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Acknowledge E Would like to express my special thanks of gratitude to my teacher "Mr. A.K. Aher" Who has given his Valuable support, cooperation and suggestions and given the project on "KHO-KHO" and I would also like to extend my gratitude to the Principal Sir "Mr. vinot Markad Sir" Vice principal Gir "Mr. Markad Sir" Vice principal Gir "Mr. Project Project.

Nhat is KHO-KHO? Kho-Kho is a popular tog and ancient post from India. it is played by teams of 12 · nominated players Out of fifteen, of which nine enter the field who sit on their which nine enter the field who sit on their Sport Knees (chasing team), and 3 extra (defending team) who try to avoid being touched by members of the opposing team. it is one o he two most popular traditional tag game n the indian Subcontinent, the Othe being tag games Kabaddi. A part From the indian community in South Africa. Kho-Kho, traditional indian Torms of outdoor sport, dating Sport, a oldest to prehist dric india. ho-kho fosters many desirable Such as Sportsmanship, teamwork, loyalty, Such as Sportsmanship, teamwork, loyalty, Competitiveness, and self-esteem as Well as Speed, agility, Strategy and quick thinking. This speed, agility, Strategy and quick thinking. This game in itself is a personal development tool for the athlete that takes up the Challenge challenge Firsever kho-kho campetition Was held in the year 1914 in 1959 First national kho- kho championship was. reld under kho-kho Federation of india was Set up in the year 1955. For Educational USE

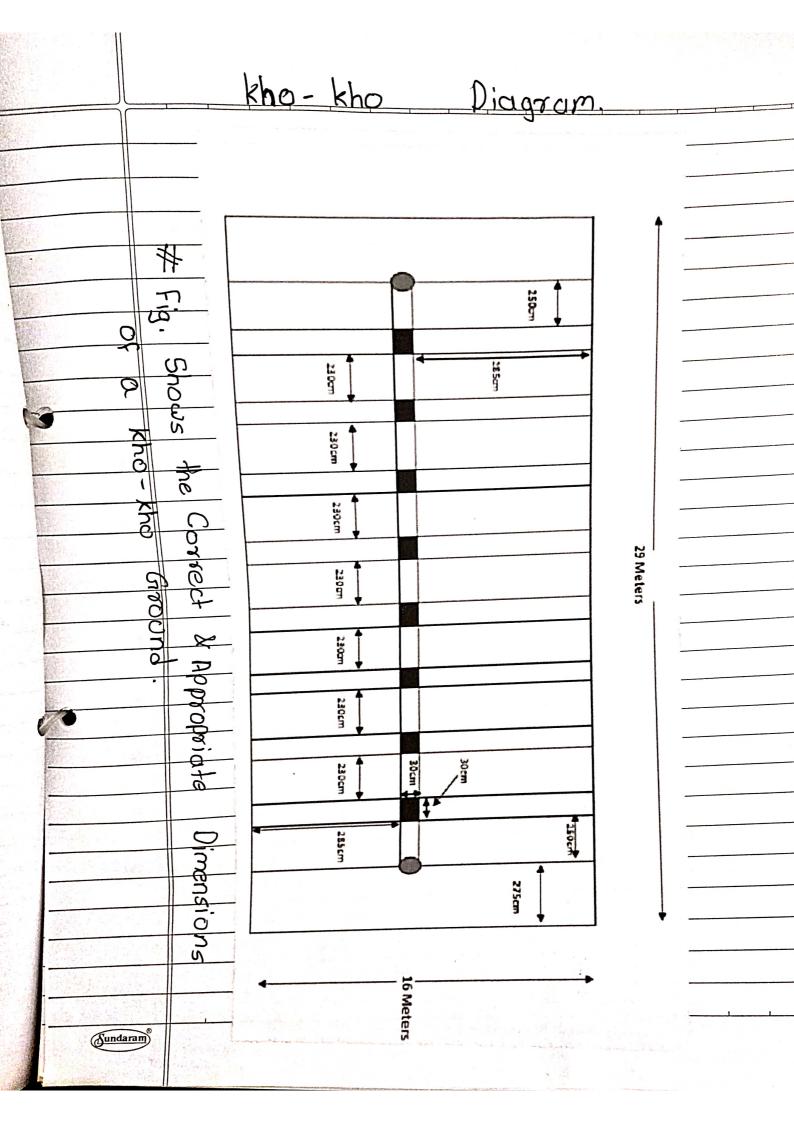
History The origin of kho-kho is very difficult the unique of Kno-Kno is very difficult to trace, but many historians believe, that it is a modified from of Run chose , which in its simplest form involves chasing and touching a person with its origins in Maharashtra, kho-kho its origins in Maharashtra, kho-kho in ancient times was played on 'raths' or chariots and was known as <u>Bathara</u>. kho-kho is a popular tag sport from India. The present appearance of the game was an adaption about the time, there were neither Ony dimensions of the playground nor the poles which demarcate the central line. The time factor was also missing. In 1999, The Asian kho-kho federation was established during the 3rd edition was established during the 3rd edition of the South Asian Games. Member Countries included India, Bungladesh, Pakisha Countries included India, Bungladesh, Pakisha Sri lanka, Nepal and Maldives. The 1st sri lanka, Nepal and Maldives. The 1st Asian championship was help at kolkata in Asian championship was help at kolkata in 1996 and the second championship at Ohaka, Bungladesh, India, Sri lanka, Pakistan, Nepal, Japan, Thailand were participants of this championship. Sundaram

