



## **RULES OF KABADDI**

### **NATIONAL STYLE KABADDI**

#### **PREFACE**

#### **PLAY FORMAT**

These rules of National Style Kabaddi is in accordance with the approval of the World Kabaddi Board.

They are in force immediately for all continental and International competitions.

#### **Modifications**

All modifications for international matches are subject to the recommendation of the Rules Committee through Executive Board and approval of the General Assembly of World Kabaddi.

However, subject to the agreement of the national association concerned and provided the principles of these Rules are maintained, the Rules may be modified in their application for players under 13 years of age, for veteran players (over 35 years) and for players with disabilities and for non-international matches.

#### **Any or all of the following modifications are permissible:**

- size of the field of play
- weight of players
- the duration of the periods of play
- substitutions

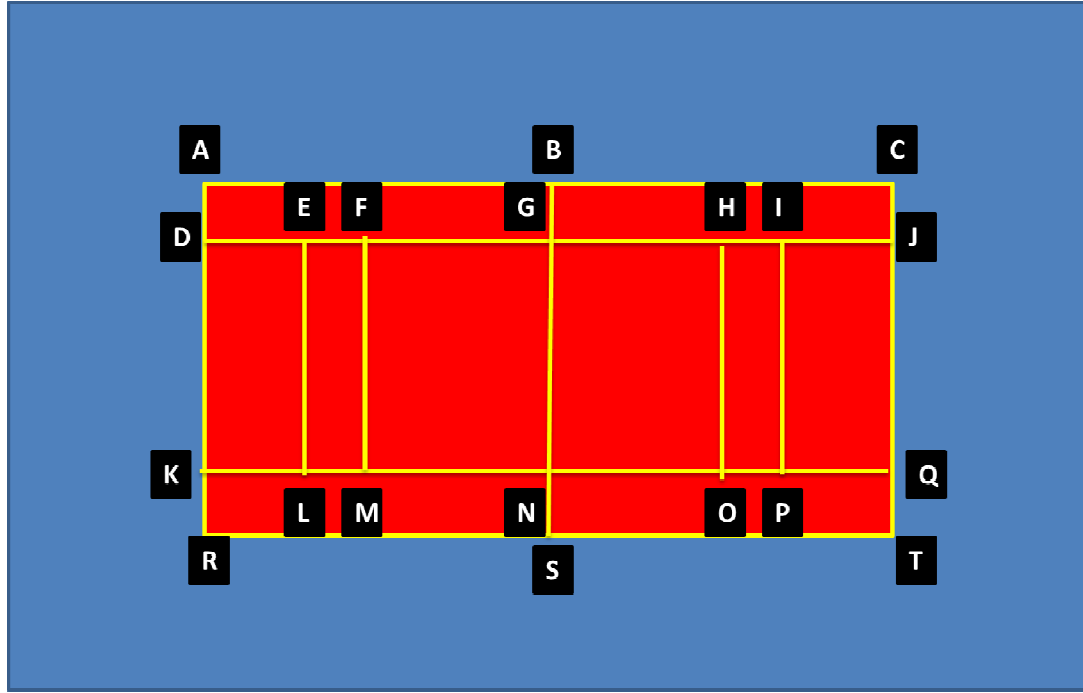
#### **Male and Female**

References to the male gender in the Rules in respect of referees, umpires, scorers, assistant scorers, players and officials are for simplification and apply to both males and females.

## RULE I: GROUND

### A. Ground

The Ground and appurtenances shall be as shown in the following diagram.



	<b>Men's, Junior Men and Women</b>	<b>All other divisions</b>
GROUND LENGTH (AC, DJ, KQ, RT)	13 METERS	12.5 METERS
GROUND WIDTH (AR, BS, CT)	10 METERS	8 METERS
COURT LENGTH (AB, BC, RS, ST)	6.5 METERS	6.25 METERS
COURT WIDTH (DK, JQ)	8 METERS	6 METERS
LOBBY WIDTH (AD, KR, CJ, QT)	1 METER	1 METER
BAULK LINE LENGTH (FM, HO)	8 METERS	6 METERS
BAULK LINE FROM MIDLINE (GF, NM, GH, NO)	4 METERS	3.75 METERS
BONUS LINE LENGTH (EL, IP)	8 METERS	6 METERS
BONUS LINE FROM BAULK LINE (FE, ML, HI, OP)	1 METER	1 METER
MID LINE LENGTH (BS)	10 METERS	8 METERS
ALL LINE WIDTH	5 CENTIMETERS	5 CENTIMETERS

## Dimensions

1. The Ground must be rectangular.
2. The surface of the ground must be level and soft.
3. There must be a minimum of four meters of free space surrounding the ground in all directions.
4. EVA Foam mats at a minimum of 25mm must be used for all international and national level competitions.

## NOTE:

- a. No kind of commercial advertising, whether real or virtual, is permitted on the ground from the time the teams enter the ground until they have left it at quarter breaks and from the time the teams re-enter the ground until the end of the match. In particular, no advertising material of any kind may be displayed on the ground.
- b. There shall be no advertising of any kind within the technical area.

## B. Play-field

1. The play-field is the portion of the ground which measures 13 metres by 8 metres for Men Open, Junior Men and Women before struggle and touch and does not include the lobbies.
2. The play-field is the portion of the ground which measures 12.5 metres by 6 metres for the Junior Women, Boys and Girls before struggle and does not include the lobbies.

## C. Court

1. Each half of the play-field divided by the mid-line is known as the Court.
2. The Court measures 6.5 m x 8 m for the Men Open, Junior Men and Women Open.
3. The Court measures 6.25m x 6m for the, Junior Women, Boys and Girls.

## D. Lobbies

1. The stripes on each side of the play-field, measuring one metre in width, is known as the lobby.
2. The lobby measures 13m x 1 m for the Men Open, Junior Men and Women Open; and 12.5 m x 1 m for the Junior Women, Boys and Girls.

## E. Ground Markings

1. The Ground is marked with lines with width not exceeding 50 millimeters (5.0 centimeters). All the lines are included in the play-field.

2. If the markings become displaced or unclear, play is stopped until it is repaired or replaced in position.
3. The Ground is divided into two equal halves measuring 6.5m x 10m by the midline (March-Line) for the Men Open, Junior Men and Women Open.
4. The Ground is divided into two equal halves measuring 6.25m x 8m by the midline (March-Line) for the Junior Women, Boys and Girls.

## **F. Boundary**

The lines on the four sides of the play-field are known as the boundaries and form part of the play-field.

## **G. Mid Line (March Line)**

1. The Mid Line which divides the Ground into two courts will measure 10 meters for the Men Open, Junior Men and Women Open.
2. The Mid Line which divides the Ground into two courts will measure 8 meters for the Junior Women and Boys and Girls.

## **H. The Baulk Line**

1. The Baulk Line is drawn 4 meters from the Midline for the Men Open, Junior Men and Women Open and will measure 8 meters in length. The Baulk line shall not cover the lobbies.
2. The Baulk Line is drawn 3.75 meters from the Midline for the Junior Women, Boys and Girls and will measure 6 meters in length. The Baulk line shall not cover the lobbies.

## **I. Bonus Line**

1. The bonus line shall be drawn through the entire width of the play-field parallel to the baulk line and towards the end line.
2. It shall be drawn at a distance of 1 metre (excluding the lobbies) from the baulk-line on either courts.

## **J. Technical Area**

- The technical area is the designated seated area for technical staff and substitutes.
- Technical areas may vary between stadia.
- The number of persons permitted to occupy the technical area is defined by the competition rules.

- The occupants of the technical area are identified before the beginning of the match in accordance with the competition rules.
- The coach and other officials must remain within the confines of the technical area except in special circumstances, for example, a physiotherapist or doctor entering the field of play, with the referee's permission, to assess an injured player.
- The coach and other occupants of the technical area must behave in a responsible manner.

## **RULE II: PLAYERS**

### **A. Composition**

1. Each team shall consist of 12 players.
2. A match is played by two sides, each consisting of not more than seven (7) players.
3. Each side must name five (5) reserve players.
4. A match may not start if either team consists of fewer than seven players.
5. A match should not continue if there are fewer than five players in either team, owing to injuries or players being debarred. This rule is not applicable for players being given temporary suspension.

### **B. Players Age and Weight**

1. The Age Group for the various categories are as follows:
 

• Men Open and Women Open	No Age Limit
• Men Junior and Women Junior	U-21
• Boys and Girls	U-18, U-15
2. The weight categories for the various age-groups are as follows:
  - Men Open and Men Junior (Under-21)
    - 85kg and below for all international multi sports events
    - 85kg and below for all Continental Championships
    - Choice of 85kg and below or Open weight for all other international friendly competitions
  - Women Open and Women Junior (Under-21)
    - 75kg and below for all international multi sports events
    - 75kg and below for all Continental Championships
    - Choice of 75kg and below or Open weight for all other international friendly competitions

- Boys Under-18
  - 70kg and below for all international tournaments
- Girls Under-18
  - 60kg and below for all international tournaments
- Boys and Girls Under-15
  - 60kg and below for all international tournaments

### Note:

- The weight check for players shall be conducted one day before the commencement of the competition.
- Overweight players at the first weight check would be allowed to retake their official weight an hour before the competition starts. If their weight is found to be still above the limit, they would be barred from the competition.
- The weighing machine, preferably digital, must be calibrated and approved by the Technical Delegate.
- The age of the players would be calculated as of December 31 of the competition year.

