in the opponent's court, the opponents will send their raider within 5 Seconds. Thus alternately each side will send their raider until the end of the game. In case the raider fails to start his raid within 5 seconds, the team loses its chance to raid and the opponent team gets a Technical point.

24. If a raider, who is caught by the defender or defenders, escapes from their attempt to hold and reaches his court safely he will not be pursued.
- Note:** But if a raider touches the defender or defenders and reaches back to his court safely he may be pursued.
25. If a raider, while in the opponent's court loses his cant or comes back to his court without touch/ struggle, he will be out and the opponent team gets a point.
26. When a raider is held, the defenders will not try deliberately to stifle his cant by shutting his mouth, using violent tackling leading to injuries, any type of scissoring or use of any unfair means. If such incident happens, the Umpire or Referee will declare the raider NOT OUT.
27. No defender will willfully push the raider out of the boundary by any part of his (Defender's) body, nor will any raider willfully push or pull an defender or defenders out of the boundary. If the raider is pushed outside the boundary or the defender is pushed or pulled outside the boundary, the Umpire or Referee will declare the raider or the defender, as the case may be, as NOT OUT, and the defender or the raider who pushes or pulls the opponents outside the boundary will be declared out.
28. During the course of raid none of the defenders will touch the raider's court until completion of the raid. In case any defender or defenders touches the raider's court before completion of the raid they will be declared out and the opponent team will be given that many points.
29. If an defender or defenders who are out, having violated Rule No.13, holds a raider or helps to hold the raider, the raider will be declared NOT OUT and the defender or defenders who touches the raider's court will be declared OUT.
30. If a raider is warned or in any way instructed by one of his own side, the Umpire or Referee will award one technical point to the opponent.
31. A raider or an defender is not to be held by any part of his body deliberately other than his limb or trunk. The one who violates the rule will be declared OUT. If the raider is held deliberately other than his limb or trunk, the Umpire or Referee will de dare such raider NOT OUT.

Note:

If a raider is caught by his clothes or hair the raider will be declared NOT OUT and the defender or defenders who have violated the Rule No.16 will be declared OUT.

RULES OF MATCHES

32. Team Each team will consist of 6 Players. 4 Players will take the ground at a time and the remaining two players will be substitutes.

33. Duration of the match The duration of the match will be two halves of 15 minutes in case of Men, Women, Junior Boys and Junior Girls with a 5 Minute interval. In case of Sub-Junior Boys & Sub-Junior Girls two halves of 10 Minutes with a 5 minute interval. The teams will change court after interval.

NOTE : The last raid of each half of the match will be allowed to be completed even after completion of the scheduled time as mentioned above.

34. System Of Play The out and revival rule will not be applicable. Only point / points scored will be counted.

35. Productive Raid Every Raid will be productive either by scoring point / points / technical point / self out or raider being caught. Even in case a defender or defenders become self-out the Raid will be considered to be over and the raider side will be awarded that many points. If the raider re turns safely without scoring or productive raid to his own court, the opponent team will be awarded a point.

36. Time Out

a) Each Team will be allowed to take three 'Time Outs' of 30 Seconds each in each half, such time out will be called for by the Captain or Coach or any playing member of the team with the permission of referee. The time out time will be added to match time.

b) During the time out the teams will not leave the ground, any violation in this; a technical point will be awarded to the opponent team.

c) Official Time out can be called for by the Referee/ Umpire in the event of any injury to a player, interruption by outsiders, re-lining of the ground or any such unforeseen circumstances. Such time out time will be added to the match time.

37. Substitution

- a) Maximum two substitutions from two reserve Players are allowed with the permission of the referee at any time. [Exception: If a team has exhausted their maximum number of substitutions and a player or players of the team is/are injured then it will be the discretion of the referee to allow substitute player(s) in place of the injured player(s)]. Such injured players will not be allowed to play in the same match. In one substitution any number of eligible players can be substituted.
- b) Substituted Players can be re-substituted.
- c) If any player is suspended or disqualified from the match, no substitution is allowed for that particular player. The team will play with less number of players.
- d) Substitution is not allowed for out players and suspended players.
- e) The player to be substituted should stand in the designated area with the permission of the Assistant Scorer in advance.
- f) The referee / Umpire will permit the substitution after the completion of the raid at an appropriate time at his sole discretion.

38. **Result** The team, which scores the highest number of points at the end of the match, will be declared the winner.

39. Tie in Knock Out Matches

If there is a tie in the Knock out matches, the match will be decided Out on the following basis

- a) Both the teams should field 4 Players in the Court
- b) Both the teams should give the names of the 3 Different Raiders with their Chest Numbers as per their order of raid to the referee. Substitution of players will not be allowed from the fielded 4 Players
- c) Each team will be given 3 Raids by different raiders to raid alternately,
- d) The side which raids first at the beginning of the match will be allowed to raid first
- e) In case any raider in the given list of 3 raiders is injured before his chance of raid, in such cases the remaining one in the fielded 4 can do the raid
- f) Even after 3 Raids if there is a tie, the game will be decided as per the 'Golden Raid' Rule.

Note: If player/players are suspended temporarily or disqualified during the Tiebreaker, the team will play with less number of players.

40. Golden Raid Even after 3-3 raids, if there is a tie, a fresh toss will be taken and the team that wins the toss will have the chance to raid i.e. 'GOLDEN RAID'

If there is tie even after the Golden Raid then a chance will be given to the opponent team for the Golden Raid

In the Golden Raid the team which scores the leading point will be declared as Winner.

41. League System In the League System the team that wins the match will score two league points and the looser will score zero point. In case of Tie both the sides will score one league point each.

