

FEI DUNIYA



IT'S YOUR WORLD

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Hockey

Rules of Field Hockey

- Played between two teams of 11 players each, including a goal-keeper. Each game comprises of two halves of 45 minutes each with a 15 minute refreshment break.
- Played with a hockey stick and ball.
- Hockey players can only hit the ball with the flat side of their stick.
- Hockey players (other than the goalkeeper) are not allowed to use their feet, or any other parts of the body, to control the ball at any time.
- A goal can only be scored either from a field goal, a penalty corner, or from a penalty stroke. A field goal is a goal scored from open play, and can only be scored from inside the 'striking circle', in front of the opponent's goal. If the hockey ball is hit from outside the circle and goes into the goal, it does not count as a goal.
- Hockey players may not trip, push, charge, interfere with, or physically handle an opponent in any way. Hockey is a non-contact sport and all fouls result in a free hit or a 'penalty corner' for the non-offending team depending on where the infringement took place and the severity of the foul.

A number of different types of foul may be punished in a game of hockey.

- **Obstruction.** This is awarded against a hockey player who uses their body or stick to prevent an opponent from reaching the ball.
- **Third-party obstruction.** This is awarded when a hockey player positions themselves between the ball and an opponent, allowing a team-mate an unobstructed play on the ball.
- **Advancing.** This is awarded against a player who shoves, pushes, or advances the ball in any way, using any part of their body.
- **Backsticks.** This is awarded against a player who strikes the ball with the rounded back of the hockey stick.

Fouls in a hockey match can be punished in three main ways. These are as follows:

- **Free hit.** This is a free play awarded on any offenses that occurs outside of the scoring circle.
- **Penalty corner.** This is awarded to the attacking team when the defence either commits a foul inside the striking circle or intentionally hits the ball out-of-bounds over the end line.
- **Penalty stroke.** This is awarded to the attacking side when an offense is committed by the defending side which is deemed to have prevented an almost certain goal. A penalty is taken 7 yards (6.4m) from goal, with the player having only the goalkeeper to beat.

Field hockey umpires

There are two umpires on the hockey field, who are usually responsible for each half of the pitch.





Cricket

Rules of Cricket

- Cricket comprises of three activities namely batting, bowling and fielding and is played using a bat and a ball.
- Played between two teams of 11 players each. One side will bat first and the other side will bowl and field first. The fielding side has one member of the team who will keep wickets and is called a wicket keeper.
- Cricket is generally played on a circular field with a radius of a min of 60 Mts.
- The actual game is played on strip in the centre of the field, called the pitch, which is 22 yards long, with three stumps (wickets) placed on either side.
- The team batting must score as many runs as possible in the allotted time and the team that scores the most runs, wins.
- The teams can score runs by either running between the wickets on the pitch, or by hitting the ball across the boundary. If the ball goes along the ground, the batsman gets 4 runs and if the ball sails directly over the boundary he is given six runs.

- At a time, there will be two batsman batting unless 10 of them get out, leaving the last man standing, to signal the end of the innings.
- A bowler bowls an over, comprising of six deliveries.
- A game must have two umpires standing at either end of the wicket. The umpires then must count the number of balls in the over, make decisions on whether the batsmen is out after an appeal and also check that the bowler has bowled a legal delivery. In International matches, there are generally two additional umpires to adjudicate the on-field decisions.

- A batsmen can be given out by either being bowled (the ball hitting their stumps), caught (fielder catches the ball without it bouncing), Leg Before Wicket (the ball hits the batsmen's pads impeding its line into the stumps), stumped (the wicket keeper strikes the stumps with their gloves whilst the batsmen is outside of their crease with ball in hand), hit wicket (the batsmen hits their own wicket), Handled ball (the batsmen handles the cricket ball on purpose), timed out (the player fails to reach the crease within 30 seconds of the previous batsmen leaving the field), hit ball twice (batsmen hits the cricket ball twice with their bat) and obstruction (the batsmen purposely prevents the fielder from getting the ball).

