

A Case Study :

Tannudu banti: A new ball game of Andhra Pradesh

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ABSTRACT

Nadamala Gangadhara Reddy, a novelist, sports books writer and Senior lecturer in Library Science at Rayalaseema College of Physical Education, Proddatur framed rules and invented Tannudubanti game in the year 2008. Tannudubanti is a chasing type team ball game. It is simple and inexpensive game. By just having a ball, it entertains thirty players at a once. By playing this game, one has get physically fitness, stamina, endurance, speed and possesses discipline, leadership qualities, obedience, social mobility and sportsmanship. The present paper attempts to highlights of Tannudubanti game history, play field, rules and regulation, scoring, umpire signals, score sheet etc.

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Key words : Tannudubanti history, Goallers, Stoppers, Rules, Scoring, Rivers kick

History of Tannudu banti Game:

Nadamala Gangadhara Reddy, a novelist, sports books writer and Senior lecturer in Library Science at Rayalaseema College of Physical Education, Proddatur, Andhra Pradesh, India invented Tannudu banti game in the year 2008. Sri C.Rama Sudhakara Reddy, Secretary and Dr.B.Ravi Sankar, Principal of Rayalaseema College of Physical Education officially unveiled framed rules of Tannudubanti and inaugurated First Tannudu banti match between Royal Challengers team and Knight Raiders team on 21st September, 2008. Royal challenger's team won the match. Mr. A. Ravinder nominated for Best goaller of the match by his spectacular 13 goals.

Tannudu banti game name is derived from the Telugu language of Andhra Pradesh. The word "Tannudu" means 'kick with foot' and "Banti" means 'Ball'. So, Tannudubanti means "Kick the ball with foot" or "Kickball" in English. In the inventory trail matches, while this new game in progress, the inventor noticed that due to this game has four goal corners, the native telugu players are frequently hitting the ball by saying loudly 'thannara banti' in telugu language. On February 21st, 2010 on the eve of International Mother Language day, a renowned Telugu scholar of Proddatur town, Sri Ginka Subramanyam Garu officially named this game in Telugu language as "Tannudu banti" game. Some may use to call this game in English as "kickball" or "kikbol".

How to play Tannudu banti game:

Tannudu banti game is a chasing type ball game like cricket. It is played by two teams of fifteen players (10 players +5 substitutes) each in a 52metre square shaped

play field. There are four goal area corners, one each in a corner. A match will consist of two innings, one innings per team, and each inning being limited to 40 minutes duration. Between the first and second innings, there is a 15 minutes interval. Each inning consists of goalling and stopping team.

In the toss, Goalling elected team has to score as many as goals as they can in their first 40 minutes inning time and the other team tries to prevent goals as stoppers. In the second inning, first inning goallers play as Stopper and the stoppers of the first inning play as goallers in the second inning.

The square shape Tannudu banti play field consists of a circle in the middle. Four players from each team should play the ball with hands only within the circle as 'circle players'. Six players from each team should play the ball with legs as 'field players' out side circle.

Kickoff will start at the centre point of the circle by the one of the goallers among four goaller in the circle. At least one pass is needed among the circle goaller to send the ball out off the circle in to the hands of their field goaller. After catching the ball by any one field goaller not more than three seconds and not more than three steps he has to change the ball in to his own legs. Then he goes for goalling in any goal corner of play field.

If a single field goaller made a goal, it is called as Thrible goal score. For this three goals awarded for him and to the team score. If more than one field goaller involved in making a goal, it is called as Double goal score. For this two goals awarded for the final kicker and to the team score. If any field stopper involved in play the ball at any time before field goaller made a goal, it is called as

Single goal. For this, one goal score is awarded for final kicker and to the team score. Extra one goal score is awarded to the goaller team, if field stoppers hit the ball out side boundaries or in to the circle. One-self goal score is awarded to the goaller team, if the field stoppers hit the goal by themselves. It is treated as Self goal. For a penalty, a free kick is awarded to the goaller team from 11 meters, it fetches thrible goal to the goaller side if they convert into goal.

Winners:

A match is won by the team which shall have scored a total of goals in excess of that goals scored by the opposing team in its completed innings. For example, if A team choose Goalling in the toss and scored 38 goals in their respective 40 minutes first inning. The other side B team in their second inning for win the match, they have to score 39 goals otherwise they lost the match.

