

All the Principals
C.B.S.E. Affiliated schools

Dear Sir /Madam,

Sub: CBSE CLUSTER XI KABADDI TOURNAMENT

We are extremely happy to inform you that Bhavan's Munshi Vidyashram, Thiruvamkulam is hosting the CBSE Cluster XI *Kabaddi Tournament 2018-19* from 29th September to 1st October 2018. The details regarding the rules and regulations, schedule, accommodation etc are given below.

Registration Instructions

Keeping in view the flood situation in Kerala, CBSE has decided that offline entries may be acceptable. We request all those schools unable to register may send their offline entries by 25th September 2018.

Affiliation No.930851	Venue: Bhavan'sMunshi Vidyashram, Thiruvamkulam, Old Guest House Road, Thripunithura, Thiruvamkulam, Ernakulam- 682 305 Kerala	School No. 42395 Tel: 0484-2774247 (office) 9447582947(Shri.Hareedranath- organising secretary) 9496415250 (Smt. Lilly Abraham,Physical Education Teacher) 8281042949 (Smt. Veena , Physical Education Teacher) Accommodation - Mr. Sajith S - 9995551666 Transportation – Mr. Syam Sasi– 9995439801,0484 2774247 Email:
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		bhavansthiruvamkulam@yahoo.co.in

ACCOMMODATION

Teams that require food & accommodation should send your confirmation list on or before 25th September 2018 to our e-mail id, bhavansthiruvamkulam@yahoo.co.in.

Accommodation will not be provided, if you fail to intimate us.

CLICK HERE TO DOWNLOAD TRAVEL PROFORMA

Conveyance will be available from the following Stations for out station teams

- **Ernakulam Junction(South Railway Station) – 12 km from school**
- **Ernakulam Town(North Railway Station) - 15 km**
- **Thripunithura - 4 km**
- **KSRTC Bus Stand - 12 km**

Schedule : From 29th September, 2018 to 01st October, 2018
(Saturday to Monday - 3days)

Registration at the Venue : 29/09/2018 - 7.00 a.m to 8.30 am (Tentative)

Inaugural Function : 29/09/2018 at 9.00 a.m

Team Managers Meeting : 29/09/2018 – at 10.00 am

Valedictory Function : 1st October 2018 at 12.30 pm

Documents/Materials to be brought by the Team Manager

- **Attested copy of the eligibility Proforma filled online**
- **Authorization letter from the Head of the institution**
- **Photo Identity card of the participants as per CBSE online registration (UID) and School Identity card of Team Manager.**
- **School flag**

- **Group photo of the participants and Team Manager with the Principal, duly attested by the Principal..**

For student/player studying in class IX and above, a copy of the CBSE registration should be produced.

All supporting documents verifying the age of the player, etc in original, as per CBSE Guidelines & Rules shall be carried personally by the Team Manager/Coach while reporting for participation.

Boarding and lodging

- Teams that have requested for accommodation will be provided with class room for the same along with their team manager /coach .
- Accommodation will be made available from 5 p.m on 28th September 2018.
- Vegetarian food will be served to all the teams and officials on payment basis. The charges are Rs.350/ per head per day from 29-09-2018to 01-10-2018(as per C.B.S.E, norms) . This amount covers breakfast, lunch, tea, snacks and dinner.

Important instructions

- *Participants are requested not to bring any valuable items such as jewelry, mobile phones, camera, etc., The team managers will be responsible for the safety of their own belongings as well as the loss/damage to the host school property.*
- *The participating schools are requested to submit the travel details providing, exact date, time and mode of conveyance to enable the organizers to pick up the teams from the railway station/Bus station.*
- *The participating schools are requested to make their own arrangements for the return journey.*
- *Every participant is expected to maintain proper discipline in the school campus during his/her stay.*
- *Any damage done to the property of the organizing school during the stay by any of the participants shall be compensated for by the respective manager or coach.*
- *All the participating teams should pay a refundable caution deposit of Rs 1000/- at the reporting time and it will be refunded after necessary clearance by the organizing committee.*
- *All teams have to vacate the premises by 8.00 p.m on 29th September 2018.*

Materials to be brought by the player

- Blanket, Bed sheet, Lock and key, Medicines for any specific ailments (only for those who avail accommodation)
- Sports uniform
- I.D Card
- Other personal items

ACCREDITED REPRESENTATIVES (TEACHER/COACH/MANAGER)

All the teams shall be accompanied by a Teacher/Coach/Manager designated by the participating school Principal.

