

Rules and Regulations: -

The detailed Rules

1. The duration of the time of the match shall be two halves of 15 minutes each (20 minutes for semi-final and Final). 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.
2. **The top 3 teams from each group will get to play in the round of last 6.** If the scores of the last 2 teams are the same then the new deciding criterion will be **new score = (sum of points a team has scored in all matches – sum of all the points that were scored against that team in all matches).** **The team with the highest new score will get to play in the next round.**
3. 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.
4. Each team shall score one point for every opponent out or put out. The side, which scores a LONA (all the members of the other team are out), shall score two extra points. The out and revival rule will be applicable.
5. Five Reserve Players can be substituted with the permission of Referee during time out or interval. Substituted Players can be re-substituted. 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. A maximum of one player can be substituted during the intervals and it will not be counted in the official substitution of 5 players. **Coaching is not allowed during time out but can be done during intervals.** Substitution is not allowed for out players.
6. A raider are required to cross the baulk line. If the raider does not cross the baulk line and returns to his own court, he is automatically put out. The cases of a raider being put out by defenders is also applicable in this case. A raider is only considered to have crossed the baulk line when he puts his both feet between the baulk line and the bonus line.
7. One point shall be awarded to the raider when he crosses the bonus line. The bonus line will be considered crossed by the raider if the raider puts both feet between the bonus line and the end line or puts one foot inside the bonus line and the other foot remains suspended in the air. In no other cases the bonus point will be awarded. If, the raider after crossing the bonus line is caught, the opponent team will also be awarded one point.
8. The Bonus line will be applicable when there are minimum 6 players in the court

9. 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.

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

11. The raider has to cross the bonus line to score the bonus point before touching the defender/defenders or before he is caught by atleast one of them . The raider will not be awarded bonus point if he crosses the bonus line after a touch/struggle.

12. 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

13. If there is a tie in the Knock out matches the match will be decided on the following basis:

- Both the teams should field 7 Players in the Court.
- Both teams should play the game on the baulk line.
- The baulk line shall be treated, as Bonus Line and all the Bonus point rules shall be followed.

The rules of baulk line shall not be followed in this case.

- If the raider succeeds in crossing the baulk line cum bonus line he will get one point
- After crossing the Baulk line cum Bonus line, if the raider puts out one or more defenders, he will get the number of points scored in addition to the one point scored by crossing the baulk line cum bonus line
- Each team shall be given 5 Raids by different raiders to raid alternately.
- In case any raider in the given list of the raiders is injured before his chance of raid, in such cases, one of the remaining players out of the seven in the field can do the raid.
- The side, which raids first at the beginning of the original match, shall be allowed to raid first

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.

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

In the event of a tie at end of Extra Time, the Golden Raid comes into play -

The referee will conduct a fresh toss. The team that wins the toss will have the chance to perform a **GOLDEN RAID**: A winner takes all raid, where the team that scores atleast one point in that single raid, will be declared the winner.

The GOLDEN RAID rules: -

- Both the teams will field 7 Players in their respective courts.
- The baulk line shall be treated as Bonus Line and all the Bonus point rules shall be followed.
- If there is a tie after the first Golden Raid, then the opponent team will get a chance for the Golden Raid.
- The out or revival rule will not be applicable, only points scored will be counted.
- In the Golden Raid the team which scores the leading point shall be declared as Winner.

If the game is still tied after both teams have been given a chance for Golden Raid, some new rule will be decided on spot by the organising team members.