

AUSTRALIAN SIKH GAMES - KABADDI RULES (Ver. 2018)

These rules are to be read in conjunction with the Australian Sikh Games General Championship Rules, Terms & Conditions. All Team Managers and Captains should read, understand and become familiar with these Rules and the Australian Sikh Games General Rules. Ignorance of such shall not be deemed sufficient grounds for any appeal. Please contact the ANSSACC for further information and/or clarification on these rules.

1. Game

1.1 Kabaddi shall be played between two teams consisting of up to twelve (14) players (12 participating players and 2 substitution/emergency players.) Substitution or replacement shall only be permitted out of the list provided and only in the event of an injury after informing the referee.

1.2 The outgoing player which has been substituted cannot take any further part in the same game.

1.3 All clubs must provide the name of their players to the Organising Committee no later than 15 days prior to the games start date – failure to provide team sheet by deadline will incur a penalty as per the ANSSACC disciplinary policy. The team sheets must be provided in the ANSSACC Kabaddi Team Sheet document template.

1.4 Duration of match shall be 50 raids from each team (25 raids each half.) The organising committee reserves the right to adjust the duration of each game in the event of time constraints. Teams will be advised prior to match commencement.

1.5 The captain of the team shall choose the playing courtside or raid if he wins the toss. He is responsible to maintain the discipline in the field and take full control of his team during the match.

1.6 As soon as umpire/referee blows the whistle to start the second half of the match, no player/s shall be permitted to enter or replace spots on the field.

2. Dress

2.1. It shall be compulsory for each player to wear reasonable length shorts of respective team colour with “Langota” or underwear underneath.

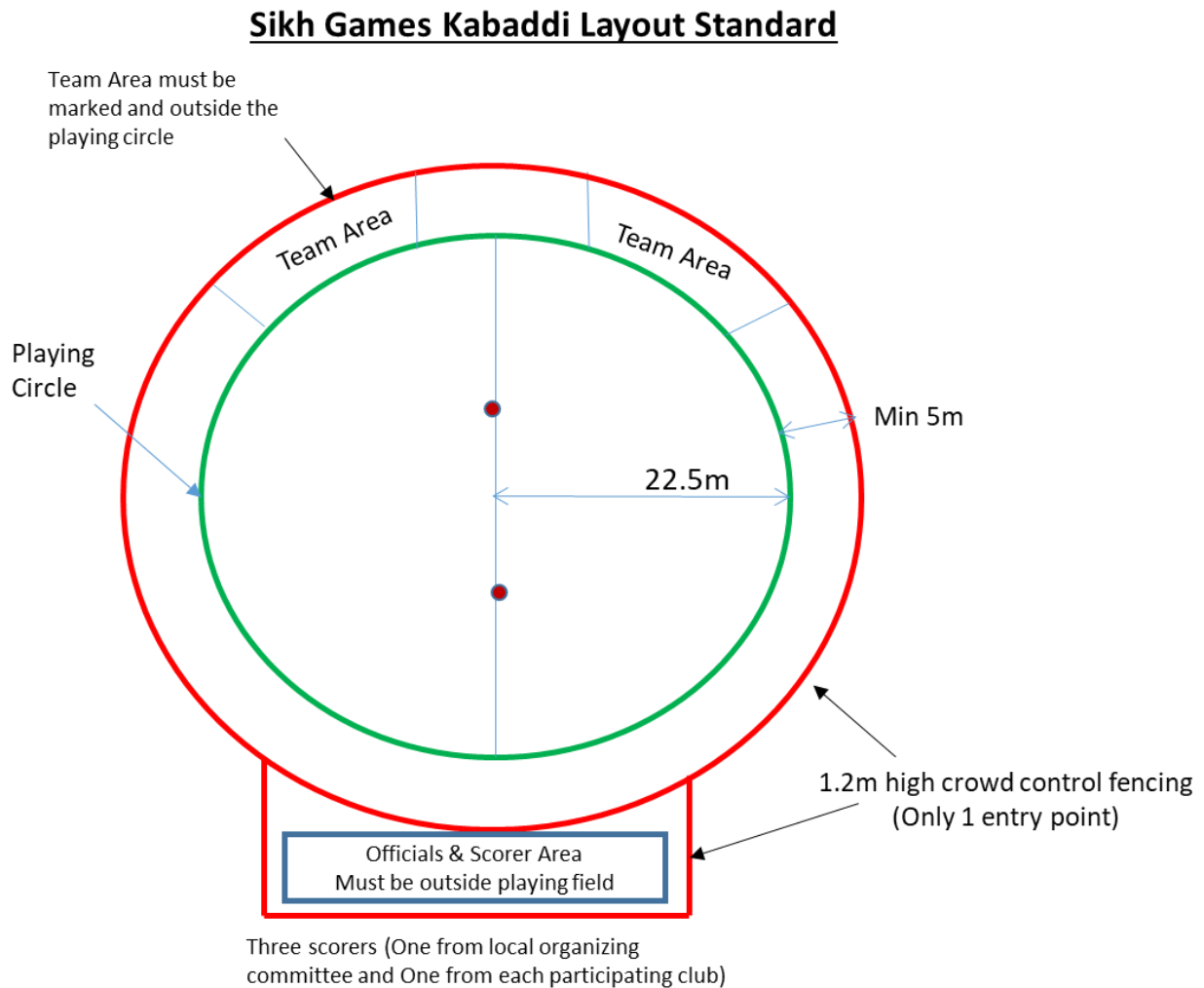
2.2 Application of oil or any greasy or sticky substance to the body or limbs shall not be allowed. Infringements will be amounting to disqualification.

