

To
The Principal

Date:- _____

Subject:- Relevant informations about CBSE Cluster III Kabaddi Competition 2017.at Gyan Niketan School, Patna

Sir,

We are pleased to inform you that we are hosting CBSE Cluster III Kabaddi Competition 2017. Though all the informations and details about registration and other procedures of participations are furnished by CBSE in their website, there are few information from our side.

1. The participating schools are requested to get registered which is an online process. Login to CBSE website and get your school registered first. CBSE will send the list of participating schools to the host school, **Gyan Niketan, Patna.**
2. **You are requested to bring the following documents without fail.**
 - a. Photocopy of demand draft paid to CBSE as sports fee for the year 2017.
 - b. Printout of the individual identity certificate with UID no. provided by the CBSE.
 - c. School Identity Card of the Current session.
 - d. Printout of entry Proforma along with original consisting of serial no. , Name, Adm No., Class, Section, Father's Name and photograph duly attested by the principal of the participating schools.
(Both hard copy & printout)
 - e. A team photo with school principal countersigned by the concerned principal.
 - f. Photocopy of the registration certificate of the students/players if they are studying in IX or above.
 - g. If the student is studying in Grade IX or below Grade IX, Mark Sheet of the class last passed and an attested copy of Birth Certificate is required.
 - h. All the Coaches and Managers and Officials should carry school identity cards approved by principal.
 - i. Two sets of school flag.
 - j. Locks and Keys
3. **The coaches / team managers will be responsible for maintaining the discipline of their respective teams.**

Boarding Charges: -

- a. The boarding charges is Rs. 350/- per head per day (including the bedding charges as specified by CBSE).
- b. The championship will be in knock out basis. Where the championship is being held knock out basis the organizing and participating schools will collect /deposit payments against on full day basis and no part payment will be collected /deposited and the participating school will not insist for refund of part payment as per the instruction given by CBSE to the organizing schools.
- c. The teams returning before the final shall be eligible for refund of payment **but only for the post 24 hours balance meal coupons.**
- d. An amount of Rs. 2000/- will be kept as the security money which will be refunded during departure if there is no breakage or damage of the school property.

Eligibility:-

Age

The player should be within the particular age group i.e on 31 December 2017 of the year of competition.

- (a) Only bonafide students of CBSE Affiliated school shall be eligible to participate in the Inter-School tournaments/meets. Feeding any non bonafide student shall lead to disqualification of the team.
- (b) A student, who has failed twice in a particular class, shall no more be eligible to participate.
- (c) Incomplete information in any respect is liable for disqualification of team.
- (d) Any violation in eligibility (over age or Impersonation) shall be dealt according to rules.
- (e) The original eligibility Proforma of the Players/Teams qualifying to participate from Cluster/Zone level to National level will have to be certified by the Organizing school at the Cluster/Zone level as the case may be and forwarded to the National Organizing School, immediately after their Cluster/Zone level competition is over.
- (f) Medical checkup may also be applied by the Jury of Appeal appointed by the Organizing school in the cases of overage suspicion.
- (g) A player shall be under 10; 12; 14; 16 & 19 years of age on 31 Dec 2017.
 1. Under 10 years: Born on or after 01.01.2006
 2. Under 12 years: Born on or after 01.01.2004
 3. Under 14 years: Born on or after 01.01.2002
 4. Under 16 years: Born on or after 01.01.2000
 5. Under 19 years: Born on or after 01.01.1997
- (h) All the supporting papers verifying the age of the player, etc in original, as per the CBSE Guidelines & Rules shall be carried personally by the Team Manager/Coach while reporting for participation.
- (i) The player's right to participate forfeits if fails to produce the papers supporting the eligibility in original on demand.

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

DISQUALIFICATIONS

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

1. If the ineligibility of any member of the team is detected.
2. Inclusion of non bonafide student in the team.
3. Misbehavior on ground by players or accompanying official.
4. Use of abusive language by players or accompanying official.
5. Misbehavior with Officials/Opponents by player or accompanying official.
6. Indiscipline at the place of stay by player or accompanying official.
7. Damaging the school property.
8. Indiscipline during the Opening and Closing ceremonies by player or accompanying official.
9. Non participation in March Past.
10. Failing to produce any supportive documents of the participants.

As per rules the Organizing School in no case shall show the eligibility proforma or any other paper of a team to anyone who lodges the protest. It is only jury of appeal's prerogative to verify all the documents.

