



**WOLVERHAMPTON UNIVERSITY**  
**Walsall Campus**  
**Gorway Road**  
**Walsall**  
**WS1 3EZ**

**SATURDAY 10<sup>th</sup> AUGUST & SUNDAY 11<sup>th</sup> AUGUST 2019**

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## **2 Namaste and Welcome**

Association of Mandhata Samaj UK (AMSUK) Youth Forum have great pleasure in hosting and inviting you to the AMSUK Sports Festival 2019, to be held at University of Wolverhampton Walsall Campus during the weekend of Saturday 10<sup>th</sup> and Sunday 11<sup>th</sup> August 2019.

As with previous years, the format of the weekend will involve all group stages of the sports taking place on Saturday and semi-finals and finals on Sunday (of course this is assuming we have a perfect, dry weekend!).

### **2.1 Registration Points**

Towns that send their full registration details on the registration spreadsheet before the registration deadline of 9.00am on Saturday 27<sup>th</sup> July 2019 will be awarded 20 (twenty) Registration Points. These points will count towards their final tally for the Overall Winners Trophy. Any changes to participants or teams may result in towns forfeiting their Registration Points at the discretion of the Sports Festival Co-ordinator.

### **2.2 Points for Overall Winners Trophy**

A team/individual who wins a specific event will be awarded 2 points for their town's points tally and a team/individual who is runner up will be awarded 1 point. The Overall Winners Trophy will be presented to the town with the highest points tally at the end of the weekend.

The maximum number of points available to each town is 120 (inclusive of Registration Points and Design a Front Cover).

Registration before 9.00am on Saturday 27<sup>th</sup> July 2019 = **20 points**

Design a Front Cover Winner = **10 points**

Design a Front Cover Runner up = **5 points**

Win = **2 points**

Runner up = **1 point**

A Fair-Play Trophy will be awarded to a town based upon feedback received from referees and sports co-ordinators in relation to the sportsmanship of the teams and individual competitors.

This Sports Festival pack provides all the information required regarding the venue, sports groups, rules, evening food and entertainment, registration process and other activities over the weekend.

AMSUK Youth Forum is looking forward to welcoming you to a weekend full of fun, laughter and friendly competition. With your help and encouragement, we aim to host an unforgettable Sports Festival weekend for everyone involved.

Thank You & Jai Shree Krishna

AMSUK Youth Forum

### **3 Important - Health & Safety and Terms of Play**

We hope the weather is good over the weekend and there is no disruption to play. However, in line with the AMSUK policy and with the venue and tournament's insurance; health and safety takes precedence above all else. In the event of bad weather, the event organisers will endeavour to re-arrange those sports which can be played indoors. As a result, the scheduling may need to change to accommodate outdoor sports being played indoors. However, please note that it will not always be possible to play all outdoor sports indoors and therefore as a last resort some sports may have to be cancelled. The organisers reserve the right to cancel sports in such mitigating circumstances or if they feel health and safety may be compromised. Refunds will not be applicable in such circumstances.

Any personal belongings left in the changing rooms or otherwise unattended on the premises are left at the owner's risk. The venue, AMSUK, Sports Festival Committee and AMSUK Youth Forum does not accept any liability for loss or damage to any item of guest property while at the premises. By participating or attending the event you are accepting the rules and terms set out in this pack. The venue, AMSUK, Sports Festival Committee and AMSUK Youth Forum shall not be liable for any injury, damage or loss that might occur because of your participation or attendance.

AMSUK have stipulated that an individual is committed to playing and participating for their residing Town or the Town which they have chosen to play for. To maximise participation in this year's Sports Festival, the decision has been made that anyone who is NOT participating for their residing town, can participate for another chosen town. However, once this participant chooses a town they will have to play for this town for the duration of AMSUK Sports Festival 2019. They CANNOT play for any other town in a team or individual event during the weekend.

An individual that is playing for a town that is different to their residing town or one they have previously represented will need to complete a Town Transfer form to be eligible to play for their newly chosen town. See page 9 for further details and page 57 for the Town Transfer form.

## **4 Venue**

The AMSUK Sports Festival 2019 will be held on Saturday 10<sup>th</sup> & Sunday 11<sup>th</sup> August 2019 at the following venue:

**Walsall Campus  
Gorway Road  
Walsall  
West Midlands  
WS1 3EZ**

Website: <https://www.wlv.ac.uk/about-us/contacts-and-maps/all-maps-and-directions/map-and-directions-for-walsall-campus/>

Maps and directions to the venue are on page 6 of this pack.

### **4.1 Parking**

The venue has car parking and spaces will be available on a first come first served basis.

Please respect the residents by not blocking driveways or access routes.

### **4.2 First Aid**

Throughout the weekend, St. Johns Ambulance first aiders will be located on site. In addition, there will be first aiders amongst the Sports Festival Committee and its volunteers. The volunteer first aiders will be wearing arm bands.

### **4.3 Food & Refreshments**

There will be a third-party caterer at the venue which will sell hot and cold refreshments throughout the weekend.

## 5 Venue Map and Directions

There will be free parking available on a first come first serve basis. Please also note there are limited designated spaces for coaches, Town Leaders should speak to the Sports Festival Coordinator in advance regarding the coach parking spaces.

For GPS use Postcode WS1 3TA (which should lead you to the Magdalene Road entrance and the car park)



## **6 Venue Rules and Regulations**

These rules and regulations have been set by the venue. We must ALL comply with them. Failure to do so will result in participants being disqualified and being asked to leave the premises. This also applies to all spectators and volunteers.

It is the responsibility of every Youth Leader/Town Representative to take the time to read and familiarise themselves with this thoroughly and brief their respective town members of the rules and ensure they are enforced.

### **6.1 Fire Procedure**

In the event of the fire alarm sounding the building must be evacuated immediately. In the event of an evacuation, please vacate all areas, listen to instructions and follow the signs to the designated fire assembly points. Do not re-enter any building until clear permission has been given by authorised personnel.

If you are unsure of any of the rules and regulations, please speak to one of the Sports Festival Co-ordinators. Contact details are on page 53.

### **6.2 Regulations**

1. The venue operates a STRICT NO-SMOKING policy within the grounds and facilities. The sale and/or consumption of alcohol is NOT permitted anywhere within the centre site.
2. No FOOD or DRINK is permitted in the main sports hall except for water bottles and sports drinks.
3. Please respect the facilities provided.
4. Do not leave valuables unattended.
5. Leave all areas clean and tidy; ensure they are left in the same condition as they were found.
6. Place all litter in the containers provided. Towns maybe penalised for excessive littering.
7. Return all furniture and equipment to its original position if re-arranged.
8. No open fire, candles or unauthorised electrical equipment may be used on the venue's premises.
9. No fire equipment should be moved or tampered with, except in an emergency.
10. All emergency exits must remain clear with unhampered access.
11. Vehicles should be parked within the designated areas. Care must be taken not to block access for emergency vehicles. Do not park in a manner that would block other vehicles.



12. Noise levels must be contained to a reasonable level at all times. Please ensure there is no disruption to neighbouring properties.
13. All accidents and incidents must be reported to site staff or Sports Festival Co-ordinators immediately.
14. No indecent or criminal activity is permitted.
15. Report all damages to equipment or breakages to a Sports Festival Co-ordinator as soon as possible (towns/individuals may be required to meet the cost of repair or replacement).
16. Report to a Sports Festival Co-ordinator if any unauthorised person enters the site or if nuisance or vandalism occurs on the venue's premises.
17. Spiked footwear is not allowed on any surface on the venue's site except on grassed outdoor areas. Spectators will be asked to remove them before entering.

## **7 Town Transfer**

Please read the following if any participant wishes to represent another chosen town.

“HOME” town – town which you consider your local Mandhata town and/or have represented in previous Sports Festivals.

“CHOSEN” town – town you are wishing to represent at AMSUK Sports Festival 2019.

This process aims to maximise participation and mainly applies to:

- Participants who are unable to enter because their respective “home” town is not entering this year’s Sports Festival.
- Participants who now reside in a different town to their “home” town.
- Participants who are unable to represent their ‘residing/home’ town due to extenuating circumstances.

**THIS IS NOT A PROCESS FOR INDIVIDUALS TO SWAP TOWNS AT WILL. THE SUCCESS AND INTEGRITY OF PREVIOUS SPORTS FESTIVALS HAS BEEN BUILT UPON PARTICIPANTS REPRESENTING THEIR HOME TOWN PROUDLY, COMPETITELY AND FAIRLY. PLEASE UPHOLD THESE PRINCIPLES.**

Therefore, it is **IMPORTANT** to stress the following:

“HOME” town Youth Leaders/Town Representatives are responsible for encouraging all participants within their local area to take part and offer them the opportunity to represent their “HOME” town at the Sports Festival.

“CHOSEN” town Youth Leaders/Town Representatives are reminded to ensure that opportunities for local participants are not compromised in order to accommodate ‘Town Transfer’ participants.

Town Transfer rules are as follows:

- Participant **MUST** be Koli Patel (Definition of Eligibility).
- Complete a Town Transfer form (Page 57).
- Form to be signed by “HOME” town Youth Leader/Town Representative.
- Form to be signed by “CHOSEN” town Youth Leader/Town Representative.
- State reason for transfer.
- Only applies for the duration of that year’s AMSUK Sports Festival, unless it is a permanent transfer.
- Participants can only represent one town in any given year at AMSUK Sports Festival.
- The Town Transfer rules and form process is not applicable to individuals who have married and moved away from their “HOME” town.