42. Tie in league Points If there is a tie in the league points scored in the league system, the winner and runner of the pool will be decided on the basis of 'For and Against Points' scored by using the following formula

a) The team, which scores less than 25% of the league points, will not be considered for the 'For and Against Points' formula.

b) To decide the tie, the 'For and Against points' of the concerned teams against the teams which scored 25% or more of the league points will be considered and the difference calculated.

c) The team which is scoring highest score difference of 'For and against' will be declared pool winner.

d) Even after considering 'For and against' points, if there is a tie, the total points 'SCORED FOR' only will be counted.

e) Even after this if there is a tie, the result of the match played between the teams is to be considered.

f) Even after this if there is a tie, the highest number of points scored without applying 25% rule will be considered.

g) Even after this if there is a tie, the Winner and Runner will be decided on toss.

Note: Walkover is given to the opponent team by the referee due to late reporting, non-reporting or due to any other technical issues of the defaulting team. Such team will be scratched from the competition and the score of such teams will not be considered to decide the tie. The same rule will be applicable to teams, which concede the match also.

43. If owing to failure of light, heavy rains or any other unforeseen circumstances, a match could not be completed in the same session; such a match will be replayed in the next session. In case of replay, the players need not be the same for fielding a team.

44. In case of temporary suspension of the match, such match will be continued with the same score and remaining time in the same session. During the temporary suspension the players will not leave their respective courts without the permission of the referee. If a team violates this rule a technical point will be awarded to the opponent team.

45. Nails of the players must be closely clipped and no ornaments of any sort will be allowed.

46. All players must have distinct numbers on their T-shirt of at least 4 Inches thickness in front and 6 inches thickness at the back. The team should follow the dress code compulsorily.

47. Application of oils or any other soft substances to the body will not be allowed.

48. **Warning Cards**

a) **Green Card** - It is a warning card and if green card is shown then the next card will be a Yellow Card.

b) **Yellow Card-Temporary Suspension for 2 Minutes.** along with one technical point to the opposite team.

If yellow card is shown second time in a match to same player, it will be deemed as Red Card and the player will be suspended for rest of the period of the match.

(i) The two minutes suspension of players will commence from the time the player is off from his half.

- (ii) If the out player is suspended for two minutes then the suspension will begin after revival, Teams will not be allowed to revive the next out player in place of the suspended player revival.
- c) **Red Card:** Suspension from the match. If Red card is shown second time in a tournament to the same player that player will be debarred from the Tournament for rest of the matches. Player(s) who is / are shown the red card will not be allowed to sit in the well / FOP.

RULES OF CIRCLE STYLE KABADDI

The game of Circle Style Kabaddi shall be governed and played under the following rules of IKF

PLAY FIELD

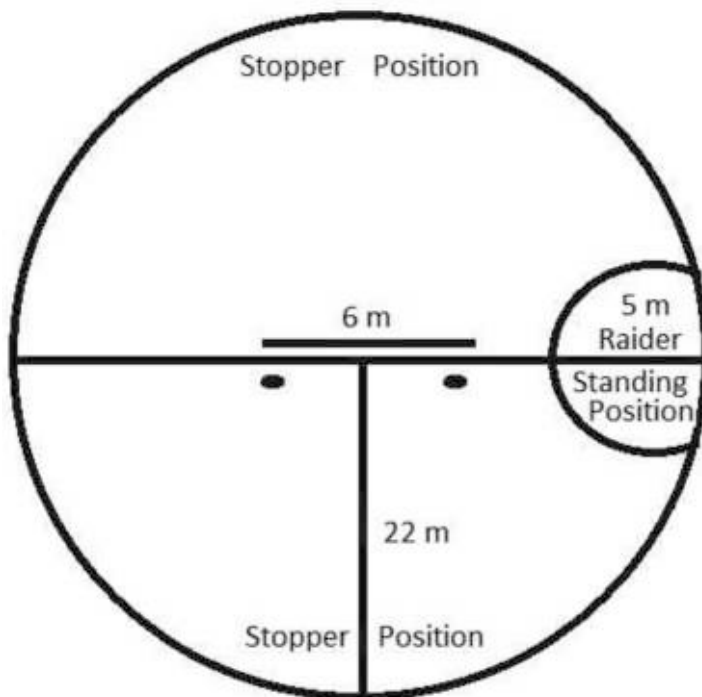
1. Measurements

Men and Junior Boys The play field will have a radius of 22 Meters divided into two equal halves by a mid line

**Women, junior girls
Sub-junior
boys and girls** The play field will have a radius of 16 meters divided into two equal halves by a mid line.

2. GROUND

Ground will be soft and level or Synthetic Mat (Specifications of Mat same as described in rules of Kabaddi)



3. BOUNDARY

The circle demarcating the radius of 22 meters in case of Men & Junior Boys and 16 meters in case of Women, Junior Girls, Sub- junior boys & girls will be the Boundary of the play field. The Boundary will be marked minimum 3 cm to maximum 5 cm thickness and will be part of the play field.

Width of all the lines will be minimum 3 Cm to maximum 5 Cm.

It is necessary to have minimum 3 Meters clear space outside the boundaries.

- 4. MID LINE** The line that divides the play field into two halves is known as the mid-line
- 5. COURT** Each half of the play field divided by the mid line is known as the Court.
- 6. RAIDER'S STANDING AREA** 5 mts. Curve area as shown in figure at the center towards end line on both side is raiders standing area.
- 7. PALA** Pala is considered to be a gate in the center of the play field. The Pala is demarcated by lines drawn/ marked from the centre point of the midline 3 meters on each side. The total length of the Pala will be of 6 meters. The raider should reach his home court safely only through the Pala/gate. The Pala posts will be mounds of either Lime powder or of some soft material of 15 cm diameter and 20 cm height. The pala is same in all age groups.

8. AGE & WEIGHT CRITERIA

Men & Women	Age and weight no restrictions
Junior boys	20 Years or below on the Last date of the event and below 75 kg
Junior girls	20 Years or below on the Last date of the event and below 70 kg
Sub-junior boys	16 Years or below on the Last date of the event and below 65 kg
Sub-junior girls	16 Years or below on the Last date of the event and below 65 kg

Note: The affiliated unit should furnish any one of the following documents in order to provide proof of Date of Birth and identity of a player:

- a) Copy of the Passport
- b) DOB certificate from city council/municipality/any local self government body

- c) DOB as in Nationality Certificate
- d) Driving license
- e) Voter Identity card
- f) Any other document from which shows photo, name and DOB of a person

The affiliated units as per the law of their land can modify these criteria's.