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

Few more information:-

1. The competition shall be conducted as per the rules of Kabaddi Federation of India.
2. It is compulsory for all the teams to report at school ground at 8.30 am in their school uniform /sports kit with school flag for the march past, in the opening ceremony, on **8th of October 2017**.
3. Any violation in eligibility (Over age / Over writing any other) found at any stage shall be strictly dealt with according to provisions of the rules
4. Medical checkup/Dope test may also be administered by the jury of appeal appointed by the organizing school in the case of overage suspicion at any stage.
5. Protest of any nature should reach the organizing secretary and CBSE Observer in writing within one hour of the result. It should be accompanied by a fee of Rs1000/(nonrefundable).The decision taken by jury will be final and binding for all teams and Managers.
6. Players are not allowed to wear any costly ornament or bring any valuable articles. The school authority will not be responsible for the loss/damage of any article , if any, during their stay.
7. Smoking and consumption of liquor,tobacco,etc.are strictly prohibited during the tournament and stay. Anyone found violating this rule will be immediately removed from the school campus/stadium.
8. Separate lodging and boarding arrangements for boys and girls will be organized by the organizing school. The Manager/Coach of the respective team will have to stay with the participants.

9. Mattresses, bed sheets, and pillows will be provided by the organizing school on payment basis.
10. No team shall be entertained if all the desired documents are not submitted either by mail or at the time of reporting.

The boarding charges shall not exceed Rs.350/- per head per day including bedding charges. It is advised that from the health and safety point of view, all participating teams dine in the mess arranged by the Organizing school.

Where the championship is being held on knock out basis, the organizing and participating schools will collect/deposit payments against meals on full day basis and no part payment will be collected/deposited and the participating schools will not insist for refund of part payment.

Where the championship is being held on league-cum-knock out basis, the organizing and participating schools may collect/deposit payments against meals together for all the days of championship and no part payment will be collected/deposited; or the participating schools will not insist for refund of part payment.

Kabaddi (Boys & Girls)

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

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

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

RULES OF PLAY

1) The team that wins the toss shall have the choice of the court or the raid and the team that loses the toss shall have the remaining choice. In the second half, the court shall be changed and the team, which did not, opt for raid shall send their raider first. The game in the second half shall continue with the same number of players, as it was at the end of the first half.

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

03)

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

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

04) When the struggle begins, the play field includes the lobbies. During the struggle and after the struggle in the same raid, the players involved in the struggle can use the lobbies to enter their respective courts. This rule will only be applicable in the anti's court.

- 5)** A raider shall continue to chant "KABADDI" as the approved cant. If he is not keeping the proper approved cant in the opponent's court, he shall be ordered back and the opponent will be given one technical point and chance to raid. Under such circumstances, he shall not be pursued.
- 6)** A raider must start his cant before he touches the opponent's court. If he starts the cant late, he shall be ordered back by the Umpire or Referee and the opponent will be given one technical point & a chance to raid.
- 7)** If a raider goes out of turn, the Umpire or Referee shall order him to go back and a technical point will be given to opponent team.
- 8)** Not more than one raider shall enter the opponent's court at a time, if more than one raider enters the opponent's court at a time, the Umpire or Referee shall order all to go back to their court and a technical point will be awarded to the opponent and chance to raid.
- 9)** After a raider has reached his court or is put out in the opponent's court, the opponents shall send their raider within 5 Seconds. Thus alternately each side shall send their raider until the end of the game. In case the raider fails to start his raid within 5 seconds the team loses its chance to raid and the opponent team gets a technical point.
- 10)** If a raider, who is caught by the anti or antis, escapes from their attempt to hold and reaches his court safely he shall not be pursued. Note: But if a raider touches the anti or antis and reaches back to his court safely he may be pursued.
- 11)** If a raider, while in the opponent's court loses his cant, he shall be out.
- 12)** When a raider is held, the anti shall not try deliberately to stifle his cant by shutting his mouth, using violent tackling leading to injuries, any type of scissoring or use of any unfair means. If such incident happens, the Umpire or Referee shall declare the raider

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

- 13)** No anti shall willfully push the raider out of the boundary by any part of his (Anti's) body, nor shall any raider willfully push or pull an anti or antis out of the boundary. If the raider is pushed outside the boundary or the anti is pushed or pulled out-side the boundary, the Umpire or Referee shall declare the raider or the anti, as the case may be, as NOT OUT, and the anti or the raider who pushes or pulls the opponents outside the boundary shall be declared out.
- 14)** During the course of raid none of the anti shall touch the raider's court until completion of the raid. In case any anti or antis touches the raider's court before completion of the raid they will be declared out and the opponent team will be given that many points.
- 15)** If an anti or antis who are out, having violated Rule No.14, holds a raider or have violated the said rule while holding or helping to hold the raider, the raider shall be declared NOT OUT and the anti or antis who touches the raider's court shall be declared

OUT.