The AMSUK Sports Festival Committee reserve the right to disqualify any individual that has not suitably completed and submitted the Town Transfer Form if it is highlighted that an individual has changed towns. Youth Leaders will be responsible for checking and submitting participant information.

### **7.1 Nomad (No “HOME” or “CHOSEN” town)**

If, for any reason you are unable to use the Town Transfer and a “chosen” town is unable to facilitate your request to participate at this year’s AMSUK Sports Festival and you would still like to participate. Please reach out to the Youth Forum at the below email address.

Youth Forum email address: [info@amsukyouth.co.uk](mailto:info@amsukyouth.co.uk)

The Youth Forum will do everything possible to ensure you are able to take part at this year’s AMSUK Sports Festival providing there is a town which is short of sufficient numbers to make a team or are underrepresented in single sports.

Please note this option should not be used to enter a second team from another town and should only be used when a “chosen” town is unable to facilitate you as a participant. For example, if you would like to participate in a team sport but your “chosen” town does not have any space within their team this option can apply.

Furthermore, if you take part under a Nomad you will NOT be able to represent any other town for the duration of AMSUK Sports Festival 2019.

## **8 Programme of Events**

The provisional agenda of events over the weekend period is listed below. Please note that this is subject to change, however the overall sequence of events will remain as stated.

### **8.1 Saturday**

<u>Time</u>	<u>Activity</u>
7:30am – 8:30am	Registration (the designated third of the Sports Hall)
8:30am – 9:30am	Opening Ceremony (designated third of the Sports Hall)
9:30am – 5:00pm	Sporting events (See Map for locations)

### **8.2 Sunday**

<u>Time</u>	<u>Activity</u>
10:00am – 4:00pm	Sporting events (Group C events will take place between 2:00pm and 4:00pm)
4:30pm – 5:30pm	Trophy Presentation & Closing Ceremony in the main Sports Hall

A more detailed timetable will be available at the weekend of the Sports Festival.

## 9 General Rules and Regulations

The following rules and regulations shall be strictly adhered to, therefore please read them **ALL** carefully and fully comply with them to avoid any disappointment during the event.

1. All Mandhata towns and their respective teams and participants/spectators must strictly abide by the Rules and Regulations of the event at all times.
2. All Mandhata towns are responsible for the well-being and behaviour of all their respective participants/spectators during the times of the event.
3. All participants/spectators are responsible for their own belongings. The event organisers accept **NO RESPONSIBILITY** for any loss or damage of personal belongings.
4. The event organisers accept **NO RESPONSIBILITY** for any personal injury to any participants, officials, supporters and their associates.
5. Physical or verbal abuse during the weekend, including during the evening entertainment, will not be tolerated. Participants and/or Spectators will be banned from further events and may be asked to leave the premises.
6. Any damage to the property or any item(s) stolen will be thoroughly investigated. The town, whose participants or spectators are found to be involved, will incur all costs to recover or replace the damaged or stolen items. All Youth Leaders/Town Representatives are responsible for the general behaviour of participants/spectators from their respective towns.
7. No smoking, or the consumption of alcohol or illegal substances will be permitted on the sports premises throughout the AMSUK Sports Festival. Any participant or spectator found in the possession of such illegal substances will be banned and asked to leave the premises. Please note that random searches may be imposed throughout the weekend.
8. All participants/spectators are expected to respect, look after all facilities at both venues in the Sports Pack and to set an excellent example of behaviour throughout the weekend. Where the behaviour of a participant or spectator gives the host town/the organisers cause for concern the AMSUK Sports Festival Committee will not hesitate to ask the individual to leave the event.
9. The breaking of any of the Rules and Regulations may result in the respective participant/town being disqualified and prevented from taking part in any of the sporting events. The matter will then be reported to the Youth Leader/Town Representative and President/Secretary of the respective town, who shall ultimately be responsible for taking disciplinary action as appropriate.
10. The AMSUK Sports Festival Committee reserves the right to impose the final ruling on any ambiguity in the interpretation of the stipulated Rules and Regulations. This decision will be final and **NOT** subject to appeal.

11. If a participant or spectator from any town has any medical conditions that may cause them to fall ill, the respective town Youth Leader/Town Representative will be responsible to ensure all medication or necessary precaution has been taken to avoid this. The AMSUK Sports Festival Committee encourages the Youth Leader/Town Representative of the participating town to keep records over the weekend of the event.
12. We aim to protect the right and privacy of individuals in accordance with the Data Protection Act. Every effort will be made to ensure all information provided on forms will be protected. To comply with the law, information about the individuals will be collected and used fairly, stored safely and securely and not disclosed to any third party unlawfully. At the end of this event all information provided will be securely disposed. Please note: Email addresses may be retained to allow AMSUK or any subcommittee of AMSUK to communicate about future events. The email addresses provided will be stored safely and will not be disclosed to any third party unlawfully.
13. Queries & Complaints: The complaints procedure below sets out how you can raise any concerns about the service you have received.

Our primary concern is to respond promptly and effectively to any participant/spectator dissatisfaction as it arises.

If you have a query or are not satisfied with the service, in the first instance please communicate with the AMSUK Sports Festival Co-ordinator immediately. We will try to resolve the problem quickly and informally. If informal discussion fails to resolve an issue, you may then wish to register a formal complaint in writing.

**AMSUK's decisions on any matter will be final.**

14. As with any bar/club, security and bar staff has the right to check ID's. Therefore it is advisable for ALL attendees to have some form of ID on them during the evening party to avoid disappointment.

## 10 Sports Events

Towns can enter teams in the following sporting events. 2 POINTS will be awarded to winners and 1 POINT to runners-up (second place) in all of the sporting events listed below.

### 10.1 Main Sporting Events

Group A	Group B	Group C
Badminton <sup>1</sup>	Carrom <sup>1</sup>	100m Sprint <sup>1</sup>
Chess <sup>1</sup>	Kho-Kho <sup>4</sup>	4 x 100m Relay <sup>1</sup>
6-a-Side Male Football	Table Tennis <sup>1</sup>	1500m Cross Country <sup>1</sup>
Female Netball	6-a-Side Female Football <sup>2</sup>	Tug of War <sup>2</sup>
Over 50s Indoor Cricket	Volleyball <sup>2</sup>	Dodgeball <sup>3</sup>
	Rounders	

Juniors will be classed as being from the age of 12 up to 16 years old.

Seniors will be classed as being 17 years of age and over.

Over 50s will be classed as being 50 years of age on 10<sup>th</sup> August 2019 or over.

<sup>1</sup>Juniors aged 8+ may be permitted to play in these sports (with extra parental consent form completed, see Page 56)

<sup>2</sup>Senior sporting event only

<sup>3</sup>Junior sporting event only

<sup>4</sup>Mixed Junior and Senior single sex team event

A single person can ONLY participate in 3 events over the weekend; 1 sport from each group; A, B and C.

### 10.2 Additional Competition

- Design a front cover (Page 47).
- Quiz
  - To take place during the weekend, more details at the event Information Desk.
  - Only one entry per participant.
  - No registration required.
  - Points will be awarded towards the Overall Winners Trophy (2 points for the winners and 1 point for the runners up).

## **11 General Sporting Event Rules**

1. Teams must abide by ALL the rules for individual sporting events in this pack, irrespective of how they may have played them at other tournaments. It is each town's Youth Leader/Town Representatives' responsibility to ensure that their teams are aware of the sporting rules set out in this pack.
2. The Referee in conjunction with the AMSUK Sports Festival Committee reserves the right to impose the final ruling on any ambiguity in the interpretation of the stipulated individual sporting event Rules and Regulations. In all of the sporting events, the referee's decision will be FINAL and NOT subject to appeal.
3. If an event Official or Referee deems that there is an illegal player, a player that is not meeting the guidelines, or if a breach of rules is imminent then the whole team may be disqualified.
4. For some sports referees will be issued with Yellow and Red cards. If any participant is booked within an individual sport, then he/she will face the following consequence:
  - 1 Yellow card = Caution.
  - 2 Yellow cards in same game = Sending Off (AND deduction of points).
  - Red Card = Sending Off (AND deduction of points and Event Ban)
  - 2 Yellow cards in separate games = Next match ban.
5. A participant or team may be forced to forfeit a game if they fail to arrive for the start of a game. The reason for failure to attend on time will be considered on a case by case basis and a decision made. This decision will be FINAL and NOT subject to appeal.
6. All participants must have the correct wristbands. It is the participant(s) responsibility to check the opposing player/teams wristbands. The AMSUK Sports Festival Committee may also carry out random checks. Non-compliance may result in the team or player having to forfeit the game.
7. Each team is to nominate a captain. Before the sporting event each team captain is to make him/herself aware to the referees. All communications between the referees and players SHOULD ONLY be through the captain.
8. Physical and verbal abuse/violence during a sporting event will lead to a ban for future events for the individuals involved and potentially the entire team.
9. The Overall Winners Trophy will be decided upon a points-based system. Points will be awarded to the top two participating towns in each sport and calculated throughout the weekend.
10. Points may be deducted if participants or spectators are intentionally breaking rules and behaving in an inappropriate manner.
11. In the event of bad weather, the event organisers will try to re-arrange where possible outdoor sports which can be played indoors. As a result, the schedule may have to be altered to accommodate this. However, please note that it may not always be possible to play all outdoor



sports indoors and therefore some sports may have to be cancelled. The host town/organisers reserve the right to cancel sports in such mitigating circumstances or for health and safety reasons.

