



Aavhan 2019

IIT Bombay's Annual Sports Fest

Kho-Kho Championship Official Rule-book

This rulebook is binding and will be strictly followed in the course of the tournament

- A. Event:** Kho-Kho Men's and Women's tournaments will be conducted in league format
- B. Dates:** 20th March & 22nd to 24th March 2019
- C. Eligibility for Participation:** All players should be currently registered and studying in the same college. All players must carry valid i-card before start of every match. In-case of protest against admission of a player into a particular college, said player must produce copy of fee-receipt, current semester marksheet or website registration details as proof of admission within 4 hours of intimation to avoid disqualification
- D. Registration Fee:**
- Men:** INR 1800
 - Women:** INR 1500
- E. Prize Money:**
- Men:** Winner: INR 10000; Runners-up: INR 5000
 - Women:** Winner: INR 7000; Runners-up: INR 3500
- F. General Regulations:**
- If the teams fail to report even after 20 minutes of the scheduled time, the officials have the authority to give the opposite team a walkover over the late comer.
 - It's mandatory for every participant of every team to carry an institute ID card and a national ID card for verification.
 - In case an objection on the ID card arises, the participant has to produce a fee payment receipt / college marksheet (online) within 2 hours.
 - Teams may have to play more than one match on single day.
 - If any team walks out of court during the playtime, that team will immediately be disqualified from tournament.



- f. Teams are liable to disqualification against breach of disciplinary conduct if players/management are involved in illegal activities as per institute norms in IIT Bombay.
- g. Smoking/consumption of alcohol or any prohibited substances inside the campus are strictly prohibited. Entire team will be disqualified from the tournament even if a single player is found to be violating these rules.

G. Rules of Play:

- a. Rules given by the Kho-Kho Federation of India will be followed.
- b. Event shall be conducted on the league cum knockout basis.
- c. Each team consists of 12 players, but only 9 players take the field.
- d. Duration:
 - i. An innings will consist of chasing and running turns which will be of 9 minutes duration. Each match will consist of two innings.
 - ii. An interval of 5 minutes is allowed after an inning turn.
- e. The side of the chasers scores one point for putting out each runner.
- f. The captain of the toss winning team will have the choice of chasing or running.
- g. At the commencement of the game the eight chasers (players sitting in the squares) will sit in the squares facing opposite directions. No adjacent chasers should face in the same direction. The 9th chaser will stand at either of the posts.
- h. The runners and chasers will fix their entry serially with the scorer.
- i. With the commencement of the game three runners are to get inside the court. As soon as a runner is put out the next three runners must enter the field before or after one "kho" is given. If a runner fails to enter the field, he is given out.
- j. A runner goes out by the following means:
 - i. If touched by a chaser.
 - ii. Fails to enter the field when a runner is given out.
 - iii. If he touches the seated chasers twice or after receiving a warning for similar infringement.
- k. Rules for the chasers:
 - i. "Kho" is to be given from behind a sitting chaser and loudly.
 - ii. The seated chaser shall not get up without getting "Kho"
 - iii. An active chaser shall not recede to give "Kho"
 - iv. An active chaser shall sit down immediately after giving "Kho"
 - v. After getting "Kho" the sitting chaser becomes active and follows the direction he is facing.



- vi. An active chaser is not to cross the center line.
- vii. He is to take the direction that he has initially taken to the M or N posts.
- viii. When an active chaser leaves a post, he shall go in the direction of other post remaining on the side of the centerline which he was facing before leaving the post.
- ix. Chasers are not to obstruct runners while being seated
- x. The face (shoulder line) of an active chaser must be in a direction he has taken. He shall not turn his face. He is only allowed to turn his face parallel to the center line.
- xi. If a foul is committed by an active chaser he will be directed to go in the opposite direction of his chaser as indicated by the umpire and if a runner is put out by this act he will not be given out.
- xii. When an active chaser let go his hold of the post or goes beyond the rectangles he is known as leaving the post.
- I. A substitute shall be allowed to replace an injured player at the discretion of the referee.

H. Point of Contact:

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