



PESTA SUKAN

PENCAK SILAT 2024



**ONE
SGSILAT**

COMPETITION RULES AND REGULATIONS

Article 1: Who is the Technical Official in Pencak Silat?

Technical Officials

Technical Officials here will be referred to as “Wasit-Juri” or also known as “Referee-Jury”.

All Wasit-Juri on duty must be certified and endorsed by Singapore Silat Federation.

Code of Ethics – Technical Official

All Wasit-Juri are:

1. Binded by the International Pencak Silat Competition Rules & Regulation;
2. Required to uphold the integrity of the International Pencak Silat Competition Rules & Regulation, the name of Pencak Silat, and as a certified Wasit-Juri of International Pencak Silat Federation;
3. Required to be aware of the new development in the game of Pencak Silat, and undertake efforts to maintain and continue learning in the skills of officiating;
4. Required to be committed by being punctual and being present throughout the competition period;
5. Needed to take instructions from the Technical Delegate and cooperate with other Wasit-Juri on duty;
6. Not allowed to make wrong decisions with intentions;
7. Required to avoid any unnecessary act that may interpreted as conflicts of interest;
8. Required to maintain personal grooming. And appear smart, with proper hairdo, neat uniform, and no accessories during game;
9. Required to be respectful and courteous to organizer or host country, fellow Wasit-Jury, athlete and officials, spectators, and members of the public;
10. Not allowed to consume any type of alcoholic beverage throughout the competition period, even when not on duty;
11. Not allowed to display temper, unethical behaviour (verbal or non-verbal abuse), physical abuse, and any other inappropriate behaviour;
12. Not allowed to engage in gambling outcome of the games where he/she is officiating;
13. Not allowed to make any unauthorized statements verbally or written to any media;
14. Not allowed to accept any types of bribery in terms of monetary or gifts from athletes and officials, organizer, or member of the public.

Pledge for Wasit-Juri

“We, the International Pencak Silat Wasit and Juri promised,

- To carry out the duties in accordance to the rules of International Pencak Silat Competition
- To conduct the competition honestly, fairly and with responsibility
- To maintain and protect the honour and dignity of Pencak Silat with appropriate behaviour and attitude”

On top of reading out the pledge before carrying out their duty as a Technical Officials at a Pencak Silat event, all Technical Official are required to sign a contractual agreement related to their appointment as Technical Official.

Those who will be binded with the contractual agreement upon accepting their duties as Technical Officials are;

1. Technical Delegate,
2. Technical Chairman,
3. Competition Chairman,
4. Council of Wasit-Juri,
5. Protest Commissioner,
6. Wasit,
7. and Juri.

The contractual agreement is to ensure that the appointed Technical Official will perform their duty as per their jurisdiction and adhering to the requirements and Code of Ethics.

Article 2.1: Team Composition

Officials

Officials here will be referred to as “Team Manager” and “Coach”.

Officials are the important roles for a competing team participating in any competition to ensure smooth transaction before, during and after competition.

The Team Manager is a catalyst and a bridge, causing things to happen for other people and stimulating the development of the team through nurturing a climate of trust, respect and shared ownership.

Code of Ethics – Officials – Requirements

Team Manager is required to:

1. Understand fully and adhere to the International Pencak Silat Competition Rules & Regulations;
2. Know and understand fully the process and practice of the games and competitions;
3. Know and understand medical injury and medical evacuation processes;
4. Respect the rights of every individual to participate in the competition;
5. Develop a mutual relationship and understanding with athletes that is based on responsibilities (demonstrate proper personal behaviour and conduct at all times);
6. Demonstrate a positive attitude at all times throughout the competition period;
7. Be responsible for all their athletes during the competition and ensuring that safety is their first priority;

8. Not showcase any unethical or unruly behaviour (verbal or non-verbal);
9. Not to shout and show of unruly behaviour to the competition officials, organizer, or host country for any dispute on competition made;
10. No grouping up in any manner with the intent to make the championship a failure;
11. Should not threaten organizing committee / organizer, Wasit-Juri, athlete, opponents, spectators, or members of the public;
12. Should not upload on social media (Facebook, Instagram, Twitter, etc) in relation to the competition with the main intention to condemn or defame the organizing committee / organizer, running of competition, Wasit-Juri, and all others.

Coach is required to:

1. Educate the athletes through communicating ideas and concept of Pencak Silat competition;
2. Improve athlete technical ability by applying knowledge and skills in relation to Pencak Silat;
3. Demonstrate proper personal behaviour and conduct at all times throughout the competition period;
4. Ensure their athletes execute safe and correct techniques during games, without intention to injure opponent at illegal area;
5. Understand fully and adhere to the International Pencak Silat Competition Rules & Regulations;
6. Know and understand fully the process and practice of the games and competitions;
7. Not shout or swear to Wasit-Juri on duty that can or may spark a fight or riot amongst contingents;
8. Not influence the act or decision of the Wasit-Juri officiating the games;
9. Not threaten the off or on duty Wasit-Juri as it may result in the decision making of the Wasit-Juri.

Athlete

Athletes here will be referred to as a "Competitor".

All Competitors participating at the major competitions must be certified and endorsed by their national Pencak Silat association/federation and its National Olympic Council.

Code of Ethics – Athlete

All Competitors are believed to:

1. Binded by the International Pencak Silat Competition Rules & Regulation during games;
2. Required to uphold the integrity of the International Pencak Silat Competition Rules & Regulation, the name of Pencak Silat, and as a Pesilat;
3. Required to be aware of the new development in the game of Pencak Silat, and undertake efforts to understand the point system;
4. Be worthy of trust in all they do (trustworthiness);

5. Live up to high ideals of ethics and sportsmanship and always pursue victory with honour (integrity);
6. Live and compete honourable, such as; do not lie, cheat, steal or engage in any other dishonest or unsportsmanlike conduct (honesty);
7. Fulfil commitments, such as; do what they say they will do (reliability);
8. Treat all people with respect all the time and require the same of other fellow *pesilat*;
9. Do not engage in any disrespectful conduct of any sort including profanity, obscene gestures, offensive remarks of a sexual or racial nature, trash-talking, taunting, boastful celebrations, or other actions that demean individuals or the sport;
10. Treat games and its Wasit-Juri with respect, by not complaining about or arguing with Wasit-Juri calls or decisions during or after the game.

Pledge for Pesilat

- A *Pesilat* is an individual who has noble mind and character
- A *Pesilat* is a man who honours his fellow man and loves friendship and peace
- A *Pesilat* is a man who always thinks and acts positively, is creative and dynamic
- A *Pesilat* is a warrior who uphold truth, honesty and justice, and is always resilient in facing any ordeal and temptation

Article 2.2: Breaking the Code of Ethics

All accredited person involved in the Pencak Silat event is binded by the Pencak Silat Competition Rules & Regulation during games period.

Any personnel who are found to breach the Code of Ethics, the Disciplinary Committee will act according to the seriousness of the case.

The following procedures will need to be adhere accordingly:

1. A case report should be issued against the offender
2. The on-duty Technical Delegate will pick up and discuss further and recommend the charges to Singapore Silat Federation on further action to be taken.
3. Singapore Silat Federation will issue out the sentence.
4. The offender can appeal for his/her case with Appeal Fee of \$500 to be paid to Singapore Silat Federation.
5. An independent committee formed by Singapore Silat Federation will review the case again. Should the appeal be accepted, the charges will be lifted.
6. However, if the appeal and review is rejected, and the offender wants to submit the appeal again, a Re-Appeal Fee of \$1000 will be imposed.
7. And the different group of committees formed by the federation will review the case again.
8. Decision by the formed committees is final.

Article 6: Official Attire in Pencak Silat Competition

1. Athletes and their Coaches must wear the official attire as herein defined.

Athletes

1. Athletes must wear a standard black Pencak Silat Uniform without stripes, piping, or personal embroidery other than specifically allowed by PERSILAT. Allowance for length of uniform up to the wrist and ankle is \pm 2cm.
2. The logo of Singapore Silat Federation will be on the right chest, and Club/Association on the left chest. Logo must not exceed 10cm diameter.
3. For sponsor's logo will be placed on the right arm, where the size of the sponsor's logo must not exceed the size of Singapore Silat Federation's badge. Logo must not exceed 10cm diameter.
4. The national emblem or flag of the country will be worn on the left arm of the uniform.
5. The Club/Association name may be embroidered at the back of the uniform, with the dimension not exceeding 35cm in length and 25cm in height. No restriction on the colour, font, and design of the wording.
6. Arm sleeves and pants must not be rolled up.
7. Athletes are given 3-minutes to change to a new pair of Silat uniform if their Silat uniform (either top or bottom) are torn and exposing their skin or inner clearly.

Competition Chairman will need to record on the timing, once 3-minutes is up, Reprimand I will be issued out to the athlete. If the athlete is still not back to the arena within 3 - minutes, the Competition Chairman will continue with additional 2-minutes countdown. If the athlete does not return to the arena within the 2-minutes, the athlete will be issued with a Warning I.

If the athlete takes longer than 10-minutes, the athlete will be issued with a Warning III (Disqualification).

Should the athlete take lesser than the 3-minutes countdown, no points will be deducted.





Competition Chairman will need to make the announcement clearly once the athlete is back in the arena.