### Players

1. A player who enters the opponent's court with the approved chant is known as the raider.
  - The Raider must begin his chant before he touches the opponents court
  - The raid begins when the raider enters the opponent's court with the approved chant.
  - Teams will raid alternatively until the end of the half or match.
2. All the players in the court where a raid is taking place are known as anti/s or anti-raider/s.

### C. Substitution

1. Substitutions can be made during time-out periods and at the end of the first, second and third quarters.

2. Either team can make substitution, even if the opposing team calls the time-out.
3. During official time-outs only the injured players can be substituted at the discretion of the referee.
4. Substituted players can be re-substituted.
5. Up to a maximum of five players can be substituted at any one time.
6. Substitution of out players is not permitted.
7. Substitution of suspended players during a match is not permitted.
8. Substitution of players is not permitted during the tie-breaker and sudden death plays.

### **Substitution Procedure**

To replace a player by a substitute, the following conditions must be observed:

- the referee is informed before any proposed substitution is made by either the team captain or coach.
- a substitute only enters the ground after the player being replaced has left and after receiving a signal from the referee.
- a substitution is completed when a substitute enters his court.
- all reserve players are subject to the authority and jurisdiction of the referee, whether called upon to play or not.

### **Infringements/Sanctions**

If a substitute enters the court without the referee's permission:

- play is stopped
- the opposing team is given a technical point.
- The chance of raid remains with the same team and play is restarted

## **RULE III: THE PLAYERS' EQUIPMENT**

### **Safety**

1. A player must not use equipment or wear anything which is dangerous to himself or another player (including any kind of jewelry).
2. Nails of the players must be closely clipped.
3. Application of oil based substance to the body or limbs is prohibited.
4. Players with long hair (below shoulder length) are required to neatly tie and clip the hair into a bun shape.
5. Doping is not allowed by either player or official. The World Kabaddi will follow the doping code adopted by the WADA.

## Basic Equipment

The basic compulsory equipment of a player is:

- a jersey or t-shirt. All jerseys must be distinctly numbered.
  - The numberings on the back must be a minimum of 15 centimeters.
  - The numberings on the front must be on the right side chest area and must be a minimum of 10 centimeters and a maximum of 12 centimeters.
  - No sponsors logo or name is permitted on the back portion of the jersey or T-shirt. Only the teams or players name is permitted.
  - Sponsors logo is permitted on the front portion of the jersey or t-shirt. One logo each measuring a maximum of 10cm x 10 cm on both sleeves and chest is allowed. A logo across the front torso is also allowed but the height should not be more than 12cm.
- shorts
  - if thermal undershorts are worn, they are of the same main colour as the shorts.
  - All shorts must be numbered on both sides measuring a minimum of 10 cm.
- footwear and stockings are compulsory.
  - Only canvas shoes with plain rubber soles without studs are permitted.
- Supporters
- Approved light head-gears are permitted at the discretion of the referee.

## Infringements/Sanctions

For any infringement of this Law:

- play is stopped
- the player at fault is instructed by the referee to correct his equipment
- the referee checks that the player's equipment is correct before allowing the start or restart



## RULE IV: THE DURATION OF THE MATCH

### Periods of Play

#### For Men and Junior Men

1. A match lasts four equal periods of 10 minutes.
2. Players are entitled to an interval at the end of each quarter. The interval after the first and third quarter must not exceed two (2) minutes. The interval after the second quarter must not exceed five (5) minutes.

#### For Women, Junior Women and Boys and Girls

1. A match lasts four equal periods of 10 minutes.
2. Players are entitled to an interval at the end of each quarter. The interval after the first and third quarter must not exceed two (2) minutes. The interval after the second quarter must not exceed five (5) minutes.

<b>PLAY</b>	1 <sup>st</sup> qtr	Rest	2 <sup>nd</sup> qtr	Rest	3 <sup>rd</sup> Qtr	Rest	4 <sup>th</sup> Qtr
<b>TIME</b>	10mins	2mins	10mins	5mins	10mins	2mins	10mins

Note: The last Raid of each quarter of the match shall be allowed to be completed even after completion of the scheduled time as mentioned above.

### Time-out

1. Each team is allowed to take a maximum of two time-outs during the competition where either team is permitted to make substitution.
2. The duration of a time out will be thirty (30) seconds only.

### Official time-out

1. Only the referee can give official time-outs.
2. Such time-outs are permitted only in the event of any injuries to the players.
3. The duration of official time-outs shall not exceed two (2) minutes.
4. Injured players can be substituted during official time-outs at the discretion of the referee.

### Raid duration

1. Each raid duration would be a maximum of 30 seconds.
2. Upon the expiry of 20 seconds a siren will be sounded to announce the time remaining (last 10 seconds) for the raid to conclude.

## Productive Raid

1. All raids after an empty raid by the same team must be a productive raid.
2. A productive raid is considered made if either the raider or the anti is declared out.

### NOTE:

- Players are not allowed to leave their respective courts during time-outs or official time-outs.
- Reserve players/out players and team officials are not allowed to enter their team's court during time-out or official time-outs without the permission of the referee.
- Any violation of the above rules, will result in a Technical Point being awarded to the opponents.

## Temporary Suspension

1. The referee can declare temporary suspension of a match based on the following conditions:
  - failure of light
  - bad weather
  - crowd disturbance
  - equipment failure
  - any other circumstances at the discretion of the referee
2. The duration of a temporary suspension shall not exceed more than twenty (20) minutes.
3. If the match is suspended for 20 minutes or less, the match is continued.
4. If the match is suspended more than 20 minutes, it shall be declared abandoned.
5. During temporary suspension, players shall not leave their respective courts without the permission of the referee.
6. Reserve players, out players and officials are not permitted to enter the play-field without the permission of the referee.
7. A Technical point will be given against the side that violates these rules.
8. No substitution is allowed during temporary suspensions.

### **Abandoned Match**

1. An abandoned match is replayed unless the competition rules provide otherwise.
2. Teams are allowed to change their line-up if the match is replayed.

### **Allowance for Time Lost**

Allowance is made in either period for all time lost through:

- time-out(s)
- official time out(s)
  - assessment of injury to players
  - removal of injured players from the court for treatment
- temporary suspension

The allowance for time lost is at the discretion of the referee.

## **RULE V: THE START AND RESTART OF PLAY**

1. A coin is tossed and the team which, wins the toss, decides choice of raid or court.
2. If the side that wins the toss chooses to raid first, the opponents would be given the choice of court and vice-versa.
3. Teams will change courts or ends at the end of each quarter.
4. The side that did not opt for the first raid of the match, shall send their raider first in the second and fourth quarters. The side raided first in the match shall also send their raider first in the third quarter.

## **RULE VI: RULES OF PLAY**

### **A. The player is in breach of the rules of play when:**

1. Loses his chant in the opponents court during a raid
  - The repetition of the word 'kabaddi' without break, clear sounding and continuously is defined as a chant.
    - If any other chant other than the word 'kabaddi' is used, the Raider shall be declared out and the opponents will be awarded a

point. The chance of raid will switch to the opponents.

- A chant must be started before entering the opponent's court and must be continuously repeated until the completion of the raid.
    - Failure to do so would result in the Raider being asked to stop the raid and return and a technical point awarded to the anti team. The same player would be allowed to retake raid.
    - All raids must commence within five (5) seconds from the completion of the previous raid.
      - Failure to do so would result in the Raider being asked to stop the raid and return and a technical point awarded to the anti team. The same player would be allowed to retake raid.
  - The Raider must maintain the chant until he reaches his court without any breach of the Rules of the Game.
    - If he loses his chant in the opponent's court, he shall be declared out and a point is awarded to the anti's team.
2. Any part of his body crosses and touches the ground outside the boundary during the raid.
- The player shall be shall be declared out and a point awarded to the anti team.
  - The Raid is over if the Raider goes out of bounds and a point is awarded to the anti team.
  - The Raid is not over if the anti/s goes out of bound. The anti/s who are out bounds would be temporarily taken out until the raid is over.
  - However,
    - If Raider fails to reach his court, after being held by the anti/s who had gone out of bounds, the raider shall be declared safe and a point for each anti/s who had gone out of bounds would awarded to his team.
    - If Raider reaches his court, after being held by the anti/s who had gone out of bounds, the raider shall be safe while the anti/s who had gone out of

bounds together with the anti/s who had come in contact with the Raider would be included in the total number of points awarded to the Raiding team.