Cricket is now played across three formats

- Test cricket is played over 5 days where each team has two innings (or two chances to bat).
- The scores are then cumulative and the team with the most runs after each innings is the winner.
- One Day cricket is played with 50 overs. Each team has 50 overs to bat and bowl before swapping and doing the previous discipline. The team with the most runs at the end of the game wins.
- Twenty 20 is played over 20 overs a side.



Badminton

Rules of Badminton

- A game can take place with either two (singles) or four (doubles) players and is played with a racket and a shuttle cork.
- An official match has to be played indoors in a matted area called the court. The court dimensions are 6.1 metres by 13.4 metres. The net is situated through the middle of the court and is set at 1.55m.
- Generally matches are played in sets of three or five games and each game is won, with a player reaching 21 points with a difference of two. If both players are tied at 20-20, then the games proceeds till the time, the winning player has a two point advantage.
- To score a point the shuttlecock must be hit within the parameters of the opponents court without the opponent touching it.
- If the shuttlecock hits the net or lands out then a point is awarded to your opponent.

- Players must serve diagonally across the net to their opponent. As points are won then serving stations move from one side to the other. There are no second serves so if your first serve goes out then your opponent wins the point.
- A serve must be hit underarm and below the servers waist. No over-arm serves are allowed.
- Each game will start with a toss to determine which player will serve first and which side of the court the opponent would like to start from.
- Once the shuttlecock is 'live' then a player may move around the court as they wish. They are permitted to hit the shuttlecock from out of the playing area.
- If a player touches the net with any part of their body or racket then it is deemed a fault and their opponent receives the point.

- A fault is also called if a player deliberately distracts their opponent, the shuttlecock is caught in the racket then flung, the shuttlecock is hit twice or if the player continues to infract with the laws of badminton.
- Each game is umpired by a referee on a high chair who overlooks the game. There are also line judges who monitor if the shuttlecock lands in or not. The referee has overriding calls on infringements and faults.
- "Let" may be called by the referee if an unforeseen or accidental circumstance arose. These may include the shuttlecock getting stuck in the bet, server serving out of turn, one player was not ready or a decision which is too close to call.
- The game has only two rest periods coming the form of a 90 second rest after the first game and a 5 minute rest period after the second game.
- If the laws are continuously broken by a player then the referee holds the power to dock that player of points with persisting fouls receiving a forfeit of the set or even the match.





Football



Rules of Football (Soccer)

- A match consists of two 45 minutes halves with a 15 minute rest period in between.
- Each team can have a minimum of 11 players (including 1 goalkeeper who is the only player allowed to handle the ball within the 18 yard box) and a minimum of 7 players are needed to constitute a match.

- The field must be made of either artificial or natural grass. The size of pitches is allowed to vary but must be within 100-130 yards long and 50-100 yards wide. The pitch must also be marked with a rectangular shape around the outside showing out of bounds, two six yard boxes, two 18 yard boxes and a centre circle. A spot for a penalty placed 12 yards out of both goals and centre circle must also be visible.
 - The ball must have a circumference of 58-61cm and be of a circular shape.
 - Each team can name up to 7 substitute players. Substitutions can be made at any time of the match with each team being able to make a maximum of 3 substitutions per side. In the event of all three substitutes being made and a player having to leave the field for injury the team will be forced to play without a replacement for that player.
 - Each game must include one referee and two assistant referee's (linesmen). It's the job of the referee to act as time keeper and make any decisions which may need to be made such as fouls, free kicks, throw ins, penalties and added on time at the end of each half. The referee may consult the assistant referees at any time in the match regarding a decision. It's the assistant referee's job to spot offside's in the match (see below), throw ins for either team and also assist the referee in all decision making processes where appropriate.
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- If the game needs to head to extra time as a result of both teams being level in a match then 30 minutes will be added in the form of two 15 minute halves after the allotted 90 minutes.
 - If teams are still level after extra time then a penalty shootout must take place.
 - The whole ball must cross the goal line for it to constitute as a goal.
 - For fouls committed a player could receive either a yellow or red card depending on the severity of the foul; this comes down to the referee's discretion. The yellow is a warning and a red card is a dismissal of that player. Two yellow cards will equal one red. Once a player is sent off then they cannot be replaced.
 - If a ball goes out of play off an opponent in either of the side lines then it is given as a throw in. If it goes out of play off an attacking player on the base line then it is a goal kick. If it comes off a defending player it is a corner kick.
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Rules of Kabaddi

