



KHO-KHO

- **1.** All the games will be played as per KKFI (KHO KHO FEDERATION OF INDIA) rules and regulations.
- 2. Eligibility for Participation: It's a College based tournament and hence only colleges are allowed. All players must carry a valid college icard (if college team) and government ID proof (Aadhar Card) before the start of every match.

3. General Regulations:

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

4. Rules about matches:

 Each team will consist of One Manager cum coach and minimum
 11 players and maximum 14 players for competition. nine players will be named for a match and rest shall be Reserve.









- An inning will consist of chasing and defending turns which shall be of 5 minutes each for. Each match will consist of 2 innings. There shall be an interval of 5 minutes after an inning and 2 minutes break between turns for boys/girls. At the beginning of a turn 3 runners shall be inside the Field for defense. Immediately on these 3 defenders being declared out, the next 3 runners shall be inside the Field before 2 Khos are given. Those runners who fail to enter within the period shall be declared out. The runners who may enter early shall not be declared out but called back.
- Thus the Runners will continue to enter the field in the same batch till
 the end of turn. The Attacker who has put out the third defender
 shall not chase the new batch. He shall give Kho. If he chases any of
 the new Defenders, it shall be a Foul. Each side shall enter its Runners
 to the field from the portion marked for them in the lobby (Entry
 Zone).
- Time to enter the Field (TWO CORRECT KHOS) is given to Runner. Hence defender who is inside the Field can be chased after One Correct Kho is given. To Chase a new batch two Khos should not be insisted. As soon as 1st defender of a batch is out, the next three Runners must enter the Entry Zone. Referee shall have the option to declare out Runners of the next batch, who have not entered the field after two correct Kho's are given. An attacker shall not pursue a new batch after the last defender of a batch is out in whichever manner. He must give Kho. Runners who enter early shall be called back by the Referee.
- The captain of the chasing team shall have the option to end the turn before the allotted time.
- He shall inform the Referee about the same by raising his arm and request him to stop the turn until the Referee has signaled to stop the turn, the turn is not closed. The chasing side shall not leave the Squares until the Referee has declared the turn as closed.

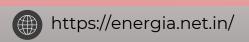








- Note: Defending side can also request the Referee to close the turn
 of defense in the 2nd innings, provided the match is conceded as
 "Defeated". The Referee can allow this, if the difference in points at
 that time is 15 or more.
- The chasing side shall score one point for each Defender out. If all nine Runners are out before the completion of the turn they shall maintain the same order of defense. Order of the Runners shall not be changed during a turn.
- In the knockout matches the side that scores more points at the end
 of the match shall be declared as the winner. If the points are equal
 one more inning (one turn for each side as chasers and runners)
 shall be played.
- If again the points are equal an additional inning shall be played on minimum chase basis as follows: Referee will start the turn of his additional inning. As soon as the first point is scored the turn shall be closed by the Referee. He shall stop the "stopwatch" with him simultaneously. The time for scoring of this first point shall thus be noted. The side that takes less time to score this first time (Minimum chase) shall be declared as winner of the match. (The Referee shall stop the match, if the time exceeds more than 30 seconds than the recorded time of the opponents). If needed be, this process shall continue till the winner is decided. In the league system the winner shall score two points and the looser shall score no points. In case of a tie, both the sides shall score one point each. If there is a tie in the group league points scored in the league the concerned teams in the group will replay the match or matches with knock out system after drawing lot. But if it is not possible to conduct match/ matches for some unavoidable circumstances the match/matches can be played on a minimum chase basis.







- If a match is not completed for any reason, it shall be continued further at another time with the same players and the same officials, provided it is played in the same session, the scorers of the completed turns, of each side shall be counted the match being continued, from the beginning of the incomplete turn. (The same twelve players at the time of interruption and officials will be there). If the incomplete match is not played in the same session, the entire match will be replayed from the beginning. In this case the players and officials need not be the same.
- After completion of 1st inning if the points of a side (who chaser 1st at the starting of the match) exceeds the points of other side by nine or more the former side shall have the option of requiring the later side to follow on its turn as chaser without forfeiting its own right to take its turn as chaser afterwards. In case the other side exceeds its score.
- Clarification: Option to give "follow on" is restricted upon 9 points only. It will be mandatory to give "follow on" if the difference is more than 9 points. In case of "follow on" the Result will be won by "an inning".
- Substitution Any number of substitutions can be allowed by the Referee on the request of the Coach or Captain:
 - For chasing turns at any time during the match.
 - For Runners substitution is allowed only before they enter the field.
 - During substitution the substituted chaser shall not enter the field,
 unless the outgoing chaser comes out of the field.
 - B. Substituted attackers shall not pursue the defenders directly.
 He give a Kho.
 - If a Defender is out he shall return to the sitting place through the lobby entering from the nearest End or Side Line only.
 - The teams will not leave the ground till the Referee declares the result of the match.









5. Rules about players/managers/coaches:

- Players uniform: Uniform of a Kho-Kho player shall include spots/canvas shoes (free from any metal part anywhere that may cause injury) short and vest (half sleeves) or "T-shirt" for men and Boys: shirt or "T-shirt" for women and girls.
- Each player shall be numbered in front and back of his "T" shirt/shirts with a number of solid color contrasting with the color of "T" shirt. The number shall be printed/ stitched of size 10 cms. High and 2 cm. Wide on the back (contravention) on a lesser size will be treated as misbehaviour. The numbers shall be printed to 1 to 15. Players of the same side shall neither wear duplicate a tournament/championship. (In case the need arises. Referees will allow change of chest numbers). Manager shall furnish scorer-1 the list of players and chest numbers.
- Rights & Duties of Players: All players must know the rules of the game and abide by the rules. During the game, a player may address the referee only through the team captain; the team captain may address the referee and shall be the spokesman for his players. He may also address the other officials but only on matters concerning their duties.
- Conduct of Players/Substitutes/Coaches and Managers: The managers, Coaches & Substitutes shall sit in the place provided for them. The following acts, are punishable:
 - Persistent addressing of officials concerning their decision.
 - Making derogatory remarks to officials.
 - Committing actions tending to influence decisions of the officials.
 - Making derogatory acts or personal remarks to the opponents.
 - Deliberate coaching during the game from outside the ground.
 - Leaving the ground without the permission of the referee during the match and before declaration of the result.
 - Referee shall take action according to the gravity of their offense.









Penalties:

- For a minor offense, such as talking to opponents, spectators or officials, shouting, etc. a verbal warning will be given by the Referee. In case of repetition of the offense warning will begiven by showing a yellow card.
- For a serious offense, Referee may disqualify the concerned players and others from the rest of the match by showing a red card.
- Note: If a player is shown a yellow card twice in a match, he shall be forbidden in that match of the particular tournament and also in the next match if he is shown a yellow card in two different matches in a particular tournament, he will be forbidden from participation for the next match of that particular tournament. If a player is shown a red card in a match he shall be forbidden from participation for the rest of the match and for the next match also of that particular tournament.
- As mentioned in the rule 1, 2, 3 shall be taken by an Umpire and/or Referee. The concerned shall report the matter in writing to the proper Authority (in charge of officials, Observer, Organizing Secretary, Convener, Referees Board of respective Federation/Association, Secretary General.
- Note: Masculine gender assumes feminine gender and singular number assumes plural number whenever necessary in all the preceding parts.

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