- The lines of the boundary are within the play-field. This rule does not apply during struggle.
- When the anti/s comes into contact with the Raider, it is called struggle. As soon as touch/struggle is made, the play-field would include the anti's lobbies.
- After struggle is over, the Raider involved in the struggle is allowed to use the lobbies to enter his court.

### 3. Fails to make a successful raid

- When the Raider crosses the Baulk line of the defending team at least once during course of a raid and reaches his court with chant, it is known as a successful raid.
- If Raider manages to come in contact with the Anti/s, the Raider need not cross the Baulk line but must reach his court with chant.
  - The Baulk line is said to be completely crossed by if any part of the body of the Raider has got contact with the ground between the Baulk line and the end line of the opponent's court. And no part of the body of the Raider has got contact with the ground between the midline (March line) and the Baulk line.
- If any of the anti/s go out of bounds during the raid, the Raider must still cross the Baulk Line and reach his own court with chant.
- If the Raider reaches his court with any part of his body or even clothing, shoes or any other outfits without the breach of the Rules of the Game, he is deemed to have reached his court safely and the turn of raid is over.
  - The portion of contact made to his own court must be through the midline (march-line)

### 4. Going into an opponents court out of turn

- When a Raid is on, the anti/s shall not touch the Raiders court (including the lobbies). The anti/s who violates this Rule shall be declared out for that particular raid while the raid is allowed to continue.

- However,
    - If Raider fails to reach his court, after being held by the anti/s who had gone out of bounds, the raider shall be declared safe and a point for each anti/s who had gone out of bounds would awarded to his team.
    - If Raider reaches his court, after being held by the anti/s who had gone out of bounds, the raider shall be safe while the anti/s who had gone out of bounds together with the anti/s who had come in contact with the Raider would be included in the total number of points awarded to the Raiding team
  - When a side sends more than one player at a time into an opponent's court for a raid.
    - It would result in the Raid being stopped and a technical point awarded to the antis team. The team would be allowed to retake raid.
    - If the rule is violated during a productive raid all the raiders breaching this rule shall be declared out.
  - If a Raider goes out of turn, the Umpire or Referee shall order the Raider back.
    - A Technical point is awarded to the opponents.
5. If a Raider is warned or in any way instructed by one of his team members/officials.
- The Raid is allowed to continue
  - The opponent team is given one (1) technical point.

Only the captain or the leader may speak to his players during a match. This applies only to his team members in his own court only.

6. If the Raider or Anti/s makes physical contact with any other players from their own team outside the court of play during the play a point is awarded for each violation.

However, if the Raider comes into contact with an anti, who goes out of bounds, the Raider shall not be considered in breach of this rule if the anti goes out of bound while the Raider was making a continuous movement to touch the anti.

7. When the Raider is held by unfair means by the anti/s

- If the anti/s hold the raider without breach of the Rules of the Game, and keep the raider in their court without allowing him to reach his court until he loses his chant or the expiry of the raid period, the Raider is declared to have failed to make a successful raid. However:
  - The anti/s shall not deliberately stifle the chant of the Raider by shutting his mouth or use violent tackles, any type of scissoring or any unfair means. If such methods are used by the anti/s, the Raider shall be declared safe.
  - No anti shall deliberately catch the Raider by his clothes or hair. If the anti/s violates this rule, the anti/s would be declared to have violated the rules and the Raider declared safe.
  - The Raider should not be deliberately held by any part of his body other than his limb or trunk. The anti/s who violate this rule shall be declared out and the Raider declared safe.

8. The Raider uses unfair means to escape from anti/s

- If a raider touches anti/s without breach of the Rules of the Game, or if any part of the body of anti/s touches any part of the body of the raider and then the raider reaches his court with chant, he shall be awarded a point for each anti/s he had made contact with.
- If the Raider touches the anti/s by any part of his body or even with the clothing, shoes or any part of his outfit it is deemed to be a touch. After touch, the play-field would include the lobbies.

However:

- Raider shall not deliberately push or pull the Anti/s out of the boundary by any parts of his/their body. If the Raider violates this rule, the Raider shall be declared out and the anti/s will be declared safe.
- The Anti/s should not be deliberately held by any part of his/their body other than his/their limb or trunk by the Raider. The Raider shall be declared out if he violates this rule and the Anti/s shall be declared safe.

9. If the Raider fails to make a productive raid on every subsequent empty raid.

- An empty raid is when the raider manages to cross the Baulk line of the defending team during the course of a raid and reaches his court with chant and without scoring or losing a point.
- A productive raid is when a point is scored (by either team) during a raid. This includes bonus point but not technical points

- The Productive Raid rule is effective immaterial of whether the previous empty raid was made by any of the Raiders of the team.

However

- The empty raid count would not be carried forward at the start of each quarter.

### **C. Pursuit**

- When a Raider rushes into the opponent's court with chant and without breach of Rules, with the intention to touch the returning Raider, it is known as pursuit.
  - Pursuit is applicable when raider returns to his court with touch
  - Pursuit is applicable when raider returns to his court after a successful raid.
  - Pursuit is not applicable after struggle or when there is Late Cant, Late Raid, Multiple Raid or any other means the Raid is cancelled
  - A touch is applicable only when the Raider makes contact with the anti/s and not vice versa. When the anti/s make contact with the Raider, it is considered a struggle.

## **RULE VII: THE METHOD OF SCORING**

1. One point is scored:
  - For each Raider caught without the breach of Rules of Play by the anti/s
  - For each anti put out by the Raider without the breach of the Rules of Play
  - For each Technical breach
  - For each bonus line crossing
2. Two points is scored:
  - For each lona declared when a team manages to put the entire opponent team out and none of the opponents are entitled to be revived.
  - For each super tackle when a raider is caught/Self out/declared out, when there is only three or less antis on court. The rule shall not apply if any additional player/s (other than the anti on court) in the team were serving suspension.



### **Bonus Line Crossing**

- When a Raider comes in contact with the ground between the end line and the Bonus Line and leave the contact with the ground between the midline and the Bonus Line, it is known as crossing the Bonus Line.
- Point would only be awarded if the Bonus Line is crossed before the touch or struggle.
- Only one bonus point is awarded even if the Raider manages to cross the Bonus Line more than once in a raid.
- Additional points are awarded for every anti/s touched by the Raider if he manages to reach his court safely.
- Bonus point is awarded even if the raider is subsequently caught by the anti/s

3. If a team gives a walkover or concedes the match or is debarred from a match, the team shall deemed to have lost the match by a score of 0-27 or the match score, whichever is higher.

4. The side that scores the highest points at the end of the game shall be declared the winner.

5. If the points scored by both sides are equal in a League match, the tie is considered drawn.

### **Tie Breaker Rule**

- If the points scored by both sides are equal in a knock out match, the tie shall be decided based on the following tie-breaker rule:
  - Both teams shall field seven players in the court. The players must be the same as those who were on court (including out players) at the end of the match.
    - In the event of injury, temporary suspension or debarring, the team shall play with the reduced number of players.
    - No time outs or substitutions are allowed during the tie-breaker.
    - Any player put out cannot continue the match unless he is revived.
  - Each team shall be given five raids. The same raider can raid one or more times.
  - All raids must be productive.

- The existing bonus line will no longer be effective. Instead the baulk line would be treated as the Baulk cum Bonus Line. All the bonus line rules shall be applicable on the baulk line.
- The team that raided first in the match, shall start the raid in the tie-breaker.
- If after the completion of the tie-breaker, the points scored is still equal, the game shall be decided as per the Sudden Death rule.

### **Sudden Death rule**

- All the rules in the tie-breaker rule is applicable in the sudden death rule with the exceptions
    - Toss will be done by referee once again to decide which team would raid first.
    - Each side shall raid only once alternately.
    - The side that scores the leading point shall be declared the winner.
      - A leading point is attained when at the completion of the equal number of raids, one teams score is higher than the other.
      - If neither team manages to get a leading point after their raids the team that managed to score the first leading point of the match is declared the winner. The referee shall announce the team that had scored the first leading point of the match prior to the sudden-death being played.
6. In the league system points are awarded as follows:
- Three points for a win
  - One point for a draw
  - Zero point for a loss
7. If teams are level on league points in a competition, the higher ranked team will be decided on the basis of the following order of classifications

#### **For two teams level on points**

- The league results between the teams are taken into consideration.
- If there is still a tie, than the highest score difference between the points scored and against in all their league matches would be considered.
- If there is still a tie, than the highest points scored in all their league matches is considered.

- If there is still a tie, than the above two methods would be repeated without the results of the last placed teams being taken into consideration.
- The elimination of lower placed teams would be continued if there is still a tie.
- If there is still a tie after the process is exhausted, than a toss of coin would decide the group winner.