12. No studded footwear is permitted to be worn in any of the sports halls or dance studio, spectators will be asked to remove them before entering.
13. Please note that with the exception of sports drinks and water **NO FOOD AND DRINK** is allowed in any of the sports halls.
14. For your safety and security while using the facilities, please be advised that CCTV cameras are in operation across the site.

## **12 Participant Rules**

**Juniors will be classed as being from 12 up to 16 years of age.**

**Seniors will be classed as being 17 years of age and over.**

If one's 17<sup>th</sup> birthday falls on Saturday 10<sup>th</sup> August 2019 then one will be classed as a senior. If one's 17<sup>th</sup> birthday falls on Sunday 11<sup>th</sup> August 2019 then one will be classed as a junior.

1. A person can only participate in three events, one from each group, for example Badminton players (Group A) cannot also play Chess (Group A) but can play Kho-Kho (Group B). In addition, Badminton players can only enter one Badminton category i.e. you will NOT be allowed to play singles and doubles, due to time restrictions.
2. Juniors playing a senior sport will incur the cost of a senior participant.
3. If a junior decides to play in a senior event then he/she cannot take part in any other junior event. He/she has to remain a senior for all events.
4. If junior is entered as a senior participant he/she cannot take part as a senior in the following sports;
  - 6-a-Side Female Football
  - Volleyball
  - Tug of War

**Over 50s will be classed as being 50 years of age and over.**

If one's 50<sup>th</sup> birthday falls on or before Saturday 10<sup>th</sup> August 2019 they will be eligible to play Over 50s Cricket.

**Definition of Eligibility: The requirement is that at least one parent or spouse is of Koli Patel heritage.**

5. Only Koli Patel's (Definition of Eligibility above) are eligible to participate in the single events.

**Non Koli: - Anyone else who is Hindu Gujarati**

6. Non-Koli members married to Koli members will be classed as Koli participants, irrespective of the religion of the non-Koli member. Proof may be required to validate their eligibility.
7. Non-Koli participants will be allowed to play in "team" events only.
8. Non-Koli participants are also restricted to one (1) participant per single team, provided that point 9 below, is also complied with.
9. The number of Non-Koli participants must not exceed five percent (5%) of the total number of participants for a town.

10. The decision whether a Koli Patel member is given priority over a non-Koli participant, resides with the individual town. This ruling needs to be managed at a local level and agreed through the town President.

### **13 Badminton**

**Teams per Town: Every Town can be represented once in each of the following badminton categories;**

#### **Juniors**

Boys Singles  
Girls Singles  
Boys Doubles  
Girls Doubles  
Mixed Doubles

#### **Seniors**

Men's Singles  
Ladies Singles  
Men's Doubles  
Ladies Doubles  
Mixed Doubles

This event will be played indoors. You are advised to wear the appropriate indoor footwear.

Where possible matches will be played in a league style format. All league matches will consist of one game only (please note this may change dependant on entries).

Semi-finals and Finals will be played in a "Best of 3 games" format (please note this may change dependant on entries).

#### **Playing Rules:**

1. For all games, the winner of a game is the first to 21 points
2. Standard badminton rules apply.
  - a. The first player/pair to reach 21 points wins a game, but they must win by a clear two-point margin over their opposition.
  - b. Either the server or non-server can score points, with the next serve being made by whoever scored the previous point.

You will only be allowed to play in one category. This means you will **NOT** be allowed to compete in both, singles and doubles categories, only one or the other.

**Single Player Events can only be entered by Koli Patel's (Definition of Eligibility)**

**REFEREE'S DECISION IS FINAL**

## **14 Carrom**

**Teams per Town:**       **One Junior**  
                                  **One Senior**

**Players per Team:**       **2**

The event will be played indoors.

This will be played either on a knockout or league basis depending on town entries, All games will have a maximum time limit of 20 minutes. All league matches will consist of one game only (please note this may change dependant on entries and time available).

Semi-finals and Finals will be played in a "Best of 3 games" format (please note this may change dependant on entries).

### **Playing Rules:**

1. Team members sit opposite each other around the board.
2. Carrom Pieces(C/P) nine black, nine white and one red (also known as the Queen) are arranged in the outer circle around the centre of the board as follows:

The red c/p or Queen is placed in the centre circle. One black and one white c/p are then placed alternately, touching each other around the Queen in the first circular row. Two black c/p with a c/p space between them are placed on the next row. The black c/p just placed should touch the black c/p in the first circular row forming a "Y" shape. The gaps are then filled with the white c/p.

3. Each player sits at one side of the board and opposite their team member and can only strike from the side they are seated at.
4. The object of the game is to pocket all of the Carrom pieces of one colour including the Queen. A toss of the coin or placing a white and a black c/p in each of the clasped hands and asking the other player to identify the hand with the white c/p, will decide who starts first. The team who wins the toss must take the white coloured c/p. The first to clear the board of their colour plus the queen (unless the opponent has already pocketed the queen) wins. Points are based on the number of c/p the opposing team has left on the board (plus 3 if they have also pocketed the Queen). This point system will only apply in a win/lose situation.
5. If a player pockets one of their c/p, or the queen, they get another go. If not then the turn passes to the player on the right. You can only pocket the queen after you have pocketed one c/p of your colour. After pocketing the Queen you must pocket another c/p of your colour in the very next stroke in order to keep the Queen, otherwise the Queen is placed back in the centre.

6. "White slam" means pocketing all nine white c/p and the Queen in the first turn of play. Either hand can be used for the stroke.
7. The striker piece must be placed on the base line of your side and touch both the lines. It should not cut the red circle on either side of the base lines i.e. you can place the striker fully covering the circle or completely off it. Only the hand, up to the elbow, can pass the arrows pointing to the pockets on either side of your base line. No other part of the body should go beyond. The striker piece should not be pocketed. If any of the above fouls take place the player will lose their turn and one of their c/p (previously pocketed) will be put back into play (into the centre). If no c/p has been pocketed, the next one to be pocketed will be put back into the centre.
8. You can hit the opponent's c/p (or the Queen), you can miss a c/p totally and you can cannon one c/p with another (including the Queen) with no penalty.
9. The striker piece must be struck and not pushed. Thumbing i.e. back shots are NOT permitted. Powder should be of high quality. The c/p should be of good quality wood. A striker piece should not be made of metal and the diameter should not be more than 4.13cm and not weigh more than 15g. The chair on which the player is sitting should not be moved during a strike. A player is given 15 seconds for their turn from the time that the opponent's striker and any c/p on the board comes to a complete halt.
10. The playing surface of the full sized board is between 73.5 and 74 square cm. It is made of plywood or any other wood equally smooth. The pockets of the 4 corners of the board shall be round in shape.

**REFEREE'S DECISION IS FINAL**

## **15 6-a-Side Male & 6-a-side Female Football**

**Teams per Town:**       **One Junior Male**  
                                  **One Senior Male**  
                                  **One Senior Female**

**Players per Team:**       **6**

**Substitutes:**           **3**

This event will be played outdoors on the 3G (Rubber Crumb) Pitches. You are advised to bring appropriate outdoor footwear for 3G (Rubber Crumb). Please refer to the link below for appropriate footwear.

<https://i2.wp.com/www.5-a-side.com/wp-content/uploads/2015/02/Footwear-Surface-Guide-3G.png>

**All Outfield players** (everyone apart from the goalkeeper) **will need to wear shin guards. Those who do not comply with the rules will be forbidden from playing.**

Matches will be played on a league basis. (This is subject to change for the Female category). The duration of a single match will be communicated on the day as this is dependent on the number of entries.

In the event of teams finishing level on points, the team with the superior goal difference will go through to the next round. If the goal difference is the same then goals scored will be taken into consideration. Finally, a penalty shootout consisting of three penalties, will be enforced, after which penalties will continue in a sudden death to decide the winner.

Semi-finals and Finals will be played 5mins in each way. In the event of a draw, a further 4 minutes maximum one way will be played and if required a penalty shootout, as described above, will take place.

### **Playing Rules:**

1. If the goalkeeper comes out of their area, then a penalty will be awarded to the opposition. The referee's decision is final on infringements by the goalkeeper including factors of momentum or surface due to the weather.
2. The goalkeeper may **NOT** kick the ball under any circumstances except in the course of making a save.
3. The goalkeeper must roll the ball out underarm and ball must remain below **waist** height; otherwise a free kick from 5 yards outside of the box will be awarded to the opposition.
4. Once the goalkeeper rolls the ball out it must be touched by at least two outfield players before it can be passed back to the goalkeeper.

5. If an outfield player involved in ball play steps inside his own area, then a penalty will be awarded to the opposition. This also applies to running across the area to gain an advantage when chasing a loose ball or defending.
6. All throw-ins must be taken as an **underarm bowling action** and the ball must remain below **waist** height.
7. Penalties can only be taken by players on the pitch at the time and penalty takers are not allowed more than steps before striking the ball.
8. Goalkeepers must start on or behind the goal line in a penalty situation – the referee may ask for a penalty to be retaken if he deems the goalkeeper has come off their line before the ball has been struck by the penalty taker.
9. Substitutions should take place when there is a break in play or a break during play. The referee should be notified clearly and signal acceptance before any substitution is made.
  - Male teams only have two substitutions per match.
  - Female teams have unlimited substitutions during each match.
10. **Sliding tackles are NOT permitted.** Any dangerous tackles including from behind will result in red/yellow cards. Strict rules will be applied on any dangerous play.
11. All free-kicks will be in-direct: however a goal will be awarded if the ball has subsequently touched another player (including the goalkeeper) before it enters the goal.
12. After a goal is scored, play will restart from the centre circle.
13. Players can only score from shooting outside the box.
14. The offside rule does **NOT** apply.