No team will be permitted to participate without an accompanying official.

No team shall be accompanied by any parent. However if a parent is accompanying the team, such information may be provided by the school on the school letterhead.

No team shall be accompanied by more than two officials.

In case of Girl participants, one of the accompanying officials must be a female

The officials accompanying the team shall have a valid Identity Card issued by their school Principal.

No extra person shall be permitted to stay inside the school premises or enter the play field along with the teams.

RULES OF THE GAME

Kabaddi

(Boys & Girls)

The competition shall be governed and played as per the prevailing rules:

Under 17:

for girls [below 55 Kg weight] & boys [below 60 Kg weight] under 17 years age category at leveled & soft-surface.

Under 19:

for girls [below 60 Kg weight] & boys [below 65 Kg weight] under 19 years age category at leveled & soft-surface.

RULES OF PLAY

1) The team that wins the toss shall have the choice of the court or the raid and the team that loses the toss shall have the remaining choice. In the second half, the court shall be changed and the team, which did not, opt for raid shall send their raider first.

The game in the second half shall continue with the same number of players, as it was at the end of the first half.

2) A player shall be out if any part of his body touches the ground outside the boundary but during the struggle a player shall not be out if any part of his body touches the ground outside the boundary by keeping contact of the playfield. The portion of contact must be inside the boundary.

3) a) If any player goes out of the boundary during the course of play, he shall be out. The Umpire or Referee shall try to take out such players at once. The Umpire or Referee shall declare such players out by calling out the numbers. No whistle shall be blown as the raid may continue.

b) If an anti or antis who have gone out of bounds (as per rule 03 a), hold a raider, the raider shall be declared NOT OUT. The anti or antis who have gone out of bounds only will be declared out.

4) 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 anti's court.

5) A raider shall continue to chant "KABADDI" as the approved cant. If he is not keeping the proper approved cant in the opponent's court, he shall be ordered back and the opponent will be given one technical point and chance to raid. Under such circumstances, he shall not be pursued.

6) A raider must start his cant before he touches the opponent's court. If he starts the cant late, he shall be ordered back by the Umpire or Referee and the opponent will be given one technical point & a chance to raid.

7) If a raider goes out of turn, the Umpire or Referee shall order him to go back and a technical point will be given to opponent team.

8) 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 shall order all to go back to their court and a technical point will be awarded to the opponent and chance to raid.

9) After a raider has reached his court or is put out in the opponent's court, the opponents shall send their raider within 5 Seconds. Thus alternately each side shall 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.

10) If a raider, who is caught by the anti or antis, escapes from their attempt to hold and reaches his court safely he shall not be pursued. Note: But if a raider touches the anti or antis and reaches back to his court safely he may be pursued.

11) If a raider, while in the opponent's court loses his cant, he shall be out.

12) When a raider is held, the anti shall 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 shall declare the raider

NOT OUT. (For punishment see no. 3 & 4 of the rules under heading "Officials").

13) No anti shall willfully push the raider out of the boundary by any part of his (Anti's) body, nor shall any raider willfully 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 out-side the boundary, the Umpire or Referee shall declare the raider or the anti, as the case may be, as NOT OUT, and the anti or the raider who pushes or pulls the opponents outside the boundary shall be declared out.

14) During the course of raid none of the antis shall touch the raider's court until completion of the raid. In case any anti or antis 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.

15) If an anti or antis who are out, having violated Rule No.14, holds a raider or have violated the said rule while holding or helping to hold the raider, the raider shall be declared NOT OUT and the anti or antis who touches the raider's court shall be declared

OUT.

16) When a team manages to put out the entire opponent team and none of the opponents are entitled to be revived, then that team scores a LONA and two extra points for LONA shall be awarded in addition to the points scored by the team putting out all the players of the opponent. The play continues and all the players who are out shall enter in their court within Ten Seconds. Other wise 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.

17) If a raider is warned or in any way instructed by one of his own side, the Umpire or Referee shall award one technical point to the opponent.