If any member unit is found guilty, the concerned unit's team will be debarred for a period of 3 years from the same year. Position obtained, if any will also be forfeited and the unit will have to return the Medals and Certificates to the Federation.

TERMINOLOGIES OF GAME

9. **CANT** The repeated, without break at a stretch and clear aloud sounding of the approved word 'KABADDI' shall be called as "Cant". The duration of this cant is maximum 30 seconds.
10. **TO HOLD A RAIDER KEEPS** If a defender holds the raider without breach of rules of play and keeps the raider in his court for more than 30 seconds and does not allow him to reach his home court until he loses his cant or the referee/umpire blows the whistle, is known as holding the raider.
11. **TO REACH COURT SAFELY** If the raider touches his court with any part of his body through the Pala with cant, without breach of rules, within 30 seconds, he is said to have reached his court safely.

RULES OF PLAY

12. The team that wins the toss will have the choice of the court or the raid. In the second half, the court will be changed and the team, which had not opted for raid, will send their raider first.
13. The raiders of both the sides will stand in the standing area for their turn of raid. If any raider comes out of this area during the raid a technical point shall be awarded to the opponent team and the raid will be over.
14. Four stoppers / defenders are compulsory in the form of chain; they should not break the chain. If they break the chain a point will be awarded to the raider's team.

- 15.** Before starting the raid the four stoppers must be positioned in front of the pala towards the end line. During the raid the chain can move either side.
- 16.** In the Circle style Kabaddi a raider can touch only one defender during the raid. If the raider touches more than one defender, a point will be awarded against him.
- 17.** No player can take two consecutive raids (one after the other). There should be a gap of minimum one raid in between.
- 18.** Only one defender is allowed to tackle the raider. If more than one defender tries to stop or catch the raider, the raider will be declared safe and a point will be awarded to the raider's team.
- 19.** During the struggle, if any player crosses the boundary or midline first a point will be awarded against him.
- 20.** A raider shall not intensely push out the stopper, if he does so a point shall be awarded to the opponent team
- 21.** During the struggle, if both the players (the raider and defender) cross the Boundary or mid line simultaneously, except through the Pala, no point will be awarded to any team. In such a situation, if the raider crosses the midline through the pala, he will be declared safe & awarded a point.
- 22.** If a defender, who has gone out of bounds, holds a raider, the raider will be declared safe and a point will be declared against the defender.
- 23.** If a raider continues his raid more than 30 seconds duration, he will be ordered back and the opponent will be given one point and chance to raid.
- 24.** If a raider goes out of turn the Umpire or Referee will order him to go back and one Technical point will be given to opponent team.
- 25.** Not more than one raider shall enter the opponent's court at a time, if more than one raider enters the opponent's court at a time, the Umpire or Referee will order all to go back to their Court and a Technical point will be awarded to the opponent and chance to raid.
- 26.** After a team completes their raid, the opponents shall send their raider within 10 Seconds. Thus alternately each side will send their raider until the end of the game. In case the raider fails to start his raid within 10seconds the team loses its chance to raid and the opponent team gets a Technical point.

27. When a raider is held, the defender will not try deliberately to stifle his cant by shutting his mouth, using violent tackling leading to injuries or use of any unfair means. If such incident happens, the Umpire or Referee will declare the raider safe.
28. During the course of raid none of the defenders shall touch the raider's court until completion of the raid. In case any defender or defender's touch the raider's court before completion of the raid, one point will be given to the raider's team and the raid will be counted as successful.

RULES OF MATCHES

- 29. TEAM** Each team shall consist of 14 Players. 8 Players will take the ground at a time and the remaining six players will be substitutes.

30. DURATION OF THE MATCH

Men and Junior Boys

Two halves of 20 Minutes each with a 5 minutes break.

Women, Jr. Girls, Sub-Junior Boys & Sub-Junior Girls:

Two halves of 15 Minutes each with a 5 minutes break.

The teams will change their court at the half time.

In each half the total- raids must be equal for both the teams. The last raid of each half of the match will be allowed to be completed even after completion of the scheduled time.

31. SYSTEM OF PLAY

The out and revival rule will not be applicable. Only points scored will be counted.

32. PRODUCTIVE RAID

Every Raid should be productive either by scoring point / points / technical point / self out / raider being caught. Even in case a defender or defenders becomes self-out, the Raid will be considered to be over and the raider's side will be awarded a point. If the raider returns safely to his court without scoring, the opponent team will be awarded a point. If a raid exceeds more than 30 seconds, the opponent team will be awarded a point.

33. TIME OUT

- a) Each Team will be allowed to take Two 'Time Outs' of 30 Seconds each in each half; the Captain or Coach of the team with the permission of

referee will call for such time out. The time out time will be added to match time.

- b) During the time out the teams will not leave the ground, any violation in this; a technical point will be awarded to the opponent team.
- c) Official Time out can be called for by the Referee/ Umpire in the event of any injury to a player, interruption by outsiders, re-lining of the ground or any such unforeseen circumstances. Such time out time will be added to the match time.

34. WATER BREAK

- a) One Water Break of 2 mints one in each quarter shall be given (after 10 mints of play).
- b) During the water break the teams should not leave the ground, any violation in this; a technical point will be awarded to the opponent team.
- c) Official Time out can be called for by the Referee/ Umpire in the event of any injury to a player, interruption by outsiders, re-lining of the ground or any such unforeseen circumstances. Such time out time will be added to the match time.

35. SUBSTITUTION

- a) 6 Reserve Players can be substituted with the permission of Referee.
- b) Substituted Players can be re-substituted.
- c) If any player is suspended or disqualified from the match, no substitution is allowed for that particular player. The team will play with less number of players.

36. RESULT

The team, which scores the highest number of points at the end of the match, will be declared the winner.