**REFEREE'S DECISION IS FINAL**



## **16 Mixed Rounders**

**Teams per Town:**       **One Mixed Juniors**  
                                  **One Mixed Seniors**

**Players per Team:**     **10 (minimum of 3 males & 3 females)**

**Substitutes:**           **2**

Rounders team criteria: 10 players per team which must consist of a minimum of 3 males & 3 females, the remaining squad is flexible however please note the on-field team must satisfy the 3 male and 3 female minimum requirements during play.

This event will be played outdoors. You are advised to bring appropriate footwear.

Where possible matches will be played in a league style format. All matches including Semi-finals and the Final will consist of one game only.

Each match will consist of one innings per team. An innings will consist of two bats each, unless you were out in the first bat.

In the event of a draw during any stage of the competition, one player from each team will be nominated to bat and the player that gets to the furthest base will be deemed the winner.

You are not allowed to make a substitution during a game unless a player gets injured and cannot continue for the rest of the game. The substitution must still be made with the on-field team satisfying the 3 male and 3 female minimum requirements.

### **Playing Rules:**

#### **Bowling and No-Balls**

A "NO BALL" will be called if:

- The bowler bowls without a smooth underarm action
- The ball bounces before reaching the batter or is not bowled within the batters square
- The ball is below the batter's knee, above the batter's head or at the batter's body
- A wide ball is bowled
- The bowlers foot is outside the square during the bowling action

Spinning the ball is allowed.

A batter can attempt to hit a no-ball and can run on a no-ball if desired whether the ball is hit or not, but cannot return once first post is reached. If two consecutive no-balls are bowled to the same batter, the batter scores a half-rounder.

#### **Batting**

The batter may use 2 hands to bat if they so wish. The batter gets one chance to hit the ball (ignoring no-balls) and must run even if the ball is not struck.

If the ball is hit behind the batting square or not hit at all, the batter can only run to first base. The batter can continue to run around the pitch only once the ball is back in play.

Dropping the bat **safely** is allowed.

The Fourth post must be touched by all batters as they go past.

**The batter is “OUT” if:**

- The batter is caught on the off, this is where the ball has been hit and not touched the ground.
- The post being run to is 'stumped'. The fielder can only stump the post with the ball in their hand, the ball cannot be thrown at the post.
- The batter runs inside a post.
- The batter overtakes a fellow batter when running around the posts.
- The batter's foot is outside the batter's square when the ball is bowled.

**Running around the pitch**

- The batter must keep contact with the post, with hand, foot, or bat when they are stopped at a post until the next ball is bowled.
- If the batter does not keep contact with the post, the fielding side can stump the next post to get the player out.
- As soon as the ball leaves the bowler's hand, a batter can run to the next post, if they wish, even if a no-ball is called.
- Batters can run on to a post even if it has been previously stumped.
- When the bowler has the ball in his square batters cannot move on, but if batters are between two posts they can carry on to the next.
- 2 batters cannot be at the same post, so a batter must run on to the next post if the next batter catches up with them.
- When at a post, batters do not have to move on for every ball bowled.

**Scoring Rounders**

A rounder can be scored in the following situations:

- If the batter hits the ball or is bowled a no ball and then reaches the fourth post on their hit, a rounder is scored.
- If the batter fails to hit the ball and reaches the fourth post, a half-rounder is scored.
- If the batter hits the ball and reaches the second post and then makes it to fourth post safely on other batter hits, a half-rounder is scored.
- A fielder obstructs a batter running to a post, a half-rounder is scored.
- If two consecutive no-balls are bowled, a half-rounder is scored.

**REFEREE’S DECISION IS FINAL**

## **17 Chess**

**Teams per Town:**       **One Junior Male or Female**  
                                  **One Senior Male or Female**  
**Players per Team:**     **One**

This event will be played indoors.

This will be played either on a knockout or league basis depending on town entries, with a time limit of 20 minutes each or maximum 40 minutes.

Finals will be the best of 3 games

### **Playing Rules:**

1.     Standard chess rules apply.
2.     Please note that this is a noble game and there may not be a referee for the games; please be fair when playing.

**Single Player Events can only be entered by Koli Patel's (Definition of Eligibility)**

**COORDINATOR'S DECISION IS FINAL IF NECESSARY**

## **18 Kho-Kho**

**Teams per Town:**           **One Mixed Junior (Male and Female)**  
                                     **One Mixed Senior (Male and Female)**

**Players per Team:**       **9**

**Substitutes:**           **3**

This event will be played outdoors on the playing fields. In the event of bad weather, this event will be played indoors and will be played indoors for the remainder of the tournament. You are advised to bring appropriate non-studded outdoor and indoor footwear.

All matches will be played on a league basis. In the event of teams finishing level on points, one more inning (one turn for each side as chasers and runners) shall be played. If the points are equal after this, an additional SUPER INNING shall be played. In the super inning, the officials will time how long it takes to score the first point for each team. The team that takes less time to score the first point (minimum chase) shall be declared the winner of the match. (If needed, this process shall continue until the winner is decided).

The Final will be played as a best of three games.

The following officials shall be appointed for the management of the match however there maybe additional officials appointed by the main Referee if required;

1 REFEREE, 2 UMPIRES, 1 TIME KEEPER and 1 SCORER.

Types of Whistles:

Start of Innings	=	Long whistle followed by a short whistle
Runner out	=	One short whistle
Foul committed	=	Two short whistles
End of match	=	Long whistle

### **Playing Rules:**

1. Each game will be played for a maximum of 7 minutes each way.
2. There must be a minimum of 4 male and 4 female players on the pitch for the duration of each innings.
3. One full lap must be completed at the start of the game by the nominated chaser and the entire running team, this commences once the chaser enters passes the post he/she is stood behind at the start. All players must complete a full lap before giving a loud and clear "KHO". The runners may not cut-in between the seated chasers until their loop is completed..
4. The 9 runners will be chased for a maximum of 7 minutes.

5. There will be no batches and all runners will enter the pitch at the same time.
6. At the start of the game, one attacker is stood in one of the free zone areas and begins the chase.
7. Once all nine players have been caught the game will end.
8. The winning team will be determined by the team to have caught the most number of players within the allocated time or by the team that caught the opposing team the quickest.
9. A runner can be dismissed in three ways:
  - The runner is touched by an Attacker's (active chaser) hand; without the attacker committing a foul.
  - If a runner loses contact both feet with the pitch (playing area).
  - After the last person of the previous batch of runners is out, the runner of the next batch will be out if he fails to enter the pitch before the chasing team has given two correct Kho's.
  - Note: A chasing team must give correct Kho after getting out the third player of a running batch.
10. If a runner is dismissed, he/she shall return to the designated seating area, leaving immediately from the **nearest** End or Side Line possible **without interfering** with play.
11. After passing the last seated player, the chaser CANNOT turn back and give 'KHO' to the player they have just passed unless they have entered the free zone and lost contact with the court.
12. If any foul 'KHO' is given, the new attacker becomes inactive and must give 'KHO' correctly to another player from the chasing team to resume the chase.
13. When a member of the chasing team makes a foul, the whistle will be blown twice. The offending player must give 'KHO' in the opposite direction (refer below). This is to ensure the chasing team does not gain an advantage from committing a foul.
14. The player giving 'KHO' must sit down without haste (in the tagged chaser's place).
15. A chasing player must not step on or cross the central line. However, they can reach over the line to tag an opponent.
16. After crossing the last seated player (next to the posts), the chaser must cross the post line (loosing foot contact with the court).
17. Diving by the chasing player is ALLOWED at the discretion of the referee. However, the opponent must be tagged by hand only. Following a dive, the chasing player must then continue in the direction they were originally running. Any form of roll will be deemed a foul and the tag will not count.

18. Tagging by the chasing player will be only by hand. Taking into account this is a contact sport, any offensive physical contact will NOT be tolerated and may be treated as a Red card offence.
19. A runner/defender must remain in contact with the pitch and/or within the limits of the pitch at all times. If they are not, they will be declared out.
20. Teams should wear the same colour kit.

**Ground:** The Kho-Kho ground is rectangular in shape. When being played outdoors, the ground can be made on a level clay surface or grass field. An indoor equivalent of the Kho-Kho ground can be made on wooden/synthetic surface.

**Field:** The playing area formed by the rectangle ABCD is known as the FIELD. The FIELD measures 27m x 16m.

**Court:** The area of the Field formed between the two Post Lines (E, F, G and H) is known as the COURT.

**End Lines:** The two shorter boundary lines (AB & CD) that run the width of the Field are known as the END LINES. The END LINE measures 16m

**Side Lines:** The two longer boundary lines (AD & BC) that run the length of the Field are known as the SIDE LINES.

**Posts:** The POSTS are firmly fitted within both Free Zones at tangent to centres of the Post Lines.

**Central Lane:** The CENTRAL LANE is a rectangle between the two posts that divides the Court into two equal halves. It has a width of 30cm and has a length equal to the length of the Court. The CENTRAL LANE measures 24m.

**Cross Lane:** The Cross Lanes are the rectangles that intersect the Central Lane at right angles. They are formed between both Side Lines, and have the width of the Court. There are 8 Cross Lanes in total. The Cross Lanes measure 35cm x 16m.