Please refer to the table below:




Time	Penalty
0.00 minute to 3.00 minutes	No penalty
3.01 minutes to 5.00 minutes	Reprimand I (-1 point)
5.01 minutes to 10.00 minutes	Additional Warning I (-5 points)
Beyond 10.00 minutes	Warning III (Disqualification)

8. Athletes must keep their hair clean and cut to a length that does not obstruct a smooth match conduct. Hair slides are prohibited, as are metal hairgrips. Ribbons, beads, glitters, and other decorations are prohibited. Rubber band to tie up hair is permitted.
9. Athletes must have short fingernails and must not wear metallic or other objects, which might injure their opponent.
10. The following protective equipment are compulsory:
 - a. Body protector – one athlete wearing red and the other wearing blue
 - b. Groin Guard – personal item

No.	Item	Image	
a.	<p>Body Protector (Red & Blue)</p> <p>*Red & Blue Sash will not be provided, as the colors has been indicated (coated) on the vest itself.</p> <p>**Exchange of Body Protector during game due to torn or damaged which could injured the athlete when receiving any attack, will need to be done immediately.</p> <p>Changes to be done within 3-minute.</p>	 <p>Front</p>	 <p>Front</p>
		 <p>Back</p>	 <p>Back</p>

b.	Guards	 <p>Male – Groin Guard</p>
		 <p>Female – Groin Guard</p>

11. The following protective equipment is allowable for athlete to put on, however it is an optional equipment:

No.	Item	Image
a.	<p>Mouthpiece / Mouthguard</p> <p>The use of metallic teeth braces is allowed however athlete must accept full responsibility for any related injury.</p>	

<p>b.</p>	<p>Step Shin Guard</p>	
<p>c.</p>	<p>Forearm Guard</p>	
<p>d.</p>	<p>Hand Wrap</p> <p>Hand Wrap (as per Image 1), such as using Kinesio Tape, IS ALLOWED.</p>	 <p>Image 1 ^</p>
	<p>However, hand wrap for the following sports is NOT ALLOWED, such as; Boxing, Muay Thai, Lethway, and Kick Boxing.</p>	

12. Glasses are forbidden, unless it is a sport goggle with elastic band. Soft contact lenses can be worn at athletes' own risk.



13. For athletes competing in *Tunggal* and *Ganda* categories – athletes must complete their attire with a set of *Tanjak* and *Samping*.
14. For athletes competing in *Regu* category – athletes must complete their attire with a white sash of 10cm wide, wrapped around the waist, and not tied. The Silat uniform must not be tucked in.
15. Female athletes who don **Hijab (Headscarf) must only wear in black coloured and must be tucked in and tied knots (as per Red Arrow & Image 3)**. A plain black head scarf is allowed for female athletes and must be PERSILAT Approved.



Image 3 ^

Athletes competing in the Artistic Single (*Tunggal*) and Double (*Ganda*) categories is allowed to wear single coloured uniform and *samping* & *tanjak* for both top and bottom.

Athletes found wearing a different coloured top and bottom will be issued a penalty of -0.50 points under improper attire.

Coaches

1. Coaches shall during the event wear a standard black Pencak Silat Uniform without stripes, piping or personal embroidery other than specifically allowed by PERSILAT. Allowance for length of uniform up to the wrist and ankle is ± 2 cm.

2. The logo of PERSILAT will be on the right chest, and National Federation on the left chest. Logo may not exceed 10cm diameter.
3. For sponsor's logo will be placed on the right arm, where the size of the sponsor's logo must not exceed the size of PERSILAT's badge. Logo must not exceed 10cm diameter.
4. The national emblem or flag of the country will be worn on the left arm of the uniform.
5. The country name may be embroidered at the back of the uniform, with the dimension not exceeding 35cm in length and 25cm in height. No restriction on the colour, font, and design of the wording.
6. Female coaches who don **Hijab (Headscarf) must only wear in black coloured.**



Explanation:

1. *There will be a check for athletes and coaches before they move off from the holding area to the Arena.*
2. *If an athlete enters the arena inappropriately dressed, he/she will be given time to remedy matters before moving to the arena.*
3. *Material for the uniform for Match (Tanding) category will be Japanese Cotton, this is due to the durability of the fabric.*

4. *There should not be any pockets at the Silat pants for athletes to be worn when competing.*
5. *Cornerman/Coach should prepare at least one set of Silat uniform at their Coach Box for their competing athlete.*
6. *No requirements on the types of fabric for uniform for Artistic (Seni) category. The uniformity will be based on the standard guidelines and rules set.*

Article 10: Prohibition

There are four (4) categories of prohibitions:

- Light
- Moderate
- Serious
- Disqualification

Light Violation (Verbal Warning)

1. No “*Pola Langkah*” before making any attacks if there are gap between competitors.
2. No running is allowed.
3. Stepping out of the arena, intentionally or unintentionally, including if athlete falls outside of the arena.
4. Athlete walking inside arena.
5. Athlete jumping around in the arena.
6. Athlete not on-guard position (standing without stances).
7. Athlete clinching both fists.
8. Athletes in *Sikap Pasang*, but no action was made within 10-seconds.
9. Disregarding the Wasit’s instructions; An athlete must always follow the instructions of the Wasit.
10. Doing sweeping / scissors technique when distance between opponent is more than 1 metre

Moderate Violation (Reprimand)

1. Following act or techniques may result the Wasit to issue Reprimand to the athlete;
 - Touch the opponent and elbow
 - Touch the opponent and knee
 - Grab the neck
 - Kick or step on the thigh while opponent is on the ground
 - Continue to clinch/grab after a valid and legal dropping technique
 - o Lift and slam opponent to the ground after legal dropping
 - Continue to punch or kick after valid and legal dropping technique
 - Slice/Graze to any illegal area unintentionally without causing any injury

- An attack is made to the valid area, but slipped up/down to illegal area, intentionally or unintentionally.
- 2. Scratching and pulling the opponents' hair/scarf.
- 3. Technical Counting by Wasit. Example: Due to valid attack, due to poor fitness, unable to be in ready position upon Wasit command, etc.
- 4. Time delaying tactics. Example: Moving slowly, tying of hair when its not loose, adjusting shin / forearm guard when its not required, removing medical tape randomly, etc.
- 5. Making an attack after end of round, signified by the sound of gong and/or Wasit. Once the Wasit has made the call of time, any action initiated by the athlete shall be considered illegal.
- 6. Avoiding the opponent by hiding behind the Wasit purposely, without touching.
- 7. Grabbing the vest and hand / shirt with two hands.
 - a. Grabbing of vest with 2 hands to prevent from dropping is not allowed.
 - b. Grabbing of vest with 2 hands to execute dropping technique is not allowed.
 - c. Grabbing of vest and hand is not allowed.
 - d. Grabbing of vest and shirt is not allowed.

Serious Violation (Warning)

- 1. Any attack to illegal parts of the body intentionally or unintentionally (Wasit may request on viewing of VAR System for transparency purposes).
 - a. Neck, head and groin.
 - b. Single attack to the thigh area without following up with another attack.
 - c. Direct attempts to break the joints.
 - i. Direct kick to the knee
- 2. Attack with head (Head butt).
- 3. Grab/grip or hold while elbow the opponent.
- 4. Grab/grip or hold while knee the opponent.
- 5. Hammer kick or push kick after scissors technique.
- 6. Imposed when an athlete avoids the opponent from an attack by hiding behind the Wasit and/or touch/hug/hold/push/grab the Wasit during the match.

7. Imposed when the athlete or officials (coach & team manager) intentionally touch/hug/hold/push/grab the Wasit during the match.
8. Causing injury to the opponent by attacking before/after Wasit commands *Mulai/Ti*.
9. Pile driving (12 to 6) (however, if the opponent did not fall on its neck, the athlete performing the act will not be disqualified).
10. Biting and spitting on opponent. Biting in any form is illegal. An athlete must recognise that a Wasit may not be able to physically observe some actions and must make the Wasit aware if they are being bitten by an opponent.
11. Fingers outstretched toward an opponent's face/eyes in the standing position, an athlete that moves his arm(s) toward his opponent with an open hand, fingers pointing at the opponent's face/eyes, will be a foul.
12. Executing improper defensive technique intentionally
 - a. Purposely ducking / bending / diving towards opponent's attacking legal target area.

Disqualification

1. Receiving a Warning III.
2. Vomiting in the arena.
 - a. If athlete runs to the corner and vomit in the bucket, it is allowed.
 - b. If athlete vomits in between round, in the bucket at the corner coach box, it is acceptable.
3. An athlete shall not engage in any unsportsmanlike behaviour during a match.
4. Once the Wasit has called for a stop to the brawl, athletes shall cease all offensive actions towards their opponent.

If athlete takes longer than 10-minutes to change their uniform during games.
5. Refusing to continue the match although the Medical Team declare them fit to continue.
6. Wasit to conduct Technical Counting for the third time in a round.
7. An athlete, or team official and supporter physically or verbally abuses the ITD, Wasit Juri & Protest Commissioner and Operator during the ongoing match.
8. Pile Driving (12-6) or Supplex, where opponent fall neck first.
9. Failing to Meet Weight during Weighing-In
10. Failing the Doping Test
11. Failing to Pass Medical Check-up

12. Showing Tantrum (during game, break time or post game)
 - a. Leaving the arena due to unhappiness
 - b. Kicking the pail/bucket
 - c. Destroying competition equipment
 - d. Using/hurling vulgarities to opponent, Technical Officials on duty, or Corner Coach.