- 16)** When a team manages to put out the entire opponent team and none of the opponents are entitled to be revived, then that team scores a LONA and two extra points for LONA shall be awarded in addition to the points scored by the team putting out all the players of the opponent. The play continues and all the players who are out shall enter in their court within Ten Seconds. Otherwise the referee or umpire shall award one technical point to the opponent. If the team fails to enter within one minute, the team shall be scratched from the match and the match shall be awarded to the opponent.

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

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

NOT OUT.

Note

If a raider is caught by his clothes or hair the raider shall be declared NOT OUT and the anti or antis

Who have violated the Rule No.18 shall be declared **OUT**.

19) When one or two players of a team are left during the game and the Captain of the team declares them out in order to bring in the full team, the opponent shall score as many points as the players that existed in the court at the time of declaration as well as Two Extra Points for LONA.

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

RULES OF MATCHES

01) Team

Each team shall consist of minimum 10 and maximum 12 Players. 7 Players shall take the ground at a time and the remaining players are substitutes.

02) Duration of the match

The duration of the time of the match shall be two halves of 20 minutes in case of Men & Junior Boys with 5 Minutes interval. In the case of Women, Junior Girls, Sub -Junior Boys& Girls two halves of 15 Minutes with 5 minutes interval. The teams will change court after interval. The number of players for each team at the start of second half shall remain the same as it was at the end of first half.

NOTE: The last raid of each half of the match shall be allowed to be completed even after completion of the scheduled time as mentioned above.

03) System of scoring

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

4) Time Out

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

b) During the time out the teams shall not leave the ground, any violation in this; a technical point shall be awarded to the opponent team.

c) Official Time out can be called for by the Referee Umpire in the event of any injury to a player, interruption by outsiders, re-lining of the ground or any such unforeseen circumstances. Such time out time will be added to the match time.

5) Substitution

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

b) Substituted Players can be re-substituted.

c) If any player is suspended or disqualified from the match, no substitution is allowed for that particular player. The team will play with less number of players

d) No substitution is allowed during the official time out.

e) Substitution is not allowed for out players.

6) Bonus Point

a) One point shall be awarded to the raider when he crosses the bonus line. If, the raider after crossing the bonus line is caught, the opponent team will also be awarded one point.

b) The Bonus line will be applicable when there are minimum 6 players in the court; the Referee/Umpire shall award the bonus point after completion of such raid by showing thumb upwards towards the side which scores.

c) If the raider while crossing the bonus line is caught then a point will be awarded to the defending team & No Bonus point shall be given.

d) The raider after crossing the bonus line if he puts out one or more antis, he will get the number of points scored in addition to the bonus point for crossing the bonus line.

e) The raider has to cross the bonus line to score the bonus point before touching the anti / antis or before he is caught by the anti/antis. The raider will not be awarded bonus point if he crosses the bonus line after a touch/struggle.

f) There shall be no revival for bonus point.

g) If player/players are suspended temporarily or disqualified from the match, then the team will play with less number of players. Such players shall be counted to award Bonus point.

7) **Result** The team, which scores the highest number of points at the end of the

match, shall be declared the winner.

8) **Tie in Knock Out** If there is a tie in the Knock out matches the match will be decided on the following basis:

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

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

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

4. If the raider succeeds in crossing the baulk line cum bonus line he will get one point.

5. After crossing the Baulk line cum Bonus line, if the raider puts out one or more antis, he will get the number of points scored in addition to the one point scored by crossing the baulk line cum bonus line.

6. The out or revival rule shall not be applicable, only points scored will be counted.

7. Both the teams should give the names of the five different Raiders with their Chest Numbers as per their order of raid to the referee. Substitution of players shall not be allowed from the fielded seven Players.

8. Each team shall be given 5 Raids by different raiders to raid alternately.

9. In case any raider in the given list of 5 raiders is injured before his chance of raid, in such cases, one of the remaining 2 players out of the seven in the field can do the raid.

