



## **INTRA UNIVERSITY SPORTS TOURNAMENT**

### **KABADDI**

#### **GENERAL RULES:**

- At any point of time, the decision of Umpires will be considered final.
- Any kind of abusive/physical misbehavior of any player will lead to disqualification of the whole team with immediate effect.
- I card is compulsory at the time of participation in any event.
- Players cannot Merge with other groups.

#### **SPECIFIC RULES OF KABADDI :**

- 7 players on ground + 5 players extra.
- Proper color code t-shirts and Shorts are compulsory.
- No Oil, Ointments or any kind of creams is allowed to be applied on the body.
- Nails should be properly cut.
- No accessories are allowed to be worn by the team or player.
- There will be total two Time Outs for the each team
- The duration of the Time-Outs will be 30 sec each.
- In case of a tie, the winner will be decided based on the match having a 7 minute round.
- Faculty coordinators have rights to make changes in General rules, Specific rules and schedule of all matches as per the requirements.
- Waiting time after reporting is 5 minutes and not extra. Reaching prior to your reporting time is advisable or else it can cause immediate disqualification.

1. In Kabaddi Rules and Regulations , the team winning the toss gets the choice of the court or the raid. The court shall be changed in the second half, and the team, which did not opt for raid, shall send their Raider first. The game in the second half shall continue from the same point it was left at the end of the first half with the same number of players, as it was at the end of the first half.

2. If any part of a player's body touches the ground outside the boundary, then the player shall be out. However, during the struggle, if any part of his body touches the ground outside the boundary by keeping the contact of the play-field, the player shall not be out. The portion of contact must be inside the boundaries.

3. The player shall be out if any part of his body goes out of the boundary during the

course of play. The Umpire or Referee shall try to take out such players at once, and they shall declare such players out by calling out the numbers. No whistle shall be blown by the Referee as the raid may continue. If any player/players, who have gone out of bounds, hold a raider, the raider shall be declared NOT OUT. The player/players who have gone out of boundaries only will be declared out.

4. When the struggle begins, the lobbying rule activates automatically; which means the play-field includes the lobbies. The players involved in the struggle can use the lobbies during the struggle and after the struggle in the same raid to enter their respective courts. This lobby rule will only be applicable in the anti's court.

5. A raider shall continue to chant "KABADDI" in the opponent's court as the approved chant during the raid. If he does not use it, then he/she shall be ordered back, and the opponent will be awarded one technical point and the chance to raid.

6. A raider must start the "KABADDI" chant before he/she enters/touches the opponent's court. If he/she starts the chant late, he/she shall be ordered back by the Umpire or Referee. The opponent team will be awarded one technical point and the chance to raid.

7. If a raider goes out of turn, the Umpire or Referee shall order him/her to go back to his/her court. One technical point will be awarded to the opponent team for the Raider's mistake.

8. Not more than one raider shall raid or enter the opponent's court at a time. If more than one raider enters the opposition's court at a time, the Umpire or Referee shall order all to go back to their court. One technical point and the chance to raid will be awarded to the opponent.

9. After a raider has reached back to his/her court or is put out in the opponent's court, the opponents shall send their Raider within the five seconds of the last raid. Thus, each side shall send their raiders alternatively until the end of the game. If the Raider fails to start his raid within five seconds, then the team loses its chance to raid. The opponent team will get the chance to raid and be awarded a technical point.

10. If a raider, who is caught by the anti or antis, escapes from their attempt to hold and reaches his/her court safely he/she shall not be pursued, but if a raider touches the anti or antis and reaches back to his court safely, then he/she may be pursued. If a raider loses his/her chant in the opponent's court, then he/she shall be out.

11. When a raider is held, the antis shall not try to stifle his/her chant deliberately. Using unfair means such as shutting his mouth, using violent means to tackle the player, leading to injuries, or any type of scissoring is against the law of the game. If any such incident occurs, then the Umpire or Referee shall declare the Raider NOT OUT.

