

SPARDHA'26

KHO-KHO (MEN & WOMEN)

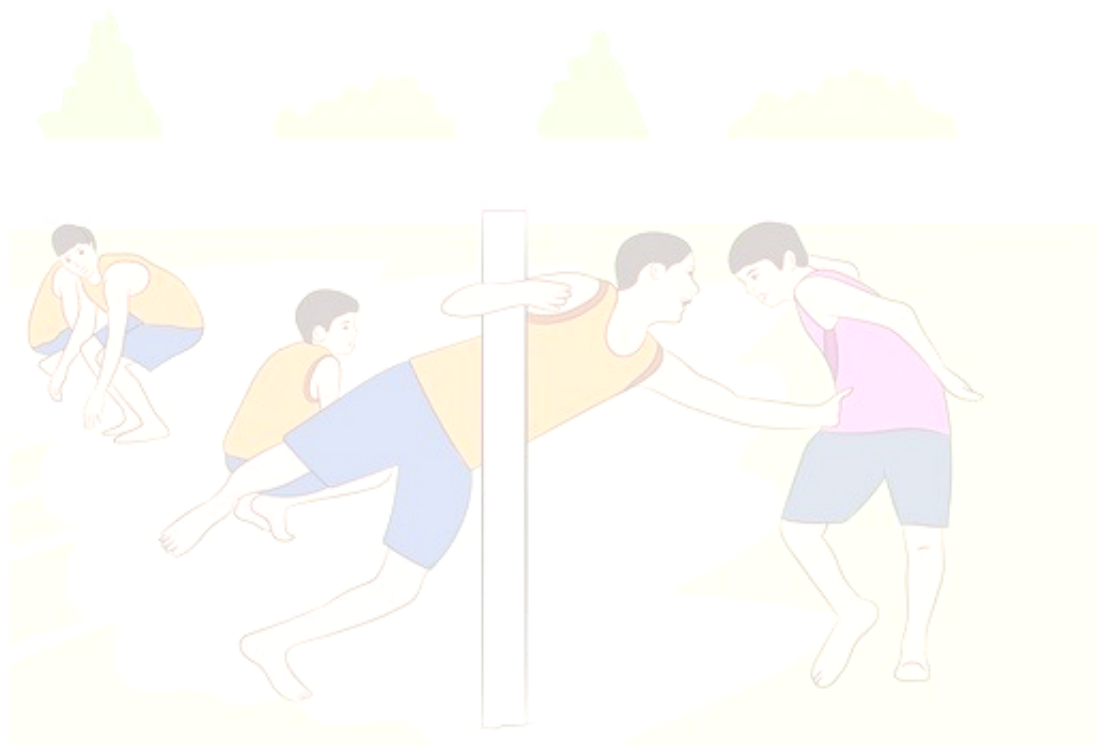
Registration Fees (boys)	Rs. 800.00 per Team	Winner Boys	Rs. 4000.00
Registration Fees (girls)	Rs. 600.00 per Team	Runner-up Boys	Rs. 2000.00
		Winner Girls	Rs. 3000.00
Minimum Teams Required	06	Runner-up Girls	Rs. 1500.00
Faculty Coordinators			
Dr. Varun Tiwari	99907 70 021	Ms. Ritika Dahiya	94664 21 400
Dr. Vijeyata Chauhan	85270 84 927		
Student Coordinators			
Didymus (boys)	99109 02 387	Anushka (girls)	93103 19 881
Samuel (boys)	78358 06 856	Latika (girls)	88609 94 912
Minimum Players	09	Substitutes	03

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 (**9 outfield** players and 3 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 **9 – 2 – 9 min.**
- Semifinal matches with a duration of **9 – 2 – 9 min.**
- Final matches with a duration of **9 – 2 – 9 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 attacker or defender. Attack begins with **one active chaser** running from behind a pole
- Kho-Kho Rules (Chasing Team)**
- ✓ Giving “KHO”

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- The active chaser can tap the back of a sitting teammate and say “KHO”.
- The tapped chaser becomes the **new active attacker**.
- You **cannot** give “KHO” to a teammate sitting facing the **same direction** as you.



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✓ Turning Rules

- A chaser **cannot cross the central lane** before touching a pole.
- A chaser must **run around a pole** to switch side.
- You **cannot step on or cross** the central lane (foul).

✓ Fouls While Chasing

- Cutting across the central lane.
- Taking support of a sitting teammate.
- Giving “KHO” incorrectly.
- Obstruction or pushing the defender illegally.

▪ Defending Rules

- 3 defenders enter first, then next 3, until all 12 get their turn.
- Defenders can:
 - **Run anywhere** on the field.
 - **Turn around poles.**

▪ Dodge, change direction, slide.

- They cannot:
 - Step outside the boundary.
 - Obstruct chasers intentionally.
 - Hold the pole or sit on the ground unnecessarily.

▪ Scoring

- Each defender **tagged = 1 point.**
- Team with the **highest total points** after both innings **wins.**

▪ Winning the Game: The team with the most points at the end of the specified duration wins the match.

- 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.