18) A raider or an anti is not to be held by any part of his body deliberately other than his limb or trunk. The one who violates the rule shall be declared OUT. If the raider is held deliberately other than his limb or trunk, the Umpire or Referee shall declare such raider

NOT OUT.

Note :If a raider is caught by his clothes or hair the raider shall be declared NOT OUT and the anti or antis who have violated the Rule No.18 shall be declared OUT .

19) When one or two players of a team are left during the game and the Captain of

the team declares them out in order to bring in the full team, the opponent shall score as many points as the players that existed in the court at the time of declaration as well as Two Extra Points for LONA.

20) A Player or players who are out shall be revived in the same order as they were out when one or more opponents are out.

RULES OF MATCHES

01) Team 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.

02) Duration of the match The duration of the time of the match shall be two halves of 20 minutes in case of Men & Junior Boys with 5 Minutes interval. In the case of Women, Junior Girls, Sub -Junior Boys & Girls two halves of 15 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.

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) System of scoring Each team shall score one point for every opponent out or put out. The side, which scores a LONA, shall score two extra points. The out and revival rule will be applicable.

4) Time Out

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

b) 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.

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. 5) Substitution

a) Five Reserve Players can be substituted with the permission of Referee during time out or interval.

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) No substitution is allowed during the official time out.

e) Substitution is not allowed for out players.

6) Bonus Point

a) One point shall 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.

b) The Bonus line will be applicable when there are minimum 6 players in the court; the Referee/Umpire shall 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 shall be given.

d) The raider after crossing the bonus line if he puts out one or more antis, 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 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.

f) There shall 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 shall be counted to award Bonus point.

7) Result

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

8) Tie in Knock Out

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

1. Both the teams should field 7 Players in the Court.

2. Both teams should play the game on the baulk line.

3. The baulk line shall be treated, as Baulk Line Cum Bonus Line and all the Bonuspoint rules shall be followed.

4. If the raider succeeds in crossing the baulk line cum bonus line he will get one point.
5. After crossing the Baulk line cum Bonus line, if the raider puts out one or more antis, he will get the number of points scored in addition to the one point scored by crossing the baulk line cum bonus line.
6. The out or revival rule shall not be applicable, only points scored will be counted.
7. 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 shall not be allowed from the fielded seven Players.
8. Each team shall be given 5 Raids by different raiders to raid alternately.
9. 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.
10. The side, which raids first at the beginning of the match, shall be allowed to raid first
11. Even after 5 Raids, if there is a tie, the game will be decided as per the Golden Raid Rule.

N.B: If player/players are suspended temporarily or disqualified during the Tiebreaker, the team will play with less number of players. Such players shall be counted to award Bonus point.

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Golden Raid

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- Even after 5-5 raids, if there is a tie, a fresh toss will be taken and the team that wins the toss shall 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 shall be declared as W inner.

9) 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.

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 shall 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 shall not be considered to decide the tie. The same rule shall be applicable to teams which concede the match also.

10) 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 shall be replayed in the next session. In case of replay, the players need not be the same for fielding a team.

11) In case of temporary suspension of the match, change of court/ground / play field such match shall be continued with the same score and remaining time in the same session. During the temporary suspension the players shall 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.

12) Nails of the players must be closely clipped and no ornaments of any sort shall be allowed.

13) 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.

14) Application of oils or any other soft substances to the body shall not be allowed.

15) Shoes are compulsory in case the match is played on the mat surface.

ELIGIBILITY

Age:

The athlete/player should be within the particular age group on 31 December of the year of competition.

(a) Only bonafide students shall be eligible to participate in the Inter-School tournaments/meets. Feeding any non bonafide student shall lead to disqualification of the team.

(b) A student, who has failed twice in a particular class, shall no more be eligible to participate.

(c) Incomplete information in any respect is liable for disqualification of team.

(d) Any violation in eligibility (over age or Impersonation) shall be dealt according to rules.

(e) The original eligibility Performa of the Athletes/Players/Teams qualifying to participate from Cluster/Zone level to National level will have to be certified by the Organizing school at the Cluster/Zone level as the case may be and forwarded to the 7 National Organizing School, immediately after their Cluster/Zone level competition is over.

