



BRIEF INTRODUCTION OF **PITTU GAME**



Pittu is one of the oldest and traditional games of India. This ancient and traditional game has been played since last 5 millennium which is known by different names in India. **Lord Shree Krishna also used to play this game with his friends, which is mentioned in the Hindu religious text Bhagavata Purana written 5000 years ago.** It is believed to have been originated in the southern parts of the Indian subcontinent. In ancient times, the game of Pittu was played by collecting stones, in which there was no limit on the number of players and time and there was no size of the playing field and players could stand anywhere as per their wish. Earlier this game was played only for the entertainment of children.

The Prime Minister of the country, **Hon'ble Shri Narendra Modi**, in his Mann Ki Baat talked about saving India's most popular ancient and traditional game Pittu from extinction and making it popular again. According to the intention of the Prime Minister, the Pittu Federation of India was formed under the leadership of **Shri Kailash Vijayvargiya**, the National General Secretary of the BJP. The main objective of the Federation is to re-popularize Pittu game by organizing competitions of Pittu sports from village level to national level with the same rules and to give equal opportunities and respect to the players and coaches of Pittu sports.

At present, the technical committee of the Federation has prepared the rules for the competitions of Pittu sports to be organized from village level to national level, now Pittu is played in a field 26 meters long and 14 meters wide, which has three zones and there are 10 players in the team, out of which 6 players play and 4 players are substitutes. Pittu has made of strong plastic and all the 7 pieces have a specific shape and colour. According to which the game is to be played in two half of 10-10 minutes between two teams. Where does the striker team go to the team that earns points by dropping the Pittu set made of seven fixed pieces and re-accumulating them in the same order and the team that prevents the Pittu set from being reassembled goes to the defender team. The team that scores the most in the stipulated time is declared the winner.



PITTU FEDERATION OF INDIA

SPORTING AND TECHNICAL RULE'S BOOK

OBJECTIVES OF PITTU FEDERATION OF INDIA

Our main purpose is to govern Pittu Sport as a recognized NSF and develop it into an official ancient, traditional indigenous Indian Sport. We assist Pittu Sport people in countries to establish State Pittu Association which Pittu Sport has not been developed yet.

We fight against all forms of using prohibited drugs, all kind of violence and injustice in all sport branches.

PITTU FEDERATION OF INDIA does not permit any political, racial or religious discrimination among its members. In all PFI activities, all members must conform to the requirements of fair-play and non-discrimination.

GENDER EQUALITY

Pittu is a sport that women do more than men. As Pittu becomes widespread, the number of women in total sports will increase proportionally, which will have a positive impact on gender equality.





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1. INTRODUCTION

This Sporting and Technical Rules Book prepared in accordance to statutes of Pittu Federation of India, is approved by the Board in order to use as a Guideline to standardize the competing and judging rules in the National and State Competitions under Pittu Federation of India.

If any rule in this document is found to be incompatible with any article of bylaws, the bylaws are to be considered.

2. PURPOSE

The purpose of this Instruction is to ensure that Pittu Competitions and related events and organizations are managed in accordance with the rules of PFI.

3. SCOPE

This Instruction shall be submitted to all Pittu competitions which are held under PFI and club, manager, coach, referee, representative, observer, athletes and other includes officers who participate in these competitions.

4. AGE GROUP

Competition will be organized by PFI in the following age groups (B&G):

- (i) Sub Junior (Above 10 to 14 Yr.)
- (ii) Junior (Above 14 to 18 Yr.)
- (iii) Senior (Above 18 Yr.)

5. COMPETITION PERIOD

The competition season starts 1st April and end in 31st March.

6. NATIONAL COMPETITION

- (i) National competitions are organized by Pittu Federation of India between four or more State/UT/Unit.
- (ii) The prior national competition is national championship organized by Pittu Federation of India every year.
- (iii) All dates and places of national championships are to be decided by Pittu Federation of India.
- (iv) An athlete can participate in the national championship on behalf of State/UT/Unit.
- (v) State association must submit the athlete list to the competition committee before the deadline of the registration.
- (vi) For Sub Junior and Junior age group it has to be provided a written permission from the parent or the guardian to participate in the competition.