**Chaser Blocks:** The CHASER BLOCKS are the areas formed by the intersection of the Central Lane and the Cross Lanes. The Chaser Blocks measure 35cm x 30cm. The distance between two adjacent Chaser Blocks is 2.30m. The distance between Post Line and End Cross Lanes is 2.55m

**Post Line:** EF & GH are Post Lines. They intersect the pole as seen on the pitch diagram (link below) and run parallel to the Cross Lanes.

**Free Zone:** The portion of the Field from End Line to Post Line at either end of the Court, is known as the Free Zone. In the Free Zone, an Attacker is allowed to move in any direction. The dimensions of the Free Zones are 1.5m x 16m.

**Lobby:** The area surrounding the Field with a measure of 2m in width is known as the Lobby.

Width of the Lines: All lines must be of the same width and between 2cm – 4cm.

Entry Zone: The Entry Zone is located in the Lobby and is indicated in the diagram (link below). Each team has their own Entry Zone that is located at either side of the Scorer's Table. The Entry Zone is located from the respective Post Line to the end of the Third Cross Lane. Runners can only enter the Court through the Entry Zone. The dimensions of the Entry Zone are 1m x 1.5m. On either side of the Field are allocated areas for Players, Coaches and Managers. Seating should be arranged as specified in the diagram (link below).

Leaving the Free Zone: An Attacker leaves the Free Zone when both feet lose contact with the Free Zone, and at least one foot comes into contact with the Court. Note: An Attacker may re-enter the Free Zone if they still have contact with the Free Zone.

Entering the Free Zone: An Attacker enters the Free Zone when they lose contact with the Court and comes into contact with the Free Zone with their feet. Note: An Attacker may change their direction upon coming into sole contact with the Free Zone.

Leaving the field: A Defender leaves the field when their feet lose contact with the Field and make contact with the ground outside the Field. Defenders that leave the Field will be deemed OUT.

Entering the field: A Runner enters the field as soon as they lose contact with the ground outside the Field with their feet and make contact with the Field.

Chasers: Members of the chasing team who occupy the Chaser Blocks are known as Chasers. Chasers are to be seated in the Chaser blocks facing the Side Lines alternately. The chasing team gains points by touching Defenders with their hand.

Attacker: The player that is in active pursuit of the runners is known as the Attacker. There can only be one Attacker at any given time.

Runners: Members of the running team are known as Runners. Runners are introduced to the pitch in batches of 3.

Active Defender: Members of the running team that are on the pitch are known as Defenders. There can be up to a maximum of 3 Defenders at any given time. The Defender that is actively being chased is known as the Active Defender.

To Give 'Kho': Giving Kho is the process of the Attacker becoming a Chaser, and the Chaser becoming the Attacker. During this process the Attacker must first touch the back of the Chaser and then say "Kho", distinctly and loud enough for the officials to hear. If contact is made after saying "Kho", it will be deemed as a foul Kho.

**To take a direction:** Once Kho is given, the new Attacker is required to choose a direction, left or right; the Attackers movement towards a particular Post Line and the direction their shoulders face,

indicates this choice. The Attacker may go straight; within the constraints of the Cross Line in front of them however once they 'take a direction' they cannot alternate until they reach the Free Zone. Note: An attacker is not allowed to run backwards.

**Foul:** The act of an Attacker or a Chaser violating any Rule is known as a Foul.

**To Recede:** The act of an Attacker touching ground that has already been covered whilst going in a particular direction is known as Receding. The "ground covered" will always refer to the area covered by the rear foot in opposite direction. Receding is a foul. Note: In the situation of an Attacker's grounded foot receding whilst executing a Post Dive, a foul shall not be called.

### **Substitution rules**

The Running team: is only allowed to make substitutions before the start of the innings. To make a substitution the Coach/ Captain must inform the Referee.

The Chasing team: is permitted to make unlimited substitutions which can be allowed by the referee on request of team's coach/manager of chasing team at any time during the match. However it is important to note there must be at least four(4) male and four(4) female chasers on the pitch.

The outgoing player must leave via the substitution zone. (This is where the referee will be standing). The incoming player shall only enter on the Referees signal.

Note: The substitute Attacker cannot pursue Defenders directly.

The link below can be used as a guide on how to play, however the rules stated above will supersede any differences.

<http://www.olympic.ind.in/images/KhoKho.pdf>

Diagram: [http://khokhoindia.herokuapp.com/ground\\_map](http://khokhoindia.herokuapp.com/ground_map)

**REFEREE'S DECISION IS FINAL**



## **19 Netball**

**Teams per Town:**       **One Juniors Female**  
                                  **One Seniors Female**

**Players per Team:**       **7**

**Substitutes:**           **3**

This event will be played on the outdoor netball courts therefore you are advised to bring appropriate footwear.

Matches will be played on a league basis. League games will be played 5 minutes each way.

Semi-finals and Finals will be played 7 minutes each way. In the event of a draw, a further 5 minutes maximum will be played with the Golden Goal rule in place (First team to score in this period wins). In the event of a draw after extra time, a three-goal shoot out will determine the winning team. If teams are still level after the shootout, sudden death will apply.

Playing Rules:

1. All players must wear the appropriate bib during a game. Bibs will NOT be provided during the weekend. Each town needs to bring their own set of Bibs.
2. Jewellery must NOT be worn.
3. We strongly emphasise that this is a non-contact sport. Defenders have to stand 0.9m (3ft) away from the player with the ball.
4. For safety reasons fingernails must be short. It is the team captain's responsibility to ensure that all players' nails are short. The Umpire has the right to prohibit a player from playing if their fingernails are deemed unsafe or too long.
5. Substitution can only take place during half time unless a player gets injured and cannot continue for the rest of the game.
6. Standard netball rules apply.
  - Players have only three seconds between catching the ball and making a pass.
  - Players are NOT allowed to move or hop on the landing foot until they have thrown the ball.
  - The player holding the ball must leave enough room for another person to move between their hands and those of the catcher.

**UMPIRE'S DECISION IS FINAL**

## **20 Table Tennis**

### **Teams per Town:**

#### **Juniors**

Boys Singles

Girls Singles

#### **Seniors**

Men's Singles

Ladies Singles

This event will be played indoors therefore you are advised to wear the appropriate indoor footwear.

Matches will be played on a league basis. All league matches will consist of a best of 3 games format (please note this may change dependant on entries).

Semi-finals and Finals will consist of a best of 5 games format (please note this may change dependant on entries).

### **Playing Rules:**

1. White clothing is NOT ALLOWED to be worn during matches.
2. Contact with the table by any part of the body is NOT allowed (if this rule is broken, one point will be awarded to the opponent).
3. Standard table tennis rules apply.
4. A game shall be won by a player first scoring 11 points, the first player to reach the indicated points wins a game, but they must win by a clear two-point margin over their opposition.

This event can only be entered by a Koli Patel (Definition of Eligibility)

**REFEREE'S DECISION IS FINAL**

## **21 Tug of War**

**Teams per Town:**           **One Seniors Male**  
                                     **One Seniors Female**

**Players per Team:**       **8**

**Substitutes:**           **2**

Dependant on the number of teams entered, one of the following formats will apply:

1. Matches will be played on a league basis. The top four teams will then compete against each other for first and second position.
2. Matches will be played on a league basis. Semi-finals and Finals between the top four teams will be contested.

Each match will consist of up to three pulls, played as a best of three. Teams will alternate between ends/sides after each pull. The initial end to pull from will be decided by a toss of a coin.

Equipment:

Rope

The Tug-of-War rope will be a minimum of 10cm in circumference and about 35 meters in length. It will be marked at the centre and about 2 metres either side.

Ground marking

Three lines perpendicular to the markings on the rope. Two lines parallel to the rope marking the field of play. Within the field of play only the players, adjudicators and a coach from each team is allowed.

Boots/Shoes/Clothing

The event will take place on grass studded footwear is NOT. Walking or hiking boots with ankle support are recommended.

It is recommended to wear long sleeved tops to prevent chafing by the rope along the arm.

No gloves are allowed.

Playing Rules:

1. Only the players, adjudicators and a coach from each team are allowed within the field of play.
2. During a match (up to three pulls), no substitution is allowed. Only under exceptional circumstances and at the discretion of the Umpire, and with the agreement of the opposition may a substitute be made.

3. An Umpire with two “Side Judges” will adjudicate. They will check for correct footwear, call the pull, check illegal practices, check behaviour of players and coaches and adjudicate the results.
4. Apart from the “anchor”, players can only be in contact with the rope with the palms of their hands (the rope can’t be wrapped around the arm or be held between the torso and arm). For the “anchor”, no part of the rope is allowed to cross itself; rope should not go around the neck. It is recommended that the anchor let the rope pass backwards between an arm and torso, over his/her back to the opposite shoulder forwards and under that armpit such that the end trials backwards.
5. For all players, only the feet can be in contact with the ground. If other parts of the body touch the ground, the Side Judge will ask the individual to “GET-UP”, if this persists the team will be warned. If a player slips and falls, they are required to let go of the rope, roll-away, get-up and re-join.
6. “Climbing of the rope”; that is, during a pull, no passing of the rope through the hands is permitted.