2.3 No metal rings, bracelets etc, shall be worn. Nails must be closely cut. However, knee caps, ankle guards and elbow protection are allowed.

2.4 Umpires shall inspect both playing teams to enforce a close observation to implicate these rules.

3. Grounds – Playing Field

3.1. The Kabaddi playing field must meet the Australian Sikh Games standard layout as detailed in the below diagram. Any deviation to this setup must be approved by the ANSSACC Executive Committee.



3.2. The playing field shall be drawn into a circle of a radius of 22.5 metres from inner edge of boundary line and will be divided into two equal halves. The boundary line and the mid line shall be distinctly marked.

3.3. In the centre of the mid line twenty feet from inside and at an equal distance from both ends of mid line, two round posts shall be placed at the end of the 'pala'.

3.4. Raiders must stand at the side corner at the end of their respective half near the centre line and opposite to their opponent team – this area is to be clearly marked and outside the playing area as shown on the diagram. Stoppers must stand on the top front of the field from the centre line.

3.5. A 1.2-metre-high crowd control fence is required around the playing field. It must be a minimum of 5 metres from the kabaddi playing circle.

3.6. The officials and scorer area must to be outside the fence and must be fenced off separately as shown on the diagram.

3.7. Playing field entry restrictions – only the following will be allowed into the playing area:

- 12 players per team - 2 emergencies/substitutions must be outside playing area
- 1 Team Manager per team – must wear team manager vest
- 1 Team Trainer per team – must wear team trainer vest
- 1 Central Referee – must wear referee vest
- 2 Referees – must wear referee vest
- 2 Linemen – must wear lineman vest
- 2 Commentators – must wear commentator vest
- 2 Official Photographers – must wear photographer vest
- Minimum 2 security guard for group stage
- Minimum 4 security guards for Semi and Final
- Police presence for semi and final
- Timer Official must wear vest
- Official Scorer must wear vest

3.7.1 If any club has supporters or promoters or officials beyond the approved list above, they will incur a 2 points penalty for every five minutes for the duration of those person/s presence inside the crowd control fence.

4. Game Definitions

4.1. Raids time

Raider shall be entitled to 30 seconds to touch a player of the opponent team or being touched from the time he crosses the gate line and back to his court. If a raider touching any defender or having been touched by a defender touches the gate line with any part of his body or crosses it without infringement of this rule within 30 seconds, he shall be awarded one point. If defender holds the raider in his 'pala' during and up to those 30 seconds, a point shall be awarded to the stopper. The raider has option/ right to give up struggling within or the expiration of those 30 seconds.

4.2. Touch - The touch means the contact by or with any part of the body of a raider or defender.

4.3. Raid- When a raider goes from his court into the court of the opposite team, it is called a raid. No raider shall be allowed to go as a raider more than two consecutive times.

4.4. Struggle-When a raider touches a defender or a defender touches a raider, it shall be called a struggle

4.5. Misconduct- The committing of a prohibition foul shall constitute misconduct. Abusing and shouting onto other team mates, opponents team mate, referee, any member of the organizing committee constitutes misconduct and there will be a disciplinary action taken against such player. Under no circumstances can a player be allowed to argue with umpires. At the official's discretion, a team may be deducted points in the event of disciplinary action against one of their team members.

4.6. Warning - Showing of card, with the following colours:

Yellow Card- Player liable for five minutes suspension.

Red Card- Any player who repeats misconduct shall be liable for disqualification for the rest of the match/tournament at the discretion of the umpire and the federation.