7. STATE COMPETITION

- (i) State competitions are to be held during the competition period before the national championship.
- (ii) The competition committee that is formed by the state association decides the date and the place of the State/UT/Unit competitions.
- (iii) All state association UT's/Units and related organizations must promote and advertise all competitions, festivals, trainings and other events organized by PFI.

8. AWARDS

Golden, Silver and Bronze medals are given to the winning athletes and achievement/participation certificate will be provided to all athletes.

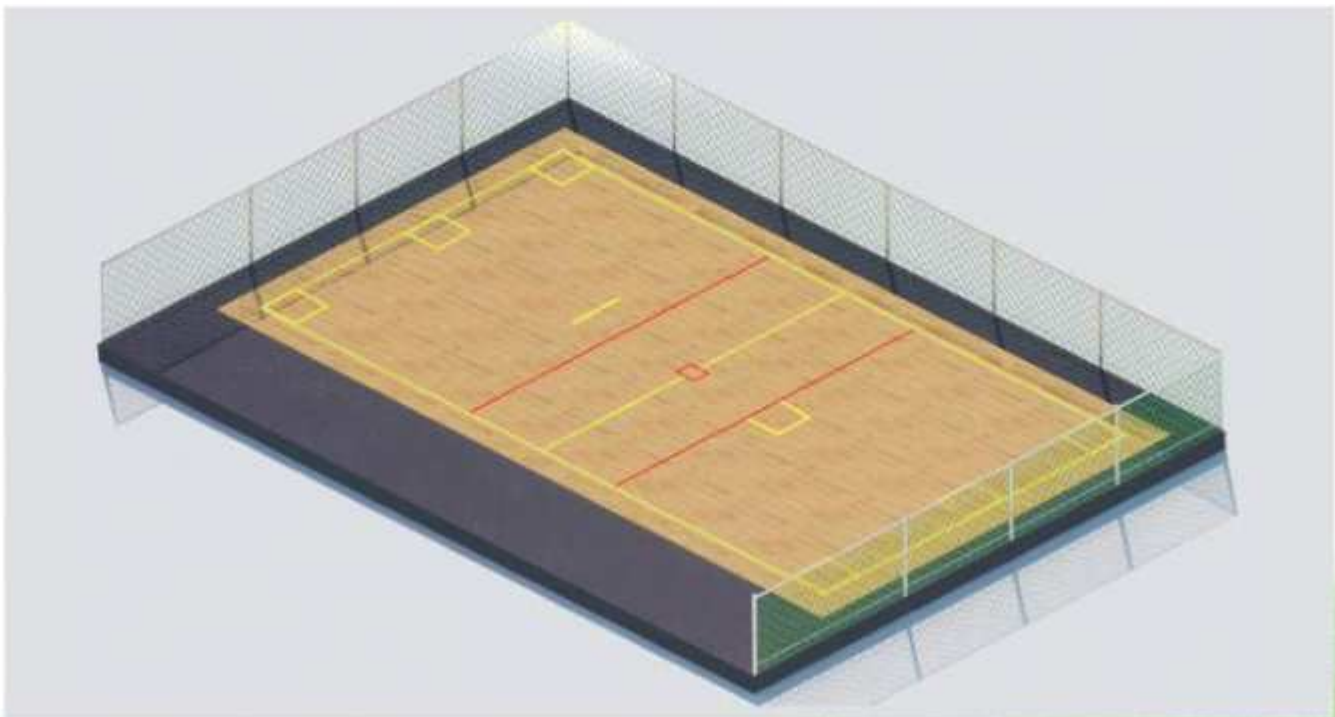
9. AWARD CEREMONY

In all competitions, award ceremony has to be made immediately after competition.