12. No anti shall push the Raider out of the boundary willingly by any part of his (Anti's) body, nor shall any raider willingly push or pull an anti or antis out of the boundary. If the Raider is pushed outside the boundary or the anti is pushed or pulled outside the boundary, the Umpire or Referee shall declare the Raider or the anti, as the case may be, as NOT OUT. The Raider or the anti who pushes or pulls the opponents outside the boundary shall be declared out.

13. None of the antis shall touch the Raider's court during the course of the raid or before completion of the raid. In case any anti/antis touch the Raider's court before completion of the raid, they will be declared out. The opponent team will be given as many points as antis who have touched the court.

14. If an anti or antis who are out by touching the Raider's court during or before completion of the raid, holds a raider or have violated the said rule while holding or helping to hold the Raider then the Raider shall be declared NOT OUT. In such case, the anti or antis who touch the Raider's court shall be declared OUT.

15. A team scores LONA when it manages to put out the entire opponent team, and none of the opponents is entitled to be revived. Two extra points for LONA shall be awarded in addition to the points scored by the team, and the play shall continue. All the players who are out shall enter in their court within 10 Seconds; otherwise, the Referee or umpire shall award one technical point to the opponent. If the team fails to enter within one minute, the team shall be scratched from the match, and the match shall be awarded to the opponent.

16. If a raider is warned or instructed in any way by one of his/her own sides, the Umpire or Referee shall award one technical point to the opponent team.

17. A raider or an anti is not to be deliberately held by any part of his body other than his limb or trunk. The one who violates this rule shall be declared OUT, and one point will be awarded to the opponent team. If the Raider is held deliberately other than his/her limb or trunk, then the Umpire or Referee shall declare the Raider NOT OUT.

**Note: If a raider is caught by his hair or clothe, then the Raider shall be declared NOT OUT, and the anti or antis who have violated this rule shall be declared OUT.**

18. When one or two players of a team are left during the game, then the Captain of the team can declare them out in order to bring in the full team. In such a case, the opponent shall score as many points as the number of players that existed in the court at the time of declaration as well as Two Extra Points for LONA.

19. A Player or players who are out shall be revived in the same order in which they got out. The revival shall happen when one or more opponents are out.

**Green Card: It is shown for an initial warning for any violation of rules**

**Yellow Card:** If the yellow card is shown to any player then the player shall be suspended for 2 minutes from the game and one technical point shall be awarded to the opposition

**Red Card:** If the red card is shown to any player, then he shall be suspended for the rest of the match, and one technical point shall also be awarded to the opponent team. In this case, No substitute player is allowed to replace the red-carded player and the team that loses the player shall continue the match with the remaining number of players

### DURATION OF PLAY --- ROUND WISE:

SR. NO.	ROUND NO.	TIMING PER ROUND (MIN)
1	ROUND – 1	10 – 5 – 10
2	SEMI FINALS	20 – 5 – 20
3	3 <sup>RD</sup> PLACE & FINAL	20 – 5 – 20

### COORDINATORS --- FACULTY & STUDENT

1	FACULTY COORDINATOR	PAYAL VANIYA	7802067849
2		AMAN JOSHI	9924645812
3		MAYUR BAHETI	7980250996
4		DHRUMIL PATEL	9313550349
5		VIRENDRASINGH	7976553727
	STUDENT COORDINATOR		

### GROUPS

SR. NO.	GROUP NO	COLLEGES INCLUDED
1	GROUP – 1	SOCET
2	GROUP – 2	ASOIT (DEGREE)
3	GROUP – 3	ASOIT (DIPLOMA)
4	GROUP – 4	SOCCA --- SHIFT – 1
5	GROUP – 5	SOCCA --- SHIFT – 2
6	GROUP – 6	SOIM + SOCVE
7	GROUP – 7	SOIS + SOCC + SOCAM + SOCHSS + SOCN + PARAMEDICAL COLLEGE + SOCPT + PHARMACY COLLEGE + SOIBM + SOID + SOLC + CFR + SOCAT

