



BALAKALA – SPORTS
ACADEMIC YEAR 2024-2025

All competitions start on 21st October 2024 and end on 23rd October 2024.

Segment	Competition	Participants per Team
G: 6 to 12 Under 17	Basket Ball – Girls/ Boys	12
	Handball – Girls/ Boys	12 (7+5)
	Football – Boys (Under 14 only)	10 (7+3)
	Badminton	
	Girls Singles/ Boys Singles	1 Girl and 1 Boy per School
	Mixed Doubles	1 Girl and 1 Boy per School
	Chess	Singles – 2 per school Doubles – 1 Team
	Table Tennis	
	Girls Singles/ Boys Singles	Singles – 2 per school
	Mixed Doubles	1 Team
	Caroms	
	Caroms Singles	2 per school
	Caroms Doubles	1 Team

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BASKETBALL – EVENT RULES

The following rules will be followed during the entire event of “Tatva Balakala Talent Display” in Basketball.

2. A team can comprise a maximum of 12 players

3. Tournament is being conducted for:-

*** Under-17 (Boys & Girls) (Born On or after: 01.01.2007)**

4. Players should be Bonafide students of the School. A certification duly signed by the Head of the Institution should be submitted **BEFORE the FIRST MATCH**.

5. Teams should report to the Technical official's at least 30 minutes before the scheduled match time

6. Teams should come in proper playing uniform with Chest Numbers.

7. Teams should bring their own basketball for practice prior to the match.

8. Discipline should be maintained on and off the court while in the School premises.

9. The Telangana Basketball Association will depute qualified technical officials to conduct the matches.

10. The decision of the Technical Committee is final and binding.

11. No protest shall be entertained.

12. The match will be played over 4 quarters of 8 minutes each depends upon the teams.

13. The game clock will be stopped only during free throws and charged time outs availed.

14. Each team will be permitted 1 (ONE) Charged Time Out (CTO) in each quarter. CTOs not utilized in a quarter shall not be carried over.

15. An interval of 2 minutes between the 1st and 2nd quarter & 3rd and 4th quarter will be given halftime shall be of 5 minutes.

16. In all other cases, rules as applicable to Basketball Federation of India/FIBA will be followed.

17. **ALL MATCHES PLAYED UNDER KNOCK OUT BASES**



HANDBALL – Event Rules

The following rules will be followed during the entire event of “Tatva Balakala Talent Display” in Handball.

1. The tournament will be played as per International Handball Federation (IHF) playing rules, July 2010.
2. The tournament will be played on the basis of league-cum-knock out based on the number of participating teams.
3. The playing court size will be a rectangle of 34 m length and 17 m width.
4. The goal areas are defined by the goal area line which is drawn as a half circle of 5 m radius from the center point of the goal post.
5. The free throw line is a broken line drawn outside goal area line which is drawn as a half circle of 8m radius from the center point of the goal post.
6. All other lines will be marked as per IHF Rule for playing court.
7. All the matches will be played with IHF Ball Size 1 (IHF Rule No.3 Page No. 14).
8. The match referees’ decisions will be final and in case of any grievances, a written protest can be lodged with the Chairman of Jury of appeal within 30 minutes of completion of the match. No further appeals will be accepted after the Chairman’s decision.



FOOTBALL – Event Rules

Players

- A team can have a maximum roster of 12 players for the entire tournament.
- The playing team would consist of 7 in total on the ground , plus 5 substitutes.
- Number of substitutions during the game can be unlimited
- Tournament will be conducted for **Under -14 Boys (Born on or After 2010)**
- Players should bring Aadhaar Card Xerox during the entire tournament.
- Officials will check the Aadhaar Card before playing each & every match.
- A certification duly signed by the Head of the Institution should be submitted before the first match.

Teams should report to the Technical officials at least 30 minutes before the scheduled match time.