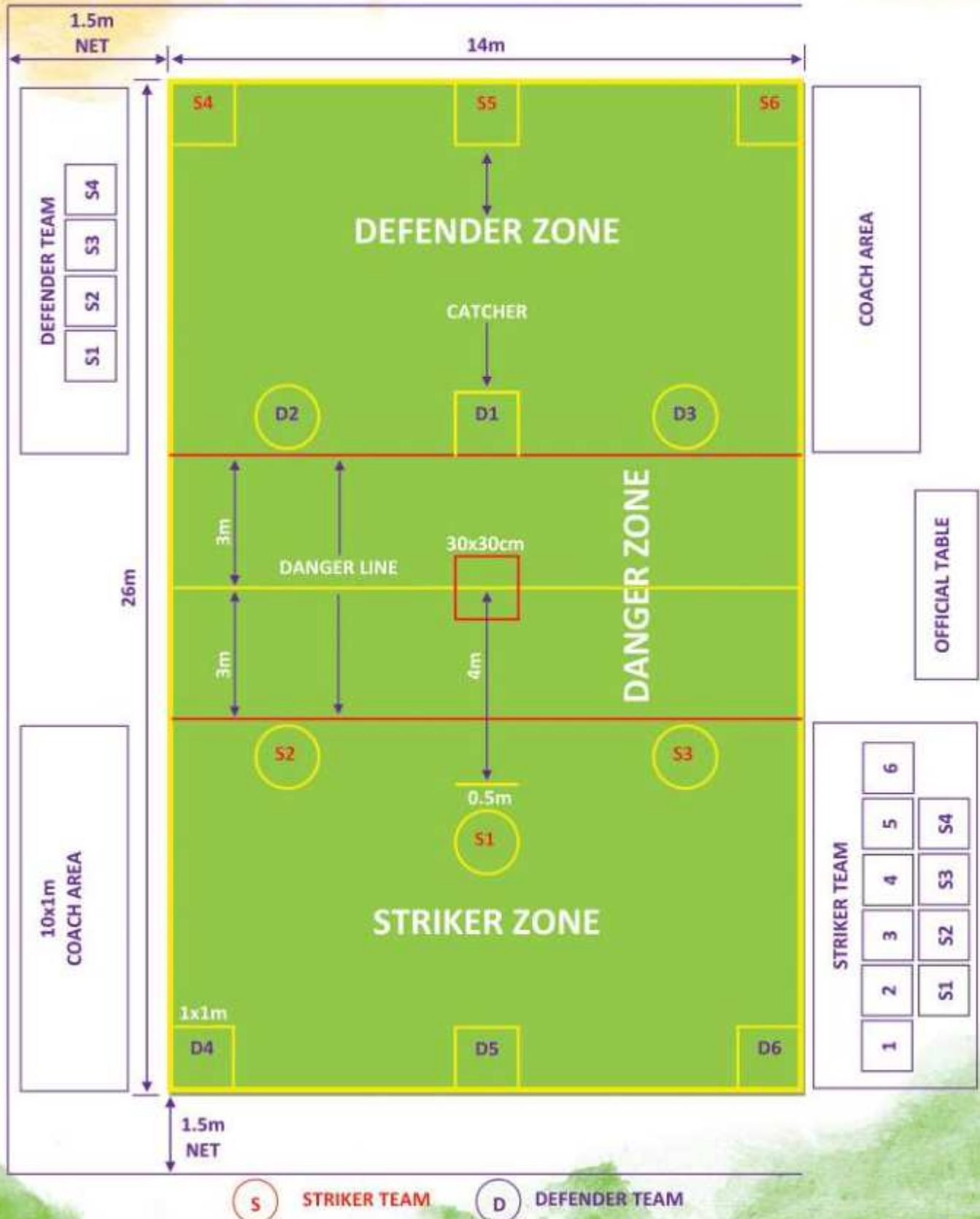
10. FIELD DESCRIPTION

The field is rectangular. Whose length is 26 meters and width is 14 meters. In which the field is divided into two equal parts. This dividing line is called the center line. There is a line at a distance of 3 meters on both sides from the center line, which is called the danger line. The area between the two danger lines is called the danger zone. The area after the danger line in the field is called the strike zone and the defensive zone. The zone in which the team that took down Pittu stands is called the strike zone. The zone in which the catcher of the defensive team stands is called the defensive zone. Players of the defender team stand in a 1x1 meter box on the strike zone and players from the striker team stand in a 1x1 meter box in the defense zone. There is a Pittu box in the middle of the center line. Pittu box is the place where the Pittu is kept at the start of the game, which measurement is 30x30 centimetres. The ground is covered on all three sides by a net at a distance of 1.5 meters from the ground.

