

PENCAK SILAT
RULES & REGULATION
VERSION 3 – 30 AUGUST 2013
ENGLISH

PREFACE

International Pencak Silat Competitions are performed in principles of brotherhood and knightly soul by using elements of self defense, arts and Pencak Silat sports and by highly honouring PESILAT PLEDGE.

The competitions are carried out in accordance with the category rules regulated in the competition regulations and conducted by certified legal and valid technical official of competitions.

Pencak Silat competition categories consist of:

- I. **TANDING** (Match) category
- II. **TUNGGAL** (Single) category
- III. **GANDA** (Double) category
- IV. **REGU** (Team) category

In order to perform Pencak Silat competition as good as possible confirmed their purposes and objectives, the Pencak Silat Competition Regulation is established as follows:

**CHAPTER 1
COMPETITION REGULATIONS**

**Article 1
Definition of Each Category**

1. **TANDING** (Match) category is the category of Pencak Silat competition that confronts 2 (two) Pesilat from different teams. Both of them confront each other by using the elements of self-defence and attacking such as defending/avoiding/hitting/attacking the target and dropping the opponent; the use of competition techniques and tactics, stamina and endurance, and fighting spirit, using the principles and using the richness of movement of techniques,
2. **TUNGGAL** (Single) category is the category of Pencak Silat competition performed by one Pesilat that performs his skill in Jurus Tunggal Baku (Single Compulsory Movement), accurately and firmly, complete soulfully with empty hands and with weapons according to rules and regulations apply for Tunggal category.
3. **GANDA** (Double) category is the category of Pencak Silat competition which confronts two Pesilat of the same team that performs choreographed technical skills rich of attacking – defensive movement of Pencak Silat.

The movement of the attacking-defensive movement is performed with a well planned, effective, aesthetical, powerful and in an orderly series, with empty hands or with weapon according to rules and regulations apply for Ganda category.

4. **REGU** (Team) category is the category of Pencak Silat competition which is performed by 3 (three) Pesilat from the same team portraying their skills in a compulsory movements correctly, accurately, firmly, complete with expression, synchronize and compact with empty hands according to rules and regulations apply for Regu category

Article 2

Classification of Competitions and Regulation of Age, Gender and Weight

1. Competition of **SENIOR** for **Male** and **Female** aged over 17 to 35 years.
2. Confirmation of the age and citizenship (refer to annex) of a Pesilat participating in competition is proved by a birth certificate, diploma, original passport or certified true copy documents.
3. The age of Pesilat must confirm with the classification of age of the participants on the first day of the competition (regardless of any competition category).
4. The classification of classes according to body weight is valid only for **TANDING** category which is performed by weighing in.
 - 4.1 No tolerance of body weight.
 - 4.2 The weigh-in is carried out 15 (fifteen) minutes before the start of the match in one championship according to the schedule of the competition.
 - 4.3 During the weigh-in the Pesilat (contestant) must wear a Pencak Silat costume using for competition, dry, without sash, without groin guard or any joint guards.
 - 4.4 A Pesilat (contestant) whose weight fails to meet his/her class requirement during weigh-in will be disqualified from the competition.
 - 4.5 The weigh-in is only carried out once and must be witnessed by officials from both teams and a referee-jury on duty.
 - 4.6 It is mandatory for the weigh-in officials and officials from both teams to sign the weigh-in form which is provided by the Organizing Committee. When one of team official failed to endorse the form them weigh-in remains valid.
 - 4.7 The weigh-in officials are appointed by the organizing Committee.

5. Certification of Medical Checkup

5.1 Every Pesilat (contestant) should produce a certified medical certificate, i.e. a letter to prove good health issued by authorized doctor or hospital/clinic, 1 month maximum before the first of competition regardless of competition category.

5.2 A Pesilat (contestant) who failed to show the medical certification before weighing-in will be disqualified from the competition.

Organizing committee may recommend certain doctor/hospital in the hosting country/city where cost is borne by the team of Pesilat.

Article 6 **Categories and Classes of Senior Competition**

Categories and classes of Senior competition:

1. **TANDING** (Match) category consists of:

1.1 Male Tanding

- 1.1.1. Class A 45kg up to 50kg
- 1.1.2. Class B over 50kg up to 55kg
- 1.1.3. Class C over 55kg up to 60kg
- 1.1.4. Class D over 60kg up to 65kg
- 1.1.5. Class E over 65kg up to 70kg
- 1.1.6. Class F over 70kg up to 75kg
- 1.1.7. Class G over 75kg up to 80kg
- 1.1.8. Class H over 80kg up to 85kg
- 1.1.9. Class I over 85kg up to 90kg
- 1.1.10. Class J over 90kg up to 95kg
- 1.1.11. Open Class over 85kg

1.2 Tanding Putri

- 1.2.1 Class A 45kg up to 50kg
- 1.2.2 Class B over 50kg up to 55kg
- 1.2.3 Class C over 55kg up to 60kg
- 1.2.4 Class D over 60kg up to 65kg
- 1.2.5 Class E over 65kg up to 70kg
- 1.2.6 Class F over 70kg up to 75kg
- 1.2.7 Open Class over 65kg

2. **TUNGGAL** (Single) consists of:

- 2.1 Tunggal Putra (Male Single)
- 2.2 Tunggal Putri (Female Single)

3. **GANDA** (Double) consists of:
 - 3.1 Ganda Putra (Male Double)
 - 3.2 Ganda Putri (Female Double)
4. **REGU** (Team) consists of:
 - 4.1 Regu Putra (Male Team)
 - 4.2 Regu Putri (Female Team)

All Tanding/Tunggal/Ganda/Regu categories can be participated by a pesilat (contestant) as long as he/she meets the requirement.

Article 8

Arena and Competition Equipment

1. Arena

The arena can be on the floor layered with PERSILAT standard of mattress with maximum thickness of 2.5 cm up to 5cm, flat and non-bouncing surface with a measurement of 10m x 10m, the base color must be bright green marked with white line. The Organizing Committee shall provide this requirement.

1.1 For TANDING (Match) category, the specification should be as follow:

1.1.1. The competition arena.

The area of the arena is a square with measurement of 10m x 10m. Inside the arena is a circle-shaped match ground of 8m diameter.

1.1.2. The border between arena and match ground is marked with white line of \pm 5cm wide, drawn inwards.

1.1.3. In the centre of the match ground a circle of 3m-diameter is drawn. The circles borderline is white and \pm 5cm wide. This circles serves as a separating line at the start of a match.

1.1.4. The Pesilat (contestants) corners are the arena squares corners diagonally facing each other and separated by the match ground; these corners consists of:

- a. The blue corner located at the far right side of the competitions table.
- b. The red corner located diagonally across the blue corner.
- c. The yellow corners i.e. the two other corners, as neutral corners.

1.2 For TUNGGAL (Single), GANDA (Double) and REGU (Team) categories, the following specification is applied: The performance arena of the three categories is an area with a measurement of 10m x 10m.

2. The Arena Equipment:

The arena equipments which must be provided by the Organizing Committee consists of:

- 2.1 Competition tables and chairs
- 2.2 Referee-Jurys tables and chairs
- 2.3 Competition forms and stationeries
- 2.4 Competition stop watch, a gong (or any similar instruments) and a bell
- 2.5 A Bout light or any other signalling instrument, to determine a round
- 2.6 Red, blue and yellow signal lights to give signal when needed during the course of a competition
- 2.7 A red and blue flag with a pole, each measuring 30cm x 30cm for the Jury of Tanding (Match) and another yellow flag with same measurements for the Timekeeper
- 2.8 An information board displaying the duration time of Pesilats (contestants) performance in Tunggal, Ganda and Regu categories
- 2.9 Weapon stand
- 2.10 Scoring board
- 2.11 Weighing scales
- 2.12 Sound system
- 2.13 Bucket, a mop, and floor mat
- 2.14 Audio-visual recording instruments and the operator (this instrument is not a legitimate evidence for decision of the winner of a competition)
- 2.15 Signage for Competition Chairman, Council of Referee-Jury, Secretary of Competition, Time Keeper, Doctors of Competition, Jury with sequece accordingly (1 to 5). If needed, the translation/local terms can be written underneath of each title
- 2.16 Other equipment whenever deemed necessary. For example, in a certain condition where the audience are too noisy resulting in the contestants inability to hear referees voice clearly, the referee may use a wireless microphone

CHAPTER II RULES OF THE GAME

Article 9 TANDING (Match) Category

1. TANDIING Equipments:

1.1 Attire:

Pesilat (contestant) wears a standard black Pencak Silat attire, the sleeves up till the wrist (+/- 1cm) and the length of the pants up to the ankle (+/- 1cm) and a white sash.