Tannudu banti game rules:

Rule one- Play field:

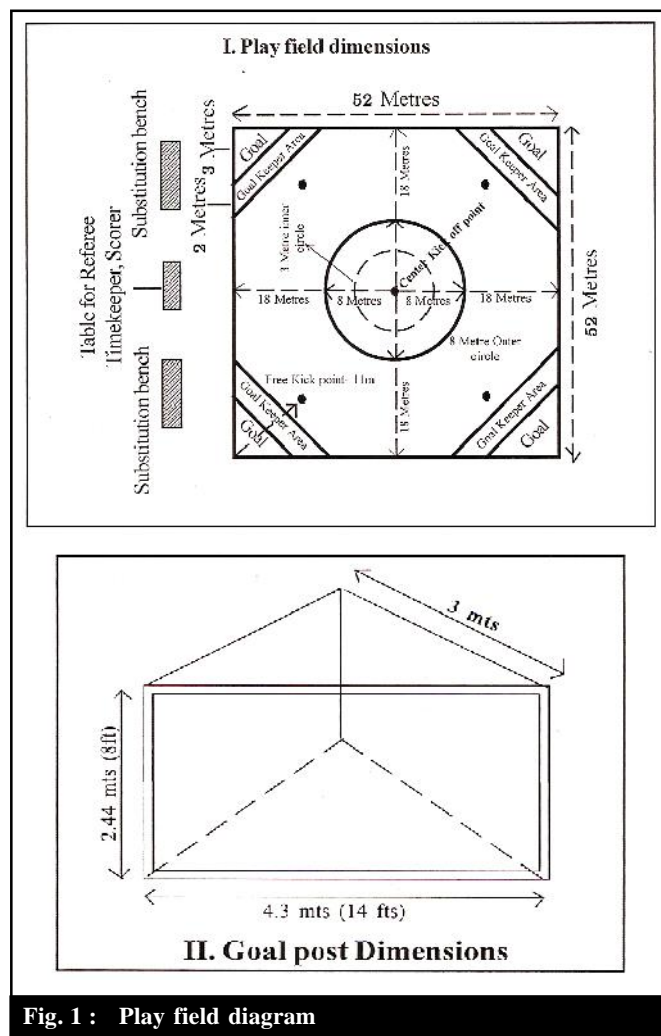


Fig. 1 : Play field diagram

Tannudu banti play field dimensions:

Shape: Square
Field dimensions:

Under 14 age category:

Field measurements: Length : 34 m
Width : 34 m
Radius of center inner circle : 3m
Radius of center outer circle : 5m
Distance of Free kick mark from the corner: 8m
Diagonal distance for field marking : 48.08m

Under 17 age category:

Field measurements: Length : 40 m
Width : 40 m
Radius of center inner circle : 3m
Radius of center outer circle : 6m
Distance of Free kick mark from the corner: 9m
Diagonal distance for field marking : 56.56m

Under 19 age category:

Field measurements: Length : 46 m
Width : 46 m
Radius of center inner circle : 3m
Radius of center outer circle : 7m
Distance of free kick mark from the corner: 10m
Diagonal distance for field marking: 65.05m

Seniors category:

Field measurements: Length : 52m
Width : 52 m
Radius of center inner circle : 3m
Radius of center outer circle : 8m
Distance of Free kick mark from the corner: 11m
Diagonal distance for field marking: 73.53m
Lines: lines are marked out by clearly visible by 8cm wide.

Goal dimensions: Shape: Isosceles triangle
Height: 2.44m (8feet)
Width: 4.3 m (14ft)

Rule Two- Ball:

The ball is spherical and it is similar to No.5 Association football with more grip and bounce. Its circumference should be 68.0-70.5cm, Weight not more than 450 g. It should have two coloured outer casing.