37. TIE IN KNOCK OUT

If there is a tie in the Knock out matches, the match will be decided on the following basis.

- a) Both the teams should field 8 Players in the Court.
- b) Both sides will be given chance for 5-5 raids.

- c) The side which raids first at the beginning of the match will be allowed to raid first
- d) Even after 5 Raids if there is a tie, the game will be decided as per the 'Golden raid' Rule.

38. GOLDEN RAID RULE

Even after 5-5 raids, if there is a tie, a fresh toss will be taken and the team that wins the toss will have the chance to raid i.e. 'GOLDEN RAID'

- a) If there is tie even after the Golden Raid then a chance will be given to the opponent team for the Golden Raid.
- b) In the Golden Raid the team which scores the leading point will be declared as Winner.

39. LEAGUE SYSTEM

In the League System the team that wins the match will score two league points and the looser will score zero point. In case of Tie both the sides will score one league point each.

40. TIE IN LEAGUE POINTS

- a) If there is a tie in the league points scored in the league system, the winner and runner of the pool will be decided on the basis of 'For and Against Points' scored by using the following formula
- b) The team which scores less than 25% of the league points will not be considered for the 'For and Against Points' formula.
- c) To decide the tie, the 'For and Against points' of the concerned teams against the teams which scored 25% or more of the league points will be considered and the difference calculated.
- d) The team which is scoring highest score difference of 'For and against will be declared pool winner.
- e) Even after considering 'For and against' points, if there is a tie, the total points 'SCORED FOR' only will be counted
- f) Even after this if there is a tie, the result of the match played between the teams is to be considered.

- g) Even after this if there is a tie, the highest number of points scored without applying 25% rule will be considered.
- h) Even after this if there is a tie, the Winner and Runner will be decided on toss.

Note: Walkover is given to the opponent team by the referee due to late reporting, non-reporting or due to any other technical issues of the defaulting team. Such team will be scratched from the competition and the score of such teams will not be considered to decide the tie. The same rule will be applicable to teams, which concede the match also.

- 41. If owing to failure of light, heavy rains or any other unforeseen circumstances, a match could not be completed in the same session; such a match will be replayed in the next session.
- 42. In case of temporary suspension of the match, such match will be continued with the same score and remaining time in the same session. During the temporary suspension the players will not leave their respective courts without the permission of the referee. If a team violates this rule a technical point will be awarded to the opponent team.
- 43 . Nails of the players must be closely clipped and no ornaments of any sort will be allowed.
- 44. All players must have distinct numbers on their T-shirt of at least 4 Inches thickness in front and 6 inches thickness at the back. The team should follow the dress code compulsorily.
- 45. Application of oils or any other soft substances to the body will not be allowed.

46. .Warning Cards

- a) **Green Card - It is a warning card** and if green card is shown then the next card will be a Yellow Card.
- b) **Yellow Card-Temporary Suspension for 2 Minutes.** along with one technical point to the opposite team.
If yellow card is shown second time in a match to same player, it will be deemed as Red Card and the player will be suspended for rest of the period of the match.

- (i) The two minutes suspension of players will commence from the time the player is off from his half.
 - (ii) If the out player is suspended for two minutes then the suspension will begin after revival, Teams will not be allowed to revive the next out player in place of the suspended player revival.
- c) **Red Card:** Suspension from the match. If Red card is shown second time in a tournament to the same player that player will be debarred from the Tournament for rest of the matches. Player(s) who is / are shown the red card will not be allowed to sit in the well / FOP.

TECHNICAL OFFICIALS

1. The maximum age limit fixed is 58 years for the AKFI or affiliated unit's qualified officials to officiate the matches. After attaining age of 50 years the official has to undergo a fitness & performance test conducted by AKFI once in two years.
2. It is mandatory for all the technical officials of IKF to possess and carry the following items whenever assigned with technical duties.
 - i. Electronic Stop Watch
 - ii. Whistle
 - iii. Warning cards
 - iv. Pen
 - v. Latest IKF Kabaddi Rules Book
3. Official uniform as prescribed by IKF. National Federations are free to modify uniform in their local events.
4. The officials in different forms of Kabaddi will be as follows:

(a) Kabaddi	One Referee, Two Umpires, One Scorer, Two Assistant Scorers, 2 Line Umpires and 4 Table Officials.
(b) Circle Style	One Referee, Two Umpires, One Scorer and two Kabaddi assistant Scores
(c) Beach Kabaddi	One Referee, Two Umpires, One Scorer and two assistant Scores
(d) Indoor Kabaddi	One Referee, Two Umpires, One Scorer and two assistant Scores
5. The decision of the umpires on the field will be final, but in special circumstances, the referee may give the decision in the best interest of the game and also if there is a disagreement between two umpires.
6. The referee and the umpires will have the power to warn, declare technical point(s) to the opponent team of the errant player(s), temporarily suspend or disqualify any player or team from the match who is committing any of the following violations or Foul.
 - a) Persistently addressing the match officials in regard to the decision.
 - b) Make derogatory remarks about the officials & action leading to influencing their decision.
 - c) Point out finger or making gestures by the raider or anti for demanding decision of the umpire, but a legitimate appeal

- d) Stifle a raider by shutting his mouth or throat by any way.
- e) Violent tackling leading to injuries to the body.
- f) Takes more than 5 Seconds to start the raid.
- g) Hold the raider with the help of scissors operated by legs.
- h) Preventing the raider to take his turn of raid