For ladies contestant with veil (head cover) it should be in plain black.

During the match white sash must be put off.

It is allowed to have the badge of the contestant's main association on the left chest and PERSILAT badge on the right chest, the national flag on right arm and sponsor logo on left arm where the size of sponsor logo must not exceed the size of PERSILAT badge (not exceeding 10cm diameter).

The name of the country may be printed at the top back of the attire. All attire must be provided by the individual Pesilat (contestant).

The Pesilat does not wear any other accessories except Pencak Silat Attire.

1.2 Body Protector with the following regulations:

1.2.1. PERSILAT quality standard

1.2.2. Black color

1.2.3. Five sizes: Super Extra Large (XXL), Extra Large (XL), Large (L), Medium (M), and Small (S)

1.2.4. A red or blue sabuk/bengkung (belt/sash) for Pesilat's corner identification. Size 10cm wide made from uneasy to fold material

1.2.5. One arena should provide at least 5 (five) sets of body protectors of every size that is provided by the Organizing Committee. Mandatory for all athletes to put on the body protectors provided by the Organizing Committee.

1.3 Mandatory for all Male/Female contestant to wear a plastic groin guard provided Pesilat (contestant).

1.4 A joint guard (wrist, ankle, knee, shoulder and elbow), shin and arm guards are allowed to be used 1 layer with 1cm maximum thickness and made from non-hard materials.

1.5 Joint Taping is allowed.

1.6 Mouth guard is allowed.

2. System and Competition Rounds

2.1 Competition uses knock out system. Other systems may be adopted by PERSILAT as and when required.

2.2 The competition stages are divided into elimination round, quarter final round, semifinal round and final round, depending on the number of participants. This competition stages shall apply to all classes.

2.3 Each competing class should be participated by at least 2 (two) Pesilat (contestants).

3. Match Rounds and Time

3.2.1. A match is carried out in 3 (three) rounds.

3.2.2. Each round takes exactly 2 (two) minutes net.

3.2.3. Between rounds there is a one-minute net rest.

3.2.4. Moments when the Referee stops the match are not included in the match time. (The counting towards a Pesilat who is knock-downed due to a valid attack is not included in the match time)

4. The Pesilat's Coach

4.1 Each Pesilat, particularly in Tanding (Match) category, is assisted by 2 (two) coaches maximum and understand the Rules and Regulations of Competition of PERSILAT.

4.2 The coach's attire is a PERSILAT standard black Pencak Silat attire, the sleeves up till the wrist (+/- 1cm) and the length of the pants up to the ankle (+/- 1cm) with badge of his/her main association on the left chest and is allowed to put PERSILAT badge on the right chest, name of the country on the back and wears an orange sash of 10-cm wide.

4.3 The coach is allowed to give advices only during rest between rounds.

4.4 One of the coaches must be of the same gender with the Pesilat (contestant).

5. Competition Procedure

- 5.1 The competition is commenced by the Referee and Jury entering the arena from the right side of the Competition Chairman. Before entering the arena Referee and Jury respect and report to the Competition Chairman that they are ready to carry out their duties.
- 5.2 Referee shall check the athlete at their individual corner before commencing the match. At Referee's signal, each Pesilat enters the arena from his/her corner, respecting to the Coaches, Referee and the Competition Chairman. Afterwards each Pesilat is mandatory to perform 5 (five) to 10 (ten) school's movement (jurus perguruan) before return to their respective corners.
- 5.3 The match will commence by the Referee calling both Pesilats. The Pesilats will then shake hands, reminding on the rules and be ready for the match.
- 5.4 After the Referee has check the readiness of all officials by means of right hand signal, he commands both Pesilats to beign the match.
- 5.5 During break time, both Pesilats must return to their respective corners.
- 5.6 Beside the Referee and the two contestants, no one else may enter the arena unless otherwise, upon the Referee's request.
- 5.7 At the end of the final round, both Pesilats return to their respective corners to wait for the decision of the winner. By the time to announce the winner, Referee calls both Pesilats to the center of arena. Upon announcement of winner, Referee will lift the winner's hand. After that both Pesilat respect the Competition Chairman.
- 5.8 After paying respect, both Pesilat's shake hands and leave the arena. The Referee and Jury shall come forward in front of the Chairman and give respect, and report to the Competition Chairman about the completion of their duties. The Referee and Jury leave the area via the left side of Competition Chairman's table.

6. The Rules of the Game:

6.1 The Rules of the Game

6.1.1. The Pesilats confront each other by applying the Pencak Silat defense and attack elements ie. Repulsing, dodging, hitting the target, dropping the opponent; and complying to the Pencak Silat Rules and Regulations.

By applying the 'Pencak Silat principle', it means to obtain technical scores, a Pesilat must apply a combative pattern which consists of on-guard position (sikap-pasang), step pattern (pola langkah), maintain the distance against the opponent, while performing the attack/defense, and finally return to the on-guard position (sikap pasang).

6.1.2. Defense and/or attack must start from on-guard position (sikap pasang), followed by step pattern (pola langkah), with existence of good coordination in performing an attack defense.

After performing an attack/defense, Pesilat must return on to the on-guard applying step pattern. The Referee will give command 'Langkah' if a Pesilat does not use proper technique of Pencak Silat.

6.1.3. A series of attacks should be delivered in row, a combination of various techniques towards the target, with not more than 6 (six) techniques of attacks, per exponent. A Pesilat who performs more than 6 (six) techniques of attacks in a row will be stopped by the Referee.

Continuous attack with the hand using the same technique will only score 1 point.

6.1.4. An attack that scores points is by hitting the target by applying the principles, stable and powerful.

6.2 Competition Commands

6.2.1. The command '**BERSEDIA**' (Get Ready) is used to alert both Pesilat and all competition officials to be ready as the match is about to begin. The command shall be used throughout the match.

6.2.2. The command '**MULAI**' (Start) is used each time a match is started or continued. This command is used together with the hand signal.

6.2.3. The command '**BERHENTI**' (Stop) or '**TI**' is used to stop the match.

6.2.4. The command '**PASANG**', '**LANGKAH**', and '**SILAT**' are used as guidance.

6.2.5. The start and the end of each round is marked by a strike on the Gong.

6.3 Target

A valid attacking area that awarded points is the body which covers the trunk area excluding the neck upwards and the navel to the groin:

6.3.1. Chest

6.3.2. Abdominal (navel upwards)

6.3.3. Left and right ribs

6.3.4. Back part of the trunk (except direct attack to the whole spinal cord)

Lower limb (ankle and below) can be targeted for an intercepting attack while aiming to drop the opponent but are non-scoring area.

6.4 Prohibitions

Prohibitions which are declared as violations:

6.4.1. Serious violations

- a. Attack illegal parts of body ie. Neck, head and navel downwards to groin, direct attack to the whole spinal cord, thigh and lower limbs shin area.
- b. Direct attempts to break the joints.
- c. Deliberately throw the opponent out of the arena
- d. Attack with head (Head Butt)
- e. Attack the opponent before the 'MULAI' command or after the 'BERHENTI' command is given by the Referee, causing injury to the opponent.
- f. Wrestle, bite, scratch, grip, and pull the opponent's hair/jilbab (pull hair/jilbab)
- g. A Pesilat challenges, humiliates, hits, uttering vulgarities, spits, shouting to provoke opponent or Competition Officials (Technical Delegate, Competition Chairman, Council of Referee-Jury, Referee-Jury and all other officials on duty), and to all spectators.
- h. Slamming down the opponent in or out of arena within the match period.
- i. Gripping, grabbing or embrace while attacking.