4.7. Hold a raider- During the struggle between a raider and the stopper all other players of defendant team must stay at least ten feet away until point is decided. If a defender touches and keeps a raider in his court and doesn't allow him to return to the raider court until the 30 seconds expires, it shall be or called a hold by the defender.

4.8. Successful Raid- A success raid shall be one a raider, after touching any of the defender reaches his court or home safely within 30 seconds.

5. Conduct of Play:

5.1. A Kabaddi match shall be decided on the basis of points of each team. The team scoring the highest points at the end of a game shall be decided on the basis of points on each team. The team scoring the highest points at the end of a game shall be declared winner.

5.2. The team winning the toss shall have a choice either of the court (Home) side or the first raid. In the second half of the match, the team must change sides.

5.3. Arrangements of water shall be made in the clear space on the off side beyond the playing ground on the mid line, but no player is permitted to cross the boundary line.

5.4. A raider shall be allowed to touch any designated stopper of the opposing team. All participating teams must warn their players (raiders) standing in the field that if upon touching any player of the opponent team, raider returns to his court, the raid shall be considered successful raid and a point shall be awarded to the raider.

5.5. If the opinion of the Umpire, a raider is caught by any of the defenders of the opposing team and is unable to get out of his grip and raider signals his inability to struggle further, the Umpire shall give the point to the defender's team.

5.6. If during a raid or struggle, or if there is no contact, raider or any of the defenders goes out of the ground, the one who goes out first loses a point. If both of them go out simultaneously, no point shall be scored by any of the teams.

5.7. During a raid, no raider shall be cautioned by any of his own team players, otherwise the Umpire shall award a point to the defender's team. No coaching from outside shall be allowed by coaches or outside players during a play.

5.8. If a raider having been touched or held by any of the defenders fails to reach his court or fails to touch the mid line inside the 'pala' within a struggle the defending team shall score a point.

5.9. No team shall delay any raid. A team taking more than 5 seconds to send raider when asked to do so by the Umpire, shall be liable to concede one point to opposing team at the discretion of the Umpire.

5.10. A raid having been commenced before the end of half time or the close of the play shall be completed even if the time runs out during the raid, if the match is playing with time.

5.11. In case of struggle between a raider and any of the players of the opposing team, the remaining players shall be passive temporarily and keep themselves out of the raider's way until the point is decided. If any other player of the defending team causes any obstruction, the raider's team shall be awarded a point.

5.12. No other member of the federation of both participating teams in the game shall be allowed to enter in the field during the play off until the match completed.

5.13. First point shall be considered to be a One and a Half (1.5) point awarded to a successful raider or stopper to prevent for extra time to be given at the end of the match to decide a winner.

5.14. Before the end of the entire match, the Umpires will announce Two final raids from each club.

5.15. All raiders from both teams must stand in the designated area for the raiders as described in the Sketch of Kabaddi Ground.

5.16. A raider must only raid on the designated stoppers as designated in the Sketch of Kabaddi Ground.

5.17. Any raider may also play as a stopper, as long as he joins the designated stoppers of his own team prior to the opponent raider reaches the area for designated stoppers.

6. Fouls

The followings shall be considered as fouls or illegal tacksers:

6.1. Twisting of the wrist, neck or ankle.

6.2. Strangling

6.3. Gagging/Throttling.

6.4. Striking with the head.

6.5. Kicking, biting. Scratching and tripping from behind.

6.6. Hitting with the fists.

6.7. Slapping with open palm or both hands.

6.8. Holding costume or hair.

6.9. Violent tacking leading to injury to the body.

6.10. Applying flying scissors without body to the hold.

6.11. Using abrasive language, indicating words, or insulting words, etc.

6.12. Striking players head to the ground.

6.13. No player allowed poking in the eyes.

Any players who commit these fouls shall be penalized by awarding one point to the opposite team, and also liable for further disciplinary action.

7. Officials

There shall be:

- Three scorers (One from organising committee and one from each participating club).
- 1 Central Referee
- 2 Referees
- 2 Linemen
- 1 Timer

8. Referees

8.1. There shall be two Referees and one central referee in each game. Each Referee shall take one side of the field for the entire match. Central referee will stay at the centre line.

8.2. The match shall start with a blow of the whistle by the Referee. He will also blow the whistle for intervals, restart and for ending the match.

8.3. If there is an objection about any point, the Referees will discuss the objection among them and give the decision to the committee and that decision will be final. The team Coach or the team Manager can only make objections during the match.