11. FIELD DIGRAM



FIELD DIAGRAM



12. THE PITTU SET

There will be 7 pieces in Pittu set. All 7 pieces will have numbers from 1 to 7 respectively. After the pittu falls, it is necessary to put it again in the same order. The total height of a pittu set is 28 cm and thickness of each pittu is 3.5 cm and top one height is 7 cm. Each pittu has a thickness of 3.5 cm and diameter 12, 11, 10, 9, 8, 7 cm respectively. Diameter of the top one is 6 cm and height 7 cm.



13. THE BALL

The ball should be of spherical shape, made of rubber. The weight of the ball shall not be more than 75 grams and not less than 60 grams and the circumference shall not be less than 6.35 cm and not more than 7.15 cm. The balls used in matches must be approved by federation.

In the following circumstances the ball may be changed only with the permission of the umpire:

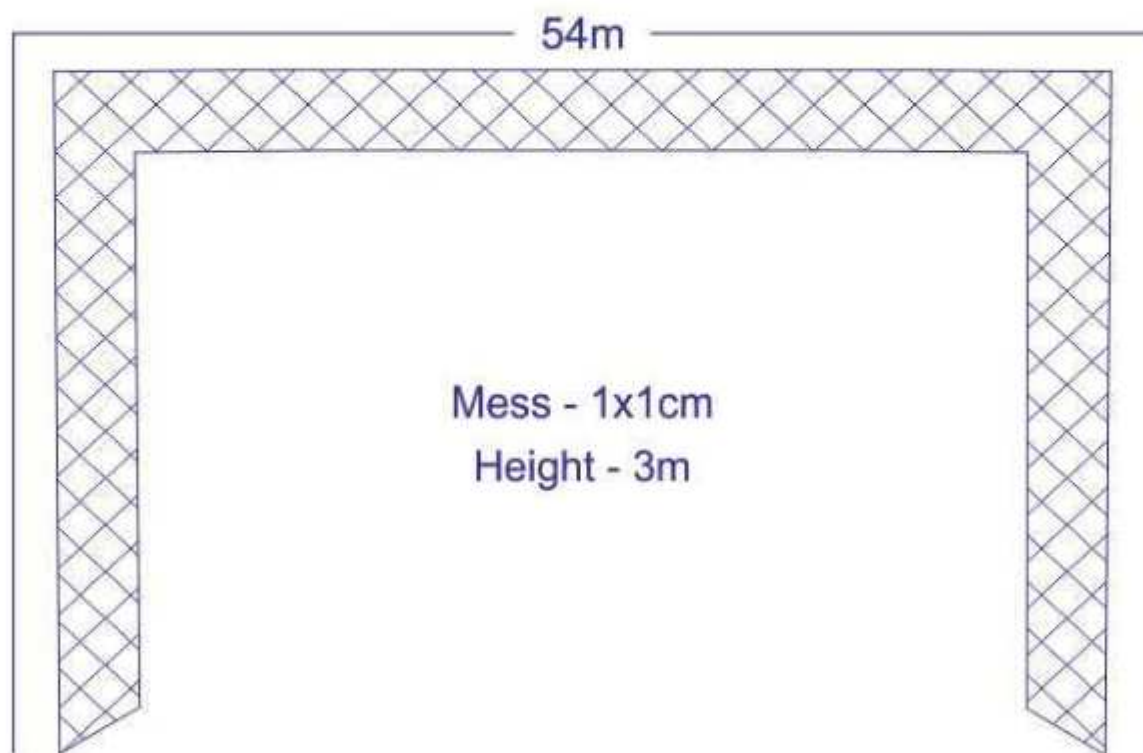
- (i) If the ball is lost or cracked.
- (ii) If the ball has lost its shape.



Weight 62-75gm

14. THE NET

The net to be used in the reading game shall be of 1x1 cm mess with a length of 54 meters and a height of 3 meters.



15. THE SCOREBOARD

The scoreboard will be used to display the points of the teams in the Pittu game.

14. SPECIFICATION

Length and Width of the Ground	26x14 meter
Danger Line	Both side 3 meter away from the Centre Line
Danger Zone	6x14 meter (Both sides of the Centre Line)
Defender Zone	10x14 meter
Striker Zone	10x14 meter
Distance between Pittu and Striker Line	4 meter
Player Standing Box	1x1 meter
Pittu Box	There is a 30x30 cm Pittu box in the middle of the Centre Line.
The Net	Net is 1.5 meter away from the three sides and messes are 1x1 cm
Height of the Pittu Set	28 cm
Diameter and Thickness of the Pittu Pieces	No.1 Diameter 12 cm & Thickness 3.5 cm
	No.2 Diameter 11 cm & Thickness 3.5 cm
	No.3 Diameter 10 cm & Thickness 3.5 cm
	No.4 Diameter 9 cm & Thickness 3.5 cm
	No.5 Diameter 8 cm & Thickness 3.5 cm
	No.6 Diameter 7 cm & Thickness 3.5 cm
	No.7 Diameter 6 cm & Thickness 3.5 cm
Weight of the Pittu Set	750 to 900 gm
Weight of the Ball	62 to 75 gm
Circumference of the Ball	6.35 to 7.15 cm
Duration of the Game	25 Minutes (5-1-5-3-5-1-5)

17. COMPETITION COMMITTEE

For any competition organized under Pittu Federation of India, a competition committee has to be formed. The number of members of committee is to be between from 3 to 5.

In competition committee that is formed for any kind of competition under PFI, at least 1 member has to be from Pittu Federation of India.

18. DUTIES OF COMPETITION COMMITTEE

- (i) To organize the competition.
- (ii) For the national competitions, to investigate in which state to organize the competition and offer to the Pittu Federation of India.
- (iii) To find out the suitable areas for the competition as per PFI rules.
- (iv) To announce the competition and ensure that all related association and organizations have the promoting and advertising materials.
- (v) To select the referees to assign to the Competition.
- (vi) To assign the scoring team; scorer and timekeeper.
- (vii) To provide certificates and medals for the winning athletes and others.
- (viii) To organize the award ceremony.

19. COMPETITION OFFICIALS

- (i) At least 2 referees including one chief referee, one assistant referee who will be registered in PFI should be in a competition.
- (ii) 1 timekeeper must be in every competition.
- (iii) 2 scorers must be in every competition. 1 is scorer and 1 is as assistant scorer.

20. DUTY OF OFFICIALS

- (i) **CHIEF REFEREE AND ASSISTANT REFEREES** : To check ground, Pittu, ball and net before the start of the match. Toss between both the teams and to complete the match according to the rules of PFI.
- (ii) **TIME-KEEPER** : To complete the match by following the time fixed by PFI.

- (iii) **SCORER AND ASSISTANT SCORER** : The scores obtained by both the teams during the match are written in the score sheet and displayed by the scoreboard.

21. NUMBER OF PLAYERS

Each team consists of 10 players. In which 6 players will be in the field and 4 players will be substitutes. Substitution will be only once in each set up to a maximum of 4 players at any time. All 10 players must be registered with their State Pittu Association.