Aadhar Card & School ID to be shown is mandatory to the officials before each & every match

Players Equipment

- Players must dress in proper football attire.(Jersey & shorts)
- Shin guards and stockings are compulsory. Referees have the right to ask any player to leave the ground at any time during the match in case not properly kitted.
- Footwear – Boots with moulded rubber studs or sports shoes only.
- The use of footwear is mandatory.
- Goal Keeper - Allowed to wear long trousers (track pants)

Duration of Match (15 mins +3 mins interval)

- Total duration of 15 minutes – each half. with half time interval of 3 minutes.
- In case of a tie, extra time will be applicable only in Finals. No extra time will be given in pre quarter, quarter & semifinals (decision will be made through penalties)
- In case of team not reporting, a walkover will be awarded to the opponent and the defaulter team is disqualified.

The ball in and out of play

- The ball is always in play as long as it is in the playing field.
- The ball is out of play if it goes over the sideline. A kick-in is taken from the nearest point from where the ball crosses the sideline.
- During a free kick, opponents to stand minimum 5 m away from the ball.



CHESS – EVENT RULES

Gameplay

The player controlling the white pieces is named "White"; the player controlling the black pieces is named "Black". White moves first, then player's alternate moves. Making a move is required; it is not legal to skip a move, even when having to move is detrimental. Play continues until a king is checkmated, a player resigns, or a draw is declared, as explained below. In addition, if the game is being played under a time control players who exceed their time limit lose the game.

Act of moving the pieces: The movement of pieces is to be done with one hand. Once the hand is taken off a piece after moving it, the move cannot be retracted unless the move is illegal. When castling, the player should first move the king with one hand and then move the rook with the same hand.

Touch-move rule : In serious play, if a player having the move touches a piece as if having the intention of moving it, then the player must move it if it can be legally moved. So long as the hand has not left the piece on a new square, any legal move can be made with the piece. If a player touches one of the opponent's pieces, then that piece must be captured if there is a legal move that does so. If none of the touched pieces can be moved or captured there is no penalty.

Timing : Tournament games are played under time constraints, called time controls, using a chess clock. Each player must make his moves within the time control or forfeit the game.

Illegal move

A player who makes an illegal move must retract that move and make a legal move. That move must be made with the same piece if possible, because the touch-move rule applies. If the illegal move was an attempt to castle, the touch-move rule applies to the king but not to the rook.

Draws

The game ends in a draw if any of these conditions occur:

The game is automatically a draw if the player to move is not in check but has no legal move.

This situation is called a stalemate. An example of such a position is shown in the diagram to the right.

The game is immediately drawn when there is no possibility of checkmate for either side with any series of legal moves. This draw is often due to *insufficient material*, including the endgames



CARRAM – EVENT RULES

The Rules of Carrom

The match will be judged on a best of three and 10 minutes time

Players:

This game is of singles and doubles matches.

- Singles – one against one
- Doubles – two against two

The Objective

To be the first player to pocket the carrom pieces & the queen.

Game Rules:

The first player breaks using his/her index finger by flicking the striker in a forward direction towards the center formation of Carrom pieces. The first player to pot a carrom piece will pocket the same colour for the duration of the game.

If the player pots a carrom piece they play again, after replacing the carrom striker between their baseline. This continues until they fail to pocket one of their pieces, then it is the opponent's turn.

Carrom pieces can only be struck directly if it is not touching the player's baseline or situated behind the base line.

If this is the case, the player must hit the carrom piece by rebounding the carrom striker off any side of the board or any other carrom piece on the board in a forward direction.

Shooting styles are very personal - whichever 'grip' works for you is fine as long as you 'flick' the striker and don't push it.

No part of your body, except your hand, may cross the imaginary diagonal line (wrong in illustration) nor may your elbow protrude over the frame in front of you. Even your feet or knees may not leave your quadrant.

Sinking the striker costs you one piece and your turn. But, if you sink a piece in the same shot, then two come up and you shoot again.

After sinking the striker, your opponent places the due piece(s) within the center circle. If you haven't sunk one yet, you owe one.

If while shooting for the queen you also sink one of your pieces, the queen is automatically covered, no matter which went first.



If a piece jumps off the board, it is placed on the center spot. If pieces land on end or are overlapping, they are left that way.

If the center spot is partially covered when replacing the queen or a jumped piece, the piece should cover as much red as possible. If totally covered, the piece is placed opposite the next player behind the red spot.

