

SPARDHA'26

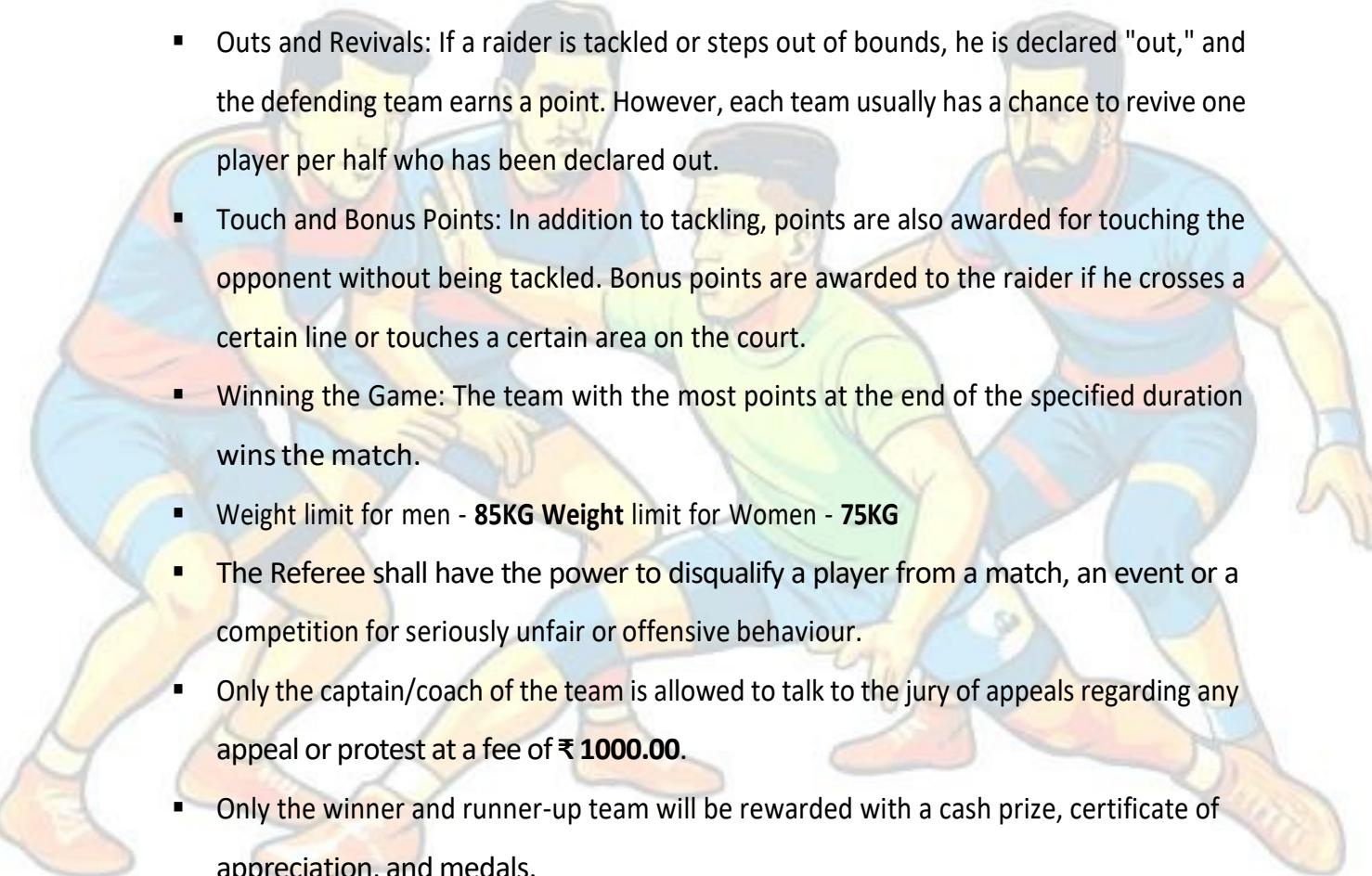
KABBADI (MEN & WOMEN)

Registration Fees (boys)	Rs. 1000.00 per Team	Winner	Boys		Rs. 4000.00
Registration Fees (girls)	Rs. 700.00 per Team	Runner-up	Boys		Rs. 2000.00
		Winner	Girls		Rs. 3000.00
Minimum Teams Required	06	Runner-up	Girls		Rs. 1500.00
Faculty Coordinators					
Mr. Shubham Gaur	97117 89 595	Ms. Swati Gupta			98736 03 775
Student Coordinators					
Akhlesh (boys)	97174 28 136	Sneha (girls)			83840 49 181
Aman (boys)	97183 88 540	Pratyaksha (girls)			99531 04 931
Minimum Players	07	Substitutes			05

Rules:

- An Institute/College/University can register a maximum of two teams per sport.
- All the players must be the *Bonafide* students of the same college; if not, then your Team will be disqualified
- Players are not supposed to carry any sharpened objects or wear rings on their fingers.
- Both teams must report **30 minutes** before the scheduled time of the match.
- If the team does not turn up within **10 minutes** of the scheduled time, the opposite party will get a walkover.
- Each team consists of 12 players (**7 outfield** players and 5 substitutes).
- Substitutions:
 - Up to **3 substitutions** are allowed in most competitions (with three substitution windows during the match).
 - Substituted players cannot return to the field.
 - All the matches will be conducted on a Knockout basis.
- Qualifying matches with time duration of **12 – 3 – 12 min.**
- Semifinal matches with a duration of **15 – 3 – 15 min.**
- Final matches with a duration of **20 – 5 – 20 min.**
- Every member of the team shall wear an identical kit. Players must wear jerseys, shorts, socks, and boots.
- Starting the Game: A toss is conducted to decide which team starts as the raider or defender.

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- **Raiding:** The game starts with a player from one team, the "raider," entering the opponent's half, touching as many defenders as possible, and returning to his own half while chanting "kabaddi, kabaddi."
- **Defending:** The defenders attempt to tackle the raider before he returns to his half. If the defenders successfully hold the raider, they earn a point.
- **Scoring Points:** Points are scored by the raiding team when the raider successfully touches opposing defenders and returns to his half without being tackled. Conversely, the defending team earns points by preventing the raider from returning to his half.
- **Outs and Revivals:** If a raider is tackled or steps out of bounds, he is declared "out," and the defending team earns a point. However, each team usually has a chance to revive one player per half who has been declared out.
- **Touch and Bonus Points:** In addition to tackling, points are also awarded for touching the opponent without being tackled. Bonus points are awarded to the raider if he crosses a certain line or touches a certain area on the court.
- **Winning the Game:** The team with the most points at the end of the specified duration wins the match.
- **Weight limit for men - 85KG Weight limit for Women - 75KG**
- The Referee shall have the power to disqualify a player from a match, an event or a competition for seriously unfair or offensive behaviour.
- Only the captain/coach of the team is allowed to talk to the jury of appeals regarding any appeal or protest at a fee of **₹ 1000.00**.
- Only the winner and runner-up team will be rewarded with a cash prize, certificate of appreciation, and medals.
- The cash Prize reward may increase depending on the number of registrations.

NB:

- The referee's decision is final
- The **Organising Committee** reserves the right to cancel the event if fewer than six teams register or appear. In such an instance, a formal notification will be issued to all teams, and a refund will be made.