22. ROLE OF THE CAPTAIN

- (i) The Captain may file an appeal to the Protest Committee with the written consent of the coach or manager of the team.
- (ii) If in special circumstances players interchange among themselves, the captain shall inform the referee about the same.
- (iii) The captain must be present for the toss before the start of the match.
- (iv) The captain will be responsible for the discipline of the entire team during the match.
- (v) The captain may appeal to the referee the following decisions:
 - (a) A bounce Pittu set break.
 - (b) A bounce catch.
 - (c) Alternate pass.
 - (d) Fifth pass.
 - (e) Line break.

22. PLAYER'S UNIFORM

Each team will have its own dress color, in which it is mandatory to have the player's T-shirt, shorts, shoes, socks and kneecap any number from 10 to 99 should be marked on the back side of the T-shirt of all the players but any number will not be repeated.

The coach and manager with the team there will be a dress code which will be determined by the PFI, the coach and manager will be allowed to enter the field only after following the dress code, otherwise the coach manager will be able to give directions to the players from outside the field.

24. DURATION

The total duration of a match is 25 minutes (5-1-5-3-5-1-5 four quarters of 5 minutes each). There is a one minute break after the first and third quarter and three minute break after the complete of 1 half.

25. OFFICIAL TIME OUT

Official timeout refers to the circumstances under which the game can be terminated by the officials.

- (i) In bad weather conditions.
- (ii) If any doubt is received in the match.
- (iii) If any technical problem occurs.

26. TIMEOUT

Timeout during the game means when the clock will be stopped during the game:

- (i) If a player is injured.
- (ii) At the end of the games time interval.
- (iii) If objection is taken by the captain.
- (iv) So the ball is lost.
- (v) If there is any damage to Pittu.
- (vi) When coach will take time out during the match.

27. HOW TO START

All matches will be played according to the draw sheet prepared by PFI, once fixtures are made, they can be changed only under special circumstances. The toss shall be made by the referee in the presence of the captains of both the teams and the team winning the toss shall have the right to decide the play or field. Putting both teams in the correct positions and the referee shall be starts the game with the whistle. If the team does not report to the field within 10 minutes from the scheduled time or the team refuses to play after the announcement of the match, the opposing team will be declared as a winner.

28. HOW TO PLAY

- (i) A player from the striker team will stand at his assigned position to break down the Pittu with the ball. While hitting the ball he/she has to keep in mind that his hand should be above the shoulder. After the break down of Pittu, it has to be re-arranged in the prescribed order. If there is a mistake in the prescribed order, then without giving any points the player who pronounced the Pittu will be declared out as penalty.
- (ii) If the striker team hits the ball and Pittu breaks down then the ball will be caught by the defender team, the whole striker team will be considered out and the defender team will be awarded 5 plus 5 points. First, 5 points mean all players of the team and 2nd 5 means bonus points.
- (iii) When a player of the striker team tries to hit the Pittu and the ball is caught by the catcher or any member of defender team after one bounce, that player of the striker team will be out but he will remain on the field and one point will be awarded to the defender team.
- (iv) After breaking down the Pittu, the striker team has to pronounce Pittu after rearranging the Pittu in the prescribed order.
- (v) The defender team wants to dismiss the striker team, at that time they have to keep in mind that while hitting, the pass should be overhead.
- (vi) The player of the defender team cannot keep the ball in his hand more than 5 seconds. If the defender team holds the ball in their hand for more than 5 seconds, the striker team will be awarded a 5 point bonus.
- (vii) When they want to dismiss a player of the striker team the ball must be direct touch the player without bounce. If the ball will bounce and touch the player of the striker team it is considered as not out.
- (viii) A player of the striker's team who is out of the danger zone, wants to defend themselves, may touch a player of the defender's team but that player must have the ball in his/her hand.
- (ix) If the Pittu is break down at that time, if the defender touches the ball to any player on the striker's team, that player will be consider out and he/she will out off the field, the defender team will be awarded a point and the game is replayed will begin.