#### **For more than two teams level on points**

- The highest score difference between the points scored and against in league matches between the teams would be considered.
- If there is still a tie, than the highest points scored in matches between the teams will be taken into consideration
- If there is still a tie, than the highest score difference between the points scored and against in all the league matches of their pool is considered.
- If there is still a tie, than the highest points scored in all the league matches of their pool is considered.
- If there is still a tie, than the above two methods would be repeated without the results of the last placed teams being taken into consideration.
- The elimination of lower placed teams would be continued if there is still a tie.
- If there is still a tie after the process is exhausted, than a toss of coin would decide the group winner.

### **RULE VIII: FOULS AND MISCONDUCT**

#### **Fouls and misconduct**

1. The Referee or Umpires shall have the power to warn, suspend, disqualify or declare points in case of breach of the rules of the game by player/s, team or officials.

- **Cautionable Offences**

- is guilty of unsporting behaviour
- shows dissent by word or action
- persistently infringes the Rules of the Game

- delays the restart of play
- enters or re-enters the play-field without the referee's permission
- deliberately leaves the play-field without the referee's permission
- is guilty of serious foul play
- is guilty of violent conduct
- spits at an opponent or any other person
- uses offensive, insulting or abusive language
- persistently questions the official's decisions
- deliberately gives away points to the opponents

2. The Referee or Umpires can use the following cards to caution or take action against players, team or team officials

- **Green Card**

- The Green Card is used when players, team or team officials are given a warning.
- The second green card given to the same player or team official, would make the use of the yellow card mandatory immediately.
- Three green cards given to the same team in a match, would make the use of the red card mandatory immediately.

- **Yellow Card**

- The Yellow Card is used when players or team officials are given a two-minute temporary suspension.
- The second yellow card given to the same player or team official, would make the use of the red card mandatory immediately.

Note:

- i. The two-minute suspension of players would commence from the time the player is on court only
- ii. If the player was declared out, than the suspension would begin only after revival.
- iii. Teams would not be allowed to revive the next out player in place of the suspended player revived.
- iv. The two minute suspension of team officials would require the team official to leave the technical area for the said period.

- **Red Card**

- The Red Card is used when players, team or team officials are suspended from the match or tournament.

- The Referee or Umpires can use the Red Card on players, team or team officials in the first instance on their discretion for gross indiscipline.
- The second Red Card in a tournament given to a player or team official, would result in the offender being debarred from the tournament immediately.

3. A player, team, or team official who has been given a red card must leave the vicinity of the play-field and the technical area immediately.

## **RULE IX : THE TECHNICAL OFFICIALS**

### **The Authority of the Referee**

- Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the match to which he has been appointed. He shall be assisted by two umpires, one scorer and two end line assistants (assistant scorer) in carrying out his duties.
- In general the decision of the umpires shall be final. However, the referee may give his decision only if there is a disagreement between the two umpires provided and that play has not restarted.

### **Powers and Duties**

- **The Referee**
  - Ensure with the assistance of the umpires that all the players on court are in line with the Rules of the Game.
  - Start, stop and restart the match
  - Keep the official time of the match. Synchronize the official time with scorer.
  - Supervise the general conduct of the match
  - Announce the substitution of players
  - Announcing the score at the end of each quarter, before the last five minutes of the game and at the end of the match.
  - Declare the last five minutes of the match and every minute thereafter until the game concludes.
  - Declare the last ten second of each raid if no siren is available. The siren is operated by a table official.
  - Declare the team having the leading point before the Sudden Death.

- **The Umpires**

- After the game has been started by the referee, the umpires shall conduct the match and give their decisions according to the Rules of the Game until the referees signals the end of the match.

- **The Scorer**

- Record the Score sheet and announce the score with the permission of the Referee at the end of each half and the result at the end of the match.
- Get the score sheet duly signed by the Referee and Umpires.
- The Score Sheet is as per Appendix A

Note:

**Keys to scoring**

Running Score:	/	(diagonal slash from right to left)
First Leading Point:	□	(Square Boxed)
Bonus:	△	(Triangle)
Technical Point:	○	(Circle)
Lona:	—————	(Diagonal line across two points)
Super Tackle:	▭	(Rectangle box across two points)

- **End Line Assistants (Assistant Scorers)**

- They will point out to the Referee or the Umpires if any player has gone out of bounds.
- They will keep track of the players in and out by marking the Assistant Score Sheet.
- The Assistant Score Sheet is as per Appendix B

- **Table Official**

- The table official shall be responsible to keep the time of each raid and indicate at the end of 20 seconds of each raid with a buzzer or siren.
- The table official shall also assist the umpires in keeping track of the productive raid count.
- The productive raid count chart is as per Appendix C.

Notes: Keys to Productive Raid Tracker Chart

**E:** Empty Raid

**P:** Productive Raid

- **The Eighth Official**

- The Eighth official may be appointed under the competition rules and shall officiate if any of the other match officials are unable to continue.

## OFFICIATING SIGNALS

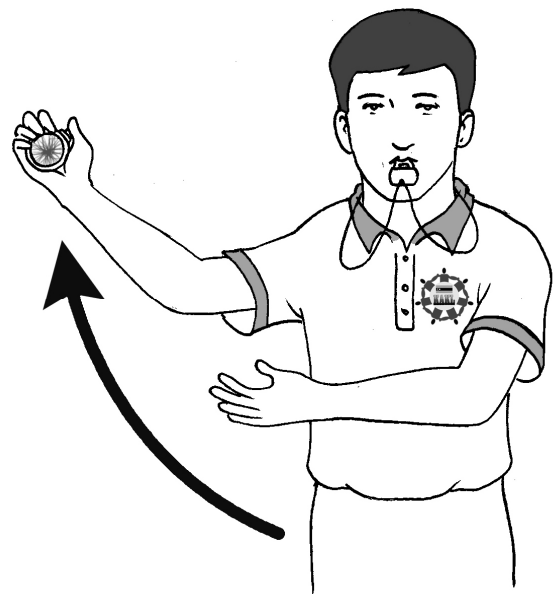
### To indicate **START OF THE MATCH**

A. Raise one hand horizontally upward and the other hand parallel to the mid line



B. Simultaneously bring the other hand down and start the stop & go watch.

- **Long and short whistle.**



**To indicate 'BREAKING OF CHANT'**

Place the palm in front of the throat.

***Sharp short whistle.***



**To indicate  
'CALLING THE RAIDER BACK'**

Pointing the thumb finger at  
shoulder level  
towards the direction the raider  
should move

***Blow two short whistles.***



**To indicate  
'TO DECLARE POINTS & OUTS'**

Raise one hand to indicate number of outs or points with fingers and indicate the team which scored with the other hand pointing horizontally

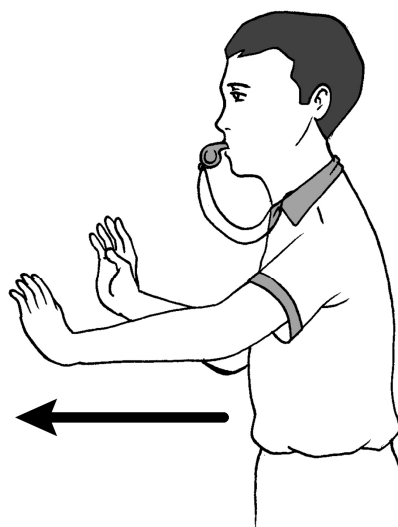
***Long whistle.***

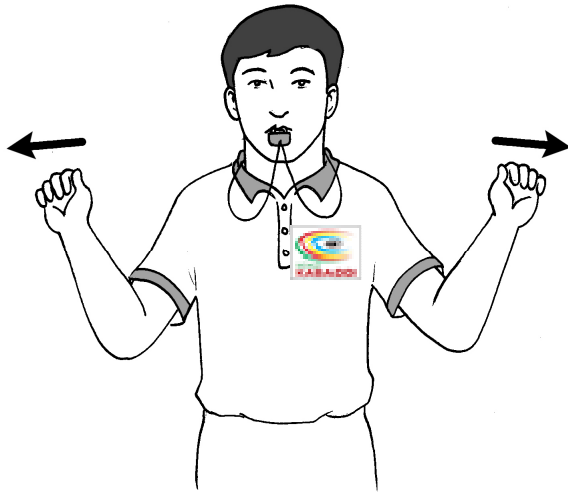


**To indicate 'PUSH OR PULL'**

Move the hands forward and backward to indicate an action of push or pull.

***Short continuous whistle.***





**To indicate 'BOTH OUT'**

Raise both the hands sideways at shoulder

Level by pointing thumb finger upward.

***Long whistle.***

**To indicate  
'OPERATING SCISSORS OR  
DANGEROUS PLAY'**

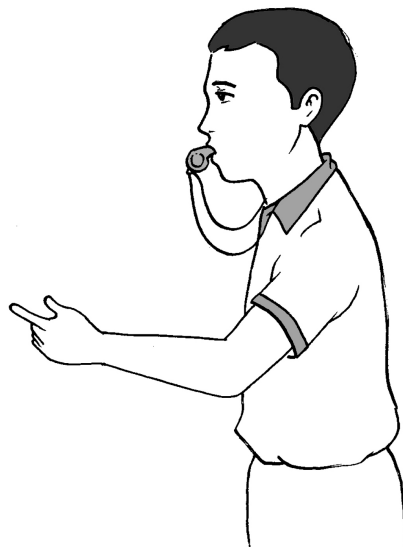
Indicate interlocking of fingers with both hands.