Note:

- i. During an ongoing match, athlete will be disqualified if they refuse to return to the arena after the third call. If athlete return before the third call, Warning 1 will be issued.*
- ii. If an athlete breaks the code of ethic, a yellow card will be issued. Second yellow card within the same competition, will lead to a red card. Disciplinary committee will step in, and action will be taken.*
- iii. If an athlete feigns, or exaggerate an injury, the Disciplinary Committee will evaluate the situation and further action will be taken.*

Article 11: Warning & Penalties

Wasit will go towards the athlete to issue warning, reprimand, or penalties. Wasit should not wait and call the athlete to come towards him/her.

Wasit is not required to face the athlete when issuing out Warning I, Warning II, and Warning III. Wasit will only face Competition Chairman when showing the aba-aba (hand signal).

Verbal Warning

1. Imposed when a light violation is committed.
2. No points will be deducted.

Will be added on consecutively for any light violation occurred in the same round.

Will reset in the following round.

Example 1

Should an athlete step out of the arena intentionally Round 1, the athlete will be issued with Verbal Warning.

And should the athlete repeat the same violation again in the same round, the athlete will be issued with Verbal Warning II.

However, when the athlete commits the same violation in Round 2, the athlete will be issued with Verbal Warning I, as the issuance of the penalty will be reset.

Example 2

If the athlete commits a violation by stepping out of the arena intentionally at Round 2, the athlete will be issued with Verbal Warning I.

In the same round, the athlete commits another light violation – No Pola Langkah – the athlete will be issued with Verbal Warning II.

And, if the athlete commits another different light violation – Clinching Both Fists – the athlete will be issued with Reprimand I.

Reprimand

Reprimand I (1-point deduction)

1. Imposed when an athlete commits a light violation for the third time in the same round.
2. Can be given immediately when an athlete commits a serious violation without causing injury to the opponent.
 - a. Sliced
 - b. Grazed**

Reprimand II (2-points deduction)

1. Given when an athlete commits another violation, after Reprimand I have been issued within the same round.

Will reset in a new round.

Example 1

Athlete already committed light violation – stepping out of the arena intentionally – two times in the same round. The athlete will be issued with Reprimand I when the athlete commits any light violation in the same round.

Example 2

When the athlete committed three (3) light violations in Round 1. And Wasit already has issued out Reprimand I.

Next the athlete committed another light violation in Round 2, the athlete will be issued with Verbal Warning instead of Reprimand II, as it will be reset in a new round.

Warning

Warning I (5-points deduction)

1. Imposed after an athlete commits a serious violation after receiving Reprimand II in the same round.
2. Imposed when an athlete commits a serious violation with or without intention, causing injury to the opponent. This may lead to disqualification to the athlete who commits the act.

- a. Direct Contact
 - i. Visible Bruise
 - ii. Broken Tooth
 - iii. Open Cut

- 3. Pile Driving
 - a. If the one is being pile-driven curled their body, and tuck their head in between the leg resulting to a fail Pile-Driving act, the one who initiates the act will be given a Warning and points will be deducted.

However, if the act is successful, and the victim fall on its head/neck, the one who initiates will be disqualified.

- 4. Flagrant disregard of the Wasit's instructions; An athlete must follow the instructions of the Wasit at all times.

Warning II (10-points deduction)

Warning II will be issued if the athlete commits another serious violation after Warning I have been issued regardless of rounds in the match.

All warnings will be followed throughout all rounds in the match.

Example 1

The athlete commits a serious violation by attacking at the illegal area of its opponent in Round 1, Wasit will issue out Warning I immediately.

And when the athlete commits another serious violation in Round 2, Wasit will issue out Warning II immediately to the athlete. As the Warning will follow throughout all rounds for that game and will not reset in the next round.

Example 2

The athlete already has Reprimand II throughout its game, and in the same round the athlete was issued with Reprimand II, the athlete committed another violation, the athlete will be issued with Warning I.

And when committed another violation in the next round, the athlete will receive Warning II.

Disqualification (Warning III)

- 1. Imposed after an athlete commits a violation after receiving Warning II in the same round.
- 2. Vomit in the arena due to valid attack.
 - a. Only if athlete vomits in the arena during the match.
 - b. If athlete vomits in between round, in the bucket at the corner coach box, it is acceptable.

3. Failing to meet weight during weighing in.
4. Exceed 10.00 minutes when changing torn attire
5. Failing a doping test.
6. Failing to pass the medical check-up.
7. Athlete showing tantrum (during game, break time or after game):
 - a. Leaving the arena due to unhappiness
 - b. Kicking the pail/bucket
 - c. Destroying competition equipment
 - d. Using/hurling vulgarities to opponent, Technical Officials on duty, or Corner Coach.

If during game, the athlete will be called to come back to the arena, the athlete will be disqualified immediately if the athlete refused to come back after the third call.

However, if the athlete returns to the arena before the third call, the athlete will be allowed to continue with the game, and the athlete will be issued with Warning I.

If the incident happened after the games, the athlete will be issued with Penalty Card.

8. Athlete performing Pile-Driving action, where the opponent was thrown to the neck and above.
9. Athlete performing Suplex action, where the opponent was thrown to the neck and above.
10. Athlete who refused to continue the games despite getting clearance from Medical Officer on duty who certify he/she as fit
11. Attacking an opponent after the gong sound or break. The end of a round is signified by the sound of gong and the call of time by the Wasit. Once the Wasit has made the call of time, any offensive action initiated by the athlete shall be considered illegal.

Technical Counting

How to do Technical Counting?

Wasit will carry out to perform Technical Counting when athlete is unable to get up from any valid and legal attack. Technical Counting process will kick in when Wasit give instruction to both athletes to *Sedia*.

1. Upon seeing the athlete who is unable to be in *sedia* position. Wasit will call the athlete; "*Pesilat, Sedia!*" two times.
2. If athlete struggle, Wasit will start the Technical Counting process.

- a. Left hand directing to the injured athlete
 - b. Right hand moves to do the counting – 1 to 9
 - c. If athlete able to do *Pola Langkah*, and be in *Sedia* position, in between the Technical Counting, the counting will continue till 9. After finish until 9, Wasit will issue out Reprimand I to the athlete for wasting time.
 - d. If athlete unable to get up, Wasit will finish the counting – 10.
3. If the opponent performed a valid attack to the injured athlete, the opponent would win with Technical Knockout (TKO).
 4. Athlete will be imposed with Warning III (Disqualification) after receiving three Technical Counting in the same round. The third Technical Counting is where Wasit will finish the counting till 10 – and straight with Warning III hand signal.
 5. For athlete who refused to get up after receiving a valid and legal attack, Wasit will call in Doctor/Medic to verify whether the athlete is fit or unfit to continue.
 - a. If athlete is fit and refuse to get up after being called with “*Pesilat, Sedia!*” 3-times, Wasit will continue with Technical Counting 1 to 10, and disqualified.

If athlete is unfit, the opponent will win the game with Technical Knockout (TKO).
 - b. If the athlete has fits or spasm, Wasit to stop Technical Counting, and call in Doctor/Medic to attend to athlete. Doctor/Medic is to certify whether the athlete is fit or unfit to continue the match.
 - c. If the athlete is unfit, Wasit to proceed with Technical Counting. However, if the athlete got up after “9” Wasit will issue out Reprimand I. If the athlete seems unstable, Wasit to call in Doctor/Medic to certify if athlete is fit or unfit to continue with the match.
 6. For athlete who refused to get up after receiving a valid and legal attack, however, there is a protest and claim the attack was illegal.

Competition Chairman will get a confirmation from Wasit, and Wasit will proceed to request on viewing the VAR System. Then, Wasit will call in the Doctor/Medic to check on the athlete.

Upon viewing the VAR System, and Protest Commissioner has stated that the attack is valid.

If Doctor/Medic declared the athlete is fit to fight, after being called with “*Pesilat, Sedia!*” 3-times, the athlete will be issued with Warning I (-5 points) for wasting time.

If the Doctor/Medic declared the athlete is unfit to fight, the athlete will be disqualified.

Protocol and Procedure in Issuing Warning III (Disqualification) involving Locking Technique/Submission

The athlete is allowed to do locking techniques to its opponent with a timeframe of 5-seconds. Should the athlete who is being locked verbally give up or tap to give up (refer to point i, ii, iii), the athlete will be disqualified with a TKO*. The athlete performing the locking will not be issued with verbal warning or reprimand.

i. Submission by Tap Out

When an athlete physically uses parts of their body to indicate that he or she no longer wishes to continue.

ii. Verbal Tap Out

When an athlete verbally announces or voluntarily/involuntarily screams in pain or distress to the referee that they do not wish to continue. Screaming while caught in a submission is automatically a verbal Tap Out.

iii. Technical Submission

When a legal submission act results in unconsciousness or broken/dislocated bone(s)/joint(s).

***Technical Knock-Out** or stoppage by Wasit, is declared when the Wasit decides during the round that the competitor cannot safely continue the match for any reason. It can also be declared by the Medical Team on duty attending to the competitor.

Following are some of the locking techniques, and images below are some of the sample:

1. Standing Armbar
2. Locking the Wrist
3. Locking the Ankle
4. Shoulder Lock (standing)

Article 12: Injuries and Accidents in Competition

Injury

1. When an athlete is injured, the Wasit shall at once stop the match and call the doctor. The doctor is authorised to diagnose and treat injury only.
2. An athlete who is injured during a match in progress and requires medical treatment will be allowed five minutes in which to receive it.
 - a. If treatment is not completed within the time allowed, the Medical Team will decide if the Athlete shall be declared unfit to fight.
3. If an athlete suffers a low blow (attack to the groin), five minutes will be given for athlete to recover.
4. If there is an open cut, medical team must first stop the bleeding. If successful, Vaseline must be applied to cover the cut before athlete can continue the match.

