



# INTERNATIONAL SILAT COMPETITIONS: RULES AND REGULATIONS



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**INTERNATIONAL PENCAK SILAT FEDERATION COMPETITION REGULATIONS**

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### PESILAT PLEDGE

1. A PESILAT IS AN INDIVIDUAL WHO HAS NOBLE MIND AND CHARACTER.
2. A PESILAT IS A MAN WHO HONOURS HIS FELLOW MAN AND LOVES FRIENDSHIP AND PEACE.
3. A PESILAT IS A MAN WHO ALWAYS THINKS AND ACTS POSITIVELY, IS CREATIVE AND DYNAMIC.
4. A PESILAT IS A KNIGHT WHO UPHOLDS TRUTH, HONESTY AND JUSTICE, AND IS ALWAYS RESILIENT IN FACING ANY ORDEAL AND TEMPTATION.
5. A PESILAT IS A KNIGHT WHO IS ALWAYS RESPONSIBLE FOR HIS WORDS AND DEEDS.

### THE PLEDGE OF REFEREE AND JURY OF THE INTERNATIONAL PENCAK SILAT FEDERATION

I, AS THE REFEREE AND JURY OF THE INTERNATIONAL PENCAK SILAT FEDERATION HEREBY DECLARE THE PLEDGE:

1. THAT I, SERIOUSLY, REALIZE THAT THE PROMOTION AS A REFEREE JURY OF THE INTERNATIONAL PENCAK SILAT FEDERATION, IS A TRUST AND HONOUR FOR ME.
2. THAT I, SERIOUSLY, SHALL HOLD THE TRUST AND THE HONOUR THAT I ACCEPT, WITH THE WHOLE OF MY SELF-ESTEEM.
3. THAT I, SERIOUSLY SHALL OBEY THE RULES AND REGULATIONS OF THE INTERNATIONAL PENCAK SILAT FEDERATION WITH RESPONSIBILITY.
4. THAT I, SERIOUSLY, SHALL CONDUCT PENCAK SILAT COMPETITION HONESTLY AND FAIRLY FOR THE SAKE OF THE SUBLIMITY OF THE DIGNITY AND HONOUR OF PENCAK SILAT.
5. THAT I, SERIOUSLY, SHALL OBEY MY PLEDGE AND IF I DISAVOW THIS PLEDGE, I OUGHT TO BEAR ALL OF THE SANCTIONS OF IT IN EVERY RESPECT IN BODY AND SOUL.

### REFEREE AND JURY PROMISES



WE, THE INTERNATIONAL PENCAK SILAT REFEREE AND JURY PROMISE:

1. TO CARRY OUT THE DUTIES IN ACCORDANCE TO THE RULES OF INTERNATIONAL PENCAK SILAT COMPETITION.
2. TO CONDUCT THE COMPETITION HONESTLY, FAIRLY AND WITH RESPONSIBILITY.
3. TO MANTAIN AND PROTECT THE SUBLIMITY OF THE DIGNITY AND HONOUR OF PENCAK SILAT WITH WORTHY BEHAVIOUR AND ATTITUDE.

### INTERNATIONAL PENCAK SILAT COMPETITION REGULATIONS



#### PREFACE

International Pencak Silat Competition is held based on principles of brotherhood and in the spirit of noble qualities by using elements of self defense, art and sports and by highly honoring the IKRAR PESILAT (PESILAT PLEDGE).

The competition is carried out in accordance with the category stipulations which are specified in the competition regulation and conducted by legitimate competition organizer.

Pencak Silat competition categories consist of:

- |    |      |                                    |                 |          |
|----|------|------------------------------------|-----------------|----------|
| I. |      | <b>TANDING</b>                     | <i>(Match)</i>  |          |
|    | II.  | <b>TUNGGAL</b>                     | <i>(Single)</i> | category |
|    | III. | <b>GANDA</b>                       | <i>(Double)</i> | category |
|    | IV.  | <b>REGU</b> <i>(Team)</i> category |                 |          |

To organize the Pencak Silat competition the best way possible in accordance with its purpose and objectives, hence Pencak Silat Competition Regulations are set forth as follows:

**COMPETITION REGULATIONS****Article 1****Definition of Each Category****1. Definition of TANDING (*Match*) category is :**

a Pencak Silat competition category which presents a match between 2 (two) Pesilat (contestants) from different teams. Both contestants confront each other using defense and attack elements i.e. repulse/dodge/hit/attack at the target and drop the opponent; using competition tactics and techniques; maintaining stamina and fighting spirit; applying principles (kaidah) and steps patterns (pola langkah) by demonstrating the richness of jurus techniques, in order to score the most.

**2. The definition of TUNGGAL (*Single*) category is :**

a Pencak Silat competition category in which a Pesilat (one contestant) performs Jurus Baku Tunggal (single jurus) skill in a proper, accurate and stable manner with soulfulness, bare-handedly and armed.

**3. The definition of GANDA (*Double*) category is :**

a Pencak Silat competition category in which two Pesilats (two contestants) of the same team perform their skills and demonstrate the richness of their attack-defense Jurus techniques. The attack-defense movements are performed in a well-planned, effective, aesthetic, stable and logical manner, well-organized, whether it is a powerful and fast movement or slow and contemplative movement, bare-handedly and armed.

**4. The definition of REGU (*Team*) category is :**

a Pencak Silat competition category in which three Pesilats (three contestants) of the same team perform their skills in Jurus Baku Regu (*Team Jurus*) in an accurate, exact and stable manner, along with soulfulness and harmony, bare-handedly.