9. Incomplete matches/Unforeseen events

Any incomplete match, which cannot be completed on the same day due to bad weather, will be played and re scheduled if the match stopped less than seventy five percent of the total time of the match.

Should circumstances arise which are not provided for in these Rules, they shall be dealt with by the Games Dispute Committee and his decision shall be binding on all the parties concerned.

10. Use of Intoxication Material

Players, officials and referees are strictly prohibited to use or consume any kind of alcohol, drugs, steroids, and toxic material to enhance their performance during the tournament as per ANSACC's drug policy.

11. Team Composition & Qualification for players

The following rules apply in regards to the composition of a kabaddi team and qualification of players to participate at the Sikh Games:

11.1 These Rules are to be read in conjunction with the Australia Sikh Games General Championship Rules, Terms & Conditions. Of particular note is Section 3 (Basic Participation Criteria) - these are reproduced in this document in Appendix 1:

11.2 Team Composition

11.2.1 State/Region Based - The team must consist of at least 8 players from the region/state that the team represents.

11.2.1.1 Residency Criteria - These 8 players must meet the residency criteria as set out in Section 3 Basic Participation Criteria of the Australia Sikh Games General Championship Rules, Terms & Conditions

11.2.1.2 Sikh Criteria - These 8 players must meet the DEFINITION OF SIKH Criteria of the Australia Sikh Games General Championship Rules, Terms & Conditions

11.2.2 Interstate/International Players – Teams will be allowed a maximum of four players (in total) from either Interstate or international (maximum of 2 international players allowed out of the total 4 allowed).

11.2.2.1 Interstate Players - A maximum of Four Interstate players from anywhere in Australia. These players **MUST** meet both the Residency and Definition of Sikh criteria of the Australia Sikh Games General Championship Rules, Terms & Conditions

OR

11.2.2.2 International Players - A maximum Two International players from anywhere in the world and two Interstate players (subject to ANSSACC residency criteria) from anywhere in Australia. International players **DO NOT** need to meet the Residency criteria but **MUST** meet the Definition of Sikh criteria of the Australia Sikh Games General Championship Rules, Terms & Conditions.

12. Junior Competition

The following rules apply in regards to the junior kabaddi at the Australian Sikh Games.

12.1 Age Grouping will as per Section 4 – Age Grouping of the Australia Sikh Games General Championship Rules, Terms & Conditions.

- Under -13, under -15, under-17 and under 19's
- Cut-off date for age – 1 January (of year Games are being held).

12.2 Junior Team requirement

- In order to promote junior kabaddi, it will be required that in order to participate at the Australian Sikh Games Kabaddi senior event that the club must have entered a junior Kabaddi team at the Sikh at least 1 year in the previous 3 years.
- This requirement will be effective from the 2020 Australian Sikh Games.

12.3 Junior Kabaddi Commitment

In order to allow clubs to invest time and resources in junior kabaddi development the following rules will apply:

- A player will be required to play for 3 years with a junior club before they can be released to another club.
- Release from existing club will require ANSSACC Executive committee approval.

13. Team Registrations and Team Sheets

The following rules will apply in relation to registration to the Australian Sikh Games for Kabaddi for 2018 & 2019 – after this time the standard Australian Sikh Games registration deadlines will apply to Kabaddi as well.

- Team registration forms must be sent 45 days prior to the start of date of games
- Entries can be received after the 45-day cut-off up until 15 days before the games however a \$500 penalty will be payable.
- No team will be allowed to send in registration within 15 days prior to the start date of the games.
- If a team pulls out within 15 days of start date of tournament they will incur a \$500 fine unless there are exceptional circumstances.
- All clubs must provide the name of their players to the Organising Committee no later than 15 days prior to the games start date – failure to provide team sheet by deadline will incur a penalty as per the ANSSACC disciplinary policy. The team sheets must be provided in the ANSSACC Kabaddi Team Sheet document template.

APPENDIX 1:

3.0 BASIC PARTICIPATION CRITERIA

3.1 Whilst there are no restrictions as to who can visit and enjoy the Games, the participation in the sporting events is restricted to Sikh individuals only. However from time to time ANSSACC may make special provisions, e.g. participation by non-Sikh players in certain events. Details of such provisions currently in place, if any, are detailed in **Annex A (Special Provisions)**.

DEFINITION OF SIKH

3.2 For the purpose of the Games, a person is a Sikh, when he/she comes under one of the following categories:

3.2.1 A person who practices the religion of Sikhism, or

3.2.2 A person by virtue of at least 1 parent practices the religion of Sikhism, or

3.2.3 A person who is married to a person who practices the religion of Sikhism, or

3.2.4 A person who by formal identification is registered in his/her Birth Cert., Identification Card, Passport as being Sikh.