#### Playing Procedure:

1. After the toss of the coin and the choice of ends, the Umpire will call the teams on the field of play. The Umpire will call “STAND BY THE ROPE”; the teams are required to line-up along the rope.
2. The Umpire will ask the captains if they are ready. Then the Umpire will call “PICK UP THE ROPE” and raise his/her arms till they are parallel to the ground. Teams will handle the rope and get into their ready stance however the rope should not be taut.
3. The Umpire will call “TAKE THE STRAIN” and raise his/her arms upwards. The rope will be tight, teams steady and ready. The Umpire may ask either team to “take” or “give” such that the centre of the rope is in-line with the centre ground mark. When the Umpire is satisfied, he will show his palms to the teams and call “STEADY”.
4. When the Umpire is satisfied, he/she will shout “PULL” at the same time as dropping his/her arms. The teams will do so until the umpire blows the whistle. A single whistle ends the pull with a clear winner. A double whistle stops the pull; the Umpire may ask the “pull” to be retaken or give the “pull” against a team which has infringed any of the rules.
5. During a pull the Side Judges may ask individuals of the team to “GET-UP” or pass instructions to ensure a proper pull. For persistent infringement, a team will be warned and indicated by a flag being raised with the arm parallel to the ground. If the infringement carries on, the flag will be raised above the head and the pull may be awarded to the opposite team.
6. A winning pull occurs when the rope centre mark closest to the opposite 1st player passes the closest perpendicular ground marking; i.e. a pull of over 4 metres.

7. At the end of the pull, the players are required to return the rope ready for the next pull.
8. A grace period of up to three minutes will be allowed between pulls.

**UMPIRE'S DECISION IS FINAL**

## **22 Volleyball**

**Teams per Town:**           **One Mixed Senior (No restrictions on number of males or females)**

**Players per Team:**       **6**

**Substitutes:**           **2**

This is an indoor sporting event therefore you are advised to wear the appropriate indoor footwear.

Matches will be played on a league basis. All league matches will consist of one game only to a set number of points (15 or 21) which will be decided dependent on the number of entries..

Semi-finals and Finals will be best of 3 games (please note this may change).

Playing Rules:

1. Each team has a court of dimension 9 metres square separated by a net at 2.43 metres.
2. The object of the game is to play the ball over the net and make it land in the opponent's court. The ball cannot pass round the posts.
3. If the team fails to play the ball over the net or hits the ball out of court, a foul is committed and a point is awarded to the opposition.
4. The ball is played by hitting it with any part of the body. The contact with the ball must be a single hit and must not be held or thrown.
5. Each team is allowed three hits before the ball must go over the net. No player is allowed 2 consecutive touches of the ball.
6. A defensive block of an attack, by placing the hands above the net, does not count as a first hit.
7. No player can touch the net while playing the ball or during an attack. This is a foul and a point will be awarded to the opposition.
8. Players must not cross into the opposing court, this is a foul and a point will be awarded to the opposition.
9. Only the three players on front court may make an attack hit or defensive block from above net height in the front 3m of the court.
10. The ball is put into play by a service. This is performed by hitting the ball with hand or forearm from behind the base line. During service the ball may touch the net. Only one service attempt is allowed.
11. If the non-serving team win the rally they rotate positions clockwise on the court, and the player moving from front row to the back row takes the next service.

4->3->2

5<-6<-1

The player in Position 1, after rotation, is now the new server and must serve the next play.

12. The team who win the rally score a point.
13. Unsporting behaviour or arguing with the referee is a foul, and a point will be awarded to the opposition.
14. The first team to score the predetermined points total or more, with a clear two-point lead, wins the game.

**REFEREE'S DECISION IS FINAL**

## **23 100 Metre Sprint**

**Teams per Town:**      **One Junior Male**  
                                 **One Junior Female**  
                                 **One Senior Male**  
                                 **One Senior Female**

This event will take place on the outdoor running track therefore you are advised to bring appropriate outdoor footwear.

Dependant on the number of entries, heats may take place, which will be followed by Finals.

Running Rules:

1.      Standard running rules apply.
  
2.      Runners must stay within their lane.

Please be aware that the track events will take place after Group B Finals on Sunday, where there will be limited time between the finishing time of any Group B sport Finals and the start of the track events.

This event can only be entered by a Koli Patel (Definition of Eligibility)

**UMPIRE'S DECISION IS FINAL**



## **24 4 x 100 Metre Relay**

**Teams per Town:           One Junior Team (2 male and 2 female)**

**One Senior Team (2 male and 2 female)**

The event will take place on the outdoor running track therefore you are advised to bring appropriate outdoor footwear.

Dependant on the number of entries, heats may take place, which will be followed by Finals.

Running Rules:

1.     Standard running rules apply.
2.     The baton **MUST** be carried with you while running in the event.
3.     If the baton is dropped and falls into the next lane, you will be disqualified. However if the baton lands in your lane, you may pick it up and still carry on running.
4.     Each runner must hand over the baton to the next runner within a 20 metres changeover zone. The zone will be marked out on the track. Please note the format and changeover is subject to change as the AMSUK Sports Festival 2019 Venue only has a 100m track.
5.     Runners must stay within their lane for the event or your whole team will be disqualified.

Please be aware that the track events will take place after Finals on Sunday, where there will be limited time in between the finishing time of Finals and the start time of the track events.

**UMPIRE'S DECISION IS FINAL**

## **25 1500 Metres Cross Country**

**Teams per Town:**      **One Junior Male**  
                                 **One Junior Female**  
                                 **One Senior Male**  
                                 **One Senior Female**

This event will take place outdoors on the grass therefore you are advised to bring appropriate outdoor footwear.

Please Note: Some or all categories for this event may run simultaneously and the sports co-ordinator will note which participants comes first, second and third from each age and gender categories.

Running Rules:

1.      Standard running rules apply.
  
2.      Runners will line up across the starting line. Once the race has started, runners can converge into the inside lane.

This event can only be entered by a Koli Patel (Definition of Eligibility)

**REFEREE'S DECISION IS FINAL**

## **26 Dodgeball**

**Teams per Town:**           **One Mixed Junior (Minimum of 1 male and 1 females)**

**Players per Team:**       **6**

**Substitutes:**           **2**

This event will be played indoors therefore you are advised to wear appropriate indoor footwear.

NOTE: Starter Packs including equipment, rules are available from for schools and Youth Groups from:  
<https://www.bhf.org.uk/get-involved/events/schools-events/ultimate-dodgeball>

### **Playing Rules:**

1. A game will be played for 2 minutes (a match can be 1 game or best of 3 or 5 games).
2. At the start of a game, there should be:
  - 6 players, per team, on the court.
  - 3 balls, placed evenly spaced, in the Dead Zone.
3. The referee will signal when the game starts. Upon starting, 3 players from each team run to gain possession of the 3 balls. Balls must be passed to the back of the court before the first attempts to throw the ball and hit the opposing team players are made.
4. The LEADING team (the team which possesses 2 or 3 balls) in the game, has 5 seconds to throw the balls at their opponents. Teams can retain possession of 1 ball.
5. Catching a ball, thrown from an opposing player, brings players who are out back into the game in rotation – FOFI (first out – first in). Players are allowed to fumble a ball while catching but must retain possession at the end of the catching action without the ball touching any other object, player or surface while attempting to catch.
6. Substitutions are allowed between the 2-minute games.
7. Head Shots DO NOT COUNT (subject to event regulations). The thrower is out if their throw strikes an opponent above the shoulders.
8. NO taunting opponents, aggressive or unsportsmanlike conduct behaviour will be allowed.
9. You are out when:
  - A ball thrown by an opponent hits you directly (clothing counts as part of a player's body).
  - An opposing player catches your throw.
  - You step into the Dead Zone.
  - You step on a boundary line or touch the floor/wall/barrier over a boundary line or on the opponent's side of the court.
  - The ball is knocked from your hands when you try to block a throw.
  - The REFEREE calls you OUT, for any reason.

10. Play Ball: is a call by the referee for players to release a ball, if they have been holding the ball for more than 5 seconds. The player in possession must throw the ball at the other team or they will be called out.
11. To win, all members of the opposing team must be out or have the least amount of players left on the court at the end of the 2 minute game.

\*Please note the structure of the fixtures, games and scoring are subject to change.

**REFEREE'S DECISION IS FINAL**

## **27 Over 50s Indoor Cricket**

**Teams per Town:**           **One Over 50s**

**Players per Team:**       **6**

**Substitutes:**           **1**

The Cricket team criteria: Six(6) players per team which must consist of individuals that are 50 years of age or older on Saturday 10<sup>th</sup> August 2019. Teams can be made up of both males and females. There are no minimum requirements, so a town may field an entire female team or male team if they so wish.

Where possible matches will be played in a league style format however this is subject to change and dependant on entries.

This event will be played indoors. You are advised to bring appropriate footwear.

### **Playing Equipment**

Please be aware, you will be required to wear gloves when batting, this is to help avoid the bat from slipping out of sweaty hands. Please note Gloves whilst batting is not optional and you may be disqualified from playing if you do not have a pair when batting.

Due to the nature of indoor cricket, although you will not be playing with a hard ball, you **are still advised to wear** a BOX or groin protection when batting.

No Gloves are permitted when fielding.

All fixtures including Semi-finals and the Final will consist of one match only.

- Each match will consist of one(1) innings per team.
- An innings will consist of six(6) overs each.
- Each over is six(6) balls only.
- Batters change ends at the end of each over.
- The game will be over when the chasing team have scored the runs required or have been dismissed.
- There is no "last batter standing", so every team has five(5) wickets.
- A match will be no longer than 20minutes (6-8minutes per innings)

In the final over of a team's innings any Wides and/or No Balls CAN BE re-bowled. If the Umpire calls an illegal delivery, the Umpire will ask the Batter, which was batting at the time, if he/she would like an "extra ball"; it is that batter's decision if they wish to have an extra ball delivered. Please note the "Extra ball" maybe turned down if the batter wishes to do so, once accepted or declined, if the bowler has begun their next delivery, the batter cannot change his/her mind.