If you sink your opponent's piece, you lose your turn. If you sink their last piece, you lose the board and three points.

If you sink your last piece before the queen, you lose the board, three points and one point for each of your opponent's pieces left.

If the striker does not leave both lines, go again. You get three tries to break before losing your turn.

The Red Queen:

The queen may be 'pocketed' at any point after the first piece has been pocketed, but before the last carrom piece is pocketed.

If the red piece is pocketed, the player must then pocket one of his/her own carrom pieces. Should the player fail to pocket a piece, then the queen must be replaced in the centre of the carrom board.

The Winner:

The winner is the first player to pocket all of his/her carrom pieces (& the queen if not already pocketed).

The match referees' decisions will be final and in case of any grievances, a written protest can be lodged with the Chairman of Jury of appeal within 30 minutes of completion of the match. No further appeals will be accepted after the Chairman's decision.

Time lines; best of three & 10 min time

The same rules and regulations apply for both boys and girls.



TABLE TENNIS – EVENT RULES

BASIC RULES OF TABLE TENNIS AS PER THE ITTF

The order of Play:

In singles the server shall make a first service and the receiver shall make a return and thereafter alternately shall each make a return.

In doubles, the server shall first make a service, the receiver shall then make a return, the partner of the server shall then make a return, the partner of the receiver shall then make a return and thereafter each player in turn in that sequence shall make a return.

A Point

Unless the rally is a let, a player shall score a point

if an opponent fails to make a correct service;

if an opponent fails to make a correct return;

if, after he or she has made a service or a return, the ball touches anything other than the net assembly before being struck by an opponent;

if the ball passes over his or her court or beyond his or her end line without touching his or her court, after being struck by an opponent;

if an opponent obstructs the ball;

if an opponent deliberately strikes the ball twice in succession;

if an opponent strikes the ball with a side of the racket blade whose surface does not comply with the requirements of 2.4.3, 2.4.4 and 2.4.5;

if an opponent, or anything an opponent wears or carries, moves the playing surface;

if an opponent, or anything an opponent wears or carries, touches the net assembly;

if an opponent's free hand touches the playing surface;

if a doubles opponent strikes the ball out of the sequence established by the first server and first receiver; as provided under the expedite system (2.15.4).

if both players or pairs are in a wheelchair due to a physical disability and his or her opponent does not maintain a minimum contact with the seat or cushion(s), with the back of the thigh, when the ball is struck; his or her opponent touches the table with either hand before striking the ball; his or her opponent's footrest or foot touches the floor during play as provided under the order of play (2.8.3).

A Game

A game shall be won by a player or pair first scoring 11 points unless both players or pairs score 10 points, when the game shall be won by the first player or pair subsequently gaining a lead of 2 points. **A Match**

A match shall consist of the best of any odd number of games.



BADMINTION – EVENT RULES

1. TATVA Inter-School Badminton Tournament will be conducted according to the rules of Badminton Association of Indian (BAI).
2. Every school can send one team comprising maximum **2 (two)** players, in Under 15 separately in “Boys” & “Girls” category.
3. All the participants must carry their valid age proof certificate.
4. All the matches will be played on indoor courts with proper lighting arrangements.
5. All the matches that are played on “knock-out basis” – shall be of best of three games of 15 points each, & a match is won with the difference of 02 points. In case, of 14 – all; the game shall continue; however, the player that reaches first at 19 points wins the match.
6. No change shall be permitted in the Game.

Officials and appeals

The referee is in overall charge of the tournament. The umpire, where appointed, is in charge of the match, the court and its immediate surrounds. The umpire shall report to the referee. The service judge shall call service faults made by the server should they occur. A line judge shall indicate whether a shuttle landed 'in' or 'out' on the line or lines assigned. An official's decision is final on all points of fact for which that official is responsible.

An umpire shall:

- Upload and enforce the Rules of Badminton and, especially, call a 'fault' or 'let' should either occur.
 - Give a decision on any appeal regarding a point of dispute, if made before the next service is delivered.
- Record and report to the referee all matters in relation to continuous play, misconduct and penalties.