### SCHEDULE

SR. NO.	DATE, DAY & ROUND NO	MATCH TIME	MATCH	REPROTING TIME
1	01/02/24, THURSDAY --- ROUND – 1	10:30 AM	GROUP NO 4 VS GROUP NO 5	8:00 AM
2		11:15 AM	GROUP NO 2 VS GROUP NO 7	8:00 AM
3		12:00 NOON	GROUP NO 3 VS GROUP NO 6	8:00 AM
4		12:45 PM	GROUP NO 1 VS GROUP NO 7	8:00 AM

5		1:30 PM	GROUP NO 2 VS GROUP NO 5	8:00 AM
6		2:15 PM	GROUP NO 3 VS GROUP NO 4	8:00 AM
7		3:00 PM	GROUP NO 1 VS GROUP NO 2	8:00 AM
8	02/02/24, FRIDAY --- <b>ROUND - 1</b>	10:30 AM	GROUP NO 4 VS GROUP NO 5	10:00 AM
9		11:15 AM	GROUP NO 2 VS GROUP NO 7	10:00 AM
10		12:00 NOON	GROUP NO 3 VS GROUP NO 6	11:15 AM
11		12:45 PM	GROUP NO 1 VS GROUP NO 7	11:15 AM
12		1:30 PM	GROUP NO 2 VS GROUP NO 5	12:45 PM
13		2:15 PM	GROUP NO 3 VS GROUP NO 4	12:45 PM
14		3:00 PM	GROUP NO 1 VS GROUP NO 2	2:15 PM
15	03/02/24, SATURDAY --- <b>ROUND - 1</b>	10:30 AM	GROUP NO 1 VS GROUP NO 4	10:00 AM
16		11:15 AM	GROUP NO 5 VS GROUP NO 3	10:00 AM
17		12:00 NOON	GROUP NO 6 VS GROUP NO 2	11:15 AM
18		12:45 PM	GROUP NO 1 VS GROUP NO 3	11:15 AM
19		1:30 PM	GROUP NO 6 VS GROUP NO 7	12:45 PM
20		2:15 PM	GROUP NO 4 VS GROUP NO 2	12:45 PM
21		3:00 PM	GROUP NO 5 VS GROUP NO 6	2:15 PM
22	15/02/24, THURSDAY --- <b>SEMI FINALS</b>	10:30 AM	TOP TEAM - 1 V/S TOP - 4	10:00 AM
23		11:30 AM	TOP TEAM - 2 V/S TOP TEAM - 3	10:00 AM
24	16/02/24, FRIDAY --- <b>3<sup>RD</sup> PLACE &amp; FINAL</b>	10:30 AM	LOSER OF SF - 1 V/S LOSER OF SF - 2	10:00 AM
25		11:30 AM	WINNER OF SF - 1 V/S WINNER OF SF - 2	10:00 AM

### GROUP WISE --- STUDENTS DETAILS

Sr. No.	GROUP NO	NAME OF STUDENT	ENROLMENT NO	MOBILE NO.	REMARKS
1	<b>GROUP - 1</b>	Andriya Shah	2101030400359	8238751229	
2		Shivam Raval	2101030400336	6354064110	
3		Kestwal Sumit	2301030700024	9638105980	CAPTAIN
4		Raj Singh	2301030400044	7874872809	
5		Auzit	2301031800171	9016223514	
6		Rahul Semwal	2301031800118	6351051880	VICE CAPTAIN
7		Varun Amtani	2301030400085	8758684911	

8		Patel Vivek	2301031800155	9104800449	
9		Sagar Sondge	2101030400399	8487062939	
10		Jigar Desai	2101030400083	7863875313	
11		Yash	2101030400300	7351150143	
12		Ansh	2201031000181	6359128385	