### **LIVE Ball**

The ball is always LIVE. This means that a batter can be runout at any time during an over and until the Umpire calls "OVER" and asks the batters to change ends. The LIVE ball means that if the batters

see an opportunity to make an additional run they may do so. The only exception to this rule is if the Umpire calls “deadball” or directly after a wicket is taken when the new batter is entering the field of play. The LIVE ball rule is a key element of this format, if you have any questions regarding this rule please raise them before the tournament begins and ask the Umpire/CoOrdinator to clarify.

### **Scoring Runs**

The batting team will score runs in the following scenarios;

- When the ball is struck and it hits one of three walls (no runs are scored off the wall behind the Wicket Keeper) the number of runs are detailed below.
- If the Batters successfully cross and make it safely to their creases.
- If the Umpire calls a Wide or No Ball.

**If the ball is over thrown by the fielding team, there are NO additional runs for the ball hitting a scoring wall, however the batters may choose to run, successfully crossing once and making it safely to their crease will result in a single run being scored.**

### **Offside Wall**

in front of the Umpire’s position = 1 run (one run)

behind the Umpire’s position = 2 runs

### **Legside Wall**

in front of the Umpire’s position = 1 run (one run)

behind the Umpire’s position = 2 runs (two runs)

### **Bowler’s End Wall**

Straight on the bounce = 4 runs (four runs)

Straight without bouncing = 6 runs (six runs)

If the ball hits a side wall and then onto the back wall = +1 run (plus one run)

**Wall behind the Wicket Keeper = 0 runs (NO runs)**

### **Wide ball = 2 runs (two runs)**

- The strikers end crease will have markings to assist the umpire. These will be highlighted to all teams before the event begins.

**Please note if the ball passes between the wickets and the batter on the legside, no matter how far back the batter has stepped, this will not be awarded a Wide. The ball must pass behind the batter and clear of the legside line for a Legside Wide to be awarded.**

### **NO Ball = +2 runs (plus two runs)**

- If any part of the bowler’s leading foot touches the line.
- Any full toss delivery above waist height.
- Any delivery that is above the batter’s shoulder when in a “natural” batting stance. Please note any “exaggerated” batting stance to take advantage of the height NO Ball will be highlighted to the batter and they will be warned that a NO Ball decision may not be awarded.

**Please note a NO Ball can still be struck by the batter, and he/she cannot be caught out, however a batter can be runout.**

### **Getting a Batter Out**

A batter can be given OUT by the following methods;

- Bowled by the bowler. This includes hitting the ball onto your own wickets.
- Hitting your own stumps.
- Stumped by the Wicket Keeper.
- Caught legitimately by any member of the fielding team
- Successful runout at either end.
- Knocking your own stumps when running between the wickets.
- Abusive language or inappropriate behaviour

**A batter can be caught OUT off any wall except when they have struck a six, however if the ball strikes a side wall before hitting the back wall then the batter can be caught OUT.**

**Batters should note that, AS DETAILED ABOVE, the ball is always LIVE, this means you cannot leave your creases to discuss tactics in the middle of an over. Remember to wait in your crease until the Umpire calls "OVER".**

### **Batter OUT = -5 runs (minus five runs)**

When a batter is dismissed, five(5) runs will be deducted from the team total, and the next Batter will be called in. A batter who has been dismissed cannot return to bat again.

### **Super Over**

In the event of a draw during any stage of the competition, a super over will be played, where each team will bat and field for another six(6) deliveries each. Both teams will start 0/0 again. A new coin toss to determine who bats/bowls will take place. The batting team will nominate their own batting pair, and the bowling team nominate their own bowler. The same standard rules apply If a batter is out during the Super Over. Wides & No Balls CAN BE re-bowled in line with standard rules for the last over in an innings, as detailed above.

### **Substitutions**

You are not allowed to make a substitution during a game unless a player gets injured and cannot continue for the rest of the match, however, the substitute cannot bowl or bat and may not field as the Wicket Keeper. Once a substitution is made, the player cannot return to the field of play until the next fixture. In a case where a player has left the field of play and is yet to bowl or bat the opposition can choose who bowls the final over and/or who bats last from the five original players – as mentioned earlier, the substitute is not permitted to bowl, bat or keep wickets.

### **Officials**

There will be One main Umpire supported by two officials who will record scores and provide assistance.

### **UMPIRE'S DECISION IS FINAL**

## **28 Design a Front Cover**

This year's competition will be to design the 2020 cover of the Mandhata Pragati magazine (issued to ALL AMSUK life members).

There will be no limit to the number of entries per town and no age criteria. However, please note there is only **ONE entry per person** and you must ensure your submission is NOT plagiarised.

### **Design Brief**

Title: Healthy Eating – Reduce your sugar

As we all know diabetes is on the rise and around 4.7 million people in the UK have diabetes that's 1 in 15 people! One of the most common reasons for diabetes is diet and in particular the amount of sugar consumed in your diet. For the next issue of the Mandhata Pragati magazine we would like to bring this important issue to its readers.

We would like you to design a front cover to highlight the importance of healthy eating and reducing sugar intake.

For example, you could show the show much sugar is in the food you eat or their healthier alternatives.

### **Design Criteria**

A4 size only which can be designed by hand or computer.

Please print out a copy of your design and hand it in after the opening ceremony with name, age and town including email / contact details provided on the back.

The winning design will be chosen and judged by an independent panel at the AMSUK Sports Festival 2019 weekend.

The winner will be awarded 10 points and the runner up 5 points which will count toward the Overall Winners Trophy points tally.

We hope that you will take on and enjoy this challenge!



## **29 Under 12 Activities**

Weather permitting an under 12's Sports Day will be held during the weekend. Further details of this event will be communicated closer to the time.

Parents/Guardians/Youth Leaders/Town Representatives will be held responsible for the safety of their own children at all times and required to be present during this event. The minimum age will be imposed at the discretion of parents, guardians, youth leaders, town representatives and the Sports Festival Committee.

Please note that a registration form is not required to be completed for children participating in this event.

- All events will be fully supervised.
- Please note the management will ensure all attempts are made to cater for our younger youths, should weather, staffing and safety permit.
- There will be NO CHARGE for this event, and all information on timings and locations for these activities will be available at the help desk.

## **30 Registration Rules and Procedures**

### **30.1 Registration Rules**

1. Participants of each town must represent their respective chosen Samaj town.
2. Towns must provide a full list of all participants using the spreadsheet provided which is separate from the registration form, to ensure that all participants are from the respective town and that the numbers of non-Koli members do not exceed more than five per cent (5%). This will need to be signed and authorised by the President/Secretary and Youth Leader/Town Representative of each town. In the event of a town that is not affiliated to AMSUK and has no Samaj committee, the matter shall be referred to AMSUK Youth Forum for a decision on the eligibility of participation.
3. Please note that a copy of photographic ID will be required for all junior and senior participants. The Sports Festival Committee reserves the right to ask for additional information either prior to or during the weekend of the Sports Festival. This is in the interest of fair play to all participants, including their respective Town's Youth Leader/Town Representative and Local Mandhata Committee.

### **30.2 Participant Registration Process**

<p>The deadline for receipt of completed registration spreadsheet and fees is <b><u>9:00am Saturday 27<sup>th</sup> July 2019</u></b></p>
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#### **Participant Registration Form**

1. Each participant is required to complete the registration form on Page 54. Please make additional copies to accommodate your participants. Any towns keeping the completed registration form for the reference prior to the Sports Festival should dispose of them after the event in line with GDPR.
2. Clear photocopies of photographic ID, which includes date of birth and full name of all junior and senior participants, must be submitted with each form. Any town failing to comply with these requirements will not be allowed to take part in the event.

Note: It is not necessary for us to have the passport/driving licence numbers. Please block this information out if you wish.

### **30.3 Approval of Eligibility of Participants & Team Sheets**

1. Along with this Sports Pack you will receive a spreadsheet (Eligibility Form & Team Sheets). Please complete the sheet labelled 'Eligibility Form' with the names and details of all participants from your town. All other sheets in the spreadsheet will be automatically populated based on the information that is entered on the sheet.
2. The 'Approval of Eligibility for Participants' sheet will need to be printed and signed by the President/Secretary and Youth Leader of your town.

Note: We can only respond to the information you give us, therefore you are strongly advised to ensure all parts of the forms are completed accurately and clearly.

### **30.4 Registration Fees**

Senior Participant – £20.00 (Sports)

Junior Participant – £15.00 (Sports)

#### Bank Transfer

Account Name: AMSUK YOUTH

Sort Code: 30 99 06 (Lloyds Bank)

Account Number: 00423306

Please use the town name as the reference if completing a bank transfer for registration fee and complete ONE transfer for the whole town and NOT individual amounts for each participant.

#### Cheque

If paying via cheque it should be made payable to “AMSUK YOUTH”. Please pay ONE cheque for the whole town and NOT individual cheques for each participant.

Once an application has been confirmed, NO refunds will be available.

Please send the ‘Eligibility Form & Team Sheets’ and payment information to the Registration Co-ordinator:

Beena Patel

07930 321 940

[info@amsukyouth.co.uk](mailto:info@amsukyouth.co.uk)

### **30.5 Weekend Registration**

Registration for participants will take place between 7:30am – 8:30am, on Saturday 10<sup>th</sup> August 2019 in the sports hall. Please ensure that on arrival all Youth Leaders/Town Representatives register their teams and all participants collect their wristbands. All participants must wear their wristband at all times for both days, including the evening entertainment.