- a. Medical Team must not apply injury bandage as it may affect the smooth running of the match.
- b. Medical Team will treat the injury proper once the match is over.

Improper Defensive Technique

1. When a concurrent attack happens and one or both of athlete falls, the dropping will be validated by the following criteria:
 - a. If one of them is not able to get up, Wasit must start technical counting immediately.
 - b. If both are not able to get up, Wasit must start technical counting to both athletes immediately.
 - c. If both are not able to get up by the count of 10, the winner will be the one with the highest score.
 - d. If no points have been awarded, both athletes will proceed to the weighing scale to check their weight, and the one who is lighter will win.
 - i. Weighing scale will be ready at the Arena.
2. When executing a blocking technique against a valid attack towards Body Protector causes injury to self,
 - a. If athlete refuses to continue will lead to disqualification.

Explanation:

1. *When the doctor declared an athlete unfit, the doctor must indicate the reason.*
 - a. *E.g. Not fit due to non-stop bleeding, etc.*
2. *The Wasit should call the doctor when an athlete is injured and needs medical treatment by raising his hand and verbally call out "doctor"*
3. *The doctor is obliged to make safety recommendation.*

Article 13: Protest

There are two types of protest:

1. Coach Protest
2. Team Manager Protest

Coach Protest

1. Corner Coach must stand at the Coach Box area, raising the protest card with right hand straight and firm. Should the Council or Competition is unaware on the protest made, Corner Coach is allowed to voice out clearly "**BLUE / RED PROTEST**" once.
2. Council will head towards the coach with microphone to record and state the protest. The Coach is given the option to state the protest themselves short and straight to the point, or towards the Council where the Council will record the protest.

3. Coach to state their protest within 10-seconds. Council will record the objection accordingly.
4. Or council will announce clearly from the Coach Box area towards the Protest Commissioner on protest that was made.
5. Once decision is made, Protest Commissioner will raise the result card, either valid or invalid.
6. Decision made by Protest Commissioner is final. However, Technical Delegate would have the right to override the decision, if the decision made is biased, and may cause discrepancy.
7. Protest card will not be returned to the corner coach.
8. Opponent's corner coach is not allowed to counter the protest on the decision which has been accepted as valid by the Protest Commissioner.

Coach Protest

- a. Coach will be given two (2) Protest Card for each match to be used throughout the three (3) rounds.



- b. During competition, Coach will raise the Protest Card in objecting the Wasit decision and request to look at the Video Replay.

Protest Card will be issued out to Competition Chairman by Technical Delegate, where the Technical Delegate is required to sign on the "PERSILAT" sticker on the card. This is to avoid any unlisted Protest Card.

For Corner Coach who may have difficulties in stating their protest in English language, they are required to have their own team members or translator who is able to communicate in English to be on standby within the Field of Play (FOP).

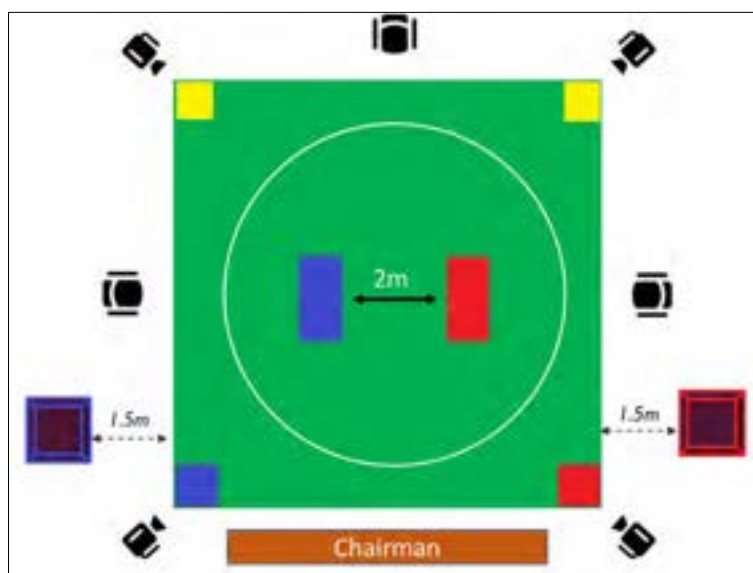
Team Manager Protest

There will be no Team Manager Protest for this Pesta Sukan 2024.

Article 14: Tanding (Match) Rules

Article 14.1: Tanding Competition Area

1. The competition area will be a PERSILAT approved puzzle square, with sides of 10-metre by 10-metre. Where an elevated competition area is used, the safety area should be of an additional 1-metre on each side.



2. Four mattresses (two pieces of red mattresses with dimension of 2-metre by 1-metre, and two pieces of blue mattresses with dimension of 2-metre by 1-metre) are placed in two metre distance from the centre to form a boundary between the athletes.
3. The Wasit will be standing between the two red & blue mattresses, inside the white circle facing the athletes.
4. Each Juri will be seated at the side of the arena. The Wasit may move around the entire mattress. Each Juri will be equipped with a red and blue flag, and a tablet.
5. The Chairman will be seated at the table near red and blue corner, between the timekeeper and Council.
6. Coaches will be seated outside the arena, on their respective sides at the side of the mattress. When the arena is elevated, the coaches will be placed outside the elevated area.

Explanation:

1. *The mattresses used should be non-slip where they contact the floor but have a low coefficient of friction on the upper surface. The Organizing Committee must ensure that the mattresses do not move apart during the competition, since gaps cause injuries and constitute a hazard. The mats must be PERSILAT approved.*

2. *The athlete will begin their fights inside the red and blue mattresses only at the beginning of each round. Subsequently, they will start their game, at the last spot they stopped.*
3. *The white circle act as the "Fighting Area", with a diameter of 8-meter circumference.*
4. *Thickness of the mattresses will need to be 5-centimetre in high density quality.*
5. *Two neutral corners (with Yellow mattress) with sides of 1-metre by 1-metre each. Red and Blue corners (with Red and Blue mattresses) with sides of 1-metre by 1-metre each.*
6. *Red and Blue corners (with Red and Blue mattresses) with sides of 1-metre by 1-metre each.*
7. *VAR Cameras can be placed from 4 to 8 cameras around the arena*

Article 14.2: Organisation of Tanding Competition

1. A Pencak Silat competition comprised of a Tanding and/or Artistic competition. The Tanding competition is an individual event, i.e. sparring between two athletes from different teams. It is further divided into age and weight categories.
2. The knock-out system will be applied unless otherwise specifically determined for a competition. Organizers must follow the structure below for Knock-Out System Competition. Please refer to the sample provided.
3. No athlete may be replaced by another after the drawing has taken place.
4. Additional events to be offered for Junior category in multi-event games.
5. Uttering of voice is allowed.

Explanation:

1. *In an elimination Tanding competition, a round eliminates fifty percent of athletes within it, counting byes as athletes.*
2. *Coaches must present their accreditation together with that of their Athlete or team to the official at the holding area. The Coach must sit in the chair provided and must not interfere with the smooth running of the match by word or deed.*

Article 14.3: Weigh-in Procedure

1. Weigh in will be carried out in the morning of the competition, only for those scheduled to fight on the same day. The athletes will be lined up according to the day schedule outside of the weigh in room.

2. When reporting for weigh-in, athlete must wear a standard Pencak Silat uniform without sash, groin guard or any other guards.
3. Officials on duty will call up for both athletes of the weight category for weigh in.
4. Athlete will be given a choice to strip down completely before proceeding with the weigh in. Towels will be provided to assist the athletes. Separate rooms to be provided to conduct weighing-in.
5. No tolerance will be given. Should the athlete decide to strip only after stepping on the weighing scale and realising they do not make weight, they will be disqualified.
6. There will be no weight tolerance.
7. The weigh-in is only carried out once and must be witnessed by officials from both teams and an official on duty.
8. Official on duty will first call athlete from Blue Corner for weigh in. Followed by the Red Corner.
9. Last weigh in will be 1-hour before the start of the competition. If athlete failed to turn up for the weigh in, he/she will be disqualified.
10. It is mandatory for the weigh in officials and officials from both teams to sign the weigh-in form.
11. For injured athletes who are getting treatment in the hospital, they are given till 1300hrs to report for weigh in.

Article 14.4: The Wasit Juri Panel

1. The Wasit Juri Panel for each match shall consist of one Wasit, three Juri, one Council and one Chairman.
2. Wasit Juri Deployment:
 - a. The council will decide on the deployment of Wasit Juri for each match.
 - b. Only names listed by Council can be on duty for the match.
 - c. Wasit Juri must be changed for each match.