***Short continues whistle till the struggle is stopped.***



**To indicate 'WARNING'**

Show the finger toward the player/team which/who is to be warned.





**To indicate 'TIME OUT /  
TEMPORARY SUSPENSION'**

Form 'T' shape with both palms.

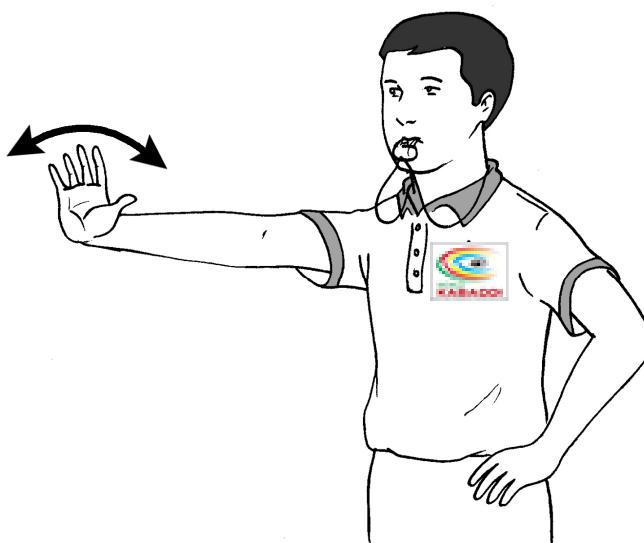
***A long and whistle.***

**To indicate 'STOP OR WAIT'**

At the time of struggle or fouls  
wobbling

Action with the palm

***Blow sharp short continuous  
whistle till the struggle or foul  
is stopped.***





# SCORE SHEET

DATE: \_\_\_\_\_ TIME: \_\_\_\_\_ SECTION: MEN/WOMEN POOL: \_\_\_\_\_ LEAGUE/KNOCKOUT

VENUE: \_\_\_\_\_ COURT: \_\_\_\_\_

TOSS WON BY TEAM: \_\_\_\_\_

CHOICE: RAID/COURT

TEAM									TEAM																																																																														
1ST SEVEN									1ST SEVEN																																																																														
SUBSTITUTE									SUBSTITUTE																																																																														
TIME OUT									TIME OUT																																																																														
WARNING NO.									WARNING NO.																																																																														
SUSPENSION NO.									SUSPENSION NO.																																																																														
TIME									TIME																																																																														
FIVE RAIDS									FIVE RAIDS																																																																														
POINTS									POINTS																																																																														
NO	NAME								JERSEY NO	NO	NAME								JERSEY NO																																																																				
1										1																																																																													
2										2																																																																													
3										3																																																																													
4										4																																																																													
5										5																																																																													
6										6																																																																													
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10										10																																																																													
11										11																																																																													
12										12																																																																													
13									COACH	13									COACH																																																																				
14									MANAGER	14									MANAGER																																																																				
RUNNING SCORE																																																																																							
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27																																		
28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71
72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110										
PARTICULARS	OUT		BONUS		LONA		TECHNICAL		TOTAL		GRAND TOTAL																																																																												
1ST QUARTER																																																																																							
2ND QUARTER																																																																																							
3RD QUARTER																																																																																							
4TH QUARTER																																																																																							
FIVE RAIDS																																																																																							
SUDDEN DEATH																																																																																							
TOTAL																																																																																							

Result..... Team Won by..... Points.....

SIGNATURE OF SCORER  
NAME:

SIGNATURE OF UMPIRE 1  
NAME:

SIGNATURE OF UMPIRE 2  
NAME:

SIGNATURE OF REFEREE  
NAME:

DATE: \_\_\_\_\_ TIME: \_\_\_\_\_ SECTION: MEN/WOMEN POOL: \_\_\_\_\_

HOME TEAM: \_\_\_\_\_ VS AWAY TEAM: \_\_\_\_\_

RECORD OF TEAM: \_\_\_\_\_

FIRST SEVEN												
SUBSTITUTE												

NATURE OF POINTS	1	2	3	4	5	6	7	8	9	10	11	12
JERSEY NO. OUT												
JERSEY NO. REVIVED												
NATURE OF POINTS	13	14	15	16	17	18	19	20	21	22	23	24
JERSEY NO. OUT												
JERSEY NO. REVIVED												
NATURE OF POINTS	25	26	27	28	29	30	31	32	33	34	35	36
JERSEY NO. OUT												
JERSEY NO. REVIVED												
NATURE OF POINTS	37	38	39	40	41	42	43	44	45	46	47	48
JERSEY NO. OUT												
JERSEY NO. REVIVED												
NATURE OF POINTS	49	50	51	52	53	54	55	56	57	58	59	60
JERSEY NO. OUT												
JERSEY NO. REVIVED												
NATURE OF POINTS	61	62	63	64	65	66	67	68	69	70	71	72
JERSEY NO. OUT												
JERSEY NO. REVIVED												
NATURE OF POINTS	73	74	75	76	77	78	79	80	81	82	83	84
JERSEY NO. OUT												
JERSEY NO. REVIVED												
NATURE OF POINTS	85	86	87	88	89	90	91	92	93	94	95	96
JERSEY NO. OUT												
JERSEY NO. REVIVED												

PARTICULARS	OUT	BONUS	LONA	TECHNICAL	TOTAL	GRAND TOTAL
1ST QUARTER						
2ND QUARTER						
3RD QUARTER						
4TH QUARTER						
FIVE RAIDS						
SUDDEN DEATH						
TOTAL						

SIGNATURE OF ASSISTANT SCORER  
NAME: \_\_\_\_\_

SIGNATURE OF REFEREE  
NAME: \_\_\_\_\_



## PRODUCTIVE RAID TRACKER CHART

**MATCH:**

**POOL/KNOCKOUT:**

**DATE:**

**TEAM:**

Raid number	1	2	3	4	5	6	7	8	9	10
Jersey number										
Result										
Raid number	11	12	13	14	15	16	17	18	19	20
Jersey number										
Result										
Raid number	21	22	23	24	25	26	27	28	29	30
Jersey number										
Result										
Raid number	31	32	33	34	35	36	37	38	39	40
Jersey number										
Result										
Raid number	41	42	43	44	45	46	47	48	49	50
Jersey number										
Result										
Raid number	51	52	53	54	55	56	57	58	59	60
Jersey number										
Result										

**TEAM:**

Raid number	1	2	3	4	5	6	7	8	9	10
Jersey number										
Result										
Raid number	11	12	13	14	15	16	17	18	19	20
Jersey number										
Result										
Raid number	21	22	23	24	25	26	27	28	29	30
Jersey number										
Result										
Raid number	31	32	33	34	35	36	37	38	39	40
Jersey number										
Result										
Raid number	41	42	43	44	45	46	47	48	49	50
Jersey number										
Result										
Raid number	51	52	53	54	55	56	57	58	59	60
Jersey number										
Result										



## TECHNICAL GUIDELINES

### 1. TECHNICAL OFFICIALS

- a) Only those persons who are on the Technical Official list of the World Kabaddi Committee shall officiate as a Technical Official in competitions under the sanction or jurisdiction of World Kabaddi and its affiliates.
- b) All persons to be placed on the list of Technical Officials shall make application as prescribed by the World Kabaddi Technical Committee. If in order, the applicant shall be placed on the official list in the Level for which s/he has qualified.
- c) A registered player who is also on an Official List of Technical Official shall not officiate in any competition in which his/her team is entered.
- d) The Technical Delegate appointed to oversee a competition shall decide on the suitability of the playing ground and conditions and adherence to the Games Rules. His/her decision shall be final.
- e) The Technical Delegate must within seven days (7) of the conclusion of a tournament at which s/he officiated, or such other time as may be stipulated in the rules of the competition, forward to the appointing body a written report containing the result of the game and details of any misconduct.
- f) All registered Technical Officials shall comply with the Code of Ethics of the World Kabaddi Technical Officials.
- g) All World Kabaddi Technical Officials Courses must be sanctioned and accredited by the World Kabaddi.
- h) National kabaddi associations are required to conduct the Technical Officials Courses with the approval of the World Kabaddi and/or the Continental Bodies. They are also required to keep a registry of qualified technical officials, a copy of which must be sent to the World Kabaddi Secretariat and the relevant Continental Body Secretariat.
- i) All course lecturers will be appointed by the World Kabaddi or the relevant Continental Body Technical Committee.
- j) All Technical Officials must pass the fitness test conducted by the Technical Committee at least once a year.