6.4.2. Light violations:

- a. Does not use on-guard position and step pattern.
- b. Walk out of the arena (any one leg out of the arena) whether intentionally or unintentionally more than 1 (one) time in 1 (one) round
- c. Embrace the opponent in process of defending
- d. Attack with front/back sweeping technique, scissoring while in lying position more than 1 (one) time in 1 (one) round to waste time.
- e. Communicate with outside or coaches either by certain gesture/signals or by spoken words
- f. Both Pesilats are passive or when one of Pesilat is passive more than 5 seconds.

- g. Shouting during competing.
- h. Wrong direction of attack.
- i. Intentionally push the opponent out from the arena.
- j. Athlete that turns his/her back against the opponent to waste time or prevent an attack.
- k. Time delaying tactics (releasing the body protector knot, untying of the hairband, was given the counting etc)

6.5 Improper Defensive Technique:

6.5.1. A valid attack with accurate direction but may cause injury to the opponent due to improper defensive technique (i.e. dodging towards the incoming attack direction is not a violation).

6.5.2. If the attacked Pesilat is injured, the Referee will call for the doctor immediately. If the doctor decides that the injured Pesilat is unfit to continue fighting, the Pesilat will be declared defeated by 'technical knock-out' (TKO).

6.5.3 If the doctor declare that the injured Pesilat is fit to continue, but he/she fail to stand up at once, the Referee will immediately start the technical counting.

6.6 Penalties

Level and types of penalties:

6.6.1. Reprimand

- a. Given when a Pesilat commits light violation after 1 (one) time verbal warning of the same violation within the same round.
- b. Reprimand can directly be given when a Pesilat commits severe violation without causing injury to the opponent.

6.6.2. Warning which shall be valid for all rounds, only for severe violation. For light violation, it ends at every round, consist of:

6.6.2.1. Warning I given when a Pesilat:

- a. Commits severe violation causing injury to opponent
- b. Given third reprimand as the result of light violation

After Warning I is given, another reprimand will be given for another type of violation within the same round.

6.6.2.2. Warning II

Warning II is given when a Pesilat commits another severe violation after Warning I.

Warning II is given, another reprimand will be given for another type of light violation within the same round.

6.6.2.3. Warning III

Warning III is given when a Pesilat commits another severe violation after Warning II and will be immediately disqualified.

Warning III should be shown by the Referee.

6.6.2.4. Disqualification

Is given when a Pesilat:

- a. A Pesilat commits another severe violation after Warning II.
- b. A Pesilat commits serious violation deliberately and contradicts against the sportsmanship.
- c. A Pesilat commits serious violation which receives Warning I or Reprimand I, and the injured opponent is unfit to continue the match as per officiating Doctor's decision.
- d. Failing to meet the weight requirement during the weigh-in conducted 15 minutes before the match.
- e. Pesilat fails on the doping-test. A Pesilat that fails the Doping test will be disqualified. All medals, certificates and all other awards shall be returned to the Organizing Committee.
- f. Pesilat is unable to show the letter of medical checkup before starting the first match (regardless of category) of the competition.

6.7 Scoring

6.7.1. Scoring Rules:

Technical Performance Score:

- | | |
|-----------|---|
| Score 1 | An attack by hand successfully hitting the target without being blocked. |
| Score 1+1 | successfully avoiding opponent's attack, and immediately followed by a successful counter attack by hand. |

- | | |
|-----------|--|
| Score 2 | An attack by foot successfully hitting the target without being blocked. |
| Score 1+2 | successfully voiding opponent's attack, and immediately followed by a successful counter attack by foot. |
| Score 3 | Direct attack that successfully drop the opponent. |
| Score 1+3 | Successfully grabbing the opponent's leg followed by a successful dropping technique. |

6.7.2. Qualifications of Technical Score: (valid scoring)

Valid score shall be given to the followings:

- A. Blocking or evading followed by an immediate valid counter attack
- B. Valid hand attack
- C. Valid foot attack
- D. Valid dropping

- A. Blocking or evading – successfully void the opponent's attack followed with immediate valid counter attack, either with the foot, hand or dropping attack.

Note: The score of "1+" shall be given for successfully voiding the opponent's attack followed with immediate valid counter attack, either with the foot, hand or dropping attack. Whereby a direct successful attack shall be given points as per its mode: 1point = hand attack, 2points = foot attack and 3 points = valid drop. (no points shall be given for any blocking or evading without counter attack)

- B. Valid hand attack – all types of hand attack which is direct and powerful.

(punches from; front, spade, uppercut, side hook and elbow) – 1 point

- C. Valid foot attack – all types of foot attack which is direct and powerful.

(kicking techniques; frontal, spinning back, side, half-turn and stomping) – 2 points

- D. Valid dropping – all applicable techniques to drop the opponent ensuring that the knee and above touches to floor: - 3 points

- D.1 Applying the direct attack such as sweeping, scissors and lifting with the leg.

- D.2 Applying indirect dropping technique by catching of opponent's leg followed by a valid drop (no punching or kicking at this stage).
 - D.3 Does not drop together with opponent while applying the valid drop technique.
 - D.4 Dropping process is given duration of 5 seconds before the Referee stops the fight.
 - D.5 It is not allowed to wrestle before the techniques; sweeping side drop, lifting with the leg or scissors is used. However, pushing or touching is allowed within the body area.
 - D.6 A counter attack is allowed when a failed sweeping technique occurs. The score for the counter attacks is determined by the technique applied, without using the body weight within one second period.
- E. Other factors in the competition
- E.1 Concurrent attack is an attack (whether valid or invalid, since those attacks happened accidentally) where one or both of Pesilat fall down, the dropping will be validated by the following criteria:
 - E.1.1 If one of them is not able to get up, counting will be applied immediately.
 - E.1.2 If both of them are not able to get up at once, counting will be applied immediately to both of them.
 - E.1.3 If both Pesilats are not able to get up by count of ten (10), however, both had gained points, the winner will be the one with the highest score.
 - E.1.4 If the incident occurs during the beginning of the first round and neither of them gains a score, the decision of the winner according to Chapter II article 9 point 6.7.4 a.2_iv and v. (no rematch).
- F. Accidental Fall – When a Pesilat falls not because of the opponent's attack, and not able to get up, he will be given the chance to get up within 10 seconds counting. If the Pesilat is not able to continue the fight, will be declared as lost by 'TKO'.
- G. Catching

G.1 Catching in a process of dropping an opponent is declared failed when:

G.1.1 The dropping process takes more than 5 (five) seconds, or dragging/wrestling occurs.

G.1.2 The attacking Pesilat falls down together in the dropping process.

G.1.3 If during the dropping process, the caught opponent grabs the shoulder of the Pesilat trying to drop him/her down, and succeed to drop the him/her within 5 (five) seconds before the Referee gives the command 'BERHENTI' (stop); the dropping will be declared as valid.

G1.4 If the defending Pesilat touches the neck or head or tugging, causing both Pesilats to fall down, the tugging Pesilat will be given the 'Teguran' (reprimand).

H. Dropping

H.1 When dropping technique is successful, at least part of the body is inside the arena's boundary line, the dropping will be declared 'valid'.

H.2 When a dropping technique is successful within the arena, and the dropped Pesilat shifts out of the arena the dropping will be declared valid.

H.3 When a valid attack causes the opponent to fall, and unable to get up immediately, and within the arena, but the dropped Pesilat shifted himself/herself out of the arena; valid drop signal shall be given immediately. The dropped Pesilat will be given chance to stand-up and be on-guard position within 10 (ten) seconds, failing which the dropped Pesilat is unable to continue the bout, he/she will be declared losing by **TKO**.

