



KODAVA SAMAJA (R)

(Regd. No. SN 89/1962-63)

CHIEF PATRON : FIELD MARSHAL LATE K.M. CARIAPPA, O B E

President
Karavattira T Pemmaiah
9845078162 / 9731965550

Jt. Secretary
Boppanda T Mahesh
9845999116

Vice President
Pandanda Kamala Muthappa
9480406698

Treasurer
Ballameederira B Ganesh
9886036650

Hon. Secretary
Lt Col Chiriyapanda Vivek Muthanna(Retd)
9535105671

Jt. Treasurer
Ponnachettira K Ganapathy
9900129888 / 9845901770

Ref: KSB/Hon.Sect/26 /24-25

10th May 2024

To,
The President / Hon. Secretary
Kodava Sangha,
Bangalore.

Sub: 6th GENERAL K.S. THIMAYYA, DSO MEMORIAL INTER-SANGA KALI NAMME

Dear Sir / Madam,

Kodava Samaja Youth Council, under the aegis of Kodava Samaja, Bangalore, is organizing Inter-Sangha Tennis ball Cricket Tournament, Throwball (for ladies Only) & Football 7-a-Side from 7th, 14th, 20th(Saturday), 21st, 28th July 2024 & 4th Aug 2024 (all Sunday's). All Kodava Sanghas affiliated to Kodava Samaja, Bangalore, are requested to participate in the above-mentioned tournament and make it a grand success. The main objective of this tournament is to facilitate interaction amongst Kodava Youth in Bangalore City.

The last date for sending the filled-in entry form is **15th June, 2024 before 5.00 pm**. The match fixtures will be sent after we receive the entries.

Players taking new Membership of Kodava Samaja shall submit the application on or before **15th June, 2024 before 5.00 pm**. Application received after this date are not eligible to participate in this tournament.

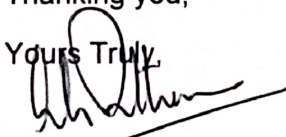
Any change in the players residing address can be updated at Kodava Samaja, Bengaluru office in person by on or before **15th June 2024 before 5.00 pm** by producing the necessary documents as required (No changes will be entertained post the above-mentioned date).

Please find enclosed the Terms & conditions of the tournament and the tournament entry form. If you need any clarification about the tournaments, you may contact below:

- | | | |
|--|--------------------------|--------------|
| (a) Sri. Ponnachettira K Ganapathy | - Chairman | - 9900129888 |
| (b) Sri. Konganda Sanketh Chengappa | - Sport Convenor | - 9886649126 |
| (b) Sri. Maneyapanda Bhavish Chengappa | - Chairman Youth Council | - 9606651838 |

Thanking you,

Yours Truly,


Lt Col C Vivek Muthanna (Retd)
Hon. Secretary

KODAVA SAMAJA, VASANTHANAGARA, BANGALORE

6th GENERAL (Late) K.S. THIMAYYA, DSO MEMORIAL INTER-SANGHA KALI NAMME - 2024

TERMS & CONDITIONS OF THE TOURNAMENT CRICKET, FOOTBALL & THROWBALL

1. This tournament is only open to the members of Kodava Samaja Bangalore.
2. This tournament is organized only for the Kodava Sanghas registered / affiliated with Kodava Samaja, Vasanthnagar, Bengaluru, functioning in the agglomerated limits of Bangalore as per the bye – laws of the Samaja.
3. Both the parents (i.e., father & mother) of the player, who belong to the age group of 12 to 17 years, must be Kodavas and either of the parents must be a member of Kodava Samaja, Vasanthnagar, Bangalore. (This is in the backdrop of membership of Kodava Samaja, Bangalore, being given only to those who are above 18 Years of age)
4. Those Kodava players, who are already members of Kodava Samaja, Bangalore, but after marriage, if they do not enjoy the status of a member, are not allowed to participate in this tournament.
5. Each Sangha can have only one team. And the tournament will be played on a knockout basis.
6. The tournament is scheduled to begin from **7th July 2024**.
The finals of all the games are slated for **4th August 2024**. If there are any delays, the matches will be rescheduled/decision shall be taken by the committee.
7. All the cricket, football and throwball matches will be played during the weekends (mostly on Sundays), between **7:00 AM & 4:00 PM**. Either the first or the second round of football matches will take place on one of the Saturdays within the specified timeframe [July 20th or July 27th].
8. The venue of the Tournament will be at Mount Carmel College Grounds (Opp. to Kodava Samaja), Vasanthnagar, Bengaluru.
9. The teams must be prepared to play at any other venue apart from the above venue, as may be decided by the organizers in case of any eventuality.
10. All the participating teams will have to bring their own gear (Cricket Bats, Shin Guards etc.).
11. All Cricket players will have to wear white trousers/track pants and White T Shirts/Team colors, compulsorily while playing the matches.
12. No Spike shoes are allowed for cricket, football & throw ball. Football players must wear shin pads compulsorily.
13. All the **Football & Throwball** Players participating for their Sanghas will have to wear same colored **Tee shirt while playing the matches.**
14. A team manager & coach belonging to the respective Sangha will have to accompany the team during the match.

15. The Kodava Samaja Office will accept the filled-in entry forms duly signed by the President or Secretary of the respective Sangha.

16. A nominal non-refundable entrance fee for all the three games follows.

Cricket	:	Rs 1,000/- (One Thousand Only)
Football	:	Rs 1,000/- (One Thousand Only)
Throwball	:	Rs 1,000/- (One Thousand Only)

This amount shall be paid by the Sangha along with the entry form before the last date prescribed i.e., on or before **15th June 2024** by **5.00 P.M.**, at the Samaja office.

17. All the expenses incurred by the teams will have to be borne by the respective Sanghas.

18. The participant should be a registered member of the respective Sangha where self/parents reside.

19. The participants should carry either of the original documents (Aadhar Card/ Voter ID/ DL/ Passport). compulsorily during the match day.

ID proof is a must for all players on the match day.

Address Proof is Compulsory.

KODAVA SAMAJA, VASANTHANAGARA, BANGALORE

6th GENERAL (Late) K.S. THIMAYYA, DSO MEMORIAL INTER-SANGHA KALI NAMME - 2024

RULES & REGULATIONS OF THE TOURNAMENT

CRICKET

1. Each team will be allowed to bowl a maximum of 6+1 overs only (7 overs game).
2. Team should comprise of a minimum of 11 players (incl. women players) and maximum of 15 players, who are residing in the respective sangha area jurisdiction. A minimum of **2 women players are mandatory in each team during the play.**
3. Players should be above 12 years of age.
4. The very first over is strictly allocated to the women players of the team. Both bowling & batting. It is mandatory for 2 women players from each team to be on the ground when the match is happening.
5. If one of the batsmen is out within first over, then the match will proceed with single batting of the next women player from the team.
6. In case of both women players getting out before the first over, the over is decided as completed and we move on with the next over with the next batsman.
7. If a women player gets injured, she must be substituted by another women player from the same Sangha who is the members of KSB.
8. After the end of first over the two women cricketers [out/not-out] will be considered as retired out and will not be allowed to bat in the end if incase all the other batsmen gets out.
9. Non-residents of the Sangha area Limits who are not members of Kodava Samaja Bangalore are not allowed to play in this tournament.
10. The Management Committee of the Kodava Samaja, Bangalore, will decide about the Panel of Umpires and other technical table officials who will conduct the tournament.
11. A **Superover** shall be played to decide the winner, in case of a Draw/Tie.
12. Any team found violating the prescribed rules or the terms and conditions of the Tournament will be disqualified immediately without any scope for explanation.
13. **Reporting Time:** Manager / Captain to report to the officials table half an hour before the commencement of their match. Organizers reserve the right to award a walkover to the opponent team in case a team fails to report in time.
14. **Playing XI:** Captain of the team should nominate the playing XI before the toss. No player can be changed after the nomination without the consent of the captain of the opponent team. Playing XI must be from amongst the list of 15 players mentioned in the entry form already submitted to the Samaja Office.

15. **Dead Ball:** A ball is declared as a 'Dead Ball' if it touches a tree or a tree branch etc., during the match. No player is declared out if the ball is called a 'dead ball' by the umpire. No run is recorded for a dead ball either.
16. **Wide Ball / No Ball:** No ball and Wide ball will be penalized according to tennis ball cricket rules. One run and an extra ball will be awarded for a 'No Ball' or a 'Wide Ball' bowled. The rule for a free hit for every no ball bowled exists. Umpires reserve every right to declare a no ball with or without warning for an under arm or throw ball. While bowling if the ball pitches outside the margin line it will be considered as no ball and no additional run scored will be considered.
17. **Bowling Restrictions:** Each inning consists of 6 overs; A bowler can bowl a maximum of 2 overs each. In the event of a 7 over match, A bowler can bowl a maximum of 2 overs each too.
18. **Runner:** A Runner for a 'batsman' is not allowed. Runner is allowed only when a player is injured during the match. In that case he may opt for a runner, but the same must be agreed upon by the captain of the opponent team.
19. **Mandatory Fielding:** It is mandatory for all the 11 players (playing 11) of the team to field during the last two overs of the match. Only maximum 5 fielders are allowed to field on the on-side including the bowler. If breached, the ball will be declared as a 'No Ball'.
20. **Replacement of Ball:** The match umpires reserve the right to bring into play only the old ball (ball of the previous match), in case a ball gets lost or damaged during the match.
21. Byes and Overthrows are applicable, but no LBW & Leg byes.
22. **Organizing & Technical Committee Decision:**
- The Organizing Committee reserves the right to take the final decision on any matter pertaining to the conduct of a match or the tournament.
 - The Technical Committee of the tournament reserves the right to decide about the future course of action, if any match is disrupted by rain or any other reason.
23. **Miscellaneous:**
- Umpires' decision on the field will be final.
 - Manager to interact with the organizing committee off the field and captain to interact with umpires on field. No team shall indulge in time wasting tactics.
 - In addition to the specified rules and regulations, standard cricket rules also apply.
 - A team must be ready to play two matches a day, if required.
 - One player from each team must be at the tech table to verify the scores.
 - Requests for a change of fixtures and match timings by the team management are not entertained under any circumstances.
 - In the case of suspect bowling or a bowler with an improper action, the batsman must lodge an appeal initially. Following **Two** warnings, the bowler will be prohibited from bowling further in the match.
 - Running on the pitch after receiving **Two** prior warnings will result in a deduction of **5 runs**.
 - Crossover isn't allowed, the new batsman will take the strike.
 - Mankading per team will be given **One** warning, the next time it will be considered as out.

Note:

If there is any update [inclusions/exclusions] in the rules & regulations, it will be notified to all the sanghas before the tournament commences.

KODAVA SAMAJA, VASANTHANAGARA, BANGALORE

6th GENERAL (Late) K.S. THIMAYYA, DSO MEMORIAL INTER-SANGHA KALI NAMME - 2024

RULES & REGULATIONS OF THE TOURNAMENT

FOOTBALL 7-a-side

1. The team should consist of 7 players and a maximum of 12 players, who are residing in the respective sangha area jurisdiction. A minimum of 4 players is required to start a match. And a maximum of 3 substitutes.
2. Substitutions can only be made when play has stopped/ball goes out of play. Substitutions can be only availed by the team captain/team manager/coach by informing the technical table or referee.
3. The match is played for 15 - 5 - 15 minutes for all the knockout matches. For the semifinals and final matches, it is 20 - 5 - 20 minutes, if time permits.
4. Standard football rules are in effect with the exception of those specified. Referees will enforce standard football rules regarding fouls and misconduct.
5. Rules will be explained to the team before the match starts.
6. Matches will start with a coin toss to determine kickoff and side selection.
7. In the event of a draw at the end of regulation time, matches will proceed directly to penalties [best-of-three shootout format].
8. Only players present till the last whistle only can play the tie breaker.
9. If the score remains tied after the best-of-three shootout, it will proceed to sudden death until a winner is determined.
10. **Offside Rule:** There is no offside rule in 7-a-side football.
11. **Yellow Card:** Warning !!
12. **2 Yellow Cards:** Red Card !! [player will play no further part in the game]
13. **Straight Red Card:** Sent off !! [player will play no further part in the game] + Next match suspension.
14. Goal is scored when the entire ball passes over the goal line within the goalposts and beneath the crossbar. A goal can be scored directly from any kick-off.
15. Free Kicks: Fouls will result in direct free kicks or indirect free kicks depending on the severity and location of the foul.
16. Disputes should be resolved amicably, with respect for the decisions made by referees.
17. The Management Committee of the Kodava Samaja, Bangalore, will decide about the Panel of Umpires and other technical table officials who will conduct the tournament.
18. Any team found violating the prescribed rules or the terms and conditions of the Tournament will be disqualified immediately without any scope for explanation.

19. **Reporting Time:** Manager / Captain to report to the officials table half an hour before the commencement of their match. Organizers reserve the right to award a walkover to the opponent team in case a team fails to report in time.
20. **Organizing & Technical Committee Decision:**
- The Organizing Committee reserves the right to take the final decision on any matter pertaining to the conduct of a match or the tournament.
 - The Technical Committee of the tournament reserves the right to decide about the future course of action, if any match is disrupted by rain or any other reason.
21. **Playing 7:** Captain of the team should nominate the playing 7 before the toss. The playing 7 must be from amongst the list of 12 players mentioned in the entry form already submitted to the Kodava Samaja, Bangalore Office.
22. **Miscellaneous:**
- Umpires' decision on the field will be final.
 - Team Manager to interact with the organizing committee off the field and captain to interact with umpires on field.
 - A team must be ready to play two matches a day, if required.
 - Organizers reserve the right to fix/change the match timings according to the prevailing conditions.
 - Requests for a change of fixtures and match timings by the team management are not entertained under any circumstances.

Note:

If there is any update [inclusions/exclusions] in the rules & regulations, it will be notified to all the sanghas before the tournament commences.

KODAVA SAMAJA, VASANTHANAGARA, BANGALORE

6th GENERAL (Late) K.S. THIMAYYA, DSO MEMORIAL INTER-SANGHA **KALI NAMME - 2024**

RULES & REGULATIONS OF THE TOURNAMENT **THROWBALL**

1. The game will be played between two teams of 7 players (Female players). A maximum of 5 female substitute players is allowed for each team. And players should be above 12 years of age.
2. Names of the players should be entered in the score sheet along with their respective chest numbers before the commencement of the match at the registration desk. Only players who have been entered in the score sheet are eligible to play or substitute.
3. The match is played for 3 sets of 15 points each for all the knockout matches. If both teams win 1 set each on the 3rd deciding set the court will change on 8th point with the same rotation order.
4. The team can make a maximum of two substitutions during a set.
5. A team can take two time-outs of 30 seconds each during a set.
6. Substitutions and time-outs can be only availed by the team captain or team manager/coach by informing the technical table or referee and will be allowed only when the ball is dead or not in play.
7. A team needs to have a 2 point lead to win a set.
8. In the player dugout, only the team manager, coach, and substitute players are allowed to be seated.
9. The rotation of the position of players should be in "Z" form i.e., after the service break/change the player standing in No. 7 position will go to No.1 position, No. 1 to No. 2 to No. 3 position and so on.
10. Service (Position 7) is within five seconds after the referee whistles and is done from the service zone, without crossing the end line. A player cannot jump while serving the ball and should be thrown above the shoulder line. The service ball must not touch the net. Double touch is not allowed for receiving the service ball and players stay in 2-3-2 position during the serve.
11. During a rally, the ball must be caught at once with both hands but should return the ball with one hand without touching any part of the body and the player should not have contact with another player.
12. The ball is thrown within three seconds after being caught, only from above the shoulder-line and only with one hand. A player can jump when throwing the ball, which can touch the net (but not the antenna). The player should have contact with the ground when catching the ball.
13. If a ball slips or rebounds unintentionally from the hands of any one player, another player can catch the ball and return to the opposite court before the ball touches the ground. The same player cannot catch the ball for the second time.
14. Only the Captain can make appeals to the referee from inside the court.
15. Misconducts listed below will result in players being barred and/or team disqualifications.
 - Derogatory remarks about the referees, or the opponent team
 - Leaving the court without permission of the referee
 - Demanding decision from the referee
 - Rule violation, talking, uneven jumping, leading to injuries to the opponent players and officials.
 - Deliberate coaching during the game by teammates from outside of the court.