- k) Technical Officials for all competitions organized by the World Kabaddi and its affiliates will be paid allowance as stipulated in the internal regulations.
- l) There shall be five Levels of examinations for Technical Officials.
  - i. National Level One Technical Official Certificate.
  - ii. National Level Two Technical Official Certificate.
  - iii. National Level Three Technical Official Certificate.
  - iv. World Kabaddi International Technical Officials Certificate.
  - v. International Technical Tutors Certificate
- m) The examinations for all levels of Technical Officials Certificate will comprise of practical, oral and written tests.

## **2. Grading of World Kabaddi Technical Officials**

### **a. General**

i. Only women's matches will be taken into consideration as far as female technical officials are concerned, and only men's matches will be taken into consideration as far as male technical officials are concerned.

ii. Matches played within the framework of an international /national/state/district tournament under the control of a Technical Delegate appointed or approved by the World Kabaddi, Continental Body or national association will be taken into account.

### **b. Grading**

i. The grading will be decided provided that the requirements have been met, and that no adverse reports have been received.

ii. Candidates must:

- (a) Be regularly active,
- (b) Possess the officiating license issued by the World Kabaddi or national Technical Committee

(c) Have a complete knowledge of the latest Rules of Kabaddi and interpretations as set down by the World Kabaddi.

(d) Be medically healthy and able to achieve the fitness tests as set out

(e) Be at least 20 years of age and not older than 50 years

(f) Be able to fully understand and communicate effectively in English.

(g) Attend all Refresher courses conducted by the Technical Committee.

iii. All Technical Officials must officiate at least a minimum of ten matches in the position of umpire or referee in each calendar year.



- iv. The events where the requirements can be achieved are:
- (a) Senior and Junior
  - (b) National/State/District Tournaments
  - (c) Open tournaments
  - (d) Other events that are approved by the Technical Committee to be of a suitable standard.

v. Once appointed, a Technical Official should strive for a minimum mark of at least 6.5.

- vi. The position of active Technical Official will cease:
- (a) Upon reaching the age of 55 years;
  - (b) Upon own request;
  - (c) Upon ceasing to be regularly active as a Technical Official
  - (d) At the discretion of the Technical Committee upon receipt of a report of unacceptable actions/behaviour or poor performance or poor fitness;
  - (e) After one year without officiating.

vii. The one year rule specified in Rule vi (e) may be waived by the Technical Committee where it can be clearly shown that the Technical Official has been unsuccessful through no fault of his/her own in providing an appointment or where the officials personal circumstances of an exceptional nature has made it impossible.

viii. Non-active Technical Officials will not retain their officiating license and will no longer be appointed by the World Kabaddi to any tournaments.

viv. Further progress is governed by the rules stated below.

ix. Those umpires who show potential for progression to Level 2 may be placed on a 'Promising Technical Officials List'.

This list will be published from time to time. Before being placed on this list the Technical Officials will have received a recommendation as to their potential. Technical Officials on this list will, wherever practical, receive priority in relevant appointments. Technical Officials who fail to achieve their potential will be deleted from the list.

### **c. Upgrading of Technical Officials**

i. Only Technical Delegates or Assessors appointed or approved by the National Technical Committee are entitled to propose Technical Officials for upgrading to the Level Two Status and above.

- ii. Candidates must satisfy all the requirements set out in the basic grading rule with the following variation:
  - Be at least 22 years of age and not older than 47 years
- iii. The Technical Official must control a minimum total of six matches within the events listed above under Grading Rule. The candidate must have achieved an average mark of at least 7.5.
- iv. Once appointed to Level Two Technical Official or above, the official must continue to fulfill the conditions listed in the Grading Rule.
- v. The position of active Level Two Technical Official and above will cease:
  - (a) Upon reaching the age of 55 years;
  - (b) Upon own request;
  - (c) Upon ceasing to be regularly active as a Technical Official
  - (d) At the discretion of the Technical Committee upon receipt of a report of unacceptable actions/behaviour, or poor performance or poor fitness;
  - (e) After one without officiating at a tournament. (This may be waived as specified in the Grading Rule.
- vi. Non-active Level Two Technical Officials will be subject to conditions listed in the Grading Rule.

#### **d. Other Relevant Matters Regarding Gradings**

- i. In reaching decisions on gradings and upgradings, the Technical Committee will take into account the views of any appointed Technical Delegate.
- ii. The Technical Committee requires all umpires to work hard at improving the following:
  - (a) Personal Fitness: The speed of the modern game and the pressures umpires experience demand that to do the job well they must be physically and mentally fit.
  - (b) Knowledge of English. All briefings are given in English. It is important that umpires can fully understand and communicate effectively in English.

### **3. CODE OF ETHICS FOR TECHNICAL OFFICIALS/COACHES**

The World Kabaddi is aware of its responsibilities toward its Technical Officials and, having granted certain privileges to them, it is obliged to ensure such individuals realise and respect their responsibilities and duties.

1. Conduct himself/herself with dignity on and off the field of play at all times and shall, by personal example, endeavour to inspire the true principles of fair play and to earn the respect of those whom he/she serves.
2. Not to cause The Association to become involved in any controversial matters and shall abide by the rules and regulations of the jurisdiction in which s/he officiates.
3. Adhere to all national and international standards and directives.
4. Always be neat in appearance and maintain a high level of physical and mental fitness.
5. Study the Laws of the Game and be aware of all changes, and shall enforce all said laws and changes.
6. Perform his/her designated responsibilities, including attending organised clinics and lectures, etc., and shall assist his/her fellow officials to upgrade and raise their standard of officiating or coaching.
7. Honour any appointments made for and accepted by him/her unless unable to do so by virtue of illness or personal emergency.
8. Not publicly criticize other official or any kabaddi association.
9. Not make any adverse public statement to the media (newspaper, television, radio, etc.) relating to any game.
10. Follow the correct lines of communication to the World Kabaddi Technical Committee.
11. All Technical Officials shall be subject to disciplinary action should he/she not comply with this Code of Ethics.
12. In so far as is possible, The Code of Ethics shall include and govern the conduct of instructors.

#### **4. DISCIPLINE:**

##### **a) General:**

- i) Players, officials and spectators may only take part in or attend games on condition that they observe the By-Laws, Rules and Regulations of the World Kabaddi.
- ii) Every Country/Team is responsible for the actions of its players, officials and spectators.
- i) Every Country/team is required to take all precautions necessary to prevent its players, officials and spectators from threatening or assaulting anyone present at games, and especially the Technical Officials. They are expected to provide security for players and officials.
- ii) All Associations shall ensure that their disciplinary Rules, Regulations and Procedures are consistent with those of the World Kabaddi.

- iii) Failure to observe timelines established in this Rule shall render any disciplinary action taken after the expiration of the time shall be null and void.
- iv) An accused person or organisation has the right to attend any hearing at his/her own expense.
- v) The report provided by the game official to the Association having jurisdiction shall be regarded as his/her affidavit to a Discipline Hearing Committee. The presence of the game officials is not required at any hearing unless the accused so wishes, and then only on condition that the accused notify the Association of his/her wishes and pay in advance of such attendance all related expenses incurred by said officials.
- vi) Any misconduct report from another National Association shall be regarded as an affidavit to the Discipline Hearing Committee on the same basis as contained above.

**b) Jurisdiction:**

- (i) Any person or organisation reported for misconduct shall be dealt with by the Association or their delegate except as otherwise stipulated herein.
- (ii) All cases of misconduct involving alleged physical assault, attempted physical assault or threatening behaviour towards a game official by any person shall be dealt with by a Discipline Hearing Committee of the Member Association or their delegate. The clause will take effect as per sanctioning rule. Only the sanctioning body can deal with disciplinary breaches at that level.
- (iii) Each action of the Disciplinary Body at any level will only be effective at the same level and lower level of authority, unless it is expressly agreed upon by a higher level of authority.
- (iv) The World Kabaddi shall have direct jurisdiction only in the following circumstances:
  - a. All tournaments which require World Kabaddi sanctioning.
  - b. Complaints or enquiries referred to it by another National Association;
  - c. Misconduct by any person arising from participation in World Kabaddi Program;
  - d. Misconduct at National or Regional Competitions of the Association;
  - e. Misconduct by an Association or Member or any of its officers and officials;

- f. Misconduct arising from any international event where sanctioning is given prior approval by World Kabaddi;
- g. Any other matter directly related to World Kabaddi for which World Kabaddi in its sole discretion deems should be dealt with by it.
- h. World Kabaddi, at its sole discretion, may delegate its jurisdiction to a Member Association.

### **c) Misconduct**

i) In addition to matters referred to in any other By-Law, Rule or Regulation of World Kabaddi, it shall be misconduct if any person or organisation is proved at a hearing to the satisfaction of a Discipline Hearing Committee of World Kabaddi to have done, or permitted or assisted in doing or permitting any of the following:

- a) Violated the Laws of The Game or the By-Laws, Rules and Regulations of The Association.
- b) Betting on any game organised by World Kabaddi or its members.
- c) Offered or attempted to offer, directly or indirectly, any consideration whatsoever to any Association, Club or to any player or official of any Association or Club or to any game official, with a view to influencing the result of any game, or accepting any such consideration;
- d) Committed any act or made any statement either verbally or in writing, or been responsible for conduct, continuing misconduct or any other matter which, in the opinion of The Association, is considered to be ungentlemanly, insulting or improper behaviour or likely to bring the game into disrepute.

ii) A person or organization found guilty of an offence or offences as above shall be subject to a penalty as listed below.

iii) World Kabaddi also reserves the right to take disciplinary action in any case of criminal misconduct or human right abuse not covered specifically in a By-Law, Rule or Regulation.