3.3 The onus on proving the identity, in order to prove that he/she satisfies the above participation criteria, lies in the hands of the person involved. Affidavits are NOT acceptable as documents of proof.

RESIDENCY

3.4- A Player is eligible to play for a team if;

A. The player can demonstrate that he/she has represented that team at the Australian Sikh Games in at least two prior years and has been eligible to play in those years, OR

B. The player can demonstrate that he/she has been residing for three months in the state / territory / country, which he/she is representing (on eligible visa as per section 3.5) before the games. Any participant who arrives in Australia after 31st May of the previous year must produce a personal travel record and visa grant letter at the Manager's meeting. Failure to do so will result in the individual being disallowed from participating in the Games.

3.5 In the case of local (Australian) teams, only Australian Citizens, Permanent Residents, Temporary Residents (2 year visa), genuine Student Visa Holders (2 years student visa), and 457 Visa Holders (2 years work permit) are allowed to participate. **Holders of Sports Visas or Visitor visas can participate provided they have been residing in Australia continuously for 1 year prior to the Games** or if they meet the requirements of 3.4 (A) above. (Current visa rules as available on department of Immigration and Border Control).

3.6 A player's residence is determined by original of:

For a Country – Passport and Valid Visa indicating requirement in 3.4 above. Holders of Visitor Visas do not qualify as such, unless the player has been living in the relevant country and state for continuous 12 months.

For a State – Driver's Licence, School Enrolment or Utility Notice addressed to player proving residency of a State in Australia.

3.7 If a participant wishes to compete for a state/ territory/country OTHER THAN their usual place of residence, or a club/ team OTHER THAN their usual club/ team, the participant and the team manager must seek clearance from ANSSACC, through the Organising Committee, at least THREE MONTHS before the commencement of the Games.

General

3.8 If the Organising Committee has cause to suspect that a participant does not fulfil the above 'Basic Participation Criteria', they reserve the right to ask for the formal identification to be provided to prove that the participant meets the above criteria.

3.9 This right will be used whether a protest has been lodged or not. There will be random cases chosen throughout the tournament to ensure that this criterion is being adhered to.

3.10 In the circumstance that a person cannot provide a proof to satisfy the participation criteria, the entire team may be disqualified from the tournament. The Organising Committee, in consultation with ANSSACC, can exercise this right as soon as they find that the person does not meet the participation criteria.

3.11 The Organising Committee forewarns all prospective participants who fall into 'DOUBTFUL CIRCUMSTANCES' (of being able to meet the Basic Participation Criteria) to seek clearance from ANSSACC, through the Organising Committee, BEFORE the tournament and preferably before registration, to avoid any unpleasant embarrassment and disruption to the event (s).

4. AGE GROUPINGS

4.1. Age groupings to be based on odd numbers (as per National Australian Rules).

4.2. The groupings will be:

4.2.1. Under -13, under -15 and under-17

4.2.2. Under -19 (trial for 1 year – 2008)

4.2.3. Veterans – 35 years and over

4.2.4. Super Veterans – 45 years and over

4.3. Cut-off date for age – 1 January (of year Games are being held).

4.4 A minimum of 4 teams is required to hold a competition. In case there are only 3 teams, the hosting organisation to decide whether to hold 'show match' or not.

4.5 A player's age is determined by original or certified copy of:

Birth Certificate OR Driver's Licence OR Passport.

ANNEX A

SPECIAL PROVISIONS

1. Participation by Non-Sikhs

1.1 One non-Sikh player may be included in a team squad for women's sports that have seven players or less on the field (e.g. netball, 7-a-side soccer, basketball, volleyball, touch football, kabaddi, tug-o-war). Two non-Sikh players may be included in a team squad for women's sports that have more than seven players on the field (e.g. full field soccer, hockey, cricket).

1.2 Teams may include Non-Sikh male and female players who have participated in previous Annual Sikh Games (i.e. prior to 2017), subject to providing satisfactory evidence to the ANSSACC Executive Committee that the players concerned had participated in the Australian Sikh Games at least twice (i.e. two years). No new Non-Sikh players are allowed to compete in men's sports from 2017 onwards.

1.3 The above provisions are subject to the following conditions:

1.3.1 Non-Sikhs who are professional players or played at state level or higher are excluded.

1.3.2 The organization/club proposing to include non-Sikh/s in an event is fielding only one team for that event.

1.3.3 The organization/club has sought approval from ANSSACC, through the Games Organising Committee, at least three months prior to the Games.