H.4 When a valid attack performed within the arena, but causing the opponent to fall outside the arena, invalid drop signal shall be given immediately. Should the Pesilat is unable to be on-guard, the fallen Pesilat will be given chance to stand-up and be on-guard position within 10 (ten) seconds, failing which the dropped Pesilat is unable to continue the bout, he/she will be declared losing by **TKO**.

- H.5 When the Pesilat that caught the leg of opponent for a dropping process, however, being countered by the opponent with a punch, scissors technique or any other valid techniques, causing the Pesilat that catch the opponent to fall, the dropping is declared valid.

6.7.3 Penalty

The penalty of scores:

- a. Score -1 (minus 1) is given when a Pesilat gets Reprimand I
- b. Score -2 (minus 2) is given when a Pesilat gets Reprimand II
- c. Score -5 (minus 5) is given when a Pesilat gets Warning I
- d. Score -10 (minus 10) is given when a Pesilat get Warning II

6.7.4 Victory Decision

a. Win by Points Score

a.1 When the number of Juries that decides for the winning of a Pesilat is more than the opponent. (The number of Juries that awarded the winning)

a.2 In the event where there is a tie, the winner will be determined base on the followings:

- i. With the least penalty score
- ii. With the most technical score obtain as follow: 1+3, 3, 1+2, 2, 1+1, 1
- iii. An additional round
- iv. The Pesilat who is lighter (body mass) referring to the weight taken at the re-weighing process, 15 minutes before the game.
- v. Toss coins process that to be carried out by the Chairman of Competition and witnessed by Technical Delegate and both team managers

a.3 The Jury's scores shall be displayed on the scoring board, at the end of the final round, after the winners decision was announced, except if digital scoring system us used (where the scores will be shown in the screen automatically).

b. Win by Technical Knock Out (TKO) Opponent's is declared winning by Technical Knock Out:

b.1 Opponent's request not to continue the fight.

b.2 Competition Doctor's decision. Competition Doctor is given 120 (One hundred and twenty) seconds to decide whether Pesilat is declared 'Fit' or 'Unfit' to continue the fight and to give medical help.

b.3 Coach's request (throw in towel).

b.4 Referee's decision. (Upon counting of Pesilat to the count of 10).

c. Win by Absolute Victory

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 immediately and or feels dizzy or unable to stand upright with 'sikap pasang' after Referee's counting up to 10.

d. Win by RSC (Referee Stop Contest).

Winning as the referee valued the bout is unbalanced.

e. Win by WO (Walkover)

The opponent did not show up in the arena after the third call, with the interval of 30 seconds at each call. Unless the Team Manager had informed the withdrawal of the Pesilat.

f. Win by Disqualification:

f.1 The opponent gets Warning III after Warning II

f.2 The opponent commits serious violation and is directly punished with disqualification

f.3 The opponent commits severe violation injuring the opponent hence not able to continue, and to be decided by the competition's doctor. A Pesilat who won by disqualification by this rule, will only be allowed to compete in the next match, with the permission and recommendation from competition's doctor before the next match.

f.4 During re-weighing, the Pesilat's weight does not meet the weight requirement.

f.5 Pesilat failed to show the medical certification before competition started.

ARTICLE 10
TUNGGAL (Single) Category

1. Competition Equipment:

1.1. Attire:

A standard Pencak Silat attire of any color and plain (The top and bottom pieces may be of the same or different color). A headband (a veil not covering face, is not consider as a headband) and 'kain samping' of plain color or patterned. The color choice and combination are entirely at the discretion of the Contestant. It is allowed to have the badge of the contestant's main association on the left chest and PERSILAT badge on the right chest. The national flag on the left arm and the name of the country at the upper back of the attire.

1.2. Weapons

For Senior, golok or parang is made of metal or wood, non-sharp pointed with length between 30 cm up to 40cm. With a width of between 2.5 cm to 4 cm. 'Tongkat' (rod), made of rattan with the length of between 150-180 cm and diameter of between 2.5-3.5 cm.

2. Competition Stages

2.1. When a competition is participated by more than 7 (seven) contestants, a pool system will be implemented.

2.2. Three Contestant with the highest scores from each pool will compete again in the next round. Unless the following round is the final.

The participants of the final round will be the best 3 (three) – in terms of gaining scores – from the previous competition pool stages.

2.3. The number of pool is decided in a meeting attended by International Technical Delegates, Competition Chairman and Council of Jury. The decision will be announced to the participants at the Technical Meeting.

2.4. The pool division for contestants are determined by drawing of lots during the Technical Meeting. Voting method, i.e either manually or digitally will be decided through voting at the Technical Meeting.

2.5. Each category should be participated by minimum 2 (two) participants and directly goes to final round.

3. Duration of Competition

The performance duration is 3 (three) minutes.

4. Competition Procedure

4.1 The beginning of competition:

- a. Juries reporting for duty to the Competition Chairman from the right side of the Competition Chairman
- b. Show respect and readiness to perform duty
- c. Taking the allocated seats

4.2 The weapons that were certified by the Competition Chairman will be placed at the weapon quarantine station as prepared by the organizing committee.

Pesilat/coach will be allowed to collect the weapons just before he/she enter the arena (immediately after his/her name was announced).

4.3 Pesilat

- a. Entering the arena from the left side of the Competition Chairman
- b. Walk towards the centre of arena
- c. Pesilat is to place the weapon on the weapon stand (no assistance from coach)
- d. Show respect to the Competition Chairman and turning back to show respect to the Juries

4.4 Competition Chairman will signal the Juries, time keeper and other Competition official to alert them that duty is about to begin.

4.5 The showcase

- a. Showcase the Opening PERSILAT greeting
- b. The gong will be strike to mark the beginning of performance time Contestant to begin the showcase
- c. Bare hand movement
- d. With the Long knife / Golok
- e. With the long stick / Toya (rod)
- f. The gong will be strike to mark the end of performing time

4.6 At the end of the performance

- a. Contestant to show respect to the Juries and Competition Chairman from the centre of the arena

- b. To leave the arena by the left side of the Competition Chairman

4.7 Time Keeping

- a. The competition chairman will make sure / take charge of the showcase time.
- b. The time keeper will keep track of the 3 minutes showcase.
- c. Competition Chairman will announce the actual showcase time. (Should the digital scoring is in used, the time tracking will be as displayed on the screen)

5. Competition Rule

5.1 Rules of the game

- 5.1.1 Contestant showcase the Jurus Tunggal Baku (Single Compulsory Movement) in three (3) minutes, begin with bare hand followed with weapon movement follow with long knife (golok) followed by the long stick (toya).

A tolerance period of +/-10 seconds is allowed for Pre-teen and Pre-Junior categories while +/-5 seconds for the Junior, Senior and Masters categories.

Should the tolerance period go beyond the limit, penalty will be imposed accordingly.

- 5.1.2 Jurus Tunggal Baku is showcase according to the sequential movement, such as the movement sequence, precise techniques of with and without weapon, rhythmic movement, firmness and expression.
- 5.1.3 If the contestant failed to continue his/her performance due to whatever reason, the Competition Chairman will declare he/she as being disqualified.
- 5.1.4 Uttering of voice is allowed.

5.2 Penalties

- 5.2.1 Deduction of points will be imposed as such:

- a. Mistake in movement sequence and techniques
 - a.1 Deduction of one (1) point each time
 - i. mistake in movement sequence details
 - ii. mistake in movement techniques
 - iii. any missing movement (not done)
 - iv. should a Pesilat lost grip of the weapon, as long as it does not touches the ground, a total of 1 point penalty for each wrong and/or additional movement incurred.

- b. Time factor
 - b.1 Beyond tolerance period
 - b.1.1 ten (10) to fifteen (15) seconds – deduction of 10 points for Pre-teen and Pre-Junior categories and five (5) to ten (10) seconds for Junior, Senior and masters categories.