Explanation:

1. *Wasit Juri will enter the arena from the right side of the Competition Chairman. Wasit Juri will respect and report to the Competition Chairman that they are ready to carry out their duties.*
2. *At Wasit's signal, athlete enters the arena from their corner.*

- a. *The sequence as follow: Respect Coach, Wasit, and followed by Chairman*
 - b. *Athletes must showcase a minimum of eight (8) Pencak Silat Movement before returning to their respective corner.*
3. *After the Wasit confirms the readiness of all officials on duty, he will command the start of the match.*
 4. *Only at the start of each round, both athletes (together with the Wasit) must stand at the centre of the arena.*
 5. *During break time, both athletes must return to their Corner Coach.*
 6. *For victory decision, Wasit will call both athletes to the centre of arena. Wasit will lift the winners' hand.*
 7. *Athlete will head over to one another's coach before the Wasit Juri leave the arena via the left side.*

Article 14.5: Age, Weight & Duration of Match

Age

1. Confirmation of the age of an athlete competing is proved by an identity card, or original passport.
 - a. Identity card must clearly show photo, name and date of birth of athlete.
2. The age of the athlete must confirm with the age category, based on birth year.
3. The age categories are as below:

a. Pre-Teen for Male and Female	between 10 to 11 years old
b. Pre-Junior for Male and Female	between 12 to 13 years old
c. Junior for Male and Female	between 14 to 16 years old
d. Tertiary for Male and Female	between 17 to 45 years old

Citizenship

1. For multi-event games, athlete must be a citizen of the country they will be representing.
2. For single event games, athlete can represent any country. Participation must be accompanied by support letter from National Federation and endorsed by PERSILAT.

Weight Category

1. Pre-Teen

Total of 20 weight categories for Male.

Total of 20 weight categories for Female.

Total of 40 weight categories for Pre-Teen.

MALE	CLASS	FEMALE
26kg to 28kg	A	26kg to 28kg
Over 28kg to 30kg	B	Over 28kg to 30kg
Over 30kg to 32kg	C	Over 30kg to 32kg
Over 32kg to 34kg	D	Over 32kg to 34kg
Over 34kg to 36kg	E	Over 34kg to 36kg
Over 36kg to 38kg	F	Over 36kg to 38kg
Over 38kg to 40kg	G	Over 38kg to 40kg
Over 40kg to 42kg	H	Over 40kg to 42kg
Over 42kg to 44kg	I	Over 42kg to 44kg
Over 44kg to 46kg	J	Over 44kg to 46kg
Over 46kg to 48kg	K	Over 46kg to 48kg
Over 48kg to 50kg	L	Over 48kg to 50kg
Over 50kg to 52kg	M	Over 50kg to 52kg
Over 52kg to 54kg	N	Over 52kg to 54kg
Over 54kg to 56kg	O	Over 54kg to 56kg
Over 56kg to 58kg	P	Over 56kg to 58kg
Over 58kg to 60kg	Q	Over 58kg to 60kg
Over 60kg to 62kg	R	Over 60kg to 62kg
Over 62kg to 64kg	S	Over 62kg to 64kg
Over 64kg to 68kg	OPEN	Over 64kg to 68kg

2. Pre-Junior

Total of 17 weight categories for Male.

Total of 17 weight categories for Female.

Total of 34 weight categories for Pre-Junior.

MALE	CLASS	FEMALE
30kg to 33kg	A	30kg to 33kg
Over 33kg to 36kg	B	Over 33kg to 36kg
Over 36kg to 39kg	C	Over 36kg to 39kg
Over 39kg to 42kg	D	Over 39kg to 42kg
Over 42kg to 45kg	E	Over 42kg to 45kg
Over 45kg to 48kg	F	Over 45kg to 48kg
Over 48kg to 51kg	G	Over 48kg to 51kg
Over 51kg to 54kg	H	Over 51kg to 54kg
Over 54kg to 57kg	I	Over 54kg to 57kg
Over 57kg to 60kg	J	Over 57kg to 60kg
Over 60kg to 63kg	K	Over 60kg to 63kg
Over 63kg to 66kg	L	Over 63kg to 66kg
Over 66kg to 69kg	M	Over 66kg to 69kg
Over 69kg to 72kg	N	Over 69kg to 72kg
Over 72kg to 75kg	O	Over 72kg to 75kg
Over 75kg to 78kg	P	Over 75kg to 78kg
Over 78kg to 84kg	OPEN	Over 78kg to 84kg

3. Junior

Total of 15 weight categories for Male.

Total of 13 weight categories for Female.

Total of 28 weight categories for Junior.

MALE	CLASS	FEMALE
Under 39kg	> 39	Under 39kg
Over 39kg to 43kg	A	Over 39kg to 43kg
Over 43kg to 47kg	B	Over 43kg to 47kg
Over 47kg to 51kg	C	Over 47kg to 51kg
Over 51kg to 55kg	D	Over 51kg to 55kg
Over 55kg to 59kg	E	Over 55kg to 59kg
Over 59kg to 63kg	F	Over 59kg to 63kg
Over 63kg to 67kg	G	Over 63kg to 67kg
Over 67kg to 71kg	H	Over 67kg to 71kg
Over 71kg to 75kg	I	Over 71kg to 75kg
Over 75kg to 79kg	J	Over 75kg to 79kg
Over 79kg to 83kg	K	
Over 83kg to 87kg	L	
Over 87kg to 100kg	OPEN 1	Over 79kg to 92kg
Above 100kg	OPEN 2	Above 92kg

4. Tertiary

Total of 13 weight categories for Male.

Total of 11 weight categories for Female.

Total of 24 weight categories for Senior.

MALE	CLASS	FEMALE
Under 45kg	> 45	Under 45kg
Over 45kg to 50kg	A	Over 45kg to 50kg
Over 50kg to 55kg	B	Over 50kg to 55kg
Over 55kg to 60kg	C	Over 55kg to 60kg
Over 60kg to 65kg	D	Over 60kg to 65kg
Over 65kg to 70kg	E	Over 65kg to 70kg
Over 70kg to 75kg	F	Over 70kg to 75kg
Over 75kg to 80kg	G	Over 75kg to 80kg
Over 80kg to 85kg	H	Over 80kg to 85kg
Over 85kg to 90kg	I	
Over 90kg to 95kg	J	
Over 95kg to 110kg	OPEN 1	Over 85kg to 100kg
Above 110kg	OPEN 2	Above 100kg

Duration of Match

1. Pre-Teen
 - a. 3 rounds of 1 minute and 30 seconds
 - b. 1-minute break in between
2. Pre- Junior, Junior, Tertiary
 - a. 3 rounds of 2 minutes
 - b. 1-minute break in between

Explanation:

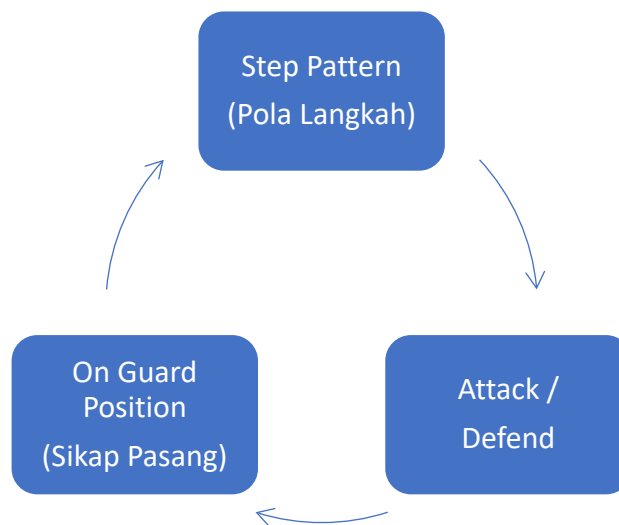
1. *Time will stop each time the Wasit stops the fight.*
2. *Timekeeper will strike the gong to indicate the start and end of each round.*
3. *Timekeeper will clap the clapper at 50-seconds during break time to indicate that athletes must return to the arena for the next round.*

Article 14.6: Scoring

Technical scores are given as below:

1. Successful & visible hand attack/contact = 1 Point
2. Successful & visible leg attack/contact = 2 Points
3. Successful dropping technique = 3 Points

To obtain a technical score, an athlete must apply the Pencak Silat Principle, an athlete must apply a combative pattern as below:



Types of Langkah:

1. Forward
2. Backwards
3. Sideways
4. Crossover
5. Single Leg Lift
6. Double Jump (Forward / Backward)
7. Alternate Jump
8. 45° Jump
9. Combination

Types of Sikap Pasang:

1. On Guard (One Open, One Close)
2. Both Hands Open
3. Left Hand Down
4. Right Hand Down

Successful Hand Attack

1. All types of hand attack to the body which is direct and powerful
 - a. Straight Punch
 - b. Haymaker Punch
 - c. Back Fist
 - d. Elbow Strikes
 - e. Hook Punch
 - f. Jab Punch
 - g. Slap
 - h. Palm Strikes
 - i. Superman Punch
 - j. Uppercut
 - k. Spade to stomach
 - l. Overhand Punch
 - m. Casting Punch
 - n. Spinning Back Fist
 - o. Vertical Punch
 - p. Forearm Thrust

Successful Leg Attack

2. All types of foot attack which is direct and powerful
 - a. Front
 - b. Side
 - c. Spinning back
 - d. Half Turn
 - e. Stomping
 - f. Flying Kick
 - g. Horse Kick
 - h. Double Side Kick
 - i. Double Front
 - j. Jumping Side
 - k. Jumping Front
 - l. Skipping Double Roundhouse Kick

Valid Dropping

3. All applicable techniques to drop the opponent ensuring that the knee and above touches to floor
 - a. Applying direct technique such as sweeping, scissors, etc.
 - l. Athletes can do two sweeping / scissors technique within two-seconds
 - b. Pushing the opponent with open palm.
 - c. Applying indirect dropping technique by tugging of opponent's leg

- d. Dropping process is given duration of 5-seconds
- e. A counterattack is allowed within two seconds of a failed sweeping or scissors technique. The score for the counterattack is determined by the technique applied.
 - I. Athlete on the ground can defend themselves by kicking the body protector or following up with another direct technique
 - II. If the defend-attack fails to meet the legal area, it will be considered as serious violation.
 - III. If the counterattack took more than two seconds, the athlete will be issued with Reprimand I (-1 point).

Attacks or target are limited to the following areas:

- 1. Chest
- 2. Abdominal
- 3. Left and Right Ribs
- 4. Back part of the trunk
- 5. Thigh area can attack, but must immediately follow up with a valid technique
 - a. If there is no follow up, the attack is considered as a serious violation (Warning I).
- 6. Below knee level can be targeted but are non-scoring area.
 - a. If attack is directly to the knee, it is considered as a serious violation (Warning I).

A technique delivered when the *gong* is struck to signal the end of the match, is considered valid. A technique delivered after the gong is struck to signal the end of the match shall not be scored.

Explanation:

In order to score, a technique must be applied to a scoring area while using the Pencak Silat Principle.

- 1. *For reasons of safety, dropping technique where the opponent is thrown down headfirst (12 to 6) is a serious violation. After a dropping technique has been executed, the Wasit must immediately stop the match and decide if it is valid.*
 - a. *When an athlete is thrown head down first, it is a serious violation.*
 - b. *If an athlete falls on his upper back downwards, technique will be valid.*
- 2. *An athlete must maintain awareness of the opponent's potentiality to counterattack. For safety reason, he/she must not turn their face/back away during delivery of a technique and remains facing the opponent.*
- 3. *The gong signals the end of scoring possibilities in a match, even if the Wasit may inadvertently not stop the match immediately.*
 - a. *Chairman will step in and confirm that the round has ended.*

Article 14.7: Criteria for Decision

Win by Points

1. When the number of points for one athlete is more than the other.
2. In the event where there is a tie, the winner will be determined based on the following:
 - a. Least penalty score (includes Verbal Warning, Reprimand & Warning)
 - b. Most technical score
 - c. Additional round (*With new set of Wasit Juri*)
 - d. Sudden Death
 - First player to obtain a technical score will win.
3. The score will always be displayed on the scoring board.

Win by Technical Knock Out (TKO)

1. Opponent request not to continue.
2. Medical Team deems athlete is not fit to continue with match, after attending to their injury.
3. Coach throws in towel.
4. Athlete unable to stand up after technical counting to 10.

Win by Absolute Victory

1. The decision of absolute victory is made when the opponent is knocked down due to valid attack and he/she is unable to get up after Wasit technical counting to 10.

Win by Wasit Stop Match

1. Wasit value the match is unbalanced.
2. As an unbalanced match may cause an injury due to lack of experience, the Coach is not able to protest against Wasit decision to stop the match.

Win by Walk Over

1. Opponent did not turn up for match.

Win by Disqualification

1. Athlete gets a Warning III.
2. Athletes commits serious violation causing opponent to be unable to continue the match.
3. Athlete does not make weight.
4. Athlete fails to clear the medical check-up prior to competition.

Explanation:

1. *If an athlete wins via disqualification due to injury obtain caused by a serious violation, the medical team must state that athlete is fit to proceed to next round. Failing which, athlete will not be able to compete in the next round and winner will be given to opponent immediately.*
2. *All results and information on the competition will be with the Competition Secretariat Team and will be handed to the Competition Secretary.*

Article 14.8: Award Ceremony

The Secretariat Team will work with the Floor Manager for Award Ceremony.

Details needed and requested will be channelled to the following groups:

1. Team Manager of Participating Countries
2. ITD & ATD
3. Sports Authorities
4. Others

Article 15: Artistic Rules

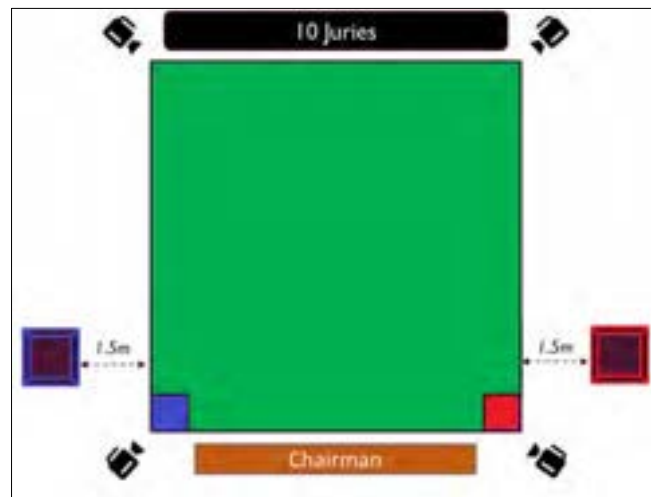
Article 15.1: Artistic Competition Area

1. The competition area will be a PERSILAT approved puzzle square, with sides of 10 m by 10 m. Where an elevated competition area is used, the safety area should be of an additional 1 metre on each side using different colour of mattresses.
2. Ten juries will be seated opposite the Chairman and equipped with one tablet each.
3. The Chairman will be seated at the table near red and blue corner, between the timekeeper and Council.
4. Coaches will be seated outside the arena, on their respective sides at the side of the mattress. When the arena is elevated, the Coaches will be placed outside the elevated area.
5. Set up a total of 4 to 8 VAR Cameras around the arena.

Explanation:

1. *The mats used should be non-slip where they contact the floor but have a low co-efficient of friction on the upper surface. The Organizing Committee must ensure that the mat do not move apart during the competition, since gaps cause injuries and constitute a hazard. The mats must be PERSILAT Approved.*
2. *Thickness of the mattresses will need to 5-centimetre in high density quality.*

3. *For International, Regional, and Invitational Open events, it is mandatory to have 10 juries.*
4. 4 to 8 VAR Cameras will be placed around the arena



Article 15.2: Organisation of Artistic Competition

1. Artistic competition takes the form of four events as below:
 - a. Junior, Tertiary: Tunggal, Ganda, Regu
2. The elimination system used for artistic will be the knock-out system. The winner will proceed to the next bracket, all the way up to Finals. The team that fails at the semi round will share a joint bronze.
3. Athlete or Team will only showcase a maximum of two-times in one day. Should the Athlete or Team proceed to the next round, they will continue to showcase the next following day.
4. Athlete or Team that do not present themselves when called will be disqualified from that event. Disqualification in one event does not affect participation in another event.
5. Additional events to be offered for Junior category in multi-event games.

Article 15.3: The Juri Panel

1. For all official PERSILAT endorsed competitions, the panel of Juries will be designated by random selection, decided by a computer program.
2. For Juri deployment, the Council will assist the Digital Scoring System team by providing the list containing the Juri available per Arena.

3. For the Juri draw, the Digital Scoring Team will enter the list in the system and ten (10) Juri will be randomly selected as the Juri for each event.
4. However, due to any unforeseen circumstances (i.e Covid19, natural disaster), if there is a limitation of Juri (i.e. less than 10 Juri), number of Juri is available to officiate will be selected to be on duty.
5. In addition to the Digital Scoring System, the Chairman will keep track of the performance time while the timekeeper will focus on striking the gong to mark the start of the 3-minutes performance. Timekeeper will then strike the gong once the timer hits 3-minutes, even if athlete perform lesser or beyond the 3-minutes.

Explanation:

1. *All Juries will enter the arena from the right side of the Competition Chairman. Juri will report to the Chairman that they are ready to carry out their duties before heading to their designated seating area.*
2. *All Juries will sit with 1-metre gap between one another when on duty.*
3. *Once done, Juries will exit by the left side of the Chairman.*

Article 15.4: Criteria for Evaluation

Official Performance

Tunggal

1. Tunggal is a 3-minutes artistic performance performed by one athlete using the Tunggal movements.
2. Tunggal is showcase according to the sequential movement.
3. A tolerance period of ± 10 seconds is allowed for Pre-Teen and Pre-Junior categories, while ± 5 seconds for the Junior and Senior categories.
4. Should the tolerance period go beyond the limit, it will lead to disqualification.
5. Athlete will need to start their movement and end the movement in the same spot.
6. Points will be deducted accordingly should there be any additional move required in order to end their movement.
7. The athlete is allowed to hold a maximum of 5 seconds for each movement. For movements exceeding 5 seconds, there will be a penalty deduction of 0.50 points. This will be monitored by the Council on duty.
8. If the athlete fails to continue his/her performance due to whatever reason, the Competition Chairman will declare he/she as being disqualified.
9. Uttering of voice is allowed. However, Coach/Cornerman is not allowed to give guides or uttering any voice command.
10. Competition stages: Knockout System

Explanation:

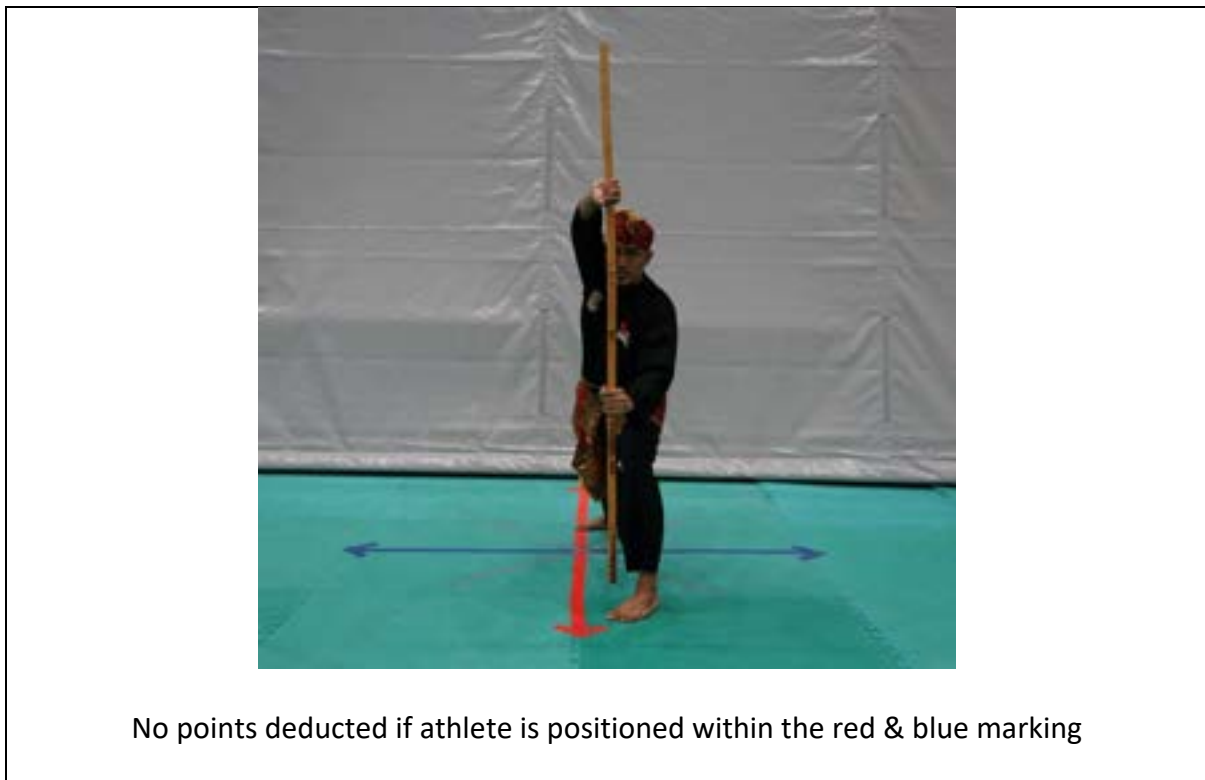
1. *Athlete is not allowed to exceed 1 metre gap from the end point. (Refer to photo)*
2. *-0.01 point will be deducted if athlete exceed 1 metre gap from the end point and took additional move in order to end their movement in the middle.*
3. *Coach is allowed to protest for Tunggal and Regu athletes who hold more than 5-seconds for each movement. For movements exceeding 5 seconds, there will be a penalty deduction of 0.50 points. This will be monitored by the Council on duty.*

Criteria for Evaluation

Official Performance – Tunggal

Points Deducted

Marking in Red is to indicate the range of end point. It will not be visible during Tunggal category.





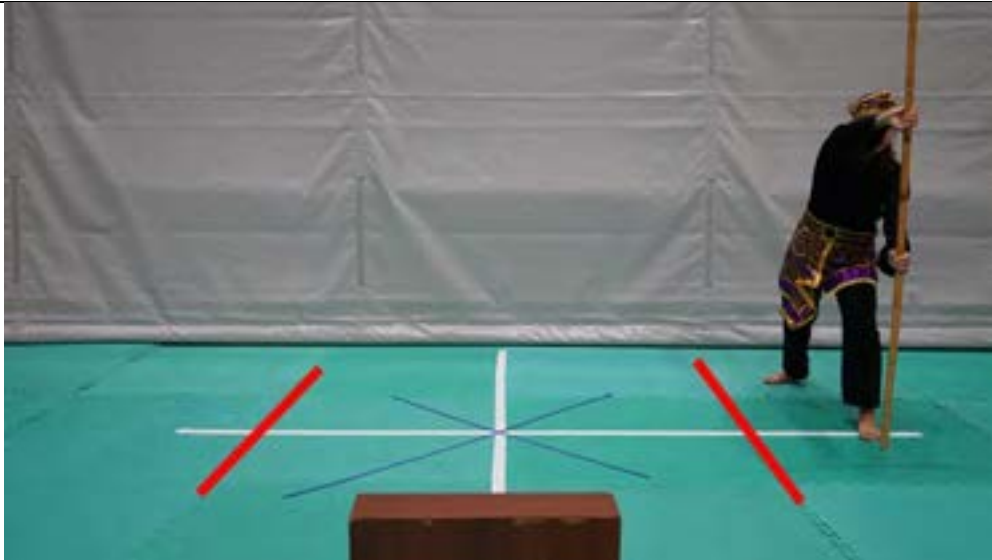
If athlete made 1 movement towards end point, no points will be deducted.
If athlete made 2 movements towards end point, -0.01 will be deducted



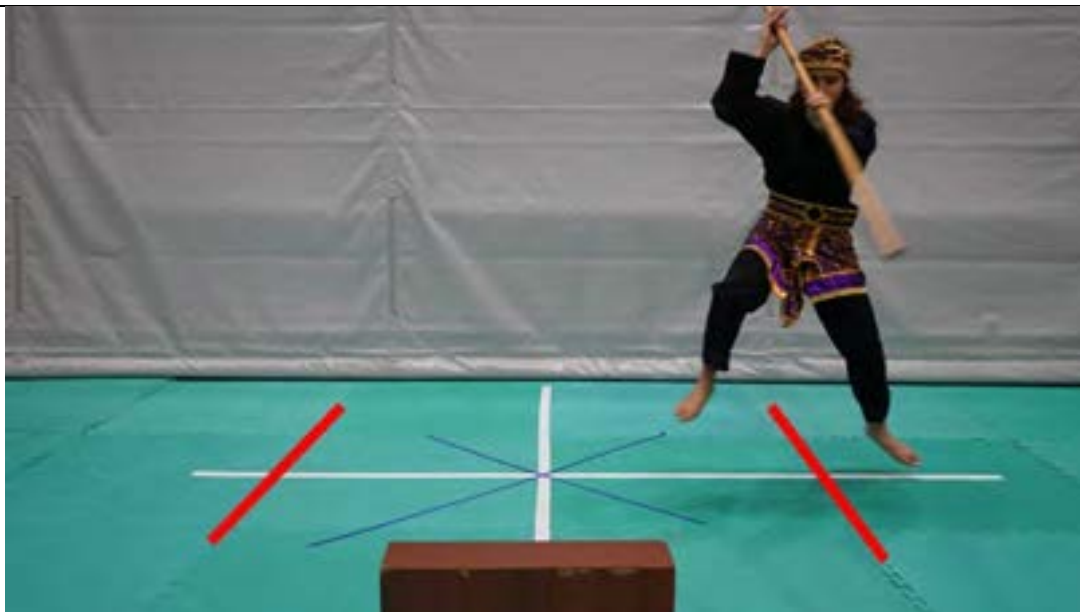
Athlete ended routine within the red & blue markings. No points will be deducted.
-0.01 point will be deducted if athlete end routine out of the red marking

Criteria for Evaluation
Official Performance – Tunggal
Points Deducted

Marking in Red is to indicate the range of end point. It will not be visible during Tunggal category.



--0.01 point will be deducted if athlete exceed 1 metre range from the end point.
(As indicated red marking)



If athlete made 1 movement towards end point, no points will be deducted.
If athlete made 2 movements towards end point, -0.01 will be deducted.



Athlete ended routine within the red markings.
No points will be deducted.

-0.01 point will be deducted if athlete end routine outside of the weapon box range
(As indicated red marking)

Ganda

1. Ganda is a 3-minutes artistic performance performed by two athletes by choreographing fighting scenes. Fight scenes must include weapon play and movements needs to be realistic.
2. Weapon used such as, *Golok/Parang* is allowed to collide, make noise, and create sparks. However, the blade will need to be blunt, non-sharp pointed and according to the dimension.
3. A tolerance period of ± 10 seconds is allowed for Pre-Teen and Pre-Junior categories, while ± 5 seconds for the Junior and Senior categories.
4. Should the tolerance period go beyond the limit, it will lead to disqualification.
5. Uttering of sound is allowed. However, Coach/Cornerman is not allowed to give guides or uttering any voice command.
6. Competition stages: Knockout System

Regu

1. Regu is a 3-minutes artistic performance performed by three athletes using the Regu movements. Team must move in synchronization.
2. Regu is performed according to sequence of movements.
3. A tolerance period of ± 10 seconds is allowed for Pre-Teen and Pre-Junior categories, while ± 5 seconds for the Junior and Senior categories.
4. Should the tolerance period go beyond the limit, it will lead to disqualification.
5. The team is allowed to hold a maximum of 5 seconds for each movement. For movements exceeding 5 seconds, there will be a penalty deduction of 0.50 points.

6. If the athlete fails to continue his/her performance due to whatever reason, the Competition Chairman will declare he/she as being disqualified.
7. Uttering of sound is allowed. However, Coach/Cornerman is not allowed to give guides or uttering any voice command.
8. Competition stages: Knockout System

Solo Creative

1. Solo Creative is a 1 to 3 minutes choreographed performance, performed by one athlete.
2. Performance must be accompanied by a Nusantara weapon.
3. Weapon used is allowed to collide, make noise, and create sparks. However, the blade will need to be blunt, non-sharp pointed and according to the dimension.
4. Live music or accompanied audio will not be used for this Pesta Sukan 2023

Assessment

Tunggal and Regu

In assessing the performance of an athlete or team, the Juri will evaluate the performance based on Firmness of Performance, while the Council will keep tab (written down) of the penalties for wrong movement and other penalties.