### **d) Hearings**

Each discipline hearing held within the jurisdiction of World Kabaddi and its Members shall be conducted in accordance with the following:

- i) A Discipline Hearing Committee shall have no less than three members, one of whom shall act as Chairman.
- ii) One of the Committee shall act as Recording Secretary, or a non-voting Recording Secretary (not one of the Committee) shall be appointed to be present for the whole hearing.

- iii) An accused may be accompanied by legal counsel only with the permission of World Kabaddi or its Members with jurisdiction over the discipline.
- iv) The accused, or his/her accredited representative, shall be present, or the hearing shall not proceed.
- v) Failure to appear at a discipline hearing when due notice has been given shall result in suspension of the accused until s/he requests in writing and attends another hearing.
- vi) A request for a hearing under v) shall be accompanied by a non-refundable fee of USD 300 in the form of a cheque or money order.
- vii) Postponement of the hearing may be granted by the Committee on terms published in advance of the hearing.

viii) Timelines and Notices

- a) Any person or organization accused of misconduct shall be given at least ten (10) working days notice of any scheduled hearing into the allegation. A copy of such notice shall also be sent to the organization if the person is one of their registered players or is their official representative.
- b) Notwithstanding the above World Kabaddi or its members may publish in advance the dates of regularly scheduled hearings, and the giving of notice as above is thereupon waived.
- c) Any person or organization shall be given at least ten (10) working days notice of any scheduled hearing, if their presence is required by a Discipline Hearing Committee.
- d) Requests for postponement of a hearing scheduled by The Association must be received by The Association at least five (5) working days prior to the date of the hearing, accompanied by the approved fee of USD 100 in the form of a cheque or money order, which shall be refunded if the request is denied.
- e) In cases where an accused stands suspended pending a hearing, or for any adjourned hearing, the date for the hearing shall be set within (10) working days of the receipt of the misconduct report (or previous hearing), for a date no later than fourteen (14) working days of the receipt of the misconduct report (or previous hearing).
- f) The result of any hearing shall be sent to the accused no later than seven (7) working days after the hearing.

(ix) By mutual consent, in writing, of the accused and a Discipline Hearing Committee, any terms above may be waived.

(x) Procedure

With all required persons present, the hearing shall proceed as follows:

- a) The Chairman shall read the report and state the charge;
- b) The person(s) writing the report(s) (if present) shall be given the opportunity to amplify or qualify the report(s);
- c) The accused shall be allowed to ask relevant questions of the author of the report if s/he is present or to make submissions on the report and testify on his/her own behalf.;
- d) The accused, and the person(s) writing the report(s), shall have the opportunity to call witnesses to the incident;
- e) The Chairman and any Discipline Hearing Committee member may question the accused or any witness;
- f) The person(s) writing the report, and the accused, shall be allowed to make final summations before withdrawing;
- g) The Discipline Hearing Committee shall consider the report and any further evidence provided, and shall either decide on the case, or adjourn the hearing;
- h) The accused shall be notified in writing of the result of the hearing

e) Punishment

i) On misconduct being proved to its satisfaction, a Discipline Hearing Committee shall have the power to order the offender:

- a) to be suspended from all or any specific kabaddi activity either permanently, indefinitely, or for a stated period of time;
- b) to be suspended for a specific number of scheduled games in a designated competition(s);
- c) to be fined (with or without suspension),
- d) to be censured;
- e) to pay all expenses of the Discipline Hearing Committee which may be incidental to consideration of the matter (with or without any other punishment).

ii) A Discipline Hearing Committee shall set timelines for the payment of any costs or fine, and may set further terms of punishment for noncompliance.

iii) Notwithstanding the above, in all cases of alleged physical assault of, attempted physical assault of, or threatening behaviour towards a game official, the accused shall be suspended from all kabaddi activities until the case has been decided by The Association or by its members.

iv) Notwithstanding the above in all cases where a person has been charged in Criminal Court, the accused shall be suspended from all kabaddi activities until the cases have been concluded in the Criminal Court and then the Association or its member may decide if further proceedings are warranted pursuant to their Rules and Regulations or The Association's Rules and Regulations.

- (v) Suspensions shall be served for a continuous period, or for consecutive games, except where there is a break in the competition, in which case the suspension may be continued accordingly.
- vi) Suspension guidelines for specific offences are set out below. All Club/State/District Associations shall use these guidelines in setting punishments. Any suspension for a number of games shall be consistent.

## **f) Punishment Guidelines**

### **Recommended Action:**

#### **i) CAUTION (yellow cards)**

Cautions (without expulsion) of a player by the Technical Official

- a) A player receiving three (3) cautions during a twelve month period shall be automatically suspended for five (5) matches.
- b) A player who received another two (2) cautions during the same period shall be automatically suspended for a maximum of further seven (7) matches.
- c) For each additional caution a player receives during the same period, the player shall be suspended for three (3) matches for each caution.

#### **ii) EXPULSIONS (RED CARD)**

Expulsions by a referee for breach of rules or misconduct or for actions against other players or team officials

- (a) For persistent misconduct, or foul or abusive language:
  - First Offence – five matches;
  - Second Offence – 12 matches.
- (b) For violent conduct or serious foul play:
  - First Offence – seven matches;
  - Second Offence – 16 matches
- c) For actions against game officials.
  - i. For persistent criticism or disputing of decisions:
    - First Offence – 10 matches;
    - Second Offence – 20 matches;
  - ii. Deliberate physical contact (i.e. pushing, pulling, charging, etc.) or attempted physical contact or threatening:
    - First Offence - one year suspension;
    - Second Offence - five years suspension.
    - Third offence – Life suspension
  - iii) Striking or any form of violent conduct, or attempted violent conduct:
    - First Offence - five years suspension;
    - Second Offence - Life suspension.



iii) The game officials referred to are the Technical Officials of a sanctioned game that is about to begin, is in progress, or has just concluded. The 'actions' herein referred to may have taken place before, during or shortly after the game.

iv) The offences against game officials listed above, that take place away from a stadium or field of play, for example in a car park, shall also be the subject of disciplinary action.

v) Teams may be fined for offences committed by their supporters.

vi) A Discipline Committee may, at its discretion, take action against any team whose players, officials or spectators have been found guilty of misconduct and/or violence towards anyone present at a game and especially towards game officials.

## **5. PLAYER STATUS:**

a) Disputes between teams as to rights to a player and/or disputes between a player or players and a team shall be decided in the first instance by the Competition Committee.

## **6. APPEALS:**

a) Any party may appeal the decision of a National Association made against that party.

b) The appellant shall:

i) make application in writing to the World Kabaddi Secretariat within ten (10) working days after receipt of the said decision setting out:

a) the decision sought to be appealed;

b) a copy of the required Association Statement of Facts document

c) and setting out clearly in what respect the decision is alleged to be wrong.

ii) forward with the said application a cheque or money order payable to World Kabaddi, in the amount established by World Kabaddi, and copies of all relevant documents.

c) The World Kabaddi secretariat shall forward a copy of application to the World Kabaddi Disciplinary Committee and shall within one (1) month after receipt thereof, conduct the appeal hearing.

d) The decision of the World Kabaddi Disciplinary Committee, endorsed by the World Kabaddi Council, shall be final and binding.

- e) The World Kabaddi Disciplinary Committee shall give reasons for their decision, in writing to all parties to the appeal within ten (10) working days of a Hearing.
- f) The operation of the decision of the member Association shall not be suspended pending hearing of an appeal, unless the World Kabaddi Secretariat so orders. Lodging the appeal shall not defer a decision, except with regard to any financial provisions in the decision that has been contested (fines, expenses and compensation).
- g) Appeal will not be entertained for decisions rendered by World Kabaddi's Competition Committee in cases that deal with national competitions, where decisions are final and binding.
- h) No appeal shall be entertained in any matter arising out of a competition under the jurisdiction of a member Association whose rules provide that its decision in such matters shall be final and binding
- i) Notwithstanding the above, the World Kabaddi Disciplinary Committee may at its sole discretion and without holding a Hearing, decide to uphold an appeal if, on the basis of the written documentation submitted to it, if it is evident that a by-law of an Association has been contravened.
- j) The World Kabaddi Disciplinary Committee may reaffirm, revoke or amend a decision against which an appeal has been lodged. It shall not be bound by the petition of the parties concerned. A decision may be amended to the disadvantage of the party lodging the appeal.
- k) The members of the World Kabaddi Disciplinary Committee may not sit on the Committee if the case being dealt with concerns themselves or players, clubs, officials or any other members of any Associations to which they belong

## **7. HEAD OF DELEGATION RESPONSIBILITIES**

### **a. Introduction:**

The objective of a national team competing abroad is to present a positive image for both World Kabaddi and of their country. The national team party is an ambassador for their country, and the party should leave a positive image of the country by their conduct, both on and off the field of play.