1	<b>GROUP - 2</b>	Vishal Solanki	2202031830005	8866100429	
2		Sushil Pandia	2302030400098	7259785542	
3		Rajpurohit Kartik	2302031800007 3	6359798096	
4		Sankesh Prajapati	2202031000128	9023805687	
5		Harshit PAtidar	2202031000034	9116578851	
6		Tomar Preamsingh	2202030400186	7861835402	CAPTAIN
7		Harshit Verma	2302031000119	7621981032	
8		Himashu Tiwari	2302031800104	9638025854	VICE CAPTAIN
9		Mayur Bijendra	2302031800043	9510869258	
10		Ansh Butani	2202030400222	8347696501	
11		Jaydeep	2102031000295	6351184844	
12		Aman	2102031000035	7990098645	

1	<b>GROUP - 3</b>	Raj	2302021200009	9825076654	
2		Saurav	2302021000121	9313422416	
3		Saumik	2302030400120	9313422988	
4		Aryan	2302020400098	9081169974	
5		Rohan	2302020800002 7	9106765768	
6		Deepak	2302020800025	9106502380	CAPTAIN
7		Sujal	2302040200822	9559178755	
8		MEet	2302020230011	9510592587	
9		Moksh	2102021000056	8758151301	VICE CAPTAIN
10		Prathmesh	2302020400481	6355526761	
11		Shubh	2302020800015	9104421334	
12		Meet Bahvsar	2302020400027	9427758518	

1	<b>GROUP - 4</b>	Pankaj Singh	2104030100541	8815743771	CAPTAIN
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2		Sldharth	2104030100201	9998084516	
3		Prince	2104030100023	8160058060	
4		Bhawin	2104030100025	7487921091	
5		Chaitanya	2104030100167	9428924215	
6		Tushar	2104030100711	9773458190	
7		Yash	2104040301001 62	9737800918	VICE CAPTAIN
8		Abhi	2204030102203	9099512308	
9		Vikas Modi	2304030100661	9687272246	
10		Ritik	2304030101323	7043978788	
11		Prince V	2204030101457	9313085441	
12		Vedansh	2304030100571	9313665476	

1	<b>GROUP - 5</b>	Dhrumil	2204030100833	9313550349	CAPTAIN
2		Prince	2204030100335	9913455850	
3		Lavesh	2204030102433	9662635862	
4		Nand Kishor	2204030102622	9016340732	
5		Adityasingh	2304030101428	9898737832	
6		Jainam	2304010300332	9099044652	
7		Abhay Raj	2304030102057	8200110891	
8		Kalpesh	2304030100671	87800208683	
9		Dhruv	2204030102814	7203930805	
10		Rudra Parekh	2304030107668	9601607091	
11		Budhha Hemraj	2204030100144	7874300753	VICE CAPTAIN
12		Pushpendra	2304030101358	7677549871	

1	<b>GROUP - 6</b>	Patel Dhruv	2207070000255	9099733361	
2		Ashit Dedakiya	2207070000107	7862828970	
3		Bambhariya Ravi	2211032400012	9328560978	
4		Pandey Rishabh	2307030000071	9173035387	
5		Khatri Shivam	2307030000768	9054903675	
6		Hemang Mevada	2211032400065	9426348798	
7		Desai Dhaval	2307030000623	9662158475	CAPTAIN
8		Soni MAnav	2307030000393	8799205907	

9		Chavda Kaushik	2307070000043	6352786690	
10		Vaniya Rahul	T230700070017 2	7887030201	
11		Batham Meet	2107030000158	6356018630	VICE CAPTAIN
12		Soni Vivek	2207030000509	8849182954	
1	<b>GROUP - 7</b>	Dhrunesh	2308030000049	6363747391	
2		Shlok M	2315030300010	7435090918	
3		Zala Viraj	T230800030026 2	7383533305	
4		Desai Aryan	2105030000002	8469727806	VICE CAPTAIN
5		Aman Joshi	2308030000047	9924645812	CAPTAIN
6		Chaudhary Prakash	2308030000016	6353350660	
7		Jaymin	2105030000095	8469727866	
8		Asjad Khan	2201803100008	7069322436	
9		Sahil	2308030000074	7069438835	
10		Sanatan	2319030100048	786205681	
11		Ramnity	23015030000	8101944725	
12		Jenish	2301505030002 2	9023454731	