16. Fouls:

- Juggling : Ball slipping in the hands at the time of receiving
- Shift: Player shifting the ball from right side to left side or left side to right side after catching the ball is a foul.
- Double contact: Ball while in play received by a player which bounces in her hands two times will be a foul.
- Dead ball: Any ball that touches the ground in the dead zone (1m from centerline) zone box is called as Dead Ball and a point will be given to opponent team
- Ball in: Any ball that falls on the line is good whether in service or in play.
- Body Touch: While throwing/returning/receiving the ball should not touch any part of the body.
- Delay: A player should not keep the ball for not more than 3 seconds and should not rest in the hands during the game.
- A ball rebounding or bouncing from the net can be received by another player is not a foul but intentionally throwing the ball to the net is a foul.
- If any obstacle, disturbance occurs while playing or serving and the referee feels the same, re-service shall be given.
- If the service ball touches the net or the antenna it will be considered as a foul.
- Movement: After receiving the ball, if a player takes one step forward or backward is considered as good, the player taking more than one step is a foul.
- Clash: Catching the ball simultaneously by two or more players is a foul.
- Jumping and receiving the ball is not allowed. But jumping and throwing the ball is allowed.

17. Miscellaneous:

- The Management Committee of the Kodava Samaja, Bangalore, will decide about the Panel of Referees and other technical table officials who will conduct the tournament.
- The Technical committee of the tournament reserves the right to decide about the future course of action, if any match is disrupted by rain or any other reason.
- The Referee's decision on the court will be final.
- A team must be ready to play two matches a day, if required.
- Organizers reserve the right to fix or change the match timings according to the prevailing circumstances.
- Requests for a change of fixtures and match timings by the team management are not entertained under any circumstances.

Note:

If there is any update [inclusions/exclusions] in the rules & regulations, it will be notified to all the sanghas before the tournament commences.

KODAVA SAMAJA, VASANTHANAGARA, BANGALORE
6th GENERAL (Late) K.S. THIMAYYA, DSO MEMORIAL INTER-SANGHA
KALI NAMME – 2024

ENTRY FORM – CRICKET

1.	Name of the Sangha	
2.	Address of the Sangha or Address of Sangha President	
3.	Name & Contact Number of Sangha President & Secretary	President: Secretary:
4.	Name of the Team Manager & contact number	
5.	Name of the Team Coach & contact number	
6.	Date of submission - Entry form	

Sl. No.	Players name along with family name	K.S. Member Ship No.	Age	Contact
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16.				

PLAYERS LIST WITH CAPTAIN'S NAME APPEARING IN THE FIRST ROW

Team Manager

Sangha President / Secretary

KODAVA SAMAJA, VASANTHANAGARA, BANGALORE

6th GENERAL (Late) K.S. THIMAYYA, DSO MEMORIAL INTER-SANGHA
KALI NAMME – 2024

ENTRY FORM – FOOTBALL

1.	Name of the Sangha	
2.	Address of the Sangha or Address of Sangha President	
3.	Name & Contact Number of Sangha President & Secretary	President: Secretary:
4.	Name of the Team Manager & contact number	
5.	Name of the Team Coach & contact number	
6.	Date of submission - Entry form	

PLAYERS LIST WITH CAPTAIN'S NAME APPEARING IN THE FIRST ROW

Sl. No.	Players name along with family name	K.S. Member Ship No.	Age	Contact
1.				
2.				
3.				
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12.				

Team Manager

Sangha President / Secretary.

KODAVA SAMAJA, VASANTHANAGARA, BANGALORE

6th GENERAL (Late) K.S. THIMAYYA, DSO MEMORIAL INTER-SANGHA
KALI NAMME – 2024

ENTRY FORM – THROWBALL

1.	Name of the Sangha	
2.	Address of the Sangha or Address of Sangha President	
3.	Name & Contact Number of Sangha President & Secretary	President: Secretary:
4.	Name of the Team Manager & contact number	
5.	Name of the Team Coach & contact number	
6.	Date of submission - Entry form	

PLAYERS LIST WITH CAPTAIN'S NAME APPEARING IN THE FIRST ROW

Sl. No.	Players name along with family name	K.S. Member Ship No.	Age	Contact
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Team Manager

Sangha President / Secretary