Should showcase go beyond these tolerance period the showcase will be stopped and declared disqualified.
- c. Other factors
 - c.1 Exceed the arena limit (10m x 10m) – Deduction of 5 points
 - c.2 Drop of weapon – Deduction of 5 points
 - c.3 Attires is not according to prescription – Deduction of 5 points (eg. Extra accessories, head gear or samping fall or)
 - c.4 Weapon came out loose from the handle or breaking of the long stick. Showcase will be stopped and declared disqualified.

5.3 Other Decisions

- 5.3.1 The Referee Jury Council has the right to request for amendments of the penalties (impose penalty or withdraw penalty) following 3 or more Jury views and decision. Penalty imposed will be denied if it is only be given by 2 or 1 Jury.
- 5.3.2 When competition is unable to continue due to:
 - i. Juries failed to function (fall sick / injured / unconscious)
 - ii. Non-Technical factors (Electrical breakdown / disturbance / etc)
 - iii. External factors (something that is beyond human control, natural disaster etc)

Competition chairman will stop the competition with following guidelines:

- a.1. Contestant involve (unless the last contestant) will be allowed to showcase the performance again right from the beginning (at whichever round he is contesting) with the same Juries, right after the last contestant completing his/her showcase.
- a.2. If it is during the last contestant showcase, contestant will be allowed to re-showcase his performance from the beginning, at the latest 10 minutes after the technical problem is solved.

a.3. The Jury that could not carry out duty is to be replaced.

5.3.3 Competition could not proceed due to any accident caused by the contestant (collision with Juries / Jury was hurt due to weapon flung to them, etc) Contestant will be disqualified. Competition Chairman will replace the injured Jury (after consultation with Technical Delegate) and competition will resume with the next contestant.

5.4 Walk-over

Participation will be declared as Walk-over should contestant failed to report to Competition's Secretary after being call for the 3rd time.

The interval between the call outs will be at thirty (30) seconds each.

5.5 Disqualification

- a. Points given to contestant will be withdrawn should it was realized (at the end of the showcase) that the contestant failed to showcase the whole package or had perform the package sequence not in proper order.
- b. Putting on a totally non-proper attire (not as stipulated) or using a wrong weapon (eg. Tombak instead of toya)
- c. Pesilat is unable to continue the showcase due to his own fault.
- d. Matters that are stated at point 5.1.3, 5.2.1 (b1.1), 5.2.c4 and 5.3.3.
- e. Pesilat is unable to show the letter of medical checkup before starting the first match (regardless of category) of the competition.

6. Scoring

6.1 Scoring consists of:

6.1.1. Accuracy score includes the following elements:

- a. The accuracy of movement in each Jurus
- b. The accuracy of movement sequence
- c. The accuracy of jurus sequence

Score is obtained from the total number of movements in Jurus Tunggal (100 movements) deducted by the penalty points.

6.1.2. Firmness scores include the following elements:

- a. The firmness of movements

- b. The firmness of movement rhythm
- c. The firmness of movement soulfulness
- d. The firmness of power and stamina

Score ranges from 50 to 60 points which is the accumulated score of the four firmness elements.

7. Decision and announcement of the winner

7.1. The winner is the contestant who gains the highest score for his/her performance from 3 (three) out of 5 (five) jurors with elimination of the highest and the lowest score.

7.2. If the scores are equal, the winner will be determine accordingly:

- i) The contestant who gains the total highest Technique points from the 3 (three) jurors as decided in para 7.1.
- ii) The contestant who gains the highest points in firmness, soulfulness and stamina from 3 (three) jurors as decided in para 7.1.
- iii) The contestant whose duration of performance is the closes to precise time of 3 (three) minutes.
- iv) The winner is the contestant who gains the least penalty points.
- v) If the result remains the same, the Competition Chairman will do a toss coin on to the mattress witness by Technical Delegate, Council of Juror and Team Managers of respective contestant.

7.3. The score of each contestant is announced after the Jury has finished their task in giving score to all contestant of every Jurus Tunggal (Single) category. Total obtained scores will be shown in scoring board while announced by Competition Chairman except when using digital scoring board where the scores from each Jury and total scores are displayed in the screen instantly.

Article 11 **GANDA (Double) Category**

1. Competition Equipment

1.1 Attire:

A standard Pencak Silat costume of any color and plain (the top and bottom pieces may be of different color). Use headband (a veil not covering face, is not consider as a headband) and 'kain samping' of plain color or decorated. The color choice and combination are entirely at the discretion of the contestant. The costume color and the headband/'kain samping' pattern of the pairing contestant of Ganda category may be of similar or different uniformity.

It is allowed to have the badge of the contestant's main association on the left chest and PERSILAT badge on the right chest, the national flag on left arm. The name of the country at the upper back of the attire.

1.2 Weapon:

1.2.1. The types, size and number of weapons to be used are as follows:

Compulsory weapon: a golok/parang and toya (long stick)

Selected weapon: It is compulsory to choose either one of these weapons: Keris, Pisau, Clurit and Trisula.

The sequence of using compulsory and additional weapon is in discretion of Pesilat.

1.2.1. b – For Senior, golok or parang is made of metal or wood, non-sharp pointed with length between 30 cm up to 40 cm. With a width between 2.5 cm to 4 cm. Toya (long stick), made of rattan with the length of between 150-180 cm and diameter of between 2.5-3.5 cm.

1.2.3. For Junior, Senior and Master. (additional weapon)

- a. Knife made of metal or wood, non sharp-pointed with size between 15 cm up to 20 cm.
- b. Keris, sickle, sai made of metal or wood, non sharp-pointed with size between 30 cm up to 40 cm.

1.2.4. The usage of selected weapon may be one or two pieces of a kind. Usage Technic and type of selected weapons is up to the respective Silat Schools.

1.2.5. The showcase is to begin as follows:

- a. To begin with bare-hand movement.
Free to continue:
- b. One Pesilat using weapon while the other bare-handedly, or both Pesilat using weapon.
- c. During performance the weapon moves (transfer) from one Pesilat to the other.
- d. Release or drop weapon in accordance with the performance description.

2. Competition Stages

2.1 When a competition is participated by more than 7 (seven) contestant, a pool system will be implemented.

2.2 Three contestant with the highest scores from each pool will compete again in the next round. Unless the following round is the final.

The participants of the final round will be the best 3 (three) – in terms of gaining scores – from the previous competition pool stages.

2.3 The number of pool is decided in a meeting attended by International Technical Delegates, Competition Chairman and Council of Jury. The decision will be announced to the participants at the Technical Meeting.

2.4 The pool division for contestants are determined by drawing of lots during the Technical Meeting. Voting method, i.e either manually or digitally will be decided through voting at the Technical Meeting.

2.5 Each category should be participated by minimum 2 (two) participants and directly goes to final round.

3. Duration of Competition

The performance duration is 3 (three) minutes)

4. Competition Procedure

4.1 The beginning of competition:

- a. Juries reporting for duty to the Competition Chairman from the right side of the Competition Chairman
- b. Show respect and readiness to perform duty
- c. Taking the allocated seats

4.2 The weapons that were certified by the Competition Chairman will be placed at the weapon quarantine station as prepared by the organizing committee. Pesilat/coach will be allowed to collect the weapons just before he/she enter the arena (immediately after his/her name was announced).

4.3 Pesilat

- a. Entering the arena from the left side of the Competition Chairman
- b. Walk towards the centre of arena
- c. Pesilat is to place the weapon on the mattress (no assistance from coach)
- d. Show respect to the Competition Chairman and turning back to show respect to the Juries.

4.4 Competition Chairman will signal the Juries, time keeper and other Competition official to alert them that duty is about to begin.

4.5 The showcase

- a. Showcase the Opening PERSILAT greeting
- b. The gong will be strike to mark the beginning of performance time
- c. The gong will be strike to mark the end of performing time

4.6 At the end of the performance

- a. Contestant to show respect to the Juries and Competition Chairman from the centre of the arena
- b. To leave the arena by the left side of the Competition Chairman

4.7 Time Keeping

- a. The competition chairman will make sure/take charge of the showcase time
- b. The time keeper will keep track of the 3 minutes showcase
- c. Competition Chairman will announce the actual showcase time. (Should the digital scoring is in used, the time tracking will be as displayed on the screen)

5. Competition Rule

5.1 Rules of the game

5.1.1. For 3 (three) minutes the participant performs the richness technique of jurus attack-defense with bare hands and with weapons.