	INFRINGEMENT	PENALTY	ACTION
1.	Improper Cant / late Cant	One Technical Point to Opponents	Re - Raid
2.	Raid out of turn	One Technical Point to Opponents	--
3.	Entry of more than one raider in opponent's court to raid	One Technical Point to Opponents	Re - Raid
4.	If raider fails to start within 5 seconds	One Technical Point to Opponents	Re - Raid
5.	Violent Tackling /Injurious play /Scissoring / unfair play/ deliberately holding any part of the raider's body other than his limbs or trunk or by his clothes or hair by defenders to stop the raider	Defender/s will be declared out & raider safe	1.Green card will be shown in the first instance 2.Repetition of the infringement will attract yellow card.
6.	When the raider is prompted or instructed by his team during raid	One Technical Point to Opponents	--
7.	Preventing the raider to take his turn of raid	One Technical Point to Opponents	Re - Raid
8.	Violation of any rule by the player/team/coach during Time-outs or Substitutions	One Technical Point to Opponents	--
9.	Application of oil or any soft substances on the body	One Technical Point to Opponents	The player is sent out to wipe out the oil
10.	If coach enters the FOP during the match	One Technical Point to Opponents	1.Green card will be shown in the first instance 2.Repetition of the infringement will attract yellow card.
11.	If the player/s leaves the court during temporary suspension of the Match / Official timeout	One Technical Point to Opponents	--
12.	If team takes more than 15 seconds for re-entry after 'All Out' declared.	One Technical Point to Opponents	1.Green card will be shown in the first instance 2.Repetition of the infringement will attract yellow card.
13.	If the team fails to enter the court within one minute of All Out	Match shall be awarded to the opponent team.	--

7. The referee and the umpire can use the following cards to warn, temporarily suspend, from the match or to debar from the match to errant player(s), coach(es), manager or any other team official on ground.
- a) **Green Card - It is a warning card** and if green card is shown then the next card will be a Yellow Card.
 - b) **Yellow Card-Temporary Suspension for 2 Minutes.** along with one technical point to the opposite team.
If yellow card is shown second time in a match to same player, it will be deemed as Red Card and the player will be suspended for rest of the period of the match.
 - (i) The two minutes suspension of players will commence from the time the player is off from his half.
 - (ii) If the out player is suspended for two minutes then the suspension will begin after revival, Teams will not be allowed to revive the next out player in place of the suspended player revival.
 - c) **Red Card:** Suspension from the match. If Red card is shown second time in a tournament to the same player that player will be debarred from the Tournament for rest of the matches. Player(s) who is / are shown the red card will not be allowed to sit in the well / FOP.
8. **Duties of the Referee. The Referee will**
- a. Take the toss
 - b. Announce the score of each side before the last 5 minutes is declared
 - c. Supervise in general, the conduct of the whole match.
 - d. Announce the substitution & replacement of players.
 - e. Announce the time of each minute of the last 5 minutes of the Second half.
9. **Duties of the Umpire**
- a. The umpires will conduct the match and give decisions according to the rules of play and matches till the game is ended.
 - b. The umpires will assist the Referee in identifying out players by their chest numbers.
 - c. Umpires will assist the Referee during Substitution & Timeouts
10. **Duties of the Scorer**
- a. The umpires will conduct the match and give decisions according to the rules of play and matches till the game is ended.

- b. Fill in the score sheet & announce the score with the permission of the referee at the end of each half and the result at the end of the match.
- c. Make a note of the team winning the toss at the start of the game.
- d. All the points scored by all the players of the team will be recorded in running score on their respective side on the score sheet diagonally (/)
- e. Points scored for ALL OUT should be scratched horizontally (—)
- f. Bonus point will be shown in the score sheet by triangle (**Δ**)
- g. The team scoring the first leading point will be shown in the running score by square ()
- h. Technical point awarded by the referee or umpire should be encircled (**O**) in the running score.
- i. Time out by the teams be indicated by (“**T**”) against the team concerned
- j. Super Tackle point will be indicated by (X) in the score sheet
- k. Keep a note of the timing in the score sheet at the beginning & at the end of each half, time out taken by the teams & officials and record the substitutions made.
- l. Complete the score sheet in all respects and get it duly signed by the umpires and referee.

11. **Duties of the Assistant Scorers**

- a. The Assistant Scorer will maintain the record of the players who are out, in the order of their being put out & revived, of the team to which he is assigned.
- b. He will also ensure that the players who are put out are seated in the order of their being put out in the sitting block.
- c. The Assistant scorer will record the bonus points and technical points scored by the opposite team in order to get the total number of points lost by the team to which he is assigned and also to tally with the main score sheet.

12. **Duties of the Line Umpire**

- d. The Line Umpire will point out to the Referee or the Umpires, if any player goes out of bounds
- e. The umpires will assist the Referee in identifying out players by their chest numbers.

SIGNALS	
START OF THE MATCH	
	Raise one hand vertically upward.
	Bring the other hand parallel to the mid line while simultaneously bringing the vertical hand slightly down and start the 'stop & go' watch. Long and short whistle
OUT OF BOUNDS	
	Raise both hands with palms towards the body and show the action of 'away'. Long whistle
BREAKING OF THE CANT	
	Place the palm in front of the throat. Sharp short whistle
CALLING THE RAIDER BACK	
	Raise one hand sideward to shoulder level while pointing thumb towards the direction raiders should move Two short whistles

BOTH OUT	
	Raise both the hands side wards to shoulder level while pointing thumb upwards Long whistle
TO DECLARE POINTS AND OUT	
	Raise one hand to indicate the number of outs or points. With the other hand, indicate the team that scored by pointing horizontally towards that side
BONUS POINT	
	Raise one hand horizontally and point thumb upward
PUSH OR PULL	
	Raise both hands to about shoulder level with palms facing away from the body showing the action of push. Long whistle
OPERATING SCISSORS OR DANGEROUS PLAY	
	Interlock the fingers of both hands. Short continuous whistle till the struggle is stopped

WARNING	
	Point the index finger towards the player / team which / who is to be warned
TIME OUT / TEMPORARY SUSPENSION	
	From 'T' shape with both palms. A long and short whistle
STOP OR WAIT	
	At the time of struggle or fouls, show a wobbling action with the palm. Sharp short continuous whistle till the struggle or foul is stopped.
HALF TIME AND SIDE CHANGE	
	Cross the hands in front of the chest to indicate side change/ half time Long whistle
MATCH IS OVER	
	Raise both hands from the side and simultaneously bring them closer while whistling Long whistle

General rules to organize an event of Kabaddi in India

BIDDING

The State/Units those who want to bid for the organization of Junior, Sub-Junior National champs, National Professional League and Zonal National Championships should deposit the following amount as non- refundable deposit along with the applications.

Departmental National Championship	₹ 100,000.00
National Championship of any form and / or category	₹ 50,000.00
Federation Cup of any form and / or category	₹ 50,000.00
Zonal Championships	₹ 50,000.00

The finalization of the venue of the Championships will be done after inspection and certification by the respective zonal in-charge of AKFI. The deposit money of the bidders, who are not selected, will be returned by the AKFI, and the monies so received from the successful bidder will be adjusted as royalty.

ALLOTMENT OF ALL INDIA TOURNAMENTS

Those organizers who want to conduct All India Tournament should apply to the Federation minimum 3 months before the date of the event through the respective affiliated state unit of the Federation, along with the prescribed fee which is as follows:

Affiliated Clubs of District Associations Affiliated District Associations of State Associations Affiliated State Associations of the Federation	₹ 5,000.00
All others	₹ 10,000.00

It is advisable that the organizers should take adequate medical and accident insurance for all the participants in the event.

TECHNICAL OFFICIALS

The technical officials will be deputed by the referee board of the federation and will be paid TA/ DA by the organizers.

The minimum number of technical officials for various tournaments will be as follows:-

SENIOR	40 OFFICIALS
JUNIOR	30 OFFICIALS
SUB-JUNIOR	30 OFFICIALS
FEDERATION CUP	16 OFFICIALS
ZONAL	08 OFFICIALS
ALL INDIA	08 OFFICIALS
TOURNAMENT	

The referee board will send the duty assignment letters to the officials along with the railway concession Certificates to the concerned State Associations.

COMPETITION DIRECTOR

The AKFI will nominate the Competition Director for each competition. He/ She will be responsible for the smooth conduct of the competition. The duties of the competition Director will be:

- 1] Competition Director has to submit the pre-inspection report with regards to the facilities available i.e. grounds, lodging, boarding and transport etc.
- 2] Competition director has to co-ordinate with the technical committee and referees board in finalizing the fixtures and schedule of matches.
- 3] Competition director has to ensure the eligibility of teams/ Players participating in the tournament
- 4] Competition director has to ensure that the tournament is organized as per the rules & regulations and guidelines of the federation
- 5] Competition director has to submit the post games report to the federation

TA/ DA RULES FOR THE TECHNICAL OFFICIALS AND OTHER OFFICIALS APPOINTED BY THE FEDERATION

Travelling Allowance	III AC / II AC / AC deluxe bus fare from the home town of the technical officials and other officials by the shortest route possible
Per Dime	₹ 1000.00 per day for the duration of the tournament and one day before and one day after the tournament
Boarding & Lodging	Decent hotel , Lodging including breakfast, Lunch and dinner will be provided by the organizers free of cost.
Local Transport	To be arranged by the organizers
Medical Facilities	To be provided by the organizers (<i>it is advisable that the organizers should take adequate medical and accident insurance</i>).

CONDUCT OF ZONAL CHAMPIONSHIPS

The Vice - President and Joint Secretary of the federation of the Particular

Zone will be the Chairman and Convener respectively for the concerned Zonal Kabaddi Championship.

In case there is no Vice President of the federation in that Zone then the Joint Secretary of that Zone will be the in-charge for that zonal Kabaddi Championship.

In case if there is no Vice President as well as Joint Secretary of the federation from that zone then the federation will nominate the in-charge for that Zonal Kabaddi Championship.

The member of the referee board and the technical committee of the federation available in that zone will look after the duties of referee board and technical committee. In case there is no member of said committees in that zone then the referee board and technical committee of the federation will nominate the in-charges.

One technical official from each participating unit of that Zone will be given the assignment of officiating Zonal Kabaddi Championship along with similar number of technical officials as the number of affiliated units in that zone will be deputed by the referee board to conduct the Zonal Kabaddi Championship.

CONSTITUTION OF THE ZONES

S.No.	North	West	East	South
1.	Chandigarh	Chhattisgarh	Assam	Andhra Pradesh
2.	Delhi	Goa	Bihar	Karnataka
3.	Haryana	Gujarat	Jharkhand	Kerala
4.	Himachal Pradesh	Madhya Pradesh	Manipur	Puducherry
5.	Jammu & Kashmir	Maharashtra	Odisha	Tamilnadu
6.	Punjab	Rajasthan	Tripura	Telengana
7.	Uttarakhand	Vidarbha	West Bengal	-
8.	Uttar Pradesh	-	-	-

CONDUCT OF NATIONAL CHAMPIONSHIPS / FEDERATION CU

Will be governed by the federation as per the rules framed from time to time and will be available on request and on the website of the federation.

RULES FOR REGISTRATION OF PLAYERS

Players are supposed to register themselves online on the website of the federation.

The URL of the website is **<http://indiankabaddi.org>**.

Detailed rules of registration and transfer are available on the website.

RULES FOR REGISTRATION OF TECHNICAL OFFICIALS

Technical officials are supposed to register themselves online on the website of the federation.

The URL of the website is **<http://indiankabaddi.org>**.

Detailed rules of registration are available on the website.

RULES FOR REGISTRATION OF TECHNICAL OFFICIALS

Coaches are supposed to register themselves online on the website of the federation.

The URL of the website is **<http://indiankabaddi.org>**.

Detailed rules of registration are available on the website.