(f) Medical check up may also be applied by the Jury of Appeal appointed by the Organizing school in the cases of overage suspicion.

(g) A player shall be under 11; 14; 17; & 19 years of age as on 31 Dec of the year of event. Accordingly, for session 2018-19 sports events, the age criteria will be as follows:

- 1. Under 11 years: Born on or after 01.01.2008**
- 2. Under 14 years: Born on or after 01.01.2005**
- 3. Under 17 years: Born on or after 01.01.2002**
- 4. Under 19 years: Born on or after 01.01.2000**

(h) All the supporting papers verifying the age of the player, etc in original, as per the CBSE Guidelines & Rules shall be carried personally by the Team Manager/Coach while reporting for participation.

(i) The player's right to participate forfeits if fails to produce the papers supporting the eligibility in original on demand.

Any team/athlete not fulfilling the eligibility criteria before the commencement of the tournament/meet shall not be permitted to participate.

IMPORTANT: IT SHALL BE MANDATORY FOR ALL THE PARTICIPATING SCHOOLS TO PROVIDE

THE FOLLOWING ON ARRIVAL AT VENUE-(i) The documents for verification in original if asked for.

(ii) The team photo with school Principal along with the entry Performa, countersigned by the concerned Principal.

(iii) To provide CBSE registration number for student/player studying in class IX and above.

(iv) To supply the eligibility performa filled-in online, countersigned by the concerned Principal.

(v) The Eligibility/Entry Performa in disciplines like Athletics, Judo & Swimming shall include the event/weight category in which the athlete wishes to participate.

DISQUALIFICATIONS

A player/team may be disqualified/scratched for the following reasons.

- 1. If the ineligibility of any member of the team is detected.**
- 2. Inclusion of non bonafide student in the team. 3. Misbehavior on ground by athlete or accompanying official. 4. Use of abusive language by athlete or accompanying official.**
- 5. Misbehavior with Officials/Opponents by athlete or accompanying official.**
- 6. Indiscipline at the place of stay by athlete or accompanying official.**
- 7. Damaging the school property.**
- 8. Indiscipline during the Opening and Closing ceremonies by athlete or accompanying official.**

9. Non participation in March Past.

The Organizing School in no case shall show the eligibility performa or any other paper of a team

to anyone who lodges the protest. It is only jury of appeal's prerogative to verify all the documents.

The Organizing school shall submit details of the defaulters to the Deputy Director (Sports) reporting the names of the schools/athletes, in a separate cover. All such defaulters will be debarred from the participation in CBSE Inter School Sports and Games Competition for the next year. If any of such school resorts to unfair means again, in the subsequent years, it will be debarred for three years.

8 DATES

The Organizing School shall run their respective tournament in accordance with the schedule indicated in the Sports Calendar

on Board's Website. Any subsequent change in the dates shall not

be made without the prior approval of Deputy Director (Sports) CBSE.

The Cluster/Zone Organizing School shall upload on its Website the fixtures, dates of the matches and also covering other details relating to the location and distance of the school from Railway Station/Bus Stand, board & lodging, transport and accommodation arrangements etc. Also, it should include all relevant information which the host school wants to provide to the participating schools in order to remove any confusion or ambiguity.

All matches at Cluster/Zone level shall be played on Knock-out Basis. If the number of teams is eight or less than eight, the tournament at Cluster/Zone level may also be organized on League cum Knock-out basis. At National level, the fixtures shall be drawn a day before the commencement of the competition

during the Managers/Coaches meeting. All matches at National level shall be played on League cum Knock-out basis.

PROTEST

Protest of any nature in connection with the tournament shall be in writing and must reach the Organizing Secretary and CBSE Observer with in one hour of the declaration of the result, duly accompanied by a fee of Rs.1000/- (Rupees One Thousand).

Such a protest will be considered by Jury of Appeal, consisting of following:-

1. Principal, Organizing School 2. Organizing Secretary 3. CBSE Observer 4. One or two technically qualified People present at the venue

The parties under dispute may be heard before deciding the issue. In case the protest is upheld, the protest fee shall be refunded to the protesting school otherwise the fee shall be forfeited.

The decision taken by the Jury of Appeal will be final and binding.

The decision, together with full facts of the protest may immediately be reported to the Deputy Director (Sports) CBSE.