10. The side, which raids first at the beginning of the match, shall be allowed to raid first

11. Even after 5 Raids, if there is a tie, the game will be decided as per the Golden Raid Rule.

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

❖ **Golden Raid**

- Even after 5-5 raids, if there is a tie, a fresh toss will be taken and the team that wins the toss shall have the chance to raid i.e. "GOLDEN RAID"

- If there is tie even after the Golden Raid then a chance will be given to the opponent team for the Golden Raid.

- In the Golden Raid the team which scores the leading point shall be declared as W inner.

9) League System

In the League System the team that wins the match will score two league points and the loser will score zero point. In case of Tie both the sides will score one league point each.

Tie in league points:

If there is a tie in the league points scored in the league system, the winner and runner of the pool will be decided on the basis of "For and Against Points" scored by using the following formula:

a) The team which scores less than 25% of the league points will not be considered for the "For and Against Points" formula.

b) To decide the tie, the "For and against points" of the concerned teams against the teams which scored 25% or more of the league points will be considered and the difference calculated.

c) The team which is scoring highest score difference of "For and Against" will be declared pool winner.

d) Even after considering "For and against" points, if there is a tie, the total points "SCORED FOR" only will be counted.

e) Even after this if there is a tie, the result of the match played between the teams is to be considered.

f) Even after this if there is a tie, the highest number of points scored without applying 25% rule shall be considered.

g) Even after this if there is a tie, the W inner and Runner will be decided on toss.

Note: Walkover is given to the opponent team by the referee due to late reporting, non-reporting or due to any other technical issues of the defaulting team. Such team will be scratched from the competition and the score of such teams shall not be considered to decide the tie. The same rule shall be applicable to teams which concede the match also.

10) If owing to failure of light, heavy rains or any other unforeseen circumstances, a match could not be completed in the same session; such a match shall be replayed in the next session. In case of replay, the players need not be the same for fielding a team.

11) In case of temporary suspension of the match, change of court/ground / play field such match shall be continued with the same score and remaining time in the same session. During the temporary suspension the players shall not leave their respective courts without the permission of the referee. If a team violates this rule a technical point will be awarded to the opponent team.

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

13) All players must have distinct numbers on their T-shirt of at least 4 Inches thickness in front and 6 inches thickness at the back. The team should follow the dress code compulsorily.

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

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

Route Direction:-

1. All the outstation teams are requested to reach **PATNA JUNCTION, PLATFORM NO.- 1** near the **main exit** and reach near the main gate of **MAHAVIR TEMPLE** where our staff /Volunteer will be available from **6:00 am to 6:00 pm** round the clock on **07-10-2017 (Saturday)**.
2. **Contact No. Pradeep Dutta (9304352495), Deepak Kumar(8521449003) (Call between 7:00 am to 12:00 Noon) , Mr. Brajesh Kumar (9709176161), Mr. Yatish Chaturvedi (9431878497) (Call between 12:00 noon to 06:00 pm)**

Please Note that the last bus from Patna Junction to school on 7-10-2017 will leave at sharp 06:00 pm .

3. The school will arrange for the vehicles to and fro the school. **Contact No. :- 8521449003**
4. All the teams are requested to report to Gyan Niketan on 07-10-2017 (Sat) by 06:30 pm.
5. The briefing session will be at 07:30 pm where the presence of one representative is must. All the coaches and team managers are required to attend the meeting.
6. Full Address of the school :-
**GYAN NIKETAN, VITTHAL VIHAR COMPLEX,
RANJAN PATH, GOLA ROAD,
OFF WEST BAILEY ROAD, DANAPUR, PATNA-801503**

Contact No. for any queries:-

1. **Mr. Anindya Banerjee (Physical Education Teacher) :- 7488602610 ,**
2. **Mr. Tariq Aziz (Physical Education Teacher):- 9334810204 , 9471662786**
3. **Mr. Mukesh Kumar Rahul (Physical Education Teacher):- 9693017626 , 8789568720**



Gyan Niketan School

(CBSE CLUSTER III KABADDI COMPETITION -2017)