RULES FOR ALL INDIA KABADDI TOURNAMENTS

1. The Teams which are affiliated to the District / State Kabaddi Associations only are eligible to participate in the All India Invitation Kabaddi Tournaments.
2. The teams must submit the entry form duly signed by the concerned District / State Kabaddi Association.
3. The teams whose entry has been accepted by the organizing committee should be paid Rs. 4000/- towards travelling expenses. (Rs. 2000/- for Onward Journey and Rs. 2000/- for Return Journey).
4. Centralized Teams like Indian Railways, Services Sports Control Board, Indian Army, Indian Navy, Indian Air-Force, Banks Sports Board, SAI Centre of Excellence, etc. are not eligible to participate in all the All India Kabaddi Tournaments.
5. The centralized teams are allowed to participate only in the Super “A” Grade All India Kabaddi Tournaments such as “Ashwini Kumar Bhoir Gold Cup”, “Chatrapati Shivaji Chasak” and Tuticorin Amman Gold Cup Tournament” etc. The Federation will categorize the Tournaments as Super “A” Grade by setting the norms and other pre-requisites.
6. The teams, which are confirming their entry for the All India Kabaddi Tournament, must participate or otherwise they will be denied permission for participation in all other All India Kabaddi Tournaments during that year. (if it is not possible to participate for the reasons beyond the control of the team, prior permission of the Federation should be taken). The decision of the Federation in this regard will be final and binding.
7. The players should carry the 'Player Identity Cards' issued by online process while participating in all the tournaments. The players will not be allowed to participate without valid 'Player Identity Cards'.
8. The players shall wear the uniform as prescribed by their team management but should display the number of the player prominently [4” dimension] in the Front and [6” dimension] on the Back.
9. Colors of the numbers should be in contrast with the colors of the players outfit and should be clearly legible to the technical officials, spectators in the stadium and the television viewers.
10. It is compulsory for the numbers on the attire to be in the range of 1 to 99 and the players shall wear the same numbered outfit as declared in the official list throughout the competition.
11. Any team or player found violating the Dress Code shall be subject to Disciplinary Action.
12. Any kind of doping is prohibited and doping test at random will be conducted during the All India Kabaddi Tournaments by NADA. The players testing positive for prohibited substances shall be subject to punishment as described by NADA/ WADA/ IKF.



AMATEUR KABADDI FEDERATION OF INDIA

VENUE :

DATE :

OFFICIAL SCORE SHEET

Court No. :

Session :

League/Knock out :

Date :

Time :

Section : Men / Women

Toss won by _____

Team Choice: Court/Raid

Team :										V/s Team :									
1 st seven players										1 st seven players									
Reserve Player										Reserve Player									
TIMEOUT		I Half		Official		II Half		official		TIMEOUT		I Half		Official		II Half		official	
		1 2				1 2						1 2				1 2			
Su bs ti tu ti on	IN									Su bs ti tu ti on	IN								
	OUT										OUT								
	IN										IN								
	OUT										OUT								
Team warning										Team warning									
Sr. No	Name of the Players								Chest No.	Sr. No	Name of the Players								Chest No.
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 □, SC - X)																			
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22	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	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	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	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	77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93																		
94 95 96 97 98 99 100	94 95 96 97 98 99 100																		
Particulars	Out	Bonus	Lona	Tech Pts	SC Pts	Total	Particulars	Out	Bonus	Lona	Tech Pts	SC Pts	Total						
I Half							I Half												
II Half							II Half												
5 Raids							5 Raids												
Golden Raid							Golden Raid												
Total							Total												

Result _____ Won By _____ Points _____

Signature of Scorer

Signature of umpire 1

Signature of umpire 2

Signature of Referee



AMATEUR KABADDI FEDERATION OF INDIA

VENUE: _____

DATE : _____

ASSISTANT SCORER TEAM RECORD

Date: _____

Time _____

Team: _____ V/s Team _____

Record of _____ Team

First Seven													
SUBSTITUTION	IN												
	OUT												
	IN												
	OUT												
Nature of points	1	2	3	4	5	6	7	8	9	10	11	12	
Player out													
Player Revived													
Nature of points	13	14	15	16	17	18	19	20	21	22	23	24	
Player out													
Player Revived													
Nature of points	25	26	27	28	29	30	31	32	33	34	35	36	
Player out													
Player Revived													
Nature of points	37	38	39	40	41	42	43	44	45	46	47	48	
Player out													
Player Revived													
Nature of points	49	50	51	52	53	54	55	56	57	58	59	60	
Player out													
Player Revived													
Nature of points	61	62	63	64	65	66	67	68	69	70	71	72	
Player out													
Player Revived													
Nature of points	73	74	75	76	77	78	79	80	81	82	83	84	
Player out													
Player Revived													

PARTICULARS	OUT	BONUS	LONA	TACHNICAL	SUPER CATCH	TOTAL
1st Half						
2nd Half						
GRAND TOTAL						

Signature of the Asst. Scorer _____

Signature of the Referee _____



AMATEUR KABADDI FEDERATION OF INDIA

VENUE :

DATE :

TIE BREAKER – EXTRA TIME

	V/S	
--	-----	--

FIRST RAID TEAM NAME :

RAID NO.	NAME	CHEST NO	RAID NO.	NAME	CHEST NO
1			1		
2			2		
3			3		
4			4		
5			5		

CH.NO	BONUS	POINTS SCORED	POINTS LOST	CH.NO	BONUS	POINTS SCORED	POINTS LOST

GOLDEN RAID

TOSS WON BY

RAID

--	--	--	--

--	--	--	--

Signature of Scorer

Signature of Referee



AMATEUR KABADDI FEDERATION OF INDIA

VENUE :

DATE :

TECHNICAL OFFICIALS ASSIGNMENT SHEET

POOL : MEN / WOMEN COURT NO.