Rules Two teams face each other in this game The game starts with tass between two team Captain. The Winning captain decides who will chose Team A or Team A won the togs consists of 12 players. IF Team A won the tock and decides to chose. 9 players from team team A enters the players trom team team to enters the players sit/ kneel in the middle of the court facing opposite direction in a straight row. A match consists of two innings of runing and chasing turns of g minutes. From Team B, three players Can enter the kho-kho ground as the runners. All 9 Players of the team sit in arow with both the end having a pole. The 3 runners can go between two players of Team A who are Do tween two players of require the chaser sitting in a Zigzag alignment. The chaser to an members failling to go through their sitting team member is not to go through sitting team members failing to it their sitting team members failing to it their sitting team only turn back and chase after he touches the Pole at

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Playground Dimensions & Equipment The required equipment in kho-kho game is two watches, whistle (every time a team scorres), measuring tape, lime powder and stationary to write results. kho-kho playground is 29 meters long 16 meters wide in dimension. At each end of the longer side of the rectangle is two rectangles measuring 16 meters in length 2.75 meters wide. 12.75 meters wide. Wooden pillar of <u>120 cm high at the</u> inner center of the line of this rectangle as shown in the figure below. The circumference of the wooden pillar is between 30 to 40 cm. There is one straight line on eigher side OF the pillar. There are 8 pairs of parallel lines between these two wooden pillor, posts. Each pair of the line is -20 Cm away from each other 2.30 meters away from next pair of line FOR EDUCATIONAL USE



Kho-Kho S	Skills.	
· Each player require Skills to contribute	and win the gome.	
1. Chasing Skills:		
Pole diving		
• Sudden change of direction		
Tapping		
Diving		
· Girosping Direction		
· Fake kho		
· Griving kho		
Jate kho	11:0 off FX000	
 Cretting in Square Square 	and getting off from	
	•	
FC	DR EDUCATIONAL USE	

Running Skills: 11. Runing: zig-zag Avoiding Dodging 0 position on kno kno playground The judgment of direction: How fast and attentive you are to know which direction you have to run. Next is Gretting up from Square: Should be very responsive to your teammate ream coordination: very fast grasper of kho given by team members and realizing if the Signal was early kho, late kho, faire kho, hurry km or it's a simple kho FOR EDUCATIONAL USE Sundaram

A Short Description · Giving Kho and Chasing the runner: A chaser must say "kho" when he gives singal to sitting chaser so that he can get off from square and start chasing the runner. If he fails to say this word a foul is noted and considered as kho kho rules is not followed. Fake kho and Sudden kho: Fake kho is way to device the attention or disturb the chaser, the chaser pretends that he given kho to his fellow team mates but he is actually chasing the runner. In sudden the chaser gives immediate the to team mate making it hand for runner to avoid getting caught. Choosing direction: Chaser team player must keep his foot out of box with care as his foot will decide which way he will run to chase the number else a fout will be counted. FOR EDUCATIONAL USE

Diving:

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This takes lot of training and practice to perform This is Very effective method of touching the chaser and catching him. In this process chaser pounes on active runner to touch him out. One Special type of diving is pole diving. In this kind of diving the runner make Sure he takes Support of wooden poled and diving to touch the runner. for developing above skills players follow some specific kho kho Training techniques





lournaments National Tournaments 0-# The National Championships for kho-kho is the oldest Domestic kho-kho tournaments in India The first National kho-kho championship for men was held at vijayawada, Andhra prodest back in 1960. The fournament follows the leggue cun knockout format. There are eight zones - Furthermore, tap two teams From each group will qualify for the knock - out stages of the tournament Along with State team, Institution teams like Railways and Airports Authority of India also vie for the top honours. while, Indian Railways won the 51 st edition of the Sentor National kho-kho championships for Men held in kolhapur, Maharashtra in October # National women championship &-The National championships for kho kho is The Oldest Domestic. kho-kho championship for the Oldest Domestic. kho-kho championship for D women was held at kolhapur, Maharashtra back in 1961. Unlike the men, this championship happens at only one category-Senior. Various Institution teams like Railways, Airports Authority OF India also FOR EDUCATIONAL USE Sundaram

Come to the tournament to battle various state teams The host team, Maharashtra won the 50th edition of the senior Natinal kho-kho Championships for women held in kolhapur, Maharashtra in October 2017. with the popularity of other sports increases with the popularity of other sports increases not day by day. The kho-kho Federation of India (kkFI), realized it needs to promote the sport of kho-kho from school levels # school Championships. 8itself. it soon storted many school level championships. These championships focus on searching and These championships focus of various age recognizing hidden talents at various age ranges. Plongside them is the prestigies of the event are U-14, U-17 and U-19 for both Boys and Girls. The tournament runs a league-Cum - knockout format, with the first four rank pools decided on the previous edition of N the tournament # All India Inter University the the Tournament.8-The All India Inter University tournament is one of the major sporting events for University one or inc the Tournament happens in students in India. The Tournament happens in 2 stages, During the first stage Universities against each other in their respective zones.