



ENERGIA '24



RGPT'S ANNUAL SPORTS FEST

Kabaddi

1. General Regulations:

- Teams are liable to disqualification against breach of disciplinary conduct if players/management are involved in illegal activities as per institute norms in RGPT.
- Smoking/consumption of alcohol or any prohibited substances inside the campus is strictly prohibited. The entire team will be disqualified from the tournament even if a single player is found to be violating these rules
- Flagrant fouls involving unsportsmanlike conduct will lead to player/team disqualification as per the officials' decision.
- No valuables, or accessories (other than sports non-apparel) will be allowed during gameplay.
- It's mandatory for every participant of every team to carry an institute ID card and a national ID card for verification.

2. Duration of matches:

- Each team shall consist of minimum 10 and maximum 12 Players. 7 Players shall take the ground at a time and the remaining players are substitutes.



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- The duration of the time of the match shall be two halves of 15 minutes in case of Men with 5 Minutes interval. In the case of Women two halves of 10 Minutes with 5 minutes interval.
- The teams will change court after interval. The number of players for each team at the start of second half shall remain the same as it was at the end of first half.
- 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.
- **NOTE:** The last raid of each half of the match shall be allowed to be completed even after completion of the scheduled time as mentioned above.

3. Timed Out:

- “Time Out” was allowed when called by the captain of the team, with the permission of the referee, only in the event of injury of a player, not exceeding two minutes. Even in such an instance, no player on either side was allowed to leave the court without the permission of the referee.
- Each Team shall be allowed to take Two “Time Outs” of 30 Seconds each in each half.



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

4. Substitution:

- Substituted Players can be re-substituted.
- No substitution is allowed during the official time out.

5. Bonus:

- The bonus line will be applicable when there are minimum six players in the court. The bonus point shall be awarded by the Referee/Umpire after the completion of the raid. There shall be no revival for bonus point.
- If the raider after crossing the bonus line reaches home court safely touching one or more antis he will be awarded one bonus point in addition to the numbers.



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- If the raider while crossing the bonus line is caught then a point will be awarded to the defending team & No Bonus point shall be given.
- The raider has to cross the bonus line to score the bonus point before touching the anti / antis or before he is caught by the anti/antis. The raider will not be awarded bonus point if he crosses the bonus line after a touch/struggle.

6. Result:

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

7. Tie: Both teams should field 7 players.

- The baulk line will be treated, as Baulk Line Cum Bonus Line and all the Bonus point rules will be followed
- If the raider succeeds in crossing the baulk line cum bonus line he will get one point.
- 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.



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- The out or revival rule will not be applicable, only points scored will be counted.
- 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
- Each team will be given 5 Raids by different raiders to raid alternately
- 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.
- The side, which raids first at the beginning of the match, will be allowed to raid first
- Even after 5 Raids, if there is a tie, the game will be decided as per the Golden Raid Rule
- If player/players are suspended temporarily or disqualified during the Tiebreaker, the team will play with less number of players



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6. Golden Raid:

- 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"
- 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.
- 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.

7. **Dress Code:** T-shirts and shorts are **COMPULSORY**.

8. **Rescheduling and Walkover:** Rescheduling will depend solely on the organizers and the organizers will have the power to give a walkover to a team if the opposite team does not turn up 10 minutes after the scheduled time. The power of giving a walkover lies solely on the organizers.

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