Rule Three- Team:

Each team consists of 15 players, but only ten players take part in the game, rest of the 5 players are substitutions. Among ten players, one acts as team captain,

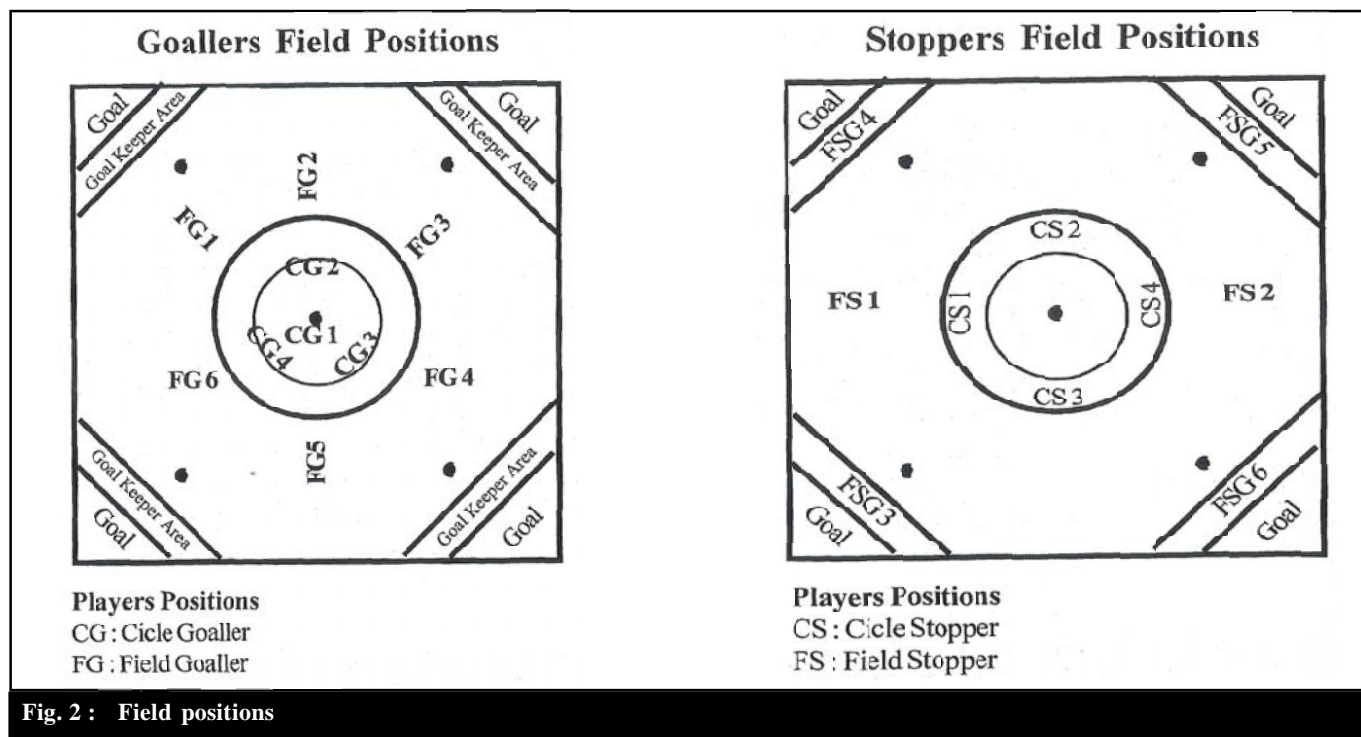


Fig. 2 : Field positions

each team plays under a captain, who, before the toss for innings, nominates players. A team can utilize three substitutions for a match. These substitutions are allowed after goal. Player's positions can be changed after goal for three times in an inning with the permission of two umpires. Each team shall be allowed to take one time-out of 1 minute in each inning.

Rule four- Officials:

There shall be two umpires (Circle umpire and Field umpire) to control the game and administer the rules. One match Referee, One time keeper, one scorer, four linesmen.

Rule five- Duration of the match, innings and toss:

Each team has one inning, taken alternately; each inning is of 40 minutes duration, unless otherwise agreed upon mutually by the respective captains. There will be 15 minutes interval period between the innings.

The choice of innings shall be decided by tossing on the field of play. The team which wins the toss may choose goalling or stopping.

Rule six- Players position and kick off procedure:

Always kick off starts from the centre point of the circle. It is a way of starting and restarting play:

Positions of two teams:

Goallers position:

Four goallers play in the centre circle as Circle

goaller. Their position at the kick off time is one has to stand at the centre circle, centre point and remaining three stand on the centre 3m inner circle. Six goallers play outside centre outer circle as 'Field goallers'.

Stoppers position:

Four stoppers play in the centre circle by standing on the centre outer circle as Circle stoppers. Remaining six stoppers play outside centre outer circle as Field stoppers. Among four of them stand in each goal corner as 'field stopper goalkeepers', rest of two will remain in the field as a 'field stoppers'.