A tolerance period of +/-5 seconds is allowed.

Should the tolerance period go beyond the limit, penalty will be imposed accordingly.

5.1.2. Uttering of sound is allowed

5.2 Penalties

5.2.1. Deduction of score is imposed each time contestant performs the following faulty:

- a. Time factor
 - a.1. Beyond the tolerance period
 - a.1.1. Five (5) to ten (10) seconds deduction. Should the showcase go beyond these tolerance period the showcase will be stopped and declared disqualified.

b. Other factors

Deduction of 5 (five) points penalty will be imposed to the following:

- i. Contestant crosses the arena borderline (10m x 10m)
- ii. Each time the weapon drop against prescription
- iii. Weapon did not drop as prescribe in the prescription
- iv. The weapons that was prescribe as drop (in the prescription), drop outside the arena and pesilat crosses the arena to pick the weapon (as it is still needed for the showcase)
- v. using not fully proper weapon according to the regulation, or broken golok, broken toya, golok loose from its head.

No deduction of score for accessories falls.

5.2.2. Walk-Out

Participation will be declared as Walk-over should contestant failed to report to Competition's Secretary after being call for the 3rd time.

The interval between the call outs will be at thirty (30) seconds each.

5.2.3. Disqualification

- a. Pesilat wears wrong costume or uses wrong weapon not according to competition regulation is disqualified.
- b. As stated in 5.2.1a
- c. Pesilat is unable to show the letter of medical health before competition started

6. Scoring

6.1. Scoring consist of:

6.1.1. Score of attack-defense technique:

The score of attack-defense technique – bare-handed or armed, includes various attack-defense techniques by hands or foot such as: hitting, kicking, sweeping, dropping, parrying, dodging/evading, catching, locking, etc.

Scoring shall focus on the following elements:

- a. The quality of attack-defense techniques in barehanded as well as using weapon.
- b. The richness of attack-defense techniques in barehanded as well as using weapon.
- c. The skill and creativity of attack-defense techniques
- d. The logic in executing attack-defense technique

Score ranges from 60 (sixty) to 80 (eighty) points which is the total score of the above four elements of technique.

6.1.2. Firmness Score:

Firmness score consists of elements of firmness, harmony, courage of both Pesilats during performance.

Scoring shall focus on the following elements:

- a. Firmness and strictness of movement
- b. Harmony/solidity of both Pesilats
- c. Courage in weapon skill
- d. Power and stamina

Score ranges from 50 to 60 points which is the integrated score of the above four elements of firmness.

6.1.3. Soulfulness score includes the following elements:

- a. The harmony of expression of movement soulfulness
- b. The harmony of movement rhythm score ranges from 50 (fifty) to 60 (sixty) points which is the integrated score of both elements of soulfulness.

7. Decision and announcement of the winner

7.1 The winner is the contestant who gains the highest score for his/her performance from 3 (three) out of 5 (five) jurors with elimination of the highest and the lowest score.

7.2 If the scores are equal, the winner will be determine accordingly:

- i) The contestant who gains the total highest Technique points from the 3 (three) jurors as decided in para 7.1.
- ii) The contestant who gains the highest points in firmness, soulfulness and stamina from 3 (three) jurors as decided in para 7.1.
- iii) The contestant whose duration of performance is the closest to precise time of 3 (three) minutes.
- iv) The winner is the contestant who gains the least penalty points.
- v) If the result remains the same, the Competition Chairman will do a toss coin on to the mattress witnessed by Technical Delegate, Council of Juror and Team Managers of respective contestant.

7.3 The score of each contestant is announced after the Jury has finished their task in giving score to all contestant of the category.

Total obtained scores will be shown on scoring board while announced by Competition Chairman except when using digital scoring board where the scores from each Jury and total scores are displayed in the screen instantly.

Article 12 REGU (Team) Category

1. Competition Equipment

1.1 Attire:

A standard black Pencak Silat attire, with a white belt of 10cm which is wrapped not tied nor loosely, and without accessories.

It is compulsory to have the badge of the contestant's main association on the left chest and the badge of PERSILAT in the right chest.

It is allowed to have the badge of the contestant's main association on the left chest and PERSILAT badge on the right chest. The national flag on the left arm and the name of the country at the upper back of the attire.

2. Competition Stages

2.1 When a competition is participated by more than 7 (seven) contestants, a pool system will be implemented.

2.2 Three Contestants with the highest scores from each pool will compete again in the next round. Unless the following round is the final.

The participants of the final round will be the best 3 (three) – in terms of gaining scores – from the previous competition pool stages.

2.3 The number of pools is decided in a meeting attended by International Technical Delegates, Competition Chairman and Council of Jury. The decision will be announced to the participants at the Technical Meeting.

2.4 The pool division for contestants are determined by drawing of lots during the Technical Meeting. Voting method, i.e either manually or digitally will be decided through voting at the Technical Meeting.

2.5 Each category should be participated by minimum 2 (two) participants and directly goes to final round.

3. Duration of Competition

The performance duration is 3 (three) minutes.

4. Competition Procedure

4.1 The beginning of competition:

- a. Juries reporting for duty to the Competition Chairman from the right side of the Competition Chairman
- b. Show respect and readiness to perform duty
- c. Taking the allocated seats.

4.2 Pesilat

- a. Entering the arena from the left side of the Competition Chairman
- b. Walk towards the centre of arena
- c. Show respect to the Competition Chairman and turning back to show respect to the Juries.

4.3 Competition Chairman will signal to Juries, time keeper and other Competition official to alert them that duty is about to begin.

4.4 The showcase

- a. Showcase the Opening PERSILAT greeting
- b. The gong will be strike to mark the beginning of performance time Contestant to begin the showcase
- c. Pesilat will perform the showcase
- d. The gong will be strike to mark the end of performing time

4.5 At the end of the performance

- a. Contestant to show respect to the Juries and Competition Chairman from the centre of the arena
- b. To leave the arena by the left side of the Competition Chairman

4.6 Time Keeping

- a. The competition chairman will make sure/take charge of the showcase time.
- b. The time keeper will keep track of the 3 minutes showcase.
- c. Competition Chairman will announce the actual showcase time. (Should the digital scoring is in used, the time tracking will be as displayed on the screen)

5. Competition Rule

5.1. Rules of the game

- 5.1.1. The participants perform Jurus Wajib Regu for 3 (three) minutes. A tolerance period of +/- 5 seconds is allowed.
Should the tolerance period go beyond the limit, penalty will be imposed accordingly.
- 5.1.2 Jurus Wajib Regu is performed according to sequence of movements and the accuracy of jurus, rhythm, firmness and soulfulness designated for the jurus.

5.1.3 Uttering of sound is allowed.

5.2. Penalties

5.2.1 The score deduction penalty imposed due to contestants' fault consists of:

a. Errors in the movement and movement detail

a.1. Deduction of 1 (one) point penalty is imposed each time contestant performs faulty movement i.e.:

a.1.1. Errors in the movement details

a.1.2. Errors in movement sequence

a.2. Every mission movement (not performed)

a.3. Each time movement is not performed in team-harmony

b. Time factor

b.1. Beyond the tolerance period

b.1.1. Five (5) to 10 (ten) seconds deduction

Should the showcase go beyond these tolerances period the showcase will be stopped and declared disqualified.

c. Other factors

c.1. Deduction of 5 (five) points penalty will be imposed to the contestant each time they crosses the arena borderline (10m x 10m). – To step out of the arena with even only one foot.

c.2. Deduction of 5 (five) points penalty will be imposed to the contestant not properly dressed according to the rules.

5.2.2 Walk-out

Participation will be declared as Walk-over should contestant failed to report to Competition's Secretary after being call for the 3rd time.

The interval between the call outs will be at thirty (30) seconds each.