- (x) Then there will be only five players from the striker team in the field. When the defender team dismisses all the players of the striker team they are awarded a 5 point bonus and all the players of striker team will be called back to the field.
- (xi) If the pittu is rearranged by the striker team. Then one player of their team will then returns to the field in the order they were dismissed.
- (xii) The player of the defender team must hit the ball after 5 passes. If they are not fallowed so, 5 points will be awarded to the striker team.
- (xiii) Both teams are given 10-10 minutes each. The team that scores the most will be declared the winner.
- (xiv) Defender team players will not be allowed to hit the ball on the head.
- (xv) If the defender team hits a player or if the ball goes out for any reason, the match will be restarted by passing the ball back to the opposite court. During this, if ball touches a player, he will not be given out.
- (xvi) The player of the defense team will not enter the danger zone.
- (xvii) Players who are standing in the 1x1m box should not leave before the striker throw the ball.
- (xviii) If both the teams scores the same points after full time. Then fist 6 players of each team will be given 1 chance each in which all the players try to break down the Pittu one by one. The team whose players break Pittu more times is declared the winner.
- (xix) If still the result does not come, then one by one chance will be given to the second 6 players.
- (xx) If the score is equal even after this, then the rule of golden Pittu will apply, according to this rule, 1-1 player will be called and given an opportunity to hit the Pittu when the player of one team hit the Pittu and Pittu will be break down and the player of the other team missed the chance. Then the team that break down the Pittu will be declared the winner and the game will end there.
- (xxi) If any defender hit the Pittu so striker team get full points.

- (xxii) The player of the defender team cannot go inside the danger zone. But if the ball is in the danger zone, then at that time the player of the defending team can continue the game by passing the ball to opposite court.
- (xxiii) If the striker team breaks the Pittu at that time if any foul is committed by the defender team then 5 points will be given to the striker team.
- (xxiv) If the player of the striker team is left alone, then he will be given three chances, during which if he does not break the Pittu then he will be out of the court as out.
- (xxv) When a player of the striker team tries to hit Pittu, his elbow is in front (in front of the face) and his wrist must be used.
- (xxvi) Under arm pass or hit and shoulder jerk is not allowed while hitting the players.
- (xxvii) Pittu will be rearranged in the box, if it is rearranged outside the box, the player who rearranges it will be out.
- (xxviii) If any team done unnecessary time waste or time pass. After one warning if again committed so opponent will get full points.

29. GOLDEN PITTU

According to this rule, 1-1 player will be called and given an opportunity to hit the Pittu when the player of one team hit the Pittu and Pittu will be breaks down and the player of the other team missed the chance. Then the team that dropped the Pittu will be declared the winner and the game will end there.

30. SCORING

- (i) When the striker team hits the ball and Pittu will break down then the ball will be caught by the defender team, the striker team will be considered out and the defender team will be awarded 5 plus 5 points. First, 5 points mean 5 players of the team and 2nd 5 means bonus points.

- (ii) When a player of the striker team tries to hit the Pittu and the ball is caught by the catcher or any member of defender team after one bounce, that player of the striker team will be out but he will remain on the field and one point will be awarded to the defender team.
- (iii) The player of the defender team must hit the ball after 5 passes. If they are not followed so, 5 points will be awarded to the striker team.
- (iv) When the defender team dismisses all the players of the striker team they are awarded a 5 point bonus.
- (v) The player of the defender team cannot keep the ball in his hand more than 5 seconds. If the defender team holds the ball in their hand for more than 5 seconds, the striker team will be awarded a 5 point bonus.
- (vi) If the striker team breaks the Pittu at that time if any foul is committed by the defender team then 5 points will be given to the striker team.