Firmness score includes the following:

1. Movement
2. Movement rhythm
3. Movement soulfulness
4. Power and stamina

The performance is evaluated from the first gong strike till the end of the routine.

Ganda and Solo Creative

In assessing the performance of a team, the Juri will evaluate the performance based on the following:

1. Attack-defence technique
 - a. Quality of technique
 - b. Richness of technique
 - c. Skill and creativity
 - d. Logic in executing technique
2. Firmness
 - a. Harmony of athlete
 - b. Weapon skill
 - c. Power and stamina

3. Soulfulness

a. Expression of movement

The performance is evaluated from the first gong strike till the last movement as stated in the synopsis form. Team must submit a clear and complete form before the start of the event.



Compulsory Weapons

*Important note – for weapon with metal blade, it should be non-sharp-pointed and blunt.

Age Category	Weapons	Tunggal	Ganda
Junior Senior	Golok/Parang	Length: 30cm to 40cm Width: 2.5cm to 4cm	
	Toya	Length: 150cm to 180cm Width: 2.5cm to 3.5cm	

Additional Nusantara Weapon

For Ganda and Solo Creative event, athletes are required to use an additional *nusantara* weapon. The lists are as below:

S/N	Weapon	Photo	Remarks
1	Celurit		Length between 30cm to 40cm
2	Keris		Not inclusive of the handle, the blade length is between 30cm to 40cm
3	Pecut		
4	Pisau Belati or Dagger		Length between 15cm to 20cm

5	Trisula		Length between 30cm to 40cm
6	Kerambit		
7	Kipas		
8	Kujang		
9	Parang Panjang		Length must not exceed 60cm
10	Badik		
11	Belati		
12	Sewar		Length must not exceed 60cm
13	Lading		Length must not exceed 60cm

14	Sikin		Length must not exceed 60cm
15	Rencong		Length must not exceed 60cm

Weapon Inspection

The Competition Secretariat will make an announcement at least thirty-minutes before the beginning of Artistic competition event, for Weapon Inspection.

Competitors or the officials (Team Manager / Coach) are required to bring the weapon that will be used for the competition to the Weapon Inspection Station to be checked thoroughly by the Technical Officials on duty.

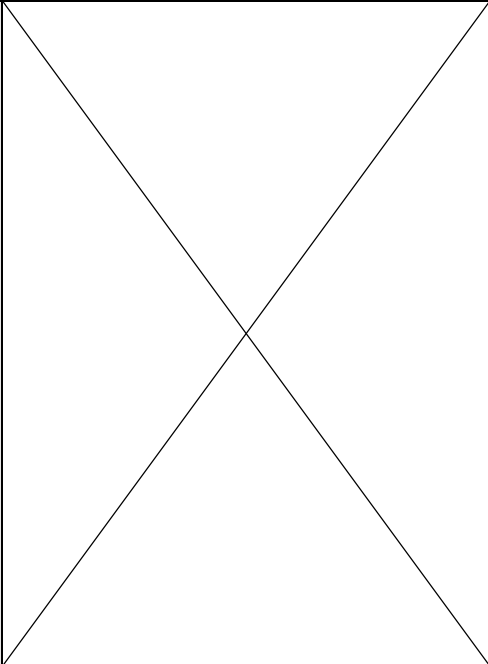
The weapons that were certified by the Technical Officials on duty will be quarantined. And the weapon is allowed to be collected just before the competitor is entering the arena for his/her turn (immediately after their name was announced).

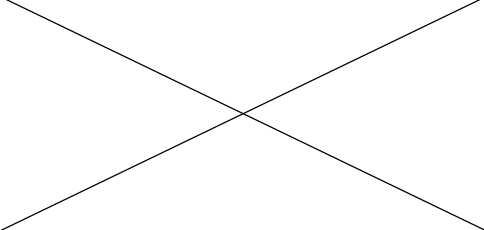
Point System

Performance is scored using the scale from 9.00 to 10.00.

The system will calculate the median score from all the juries.

The median is the middle score in a set of given numbers, in this scenario will be the middle score out of 10 Juries.

Point Deduction	- 0.01 (By Juri)	- 0.50 (By Council)
Tunggal	<ul style="list-style-type: none"> ▪ Mistake in movement sequence ▪ Mistake in techniques ▪ Missing movements ▪ Weapon slipping out of hand, but did not touch the ground ▪ End point exceed within end point 1 metre range ▪ Additional move to end point 	<ul style="list-style-type: none"> ▪ Performance exceeds time tolerance by additional +/- 5 seconds ▪ Performance exceeds the 10m-by-10m Arena ▪ Holding a movement exceeding 5 seconds ▪ Dropping of weapon, touching the floor ▪ Attire is not according to prescription. Part of the attire (such as; <i>Tanjak, Sampung or Bengkung</i>) fall out and not wearing single coloured top and bottom & sampung and tanjak
Ganda		<ul style="list-style-type: none"> ▪ Performance exceeds the 10m-by-10m Arena ▪ Performance exceeds time tolerance by additional +/- 5 seconds ▪ Weapon drop does not meet synopsis ▪ Weapon fall out of arena while team is still required to use it ▪ Holding a movement exceeding 5 seconds ▪ Attire is not according to prescription. Part of the attire (such as; <i>Tanjak, Sampung or Bengkung</i>) fall out and not wearing single coloured top and bottom & sampung and tanjak
Regu	<ul style="list-style-type: none"> ▪ Mistake in movement ▪ Mistake in movement details ▪ Mistake in movement sequence ▪ Missing movement ▪ Synchronization 	<ul style="list-style-type: none"> ▪ Performance exceeds the 10m-by-10m Arena ▪ Holding a movement exceeding 5 seconds ▪ Performance exceeds time tolerance by additional +/- 5 seconds ▪ Attire is not according to prescription. Part of the attire (i.e <i>Bengkung</i>) fall out.

Solo Creative		<ul style="list-style-type: none"> ▪ Performance exceeds the 10m-by-10m Arena ▪ Weapon drop does not meet synopsis ▪ Weapon fall out of arena while team is still required to use it
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Resolving draws

If the score is equal, the winner will be determined accordingly:

1. Lesser penalty point
2. Timing nearest to 3 minutes
3. Standard deviation
 - a. Standard deviation is a number used to tell how measurements for a group are spread out. A low standard deviation means that most of the numbers are close to the average. A high standard deviation means that the numbers are more spread out.
 - b. The team that has a lower standard deviation value will be declared the winner.
4. Juri Vote
 - a. Decision will be made by a voting from the Chairman and 10 Juries.
 - b. Chairman and Juries will choose one winner, red or blue.
 - c. The team with more votes will win the round.

Disqualification

A Competitor or a team of Competitors may be disqualified for any of the following reasons:

1. Weapon come out loose from handle or break
2. Weapon failing the inspection
3. Failing to showcase whole package
4. Performing sequence not in order
5. Putting on a wrong attire
6. Performance exceeds the time tolerance given
 - a. Junior & Senior: More than +/- 10 seconds
7. Failing a doping test

8. Failing to pass the medical check up

A disqualification is indicated by a 0.00 score. When a disqualification occurs, the Chairman will immediately stop the performance and announce the disqualification.

Since Artistic format is now using the knock-out system, if both Athlete or Team is/are disqualified, the following factors will be considered:

For categories Single (Tunggal) and Team (Regu)

1. Number of Jurus (package) the athlete or team has perform. Those performed to later Jurus (package) will proceed to the next round.
2. Penalty
3. Timing of Performance
4. Toss Coin by Chairman of Competition

For category Double (Ganda)

1. Time

Those performed to the later timing will proceed to the next round. Reason being, both team has been disqualified to the mistakes they made.

However, if timing is tie.

2. Toss Coin by Chairman of Competition

Explanation:

1. *Artistic is not a dance or theatrical performance. It must adhere to the traditional values and principles. It must be realistic in fighting terms and display concentration, power, and potential impact in its techniques. It must demonstrate strength, power, and speed – as well as grace, rhythm, and balance.*
2. *The members of the team must demonstrate competence in all aspects of the Regu performance, as well as synchronisation.*
3. *When resolving draws the original score is retained. Considerations of other scores for determining the winner between equally scoring Competitors does not change the official score.*
4. *Sample of result of assessment:*

Article 15.5: Operation of Artistic Event

1. At the start of each round the athlete, or team, will line up at the match area perimeter facing the Juri. Both teams will stand in line and *hormat* the Chairman and Judges and step back out of the Arena.
2. When called, the athlete, or team, will step up to the starting point for their event.
3. The starting point for the performance is anywhere within the perimeter of the competition area.
4. Performance will start at the strike of gong.
5. At the end of the performance, after *hormat* the Chairman and Juri, the athlete or team must leave the arena.
6. After the second athlete, or team performs, both teams will return to the Arena to wait for the result. Once the result is out, athletes must respect the Juri and Chairman before leaving the Arena.
7. Corner Coach will be given 1 Protest Card for each game.

Explanation:

1. *The starting point for an artistic performance is within the perimeter of the competition area.*
2. *Protest Card to be used immediately after the sound of Gong when the athletes have completed their performance. Before the announcement of the result. If result has been announced, Corner Coach can no longer submit its protest. The next step to protest is through Team Manager.*
3. *Protest Card is used on e.g. missing out *Jurus* (package), dropping of weapon (where it is not supposed to), and holding a maximum of 5 seconds for each movement.*