The Head of Delegation will be primarily responsible for the overall image left by the team on its travels abroad, in accordance with the following details.

**b. Team Manager/Administrator Responsibilities Include:**

Arrangements for air tickets, passports and visas, hotel reservations, vaccination requirements, medical, travel and player service insurance, traveler's cheques and credit cards, team equipment and all other logistic.

Review with the Head of Delegation, well ahead of the Teams' departure, that all the above requirements and details are in order to ensure that nothing is overlooked.

Review of the logistics with the Head of Delegation to avoid possible embarrassment and problems during the tour.

Arrangements for group's daily activities with the Head of Delegation.

**c. Head of Delegation Responsibilities:**

**(a) Protocol:**

Speaks on behalf of the Association at all meetings concerning the organization of the competition, receptions, press conferences, etc.

Speaks on all matters related to Association policy.

Should defer questions related to the team (player selection, performance, tactics, etc.) to the National Team Coach/Manager.

Is sensitive to the cultural and economic advantages of the country when speaking with foreign dignitaries or media.

Is discreet in expressing and exchanging political, economic and religious views while travelling abroad.

Checks with the National Team Manager/Administrator to ensure that all members of the team have been briefed on delicate and sensitive matters, e.g. respect for National Anthems.

Ensures that all members of the national team party:

- Conduct themselves at all times as good will ambassadors;
- Wear the official team uniform at all competitions and official functions;
- Attend receptions, meetings, banquets, opening and closing ceremonies, and other functions whenever possible, as negotiated with the National Team Coach.

When a limited number of Delegates are invited to meetings, receptions and functions, the Head of Delegation will attend as the spokesperson.

Other persons will be selected to attend in consultation with the National Team Coach/ Team Administrator.

Responsible for ensuring that the Match Reporting form is completed immediately following the match and ensuring that the report is faxed back to the their office or at least to ensure it is being done by a member of staff immediately after the match.

### **(b) Gifts**

The exchange of inexpensive presents between Heads of visiting and host Associations and between individual players and staff has become common practice. All gifts should be bought or arranged by the Team Manager.

These gifts should be in the possession of the Team Manager/ Administrator, as appropriate prior to departure.

Ties, lapel pins and pennants are appropriate articles of exchange among players and staff.

A more elaborate or expensive gift should be purchased for presentation to the Host Association at the end of the visit or social function.

The Head of Delegation should use discretion with respect to presentation of this gift.

### **(c) Hotels/Food**

Decides whether or not to relocate the team if the hotel and food are so poor that it threatens the performance potential of the team.

The Head of Delegation must consider the impact on the budget, should a move to alternate accommodations be deemed necessary.

### **(d) Embassies**

The Head of Delegation should always carry a list of addresses and telephone numbers of their own Embassies located or serving the countries to be visited.

The travelling party should be made aware that everyone are subject to the laws of the host country.

#### **(e) Transportation, Meals, Social Functions**

(i) Unless transportation is provided by the Host Association, the Head of Delegation should travel on the Team Bus. However, if the Head of Delegation is accompanied, the Manager/Administrator should arrange and confirm alternative transportation.

(ii) The Head of Delegation will normally take meals with the team. Should the Head of Delegation be accompanied, separate arrangements for meals should be made in consultation with the Manager/Administrator.

(iii) The Head of Delegation and companion should be included in any social events e.g. visits to embassies, end of tour group dinner, in consultation with the Manager/Administrator.

#### **(f) Player Discipline**

In cases of player discipline, the Head of Delegation must always be involved in discussions concerning all potential cases of disciplinary action being taken against any player on any trip by any National Team (regardless of age or gender).

Included in this policy, are all preliminary discussions involving the player in question. Also, any player subjected to discipline, shall not be released for individual travel, unless that player has reached legal age, i.e. 18th birthday, with full communication beforehand with both Head of Delegation and the appropriate Association.

#### **(g) Tour Report**

The Head of Delegation is required to submit a report on the tour to their Secretariat within 30 days of the tour completion.



## TECHNICAL COURSE REPORT

*To be completed by the **Course Conductor** and returned to the World Kabaddi Technical Committee within 14 days of the conclusion of the course. Please attach relevant photographs and other information concerning the event.*

### **COURSE INFORMATION**

1. Course Title

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2. Host

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3. Course Category

TECHNICAL	
COACHING	

4. Level

ONE	
TWO	
THREE	
REFRESHER	
World Kabaddi	

5. Dates

Day		Month		Year		TO	Date		Month		Year	

6. Venue


## **PARTICIPANTS DETAILS**

1. Number of Participants

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2. Male Participants

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3. Female Participants

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4. Participants Level of Expertise

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5. Remarks and Suggestions

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**Please attach list of the participants**

## CONDUCTOR'S INFORMATION

1. Number of Conductors

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2. Conductor's Name


3. Address


4. Telephone (Office)

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5. Telephone (Home)

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6. Mobile

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7. Fax

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9. e-mail address


10. Arrival and Departure Dates

Day		Month		Year		TO	Date		Month		Year	

11. Conductor's base town

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Note: If more than one conductor are involved in the course, please fill-in separate Conductor Information forms for each conductor involved and attach it with the report.

### **COURSE PROGRAMME**

1. Language in which the course was conducted

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2. Language in which the examination was conducted

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3. Mode of examination

PRACTICAL	
THEORY	
VIVA	

4. Hours of Practical Session

		HOUR S
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5. Hours of Theory Session

		HOUR S
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6. Course Materials given to participants

a. Coaching Manual	
b. Rules Book	
c.	
d.	
e.	
f.	
g.	

## 7. Summary of Course Contents

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***Please attach a copy of the official programme***

### **COURSE VENUE FACILITIES**

#### 1. Conference Room Facilities

<b>NO</b>	<b>Equipment</b>	<b>Available</b>	<b>Not Available</b>	<b>Used</b>
1.	Computer			
2.	OHP			
3.	White Board			
4.	TV			
5.	VCR/VCD/CD Player			
6.	PA System			
7.				
8.				
9.				

#### 2. Ground Facilities

<b>NO</b>	<b>Equipment</b>	<b>Available</b>	<b>Not Available</b>	<b>Used</b>
1.	Indoor Court and Mat			
2.	Outdoor Court			

#### 3. Refreshment Arrangements

During Theoretical Sessions

Excellent		Satisfactory		Poor	
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During Practical Session

Excellent		Satisfactory		Poor	
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4. Was board and lodging provided

<b>YES</b>	<b>NO</b>
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If Yes

	<b>Excellent</b>	<b>Satisfactory</b>	<b>Poor</b>
Lodging			
Food			

5. REMARKS

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***SOCIAL ACTIVITIES***

<b>Opening</b>		<b>Farewell</b>		<b>Award Ceremony</b>		<b>Other</b>	
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**COURSE EVALUATION REMARK**

Problems encountered, comments, recommendations for future courses:

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Certified as True Statement

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 Conductor:



## **TECHNICAL OFFICIAL SYLLABUS**

### **A. TECHNICAL OFFICIALS**

#### **LEVEL ONE**

1. Rules, Regulations and Interpretations
2. Qualities of a good official
3. Mechanism of officiating
4. Preparation of play field and markings
5. Use of signals - giving decisions - coordination in officiating

#### **LEVEL TWO**

1. Rules, Regulations and Interpretations
2. Conduct of tournaments and preparation of fixtures
3. Problems in officiating and mean and methods in solving problem classification
4. Use of signals - giving decisions - coordination in officiating

#### **LEVEL THREE**

1. Rules, Regulations and Interpretations
2. Conduct of tournaments and preparation of fixtures
3. Organisation and Administration
4. Teaching methods
5. Problems in officiating and mean and methods in solving problem classification
6. Use of signals - giving decisions - coordination in officiating

NOTE: All accredited Technical Officials will be licensed by the World Kabaddi Technical Committee.



**TECHNICAL OFFICIAL EVALUATION FORM**

**Name of Candidate:**

**I.C. Number:**

**Evaluation Standards**

9-10	Excellent	8-8.9	Good	7-7.9	Satisfactory	1-6.9	Below Par
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**1. Accuracy and consistency in making decisions and knowledge on Game Rules.**

30	
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**2. Match Control.**

20	
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**3. Alertness and positioning.**

10	
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**4. Co-operation with other officials.**

10	
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**5. Commitment and Discipline.**

20	
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**6. Score card and Assistant Score card application.**

10	
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<b>TOTAL</b>		<b>Average (divide by 10)</b>	
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Confirmed by Examiner 1

Confirmed by Examiner 2

Signature:

Signature: