



DRAFT RULES OF KABADDI BEACH STYLE KABADDI

PREFACE

PLAY FORMAT

These rules of Beach 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

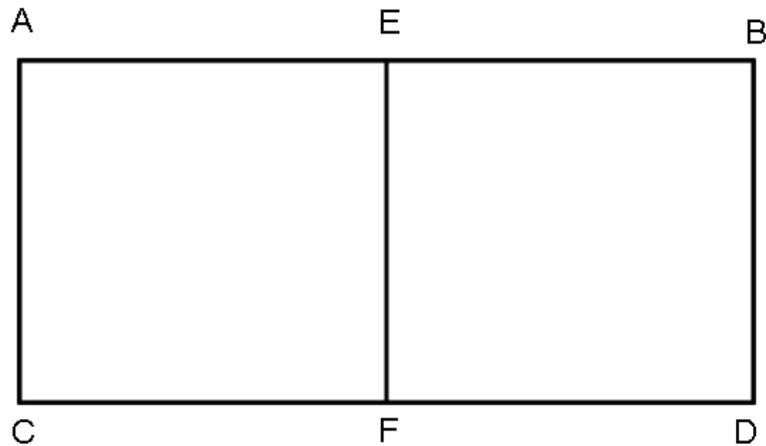
Male and Female

References to the male gender in the Rules in respect of referees, umpires, scorers, 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.



	Men's, Junior Men and Women`	All other divisions
GROUND LENGTH (AB, CD)	11 meters	10 meters
GROUND WIDTH (AC, BD)	7 meters	6 meters
COURT LENGTH (AE, EB, CF, CD)	5.5meters	5 meters
MID LINE LENGTH (EF)	7 meters	6 meters
ALL LINE WIDTH	3-5 cm	3-5 cm

Dimensions

1. The Ground must be rectangular.
2. It shall be leveled at a beach, river bed or with sand at any arena of minimum 30 cms of depth.
3. The sand must be sifted to ensure that there are no stones or sharp objects that could pose a danger to the players
4. There must be a minimum of four meters of free space surrounding the ground in all directions.

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 half-time 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 11 metres by 7 metres for Men Open, Junior Men and Women Open divisions.
2. The play-field is the portion of the ground which measures 10 metres by 6 metres for all other divisions.

C. Court

1. Each half of the play-field divided by the mid-line is known as the Court.
2. The Court measures 5.5 m x 7 m for the Men Open, Junior Men and Women Open.
3. The Court measures 5m x 6m for all other divisions.

D. Ground Markings

1. The Ground is marked with lines with width not less than 30 millimeters (3.0 centimeters) and 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 5.5m x 8 m by the midline (March-Line) for the Men Open, Junior Men and Women Open.
4. The Ground is divided into two equal halves measuring 5 m x 6 m by the midline (March-Line) for all other divisions.

E. Boundary

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

F. Mid Line (March Line)

1. The Mid Line which divides the Ground into two courts will measure 7 meters for the Men Open, Junior Men and Women Open.
2. The Mid Line which divides the Ground into two courts will measure 6 meters for all other divisions.

G. 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 8 players.
2. A match is played by two sides, each consisting of not more than five (5) players.
3. Each side must name three (3) reserve players.
4. A match may not start if either team consists of fewer than five players.
5. A match should not continue if there are fewer than three (3) 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 and U-15
2. The weight categories for the various age-groups are as follows:
 - Men Open and Men Junior (Under-21)
 - 80kg and below for all international multi sports events
 - 80kg and below for all Continental Championships
 - Choice of 80kg and below or Open weight for all other international competitions

- Women Open and Women Junior (Under-21)
 - 70kg and below for all international multi sports events
 - 70kg and below for all Continental Championships
 - Choice of 70kg and below or Open weight for all other international competitions
- Boys Under-18
 - 70kg and below for all international competitions
- 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

3. A player who enters the opponent's court with the approved chant of Kabaddi 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.

4. 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 three players can be substituted at any one time.
6. Substitution of suspended players during a match is not permitted.
7. 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 jewellery).
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. A maximum of two logos measuring not larger than 10 cm x 10 cm is allowed.
- 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 not 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 All Categories

1. A match lasts four equal periods of 8 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.

PLAY	1 st qtr	Rest	2 nd qtr	Rest	3 rd Qtr	Rest	4 th Qtr
TIME	8mins	2mins	8mins	5mins	8mins	2mins	8mins

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.

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.
3. Time outs can only be made when the team possesses the right to raid.

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.

NOTE:

- Players are not allowed to leave their respective courts during time-outs or official time-outs.

- Reserve players and team officials are not allowed to enter their teams 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.
4. If the match is suspended for 20 minutes or less, the match is continued.
5. If the match is suspended more than 20 minutes, it shall be declared abandoned.
6. During temporary suspension, players shall not leave their respective courts without the permission of the referee.
7. Reserve players, and officials are not permitted to enter the play-field without the permission of the referee.
8. A Technical point will be given against the side that violates these rules.
9. 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. Fails to make a Productive Raid.
 - Every raid must be productive either by scoring point/points, technical point, self out by the anti or the raider being caught.
 - In the event that the anti/antis goes out of bound and is declared self out, the raid shall be considered to be over and the raiding side shall be awarded the equivalent number of points.
 - If the raider returns to his own court without scoring, the anti team shall be awarded a point.

2. 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 Raid shall be declared over 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 the 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.
3. Any part of his body crosses and touches the ground outside the boundary during the raid.
 - The Raid is over if the Raider goes out of bounds and a point is awarded to the anti team.
 - The Raid is over if the anti/s goes out of bound.
 - 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.

- This rule does not apply during struggle.
 - When the anti/s comes into contact with the Raider, it is called struggle.
 - 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. The Raid would be declared over and a point is awarded to the Raiders team.
 - 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, the team is given a warning.
 - 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 again, 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, 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 than 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 or any part of his outfit it is deemed to be a touch.

However:

- No Raider shall 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 to have violated the rules 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. The Raider who violates this rule on the first instance shall be declared to have violated the rules and the Anti/s declared safe.

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, Double Raid or any other means the Raid is cancelled

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

3. The side that scores the highest points at the end of the game shall be declared the winner.
4. 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 five (5) players in the court. The players must be from those who were on court 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.
 - Each team shall be given three raids. The same raider can raid one or more times.
 - All raids must be productive.
 - 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.

5. In the league system points are awarded as follows:
 - Two points for a win
 - One point for a draw
 - Zero point for a loss

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 XIII

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 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.
- The second green card given to the same team, 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 yellow card mandatory immediately
 - 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 given to a player, team 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 in carrying out his duties.
- In general the decision of the umpires shall be final. However, the referee may give his decision if there is a disagreement between the two umpires provided 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)
Technical Point:	◯ (Circle)

- **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 Eighth Official**

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