By the circle umpire whistle, kick off will start then all circle players can move inside the circle and have to play with their hands only within the circle.

Note: At the time of goallers fouls and Reverse kicks, the circle stoppers team will take the kick off from the centre, Goallers team stand on centre outer circle.

Players of circle have to play in the circle only; players of the field have to play in the field only. They are not allowed to play in another field.

Beginning of the game:

After both teams have taken their positions, the circle umpire blows whistle for kick off, which is a signal to start the match. By that whistle, the centre point circle goallers pass the ball with hands to another player. Rest of the circle players enter the circle for getting the chance to play. Here, circle goallers try to send out of the circle

by having at least single pass among them whereas the circle stoppers try to get the ball from the goallers and to play the ball inside the circle only in order to prevent to send it for goaling by the circle goallers.

Rule seven- First pass:

At least one pass among the circle goaller is must to send the ball out side the circle in to the hands of field goallers.

If the circle goallers taken ball from the circle stoppers no need of first pass to send the ball out side circle in to the hands of field goallers.

Rule eight-Right catch:

The field goallers have to catch the ball neatly which is sent by the circle goallers.

Rule nine- 3 second and 3 steps rule:

In the circle, all the players should not hold the ball not more than three seconds and not more than three steps at any time of play.

The field goallers after catches, the ball which is sent by the circle goallers, should not hold the ball not more than three seconds and not more than three steps.

Rule ten- Method of scoring:

The score shall be reckoned by goals. A goal is scored.

A goal is scored only if the ball passes wholly over the goal line between the goal post and under the cross bar.

Thrible goal:

If one field goaller made a goal, it is called as Thrible goal score. For this, three goals are awarded for him and to the team score.

Double goal:

If more than one field goallers are involved in making a goal, it is called as Double goal score. For this, two goals are awarded for the final kicker and to the team score.

Single goal:

If any field stopper is involved in play the ball at any time before field goaller made a goal, it is called as Single goal. For this one goal score is awarded for final kicker and to the team score.

Other scoring goals:

Self goal:

One self-goal score is awarded to the goaller team,

if the field stoppers hit the goal by themselves. It is treated as Self-goal.

Extra goals:

Extra one goal score is awarded to the goallers team, if field stoppers hit the ball out side boundaries or into the circle.

Free kick goals:

For a penalty, a free kick is awarded to the goallers team from 11 meters, it fetches thrible goal to the goallers side if they convert in to goal.

Rule eleven - Free Throw and Free kicks:

Free throw:

When the circle stoppers deliberately passes ball to the ground or missing while catching, a free throw awarded to the circle goaller. It means, circle goaller can send ball from kickoff point without single pass. Circle stoppers may try to stop the ball.

Free kicks:

When the field goaller is about to goal and the player of field stopper deliberately commits the foul, a free kick awarded to the field goaller.

When the goalkeeper handles the ball out side the restricted goal area, a free kick awarded to the field goaller.

While the ball in play, if the field stoppers hold the ball with hands (after field goallers right catch then in play with feet), a free kick is awarded to the field goaller.

Rule twelve- Reverse kick:

Reverse kick is awarded to the stoppers in ten ways. By this circle stoppers will get the ball, from the centre inner circle, the circle stoppers will kick off. Circle goallers will stand on outer centre circle.

If a goal keeper successfully stops the ball within the restricted area or ball went out side boundary lines after touching any body part of the goalkeeper.

If a goal keeper sent out the ball out side boundary line from the restricted area.

If field stoppers given ball to the to the goal keeper.

If field goallers enter the goal keepers restricted area to make a goal.

If field goallers are unable to catch the ball sent by the circle goallers.

If field stoppers catche or unable to catch the ball sent by the circle goallers.

If a ball fallen on the field out side the centre circle, which is sent by the circle goallers.

If circle goallers sent out of the circle without single

pass among themselves.

If field goalers deliberately stop the field stoppers play

After right catch if field goalers again hold the ball .

Rule thirteen- Golden four free kicks rule for a tie:

At the end of the two teams innings, if the total goals score are equal, then it is called ‘Tie’., to declare the winner of the match the referee has to call for Golden four free kicks to each team.

In this rule, each team captains have to select any four players. Then the umpire gives four free kick chances alternatively to each team. Highest goal scorers are declared as winner of the match. This rule will continue till the decide of winners.