- Each team shall consist of no more than 12 players with only 7 taking to the field at any one time.
- Because of the physical nature of Kabaddi, matches are categorized in age and weight categories.
- There are six officials looking after each Kabaddi match. The officials comprise of a referee, a scorer, two assistant scorers and two umpires.
- The duration of the match is two halves of 20 minutes with a half time break of 5 minutes.



Kabaddi

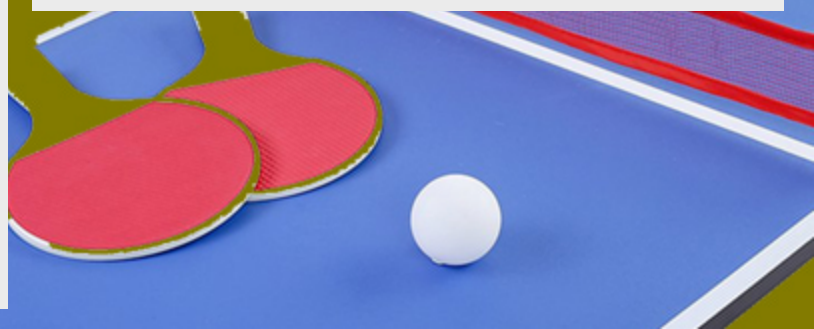
- At the start of a Kabaddi match, there is a coin toss with the winner having the choice as to whether to have the first raid or not. In the second half of the match, the team that did not raid first shall begin the second half with a raid.
- To win a point when raiding, the raider must take a breath and run into the opposition's half and tag one or more members of the opposing team and then return to their own half of the pitch before inhaling again.
- To prove that another breath hasn't been taken, the rider must continue to repeatedly yell the word 'Kabaddi'. Failure to do this, even for just a moment means that the rider must return to their own side of the court without points and the opposite team is awarded a point for a successful defence play.
- The team being raided is defending, and the players must prevent the raiders from tagging them and returning back over the halfway line. Whilst in defence, a team may score a point by successfully preventing the raider returning to their own half after tagging them. Raiders may only be grabbed by their limbs or torso, not by their hair, clothes or anywhere else, and defenders are not permitted to cross the centre line.
- Each team will take turns in raiding and defending. Following halftime, the two teams switch sides of the court and the team who defended first in the first half begin the second half by raiding.
- The game continues in this way until the time is up, the team with the most points at the end of the match is declared the winner.

Table Tennis (Ping Pong)

Rules of Table Tennis (Ping Pong)

- Table tennis is either played by two players (singles) or four players (doubles)
- The game is played on a table, hence the name table tennis. The table is 2.74 Mtrs long, 1.525 Mtrs wide and 0.76 Mtrs high. The game is played using table tennis rackets and a plastic ball.
- Table Tennis is played over a pre-agreed number of games (3 or 5) and the first to 11 points with a two point difference wins each game.
- The toss of a coin or another form of lot-drawing determines which of the players shall serve first.
- Each table tennis player serves twice in turn and serves must be made from an open palm, the ball tossed six inches then struck so it bounces on the service side, clears the net, then bounces on the receiver's side.

- Points are decided as described above and games must be won by two clear points. At 10-10 each player serves once only, in turn, until one player established a two point lead and wins the game.
- After each game the players rotate both the end of the table from which they are playing as well as who serves and receives the ball first.
- In the deciding game of a match the players swap ends after either player reaches five points.