TEAM : V/S TEAM :

❖ REFEREE :

❖ UMPIRES: 1)

2)

❖ SCORER:

❖ ASST. SCORER: 1)

2)

❖ 3rd RAID RECORD:

❖ 30 SEC OPERATOR:

SCORER

1 st HALF		1 st HALF	
2 nd HALF		2 nd HALF	
TOTAL			

RESULT : Team Won by Points

Signature of Referee

INDOOR KABADDI SCORE SHEET

League/ Knock Out _____

Date: _____ Time: _____ Place: _____

Toss won by _____ Team Choice: Court/Raid _____

Team: _____ VS Team: _____

1 st Five Payers										1 st Five Payers																													
Reserve players										Reserve players																													
TIME OUT		1 Half			Official		2 nd Half			Official		TIME OUT		1 Half			Official		2 nd Half			Official																	
		1		2				1		2						1		2																					
Substitution		out										Substitution		out																									
		in																																					
		out																																					
		in																																					
Warning cards												Warning cards																											
TIE BREAKER										TOTAL		TIE BREAKER										TOTAL																	
Order of 3 raids												Order of 3 raids																											
Scored												Scored																											
POINTS										Lost		POINTS										Lost																	
Serial No	Player's Name									Chest No	Card Recd	Serial No	Player's Name									Chest No.	Card Recd																
1												1																											
2												2																											
3												3																											
4												4																											
5												5																											
6												6																											
7												7																											
	Coach												Coach																										
	Manager												Manager																										
RUNNING SCORE (Keys: Points /, Technical 0)																																							
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58
58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
96	97	98	99	100																96	97	98	99	100															
Particular										Points		Tech pts		Total		Particular										Points		Tech pts		Total									
I Half																I Half																							
II Half																II Half																							
3 Raids																3 Raids																							
Golden Raid																Golden Raid																							
Total																Total																							

Result: _____ Team Won by: _____ Points: _____

Scorer's Signature

Umpire's Signature

Referee's Signature

Names: _____ 1) _____ 2) _____ 3) _____



AMATEUR KABADDI FEDERATION OF INDIA

Score Sheet Beach Kabaddi

Date : _____ Time : _____ Place : Tanjung Benca Court : _____
 Toss won by _____ Team Choice : Court/Raid

Team : _____ VS Team : _____

1st Four Players _____ Reserve Players _____

TIME OUT	1 Half	Official	2nd Half	Official	TIME OUT	1 Half	Official	2nd Half	Official
	1 2 3		1 2 3			1 2 3		1 2 3	
Substitution	out				Substitution	out			
	in					in			
	out					out			
	in					in			
warning cards					warning cards				

TIE BREAKER	TOTAL	TIE BREAKER	TOTAL
Order of 3 raids		Order of 3 raids	
Scored		Scored	
POINTS	Lost	POINTS	Lost

Serial No	Player's Name	Chest No.	Card Recd	Serial No	Player's Name	Chest No.	Card Recd
1				1			
2				2			
3				3			
4				4			
5				5			
6				6			
	Coach				Coach		
	Manager				Manager		

RUNNING SCORE (Keys : Points / Technical 0)

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19	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	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	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	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	77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95						
96 97 98 99 100	96 97 98 99 100						
Particular	Points	Tech pts	total	Particular	Points	Tech pts	total
I Half				I Half			
II Half				II Half			
3 Raids				3 Raids			
Golden Raid				Golden Raid			
Total				Total			

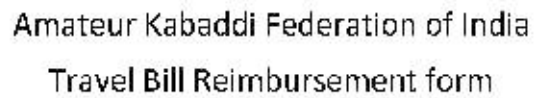
Result : _____ Team Won by : _____ Points : _____

Score's Signature

Umpires' Signature

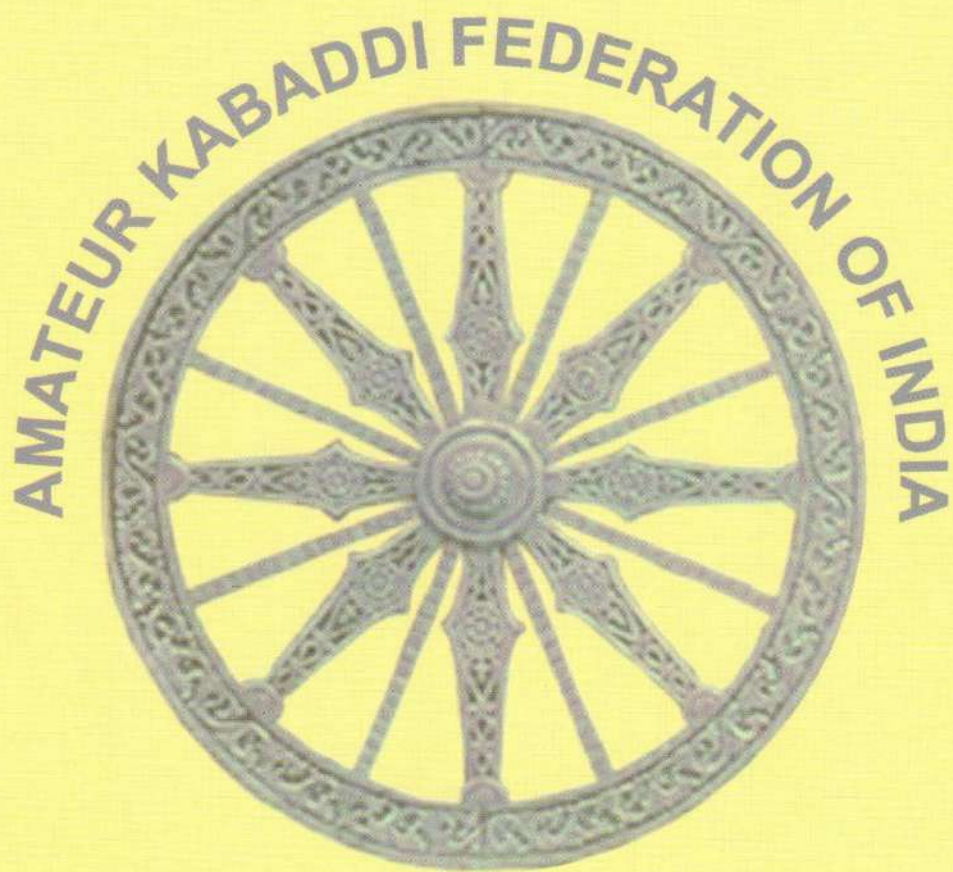
Referee's Signature

Names : _____ 1) _____ 2) _____



Amateur Kabaddi Federation of India

Travel Bill Reimbursement form



**AMATEUR KABADDI FEDERATION
OF INDIA**