Rule fourteen- Fouls:

Circle fouls:

- 1. Ball touches the grounds; 2. Holding the ball more

- than 3 seconds and more than 3 steps; 3. Without holding the ball passes to the other players; 4. Passes the ball by single hand; 5. Passes the ball using other than hands; 6. Passing the ball by touching the circle;

Umpire decision:

Ball given to the opposite team for kick- off.

While, one team players passing the ball, the opposite team players throw the ball on to the ground or out of the circle.

Umpire decision: Ball given to the same team.

Field fouls:

- 1. If field goalers send ball inside circle; 2. If field goalers send ball out of boundaries; 3. If field goalers enter the goal keepers restricted area to make a goal; 4. If field goalers are unable to catch the ball sent by the circle goalers; 5. If field stoppers catche or unable to catch the ball sent by the circle goalers; 6. If a ball fallen

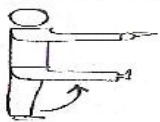
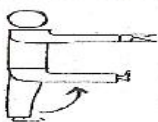
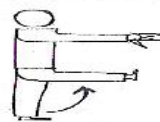

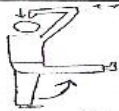
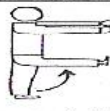
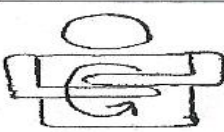



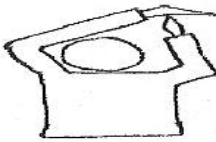





| Umpires Signals | | | |
|--|---|---|---|
|  <p>Single Goal Raise right leg parallel towards goalpost and right arm extend by showing index finger by blowing whistle</p> |  <p>Double Goal Raise right leg parallel towards goalpost and right arm extend by showing two fingers by blowing whistle</p> |  <p>Thriple Goal Raise right leg parallel towards goalpost and right arm extend by showing three fingers by blowing whistle</p> |  <p>Self Goal Raise right leg parallel towards goal post by folding arm towards the body and show one finger</p> |
|  <p>Extra Goal Raise right leg towards line by showing right hand keeping on head and show one finger</p> |  <p>Free kick Raise right leg and extend two arms straight to parallel towards goalpost by blowing whistle</p> |  <p>Reverse kick Turning folded two arms backward direction</p> |  <p>No Goal Raise right leg parallel towards goal post by showing two arms crossing action</p> |
|  <p>More than 3 seconds : Signal : Show index finger on wrist and show 3 fingers.</p> |  <p>More than 3 steps in the circle : Signal : hand patting motion</p> |  <p>Time out Form T-shape by index finger over head</p> |  <p>Substitution Cross arms</p> |
|  <p>Warning Shows green card</p> |  <p>Suspension for 5 minutes Shows Yellow card</p> |  <p>Suspended from the match Shows Red card</p> |  <p>Suspended from the tournament Shows both Yellow and red card</p> |

Fig. 3 : Different types of signals used by umpire

on the field out side centre circle which is sent by the circle goallers; 7. If circle goallers sent out of the circle without single pass among themselves; 8. If field goallers deliberately stops the field stoppers play; 9. After right catch, if field goallers again hold the ball.

Umpire decision:

Ball given for reverse kick to the stoppers team for kick -off.

Rule fifteen- Counting of play time:

Time lost in Free kicks, time- outs, re-starts, kick -offs after goal, Injured time will not added to the running time. This time is added to the innings as extra time continuously. But all fouls added to the running time.

Rule sixteen- Warning, suspension:

First warning ...Umpire shows green card; If green card is shown to a player twice, then the next card shall be directly yellow card.

Second warning....Temporary suspension for 5 minutes... Umpire shows yellow card; If yellow card is shown to a player twice, then the next card shall be directly red card.

Suspension from the match....Umpire shows red card

Suspended from the tournament.... Umpire shows yellow and red card.

Rule seventeen- Best Goaller Award:

Best goaller of the match is awarded to the top goaller of the match.

Conclusion:

Inventions in the science and technology yesterday, reaching public by today. Best example for this is today's cell phone technology. But in sports, inventions especially

new games aspect, took long painful years for public appreciation. Best example for this, our now a days famous all sports reveals this truth. Tannudubanti, a newly born Indian baby sport is looking eagerly for helping hands from the elder sports persons, associations, and policy makers to grow and run across the world to fetch laurels to India.

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