IMPORTANT INFORMATIONS AT A GLANCE

1.	Name of the Tournament	CBSE cluster for Kabaddi competition – 2017-18
2.	Name of the host school	Gyan Niketan Patna
3.	Address	Vitthal Vihar Complex Gola Road , Bailey Road, Patna
4.	Location	Distance from Patna Junction :- 12 Km Distance from Airport :- 6.2 Km
5.	Climate Condition of Patna	Average temperature in October 20 to 22 ⁰ c
6.	Principal	Mr. J.K. Mukherjee
7.	Contact No.	06115-235117,
8.	Help Line No.	+91- 9263636362, 9263636371,7488602610 , 9693017626 , 8789568720
9.	E-mail ID	gnspatna@rediffmail.com
10.	Web Site	http://www.gyanniketan.in
11.	Contact Person	Mr. Anindya Banerjee – 7488602610 (Please call between 9:00 am to 2:00 pm)
12.	Timings for meals	Tea & Breakfast :- 6:00 am to 07:00am Lunch :- 1:00pm to 2:00 pm Evening Tea & Snacks:- 05:00 pm to 05:45 pm Dinner :- 08:30 pm to 09:45 pm
13.	Meal Arrangement	Hygienic and healthy food will be provided by the host school.
14.	Transport Facility	From Patna Junction towards platform no. - 1
IMPORTANT DATES		
15.	Last date of entry cum Registration	21-08-2017
16.	Last Date for sending request for pick up in the prescribed form	04-10-2017 (Wednesday)
17.	Arrival of teams	October 07, 2017 by 6:30 pm
18.	Manager/Coaches Meet	October 07,2017 by 7:30 pm
19.	Opening Ceremony	October 08, 2017 by 8:30 am
20.	Championship Dates	October 08, 2017 to October 10,2017
21.	Closing Ceremony	October 10, 2017 after the final match and prize giving ceremony.



Gyan Niketan School

(CBSE CLUSTER III KABADDI COMPETITION -2017-18)

Request for Pick up of Teams from Airport or Railway Station

Sl.No.	Particulars	
22.	Name of the host school	Gyan Niketan Sr. Sec. School
23.	Complete Address	Vitthal Vihar Complex Gola Road , Bailey Road, Patna – 801503, 06115-235117 , 9263636362
24.	Participation in :-	Cluster III - Kabaddi Cluster 2017-18
25.	Name(s) of the Team Manager/Coaches	1. _____ 2. _____
26.	Contact details of the Team Manager	Mobile No. _____ E-mail ID :- _____
27.	Total Number of members in Team (s)	Players: _____ (B) + _____ (G) = _____ Total Officials: _____ (M) + _____ (F) = _____ Total
28.	Transportation reqd. from (Pl. tick the appropriate)	<input type="checkbox"/> Sanjay Gandhi International Airport <input type="checkbox"/> Patna Junction
29.	Flight / Train Details :	Name of the Flight/Train: _____ Flight/Train No.:- _____
30.	Date of Arrival at Patna Scheduled Arrival Time	

Please send it to our email ID:- gnsptna@rediffmail.com by 04-10-2017

Name & Signature of the Principal with school seal

FOR OFFICE USE ONLY

Day & Date:- _____ Time: _____

Pick Up from : _____

Name & Contact Number of Team Manager: _____

Pick Up Time:- _____ Vehicle Type :- _____

Vehicle Number: - _____ Name of the Driver on Duty: - _____

Signature of the Driver: - _____ Signature of the Transport Manager _____

GYAN NIKETAN
VITTHAL VIHAR COMPLEX
GOLA ROAD, WEST BAILEY ROAD, DANAPUR, PATNA

Participating School Information
(Cluster - III)

1. School Name: _____ Branch (if any) _____
2. Affiliation No. : _____ School Code: _____
3. Name of the Chairman/Director/Administrator: _____
4. Trust / Society: _____
5. Name of the Principal. :- _____
6. Name of the Vice Principal / School Coordinator: _____
7. Address of the School: - _____
8. _____ Pin Code: _____
9. Land Mark details (Nearest from the School) :- _____
10. Nearest Railway Station : _____
11. Nearest Airport : _____
12. Approx. Strength of Students : _____
13. Whether Secondary or Sr. Secondary School : _____
14. Name of the escort teacher/manager : _____

(Note: - This format should be duly filled and submitted on 07- 10 - 2017 as the out station teams arrive. However the local teams must submit it during the meeting with the coaches at 07:30 pm. on 07-10-2017)



Mr. J.K. Mukherjee
Organizing Secretary

CBSE Cluster III Kabaddi Tournament 2017