31. SKILLS

- | | |
|------------------------------|--------------------------------------|
| (i) Shooting the target | (vii) Escaping from hard the hit |
| (ii) Rebuilding the pittu | (viii) Distracting from the fielders |
| (iii) Running | (ix) Observation |
| (iv) Quickness | (x) Strength |
| (v) Accuracy | (xi) Fielding |
| (vi) Deft passes of the ball | |

32. VIOLATION OF RULES

- (i) Hitting a player on the head with the ball.
- (ii) Blocking or pushing the player.
- (iii) Touching pittu with leg.
- (iv) If the defender team touches the pittu in any way.
- (v) Hitting the pittu with the ball by the defender team.
- (vi) If not hit with the ball after 5 consecutive pass.

33. CARD

- (i) If a player delays the game or intentionally commits a mistake, then he will be given a green card.
- (ii) If any player got 2 green card that convert in yellow card. Yellow card mean player will be out from the court for 2 minutes.
- (iii) If any player hit intensely to hurt or harm a player that condition player got red card.

34. PROTEST

The referee decision will be final. If somebody wants to protest the decision of the referee, then a protest in writing on the ground, if any, can be lodged by the coach/manager of participating team after the end of the match and within 10 minutes with a fee of Rs. 1000/- paid to the chairman, technical committee or in the name of president/secretary general/chairman or secretary, org. committee. The chairman and technical delegates of federation will dispose off the protest within an hour after the end of the match. The protest fee shall be refunded in case the protest found correct and authentic.

35. BENEFITS OF THE GAME

- (i) Develop Creativity
- (ii) Pittu Builds Leadership Skills
- (iii) Improves Muscular Strength and Endurance
- (iv) Improves Body Balance and Coordination
- (v) Improve Mental Health
- (vi) Goals Setting
- (vii) Pittu Enhance Physical Fitness of Individual
- (viii) Enhance Planning Skills
- (ix) It enhances team coordination
- (x) It increases concentration
- (xi) It sharpens out eye sight
- (xii) It teaches players about team work
- (xiii) It enhances motor fitness, alertness and activeness
- (xiv) Playing Pittu game regularly makes the players fit and healthy
- (xv) This game can be played by anyone from 03 to 60 years
- (xvi) This game can be played anywhere

36. REFEREE SIGNALS



Start Game



First Chance Hit



Second Chance Hit



Third Chance Hit



Out



Pittu Check



Pittu Correct & Full Point
(When pittu arranged)



Full Points
(When hole striker team out)



Pittu Incorrect



After One Bounce



Ball Travelling



Line Cross



Above the Head



Hit on Head



Pushing



Holding



Touch by Leg



Out of Ground



Time Out



Official Time Out



Time Up or End of the Game

37. PFI SCORE SHEET

COMPETITION: _____

VENUE: _____

DATE: _____

TIME: _____

MATCH No. _____ TEAM NAME: _____

V/S _____

TOSS WON BY _____

TEAM -1 PLAYERS NAME	CHEST No.	PITTU BREAK	PLAYER OUT	TEAM-2 PLAYERS NAME	CHEST No.	PITTU BREAK	PLAYER OUT
1.				1.			
2.				2.			
3.				3.			
4.				4.			
5.				5.			
6.				6.			
7.				7.			
8.				8.			
9.				9.			
10.				10.			
SCORE (1-HALF): 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65,				SCORE (1-HALF): 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65,			
FULL SCORE (1-HALF): 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15,				FULL SCORE (1-HALF): 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15,			
FOUL: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20,				FOUL: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20,			
TOTAL SCORE (1-HALF)=				TOTAL SCORE (1-HALF)=			
FINAL SCORE (1-HALF+2-HALF)=				FINAL SCORE (1-HALF+2-HALF)=			

CAPTAIN SIG. TEAM-1 _____

REFEREE SIG. _____

SCORER SIG. _____

RESULT: WINNER _____

: TEAM-2 _____

:

TIME-KEEPER SIG. _____

: LOOSER _____

PITTU ON GROUND



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