Rules of Volleyball

- Volleyball is played by two teams with 6 players and 6 substitutes.
- Players can be substituted at any time but if they are to return can only be swapped for the player that replaced them.
- The game is played on a volleyball court with dimensions of 59 FT x 29.6 FT. The net is placed at the centre at a height of 7 FT 11 inches. The game is played with a volley ball and bare hands.
- One team serves and the other team blocks.
- Each team can hit the ball up to three times before the ball must be returned. The defensive team can then try and block or return the ball again hitting it a maximum of three times.
- A team wins the point when the ball lands in the opposing teams court.
- If the serving team, during serve, hits the ball into the net, the opposite team is awarded the point
- Games are played up to 25 points and must be won by 2 clear points.

Volleyball

Violations will be called for the following:

- Stepping over the base line when serving the ball.
- Ball hits the net and fails to get over the net (If the ball hits the net and still goes over the net then this is perfectly legal).
- Players are not allowed to carry, palm or run with the ball.
- Players must not touch the net with any part of the body. If the net is said to have hit them rather than vice-versa, then this is ok.
- The ball cannot travel under the net.
- Players cannot reach over the net and hit the ball.

CELEBRATIONS

FEI DELHI NEW BRANCH OFFICE INAUGURATION

FEI Delhi - New Address

Office No. 206
DDA 5 District Centre
Janakpuri
New Delhi 110058





Vijay Talawadkar

Dear Vijay, you share your birthday with **Amitabh Bachchan** Indian film actor, film producer, television host, occasional playback singer and former politician.

Wishing my wonderful colleague a wonderful birthday celebration. May every day of your life prove to be sweeter than the previous. Enjoy every moment of this great day of yours. - **Sachin Naik**

Happy Birthday To a great colleague! Sending you special wishes so that you are sure to have the most fantastic day. - **Abhijeet Nair**

Vijay is a smart, hardworking member of the team. Wish him a very happy birthday and healthy year ahead.- **Kumar Naidu**

I wish Vijay all success on his birthday. Have a memorable year ahead. - **Vaibhav Malap**



BIRTHDAY BOYS / GIRLS

THEY TIED THE KNOT

Mallikarjuna A. N.	Bangalore	1st October
Siddanna	Bangalore	1st October
Rajesh Surve	Mumbai	2nd October
Satyen Jhaveri	International Div.	2nd October
Arnab Majumder	Mumbai	3rd October
Sandeep V Sawool	Mumbai	4th October
Dayanand Shewale	Mumbai	5th October
Mansi Jani	Mumbai	5th October
Baban Shinde	Mumbai	6th October
Samadhan Hipparkar	Mumbai	10th October
Vijay Talawadkar	Mumbai	11th October
Jagdish Maurya	Mumbai	12th October
Vaibhav Malap	Mumbai	12th October
Aashish Soni	Ahmedabad	13th October
Shankar Swami	Mumbai	14th October
Manoj Nikam	Corporate	15th October
Bharat Gaikwad	Mumbai	15th October
Ronald Pinto	Bangalore	16th October
Sachin S. Naik	Mumbai	16th October
Tushar Ghume	Corporate	19th October
Santosh Tayde	Ahmedabad	23rd October
Rasik Vaghela	Ahmedabad	23rd October
Ashok D. Shinde	Mumbai	26th October
Sagar Kabra	Aurangabad	26th October
Subhash Chander	Delhi	27th October
Mehul Gupta	Corporate	31st October

Hemant Chaudhary	Ahmedabad	2nd October
Vinod Pal	Delhi	2nd October
Imran Khan	Kolkata	2nd October
Manohar Babu K N	Bangalore	21st October
Guranagouda Chikkanagoudar	Bangalore	23rd October
Smita Pillai	Corporate	24th October
Deepak Bhavsar	Ahmedabad	26th October
K B Radhakrishnan	Chennai	28th October
Abhijeet Nair	Corporate	31st October
Vidhi Nair	Corporate	31st October

NEW JOINEES

Lokesh Sharma	Ahmedabad
Manjunatha G	Bangalore
Premjith	Baroda
Vishal Khanna	Baroda
Manthan Pawar	Corporate
Jayakrishnan	Hazira
Pratiksha Boble	Mumbai
Tushar Kamble	Mumbai
Umesh Lambor	Mumbai
Ajay Shelke	Nasik
Sandip Ambarwele	Nasik