5.2.3 Disqualification

a. Some Jurus were not performed or wrong sequence of Jurus were performed by the Contestant.

- b. Pesilat wears wrong attire or uses wrong weapon not according to competition regulation (costume other than black color, band other than white, etc)
- c. Matters stated in 5.2.1b1.1
- d. Pesilat is unable to show the letter of health before competition started.

6. Scoring

6.1 Scoring consists of:

6.1.1. Accuracy score includes the following elements:

- a. The accuracy of movement in each Jurus
- b. The accuracy of sequence of movement
- c. The accuracy of sequence of jurus

Score obtained from the total number of movements in Jurus Tunggal (100 movements) deducted by the penalty points

6.1.2. The score of harmony, firmness and solidity includes the following elements:

- a. The harmony, firmness and solidity of movement
- b. Rhythm harmony of movement
- c. Soulfulness harmony of movement
- d. Power and stamina

Score ranges from 50 (fifty) to 60 (sixty) points which is the total score of the above four elements.

7. Decision and announcement of the winner

7.1. The winner is the contestant who gains the highest score for his/her performance from 3 (three) out of 5 (five) jurors with elimination of the highest and the lowest score.

7.2. If the scores are equal, the winner will be determine accordingly:

- i) The contestant who gains the total highest Technique points from the 3 (three) jurors as decided in para 7.1.
- ii) The contestant who gains the highest points in firmness, soulfulness and stamina from 3 (three) jurors decided in para 7.1.
- iii) The contestant whose duration of performance is the closest to precise time of 3 (three) minutes.
- iv) The winner is the contestant who gains the least penalty points.

- v) If the result remains the same, the Competition Chairman will do a toss coin on to the mattress witnessed by Technical Delegate, Council of Juror and Team Managers of respective Contestant.

7.3. The score of each contestant is announced after the Jury has finished their task in giving score to all contestants of every Jurus Tunggal (Single) category.

Total obtained scores will be shown in scoring board while announced by Competition Chairman except when using digital scoring board where the scores from each Jury and total scores are displayed in the screen instantly.

Article 13 Protest Procedure

For all competition categories, procedure of protest shall be governed by the following rules:

1. The Team Manager must file a protest by filling in a form provided by Competition Secretary

A request for the 'protest form' for all categories must be made within 10 minutes after result of the competition has been announced; and within the following 20 minutes, the completed form must be returned to the Competition Secretary including the protest fee of USD200.00 in cash.

2. In filing a protest, objections must be clearly described.

At the first level, the protest will be handled by the Competition Chairman together with the Council of Referee-Jury. The decision will be conveyed to the Team Manager within 2 (two) hours after the protest is submitted.

3. If the decision made at first level is not accepted, the Team Mananager may make an appeal. The appeal should be made within 20 minutes after the first-level decision is received.
4. The Appeal Committee shall consists of the International Technical Delegate as the Chairman, and Competition Chairman & Council of Referee-Jury Council as members. They will review the case and make decision within 3 (three) hours after the appeal is received. At this level, the decision is final.
5. A protest may be reviewed only if it is submitted properly according to the noble values and ethics of Pencak Silat.
6. Every protest will be imposed with USD 200 fee, unless PERSILAT stipulate otherwise. The protest fee is given to Competition Chairman through Competition Secretary and will be used for Competition Officials (International Technical Delegate, Competition Chairman, Council of Referee-Jury and Referee-Jury).

Article 14
Technical Meeting

1. A Technical Meeting must be held before the start of the competition.
2. The meeting is presided by Competition Chairman accompanied by the ITD and/or ATD, the Council of Referee-Jury and the Chairman/representative of the Organizing Committee.
3. Attended by Team Managers and/or Team Coaches.
4. The meeting agenda is a general explanation on competition matters and balloting process.
5. If necessary, the Competition Committee may conduct a consultative meeting with the Team Managers at any time during the championship.

CHAPTER III
COMPETITION COMMITTEE

Article 15
Structure and Appointment of Competition Committee

1. Competition Committee consists of:
 - 1.1. **International Technical Delegate (ITD)**
 - 1.2. **Assistant Technical Delegate (ATD)**
 - 1.3. **Competition Chairman**

To perform his duty, a Competition Chairman may be assisted by:

 - 1.3.1 Referee Jury Council
 - 1.3.2 Competition Secretary
 - 1.3.3 Time Keeper who also acts as Gong striker and Signal giver.
 - 1.3.4 Arena Assistants as required.
 - 1.3.5 Weighing in Official
 - 1.4. **Council of Referee-Jury** consisting of a Chairman and 2 members.

To perform the duty is assisted by a number of Referee-Jury. (A total of **15 Referee-Jury** is required per arena.)
 - 1.5. IT Team (if digital scoring system is used). Maximum 2 people per arena.
 - 1.6. Competition's Doctor and Medical Team.

If more than one arena is needed, the number of competition officials may be modified accordingly, except the ITD and ATD.

2. Appointment of Competition Committee:

For Regional and International championships, the appointment of Technical Delegate, Assistant Technical Delegate, Competition Chairman, Council of Referee-Jury and Referee-Jury should be given by PERSILAT upon agreement from individual countries.

Article 16

Criteria, Duties and Responsibilities of Competition Committee

1. The International Technical Delegate (ITD)

1.1. The International Technical Delegate (ITD) for international championship is appointed by PERSILAT.

An ITD must have mastered all PERSILAT General Rules and Regulations, particularly the Rules and Regulations of International Pencak Silat Competition.

1.2. The Organizing Committee of the competition is fully responsible to ensure the presence of the ITD at the competition by facilitating return air tickets, appropriate lodging, local transportation, pocket money etc; unless PERSILAT stipulate otherwise.

1.3. Duties and responsibilities:

1.3.1. To assist and to provide advice to the Organizing Committee, and particularly to the Competition Committee, from preparation stage i.e. supervising any preparation made by the Organizing Committee such as equipment and facilities, etc, during the course of competition, and until the end of the championship.

1.3.2. To resolve any problems concerning general issues as well as technical matters, of which decision of the ITD has binding force

The right including to stop, postpone, cancel championship and or replace the Competition Committee if deemed necessary.

Those actions should be taken to secure the championships, technical execution of championships, and the shake of good image of Pencak Silat.

1.3.3. To fill in and to sign the Record Book of Referee and Jury.

1.3.4. To submit duty report to the Board of PERSILAT within 1 (one) month after the championship ends.

2. Assistant Technical Delegate (ATD)

- 2.1. The duty of Assistant Technical Delegate is to assist the ITD.
- 2.2. The ATD who comes from the Organizing Committee of the competition is appointed by PERSILAT based on the criteria of mastering and comprehending PERSILAT general rules and regulations and particularly regulations of international Pencak Silat competitions.
- 2.3. If from the Organizer's side such person is not available, PERSILAT will appoint ATD.
- 2.4. In performing his duty, the ATD is responsible to the ITD.

3. Competition Chairman

- 3.1. The Competition Chairman should be International Referee-Jury of Senior Level (Grade 1 or Grade 2).
- 3.2. Duties and responsibilities:
 - 3.2.1. To manage and to be responsible for the smooth running of the competition.
 - 3.2.2. To chair a technical meeting with all team managers before the start of competition accompanied by the ITD (International Technical Delegate) and/or ATD, Chairman of the Council of Referee-Jury, and Chairman of the Organizing Committee.
 - 3.2.3. To warn and if necessary, to replace any technical official after consulting the ITD, if the pertinent person does not properly carry out his duty and responsibility.
 - 3.2.4. To stop the course of a contest, if necessary.
 - 3.2.5. To expel the coach of Pesilat if he/she disturb the competition.
 - 3.2.6. To resolve any competition problem at first level after consulting the Council of Referee-Jury.
 - 3.2.7. To forward competition problems to the ITD.
 - 3.2.8. To signal Jury in Tunggal, Ganda and Regu categories when contestant is shifting outside the arena borderline (10m x 10m) in front of Competition Chairman.