Wristbands must be worn before leaving the indoor tennis courts (where registration will take place) to ensure fair play and to ensure safety for each participant; this will be the responsibility of each town’s Youth Leader/Town Representative. Please ensure the correct wristband is on the appropriate participant at all times throughout the weekend. Random spot checks will be carried out during the weekend and the Youth Leader/Town Representative will be required to provide the registration form along with photo ID.

If you lose your wristband, please go to the Help Desk.

If you are delayed on the day due to unforeseen circumstances you must notify one of the Co-ordinators immediately (details can be found on page 53).

## **31 Trophies**

### **31.1 Trophies**

We would like to request Presidents/Youth Leaders of Samaj towns to make every effort to collect and return any trophies won last year at AMSUK Sports Festival 2018. AMSUK Executive Committee meetings are taking place on Sunday 12<sup>th</sup> May 2019 in West Bromwich, and Sunday 7<sup>th</sup> July 2019 in Leicester. Please use these meetings as an opportunity to return the trophies to your town AMSUK representative in a timely manner.

If you would like any further information on which running trophies your town has, please contact:

Hina Patel-Dhanji

07966 476 646

[info@amsukyouth.co.uk](mailto:info@amsukyouth.co.uk)

### **31.2 Trophies Declaration Form**

It has been decided by AMSUK that a £20.00 charge will be made to any Mandhata town/Samaj that does not return trophies won by their town or if the trophies are returned damaged. i.e. any trophies won at AMSUK Sports Festival 2018 that are to be returned this year.

It is the responsibility of the President of the Samaj to ensure that they abide by this rule and they are asked to complete and sign the Trophy Declaration Form on Page 55 to confirm acceptance.

Please send the completed form to the Trophy Co-ordinator (contact details on above).

## **32 Accommodation and Transport**

### **32.1 Hotels Near Sports Venue**

<https://metroinnswalsall.business.site> (Nearest to venue)

[https://www.premierinn.com/gb/en/hotels/england/west-midlands/walsall/walsall-town-centre.html?cid=GLBC\\_WALWAT](https://www.premierinn.com/gb/en/hotels/england/west-midlands/walsall/walsall-town-centre.html?cid=GLBC_WALWAT)

[https://www.parkinn.co.uk/hotel-birminghamwalsall?facilitatorId=CSOSEO&csref=org\\_gmb\\_pd\\_en\\_sn\\_ho\\_BHXP2](https://www.parkinn.co.uk/hotel-birminghamwalsall?facilitatorId=CSOSEO&csref=org_gmb_pd_en_sn_ho_BHXP2) (Short Drive from venue)

[https://www.travelodge.co.uk/hotels/653/Walsall-hotel?utm\\_source=google&utm\\_medium=GHA\\_Organic&utm\\_campaign=GHA\\_Walsall&WT.tsrc=GHA\\_Organic](https://www.travelodge.co.uk/hotels/653/Walsall-hotel?utm_source=google&utm_medium=GHA_Organic&utm_campaign=GHA_Walsall&WT.tsrc=GHA_Organic)

### **32.2 Taxis**

First Central Cars Walsall (Google Rating 3.4/5) 01922 502020  
247 Cars (Google Rating 3.2/5) 01922 666666

Aero Taxis Ltd (Google Rated 4.2/5) 01543 505050  
Corkys Cars (Google Rated 4.1/5) 01543 505058

### **33 Contacts**

If you require any further information, please contact us:

#### **AMSUK Sports Festival 2019 Co-ordinator**

Jaytin Patel  
07958 379 470

#### **Sports Co-ordinator**

Mitz Dhanji  
07709 594 007

#### **Registration Co-ordinator**

Beena Patel  
07930 321 940

#### **Trophy Co-ordinator**

Hina Patel-Dhanji  
07966 476 646

Any general enquiries can be made to: [info@amsukyouth.co.uk](mailto:info@amsukyouth.co.uk)

If you have any complaints, then a formal complaint should be made in writing to the AMSUK Youth Chair Jaytin Patel at [info@amsukyouth.co.uk](mailto:info@amsukyouth.co.uk).

### 34 **AMSUK Sports Festival 2019 – Registration Form**

(This form should be completed and signed by the participant, however, if the participant is under 18, this form should be completed and signed by the parent/guardian)

NAME: \_\_\_\_\_ TOWN: \_\_\_\_\_

Address: \_\_\_\_\_

\_\_\_\_\_ Tel: \_\_\_\_\_ (Home/Mobile)

E-mail \_\_\_\_\_ D.O.B: \_\_\_\_ / \_\_\_\_ / \_\_\_\_

Do you suffer from any illness that we should be aware of? If yes, please indicate type of illness and medication details.

\_\_\_\_\_

Are you Koli-Patel? (i.e. belonging to the Gujarati Community)\* YES / NO (Please circle as appropriate)

Please see the pack (Page 14) for your sporting category to complete the table below:

**(YOU CAN ONLY ENTER A MAXIMUM OF THREE EVENTS, ONE FROM EACH GROUP)**

Junior* / Senior	Group A Sport	Group B Sport	Group C Sport

#### **REGULATIONS**

\*If a Junior decides to play in a Senior event then he/she CANNOT take part in any Junior event. He/she must remain a Senior player for all events.

\*A non-Koli player CANNOT take part in a single player event.

**REGISTRATION FEE (Sports): £20.00 SENIOR / £15.00 JUNIOR**

SIGNED: \_\_\_\_\_ PRINT NAME: \_\_\_\_\_ DATE: \_\_\_\_ / \_\_\_\_ / 2019

\*A separate parental consent form will also need to be completed and signed if the participant is under 12 years of age.

(By signing the form you are confirming that you have read the Sports Pack and abide by the rules and regulations within and are also consenting to pictures being taken of you/your child, which may be used on social media such as Facebook, Instagram and the AMSUK Website)

Please note we may retain your email address for future AMSUK correspondence.

**YOUTH LEADER/TOWN REPRESENTATIVE APPROVAL:** \_\_\_\_\_

**(You must retain the registration forms and make them available for checking when required during the weekend)**

### 35 Trophy Declaration Form

I fully understand and agree to abide by the rule that in the event of a running trophy not being returned for the next Sports Festival/being returned damaged, my respective town will pay £20.00 per trophy.

**Mandhata Town:** \_\_\_\_\_

**President's Name:** \_\_\_\_\_

**Address:** \_\_\_\_\_

\_\_\_\_\_

**Contact Number:** \_\_\_\_\_

**Signature:** \_\_\_\_\_

**Date:** \_\_\_\_\_



### **36 Parental Consent Form**

Dear Parent/Legal Guardian

Following requests from a number of towns to consider lowering the age for junior participants at the Sports Festival, AMSUK and the Sports Festival Organising Committee have taken a decision to allow 8-11 year olds to participate in the junior category for selected sports\* of the AMSUK Sports Festival 2019. This decision has been made on the condition that parental/legal guardian consent is obtained for all 8-11 year old participants.

\*Please see Sports Festival Pack for details of these selected sports

Please contact your Youth Leader/Town Representative if you would like to discuss any issues before signing the consent form.

In signing this consent form you agree that as the parent/legal guardian of the named child you:

1. Give permission for your child to participate in the AMSUK Sports Festival 2019.
2. Accept that your child will play at his/her own risk with other participants up to the age of 16 years old.
3. Accept any injury sustained by your child whilst participating in the AMSUK Sports Festival 2019.

I \_\_\_\_\_ (name of parent/legal guardian) agree to the above terms and conditions and as a result I give consent for (child's name) \_\_\_\_\_ to participate in the AMSUK Sports Festival 2019.

Signed Parent: \_\_\_\_\_ Print name: \_\_\_\_\_

Date: \_\_\_\_\_

This consent form has also been signed by the Youth leader/Town Representative and President and will be submitted as part of the registration process.

Signed Youth Leader/Town Representative: \_\_\_\_\_

Print name: \_\_\_\_\_

Date: \_\_\_\_\_

Signed President: \_\_\_\_\_ Print name: \_\_\_\_\_

Date: \_\_\_\_\_

**Please note if this form is not fully completed and signed your child will NOT be allowed to participate in any Sports Festival activities.**

### 37 Town Transfer Form

- 'HOME' town – town which you consider to be your local Mandhata town and/or have represented in previous Sports Festivals.
- 'CHOSEN' town – town you are wishing to represent at AMSUK Sports Festival 2019.

Full Name:

\_\_\_\_\_

'HOME' town:

\_\_\_\_\_

'CHOSEN' town:

\_\_\_\_\_

Reason for Transfer: TEMPORARY/PERMANENT (Please circle)

\_\_\_\_\_  
\_\_\_\_\_

I confirm:

- I am a Koli Patel (as defined on page 17)
- I can only represent one town at AMSUK Sports Festival 2019

Signed\* \_\_\_\_\_

Approved by '**HOME**' town Youth Leader/Town Representative:

Signed: \_\_\_\_\_

Print Name: \_\_\_\_\_

Approved by '**CHOSEN**' town Youth Leader/Town Representative:

Signed: \_\_\_\_\_

Print Name: \_\_\_\_\_

Approved by Sports Festival Co-ordinator:

Signed: \_\_\_\_\_

Print Name: \_\_\_\_\_

\*This information will be solely used for Sports Festival purposes only and will be passed on to future host towns for checking as part of the registration process. Your personal information will not be disclosed to anyone unless it is required. By signing this form, you agree to our use of your information for this purpose.