3.2.9. The Chairman of Competition is responsible to the ITD.

3.2.10. Competition Chairman is responsible to the performance time of Tunggal Ganda Regu categories.

4. Competition Secretary

4.1. The Competition Secretary is someone with experience and knowledgeable in administration of competition and is appointed by the Organizing Committee.

4.2. His task is to assist the Competition Chairman in managing any competition administrative matters. In carrying out his duties, he may also be assisted by a Secretary Assistant.

4.3. The Competition Secretary is responsible to the Competition Chairman whereas the Secretary Assistant is responsible to the Competition Secretary.

5. Council of Referee-Jury

5.1. The Council of Referee-Jury is the leader of Referee, appointed and assigned by PERSILAT. The Council consists of a Chairman and 2 (two) Members.

5.2. The authoritative and responsibility of Council of Referee-Jury is:

5.2.1. To assist the Competition Chairman in arranging the assignment of Referee-Jury.

5.2.2. To review the Jury's scoring results and when needed, has the right to call the Jury via the Competition Chairman.

5.2.3. After the review, to approve the Jury's scoring results, sign and submit the results to the Competition Chairman.

5.2.4. To give consideration when a contestant protests the competition result.

5.3. The Council of Referee-Jury is technically responsible to the ITD (International Technical Delegate), and administratively responsible to Organizing Committee.

6. The Referee and Jury

6.1. The assignment of Referee and Jury:

6.1.1. Referee and Jury who will be in charge of a Pencak Silat competition of international level are appointed and assigned by PERSILAT.

- 6.1.2. The Referee and Jury who will be in charge of a competition should have attended the course for International Referee-Jury, obtained PERSILAT Certificates for the International Referee-Jury and eligible for the tasks.
 - 6.1.3. The assignment of Referee and Jury is made by PERSILAT based on their performance record and License Book.
 - 6.1.4. Each Referee and Jury must be competent to judge in all categories of Pencak Silat competition.
- 6.2. At an international competition, the maximum number of Referees and Jury is 15 (fifteen) persons for one arena and 2 Competition Chairman and 2 Council Referee-Jury.
- 6.2.1. Competition of Tanding category is conducted by 1 (one) Referee and scored by 5 (five) Jurors.
 - 6.2.2. Competition of Tunggal, Ganda and Regu category is scored by 5 (five) Jurors. The highest score and the lowest score given by 2 (two) Jurors is not counted or deleted. Sum up score given by 3 (three) remaining Jurors is the final score of the contestant.
- 6.3. The tasks of Referee (for Tanding category only):
- 6.3.1. To inspect the readiness of arena and contestants
 - 6.3.2. To direct a contest in compliance with the competition stipulated rules.
 - 6.3.3. To ensure the safety of the contestants.
 - 6.3.4. To stop the contest when:
 - a. The contestant commits a violation
 - b. To contestant shifts outside of the arena
 - c. The contestant falls down
 - d. The contestants wrestle
 - e. The match is unbalanced
 - f. Issuing Reprimand (Teguran), Warning (Peringatan) or Penalty (Hukuman)
 - g. Examining contestant's wounds/injury
 - h. The course of the contest is disturbed
 - i. The contestant withdraws from the competition
 - j. Requested by the Competition Chairman or the International Technical Delegate (ITD)
 - k. Etc.
 - 6.3.5. To maintain the quality of the contest
 - 6.3.6. To give the reprimand, warning and penalty to Pesilat
 - 6.3.7. To give signal to the Jury on violation and penalty imposed to a Pesilat, and on the validity of a dropping attack.
 - 6.3.8. To consult the Jury when any doubt occurs in decision-making. The Jury will be called by Referee to ask for decision in the centre of the arena witnessed

by one Council of Referee-Jury, after the Pesilats are sent to the neutral corners

6.3.9. To execute winning decision

6.4. The tasks of Jury (for all competition categories):

6.4.1. To assess contestants in a competition

6.4.2. To record violations

6.4.3. To decide the winner based on score

6.4.4. To decide the winner based on score

6.4.5. To answer any question which may come from ITD, Competition Chairman, Council of Referee-Jury or Referee.

6.5. On duty, the Referee-Jury is technically responsible to the Council of Referee-Jury, and subsequently also responsible to the Competition Chairman and finally responsible to the ITD appointed by PERSILAT.

7. Time Keeper

7.1. The Time Keeper is appointed and assigned by the Organizing Committee to those who are able to do the task preferably from Referee-Jury.

7.2. Tasks of the Time Keeper:

7.2.1. To start and stop the competition clock according to the designated time or based on the Referee's signal in the event of TANDING category.

7.2.2. To give signal to the Referee during the counting towards a Pesilat 'knock down' in TANDING category.

8. Competition's Doctor

8.1. Every competition must be attended, witnessed and supervised by a doctor and a medical team appointed by the Organizing Committee.

8.2. The Competition Doctor should be a Sport Doctor who has an expertise in sports health. The medical team must be facilitated with ambulance and oxygen tanks.

8.3. Competition Doctor must witness the contest from the beginning of first contest until completion of the last contest.

8.4. At the request of the Referee, the Doctor examines an injured Pesilat in the arena.

8.5. The result of Doctor's examination shall determine whether or not the Pesilat can continue the contest. Its include to decide whether or not the Pesilat could continue to participate in the coming round (for cases where Pesilat won a disqualification over his/her opponent). The decision of Doctor is final and unchanged.

8.6. In the event that objection towards a result of contest occurs, the Competition Doctor's opinion may be asked, if needed.

8.7. On duty, the Competition's Doctor is technically responsible to the Competition Chairman; generally responsible to the Chairman of the Organizing Committee; and professionally responsible to the Medical Authorities.

Article 17

Costume of the Competition Committee

1. Competition Chairman

Competition Chairman shall wear standard black Pencak Silat costume, with "samping" with a yellow sash of 10 cm wide with a black head gear (songkok).

At the left side of the chest is the badge of International Referee-Jury of PERSILAT according to its class.

2. The Council of Referee-Jury

The Council of Referee-Jury of Category Tanding, Tunggal, Ganda and Regu shall wear standard white Pencak Silat costume, with yellow belt/'bengkung' of 10 cm wide. At the left side of the chest is the badge of International Referee-Jury of PERSILAT according to its class.

3. Referee and Jury

Referee and Jury Tanding, Tunggal, Ganda and Regu Category.

Shall wear PERSILAT standard Pencak Silat costume, WHITE color, with a yellow belt/'bengkung' of 10 cm wide. At the left side of the chest is the badge of International Referee-Jury of PERSILAT according to its class.

4. The Secretary, Assistant Secretary, Time Keeper and Arena Assistants.

Shall wear custom recommended by the Organizing Committee.

CHAPTER IV

INTERNATIONAL PENCAK SILAT CHAMPIONSHIP

Article 18

Level of Pencak Silat Championship

1. The level of PERSILAT championship consists of:

- 1.1. World Championship
- 1.2. Regional Championship

1.3. Other championship arranged by PERSILAT organization such as Invitation Championship, Open Tournament, Exhibition, etc.

2. Special Championship

Other Pencak Silat championships which are arranged by an organization outside PERSILAT. These special championships may apply the International Pencak Silat Competition Regulations and shall be held under PERSILAT coordination.

CHAPTER V CONCLUSION

Article 19 Conclusion

1. These International Pencak Silat Competition Regulations prevail in conjunction with Guideline of Duty of Referee-Jury, Guideline of Organizing Committee, or other guideline set up by PERSILAT with regard to Pencak Silat championships.
2. Any other matters which are not sufficiently governed in these regulations, will be resolved by the ITD (International Technical Delegates) at the time when the Competition is being carried out.
3. These Regulations were stipulated at PERSILAT Founder's Technical Meeting (Indonesia, Malaysia, Singapore and Brunei Darussalam) on 1st-3rd April, 2012, in Jakarta perfected on 30 August 2012 in Jakarta.

**PERSILAT
INTERNATIONAL PENCAK SILAT FEDERATION
PERSEKUTUAN PENCAK SILAT ANTARABANGSA**