**Article 2****Competition Classification and Specification of Age and Weight****1. The classification of Pencak Silat competition according to age and gender for all categories consists of :**

- 1.1. Competition of **pre-teenagers** group for male and female over 12 up to 14 years old.
- 1.2. Competition of **teenagers** group for male and female over 14 up to 17 years old.
- 1.3. Competition of adult group for male and female over 17 up to 40 years old.

2. The true age of a Pesilat must be proved by a passport, or official statement and of a kind.

3. The Pesilat's age must conform with his/her age classification (pre-teenager, teenager, or adult) on the date/the start of the first competition day, which means that:

*The Pesilat (contestant) must be of a suitable age on the date/the start of the first competition day ie. his/her age must be within the classification range or exactly at the minimum or the maximum age limit of the group in which he/she is participating. Failure on this requirement will cause disqualification from the competition.*

4. Class division according to body weight is applied only in **TANDIN**

5. **G (Match)** category:

4.1. **The first weigh-in:**

- 4.1.1. The first weigh-in is carried out at least 6 (six) hours before the start of the first match in one championship. 4.1.2. During the weigh-in the Pesilat (contestant) only wears a Pencak Silat costume which is dry, without groin guard, joint guard, nor *sabuk/bengkung* (belt/sash).
- 4.1.3. For every weigh-in, no measuring tolerance is allowed.
- 4.1.4. When the contestant's weight is exceeding the limit of his/her class, he/she will be given one hour to adjust his/her body weight. The second weigh-in must also be done with dry clothes on.
- 4.1.5. The weigh-in must be witnessed by assigned member of Referee-Jury or any other Referee-Jury appointed by the competition host, and officials from both teams.
- 4.1.6. A Pesilat who fails to participate in the first weigh-in due to a valid reason but has fulfilled the registration requirements, is still eligible to participate in the drawing of lots and listed in the competition roster. He/she will be allowed to contest, only if he/she meets his /her class weight requirement at the second weigh-in.
- 4.1.7. Basically the first weigh-in is to determine the class, therefore there is no disqualification at this stage.

4.2. **Second weigh-in**

- 4.2.1. The second weigh-in is arranged  $\pm$  15 (fifteen) minutes before the Pesilat (contestant) participate in the scheduled match.
- 4.2.2. During the second weigh-in, Pesilat (contestant) must wear Pencak Silat costume which is dry, without groin guard, joint guard nor *sabuk* (belt/sash).
- 4.2.3. A Pesilat (contestant) whose weight fails to meet his/her class requirement during the second weigh-in will be disqualified from the competition.
- 4.2.4. The second weigh-in must also be witnessed by assigned member of Referee-Jury or any other Referee-Jury appointed by the competition host, and officials from both teams.

4.2.5. **The** weigh-in officials as well as officials from both teams should sign the second weigh-in form which is provided by the organizing committee.

### Article 3

#### Categories and Classes of Pre-Teenager Competition

Categories and classes of **Pre-Teenager** competition:

All Tanding/Tunggal/Ganda/Regu categories can be participated by a pesilat (contestant) corresponding to his/her class, group and gender.

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

1.1. **Male Tanding : Pre-Teenager**

- 1.1.1. Class A 28 kg up to 30 kg
- 1.1.2. Class B over 30 kg up to 32 kg
- 1.1.3. Class C over 32 kg up to 34 kg
- 1.1.4. Class D over 34 kg up to 36 kg
- 1.1.5. Class E over 36 kg up to 38 kg
- 1.1.6. Class F over 38 kg up to 40 kg
- 1.1.7. Class G over 40 kg up to 42 kg
- 1.1.8. Class H over 42 kg up to 44 kg
- 1.1.9. Class I over 44 kg up to 46 kg
- 1.1.10. Class J over 46 kg up to 48 kg
- 1.1.11. Class K over 48 kg up to 50 kg
- 1.1.12. Class L over 50 kg up to 52 kg

1.1.13. Free Class over 52 kg  
13 Male Classes (a different of 2 kg, except Free Class)

1.2. **Female Tanding : Pre-Teenager**

- 1.2.1. Class A 28 kg up to 30 kg
- 1.2.2. Class B over 30 kg up to 32 kg
- 1.2.3. Class C over 32 kg up to 34 kg
- 1.2.4. Class D over 34 kg up to 36 kg
- 1.2.5. Class E over 36 kg up to 38 kg
- 1.2.6. Class F over 38 kg up to 40 kg
- 1.2.7. Class G over 40 kg up to 42 kg
- 1.2.8. Class H over 42 kg up to 44 kg
- 1.2.9. Class I over 44 kg up to 46 kg
- 1.2.10 Free Class over 46 kg

10 Female Classes (a difference of 2 kg, except Free Class)

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*)

#### Article 4

#### Categories and Classes of Teenager Competition

Categories and classes of **Teenager** competition:

All Tanding/Tunggal/Ganda/Regu categories can be participated by a pesilat (contestant) corresponding to his/her class, group and gender.

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

- 1.1. **Male Tanding : Teenager**

- 1.1.1 Class A 39 kg up to 42 kg
  - 1.1.2. Class B over 42 kg up to 45 kg
  - 1.1.3 Class C over 45 kg up to 48 kg
  - 1.1.4 Class D over 48 kg up to 51 kg
  - 1.1.5 Class F over 51 kg up to 54 kg
  - 1.1.6 Class F over 54 kg up to 57 kg
  - 1.1.7 Class G over 57 kg up to 60 kg
  - 1.1.8 Class H over 60 kg up to 63 kg
  - 1.1.9. Class I over 63 kg up to 66 kg
  - 1.1.10 Class J over 66 kg up to 69 kg
  - 1.1.11. Class K over 69 kg up to 72 kg
  - 1.1.12. Class L over 72 kg up to 75 kg
  - 1.1.13 Free Class over 75 kg
- 13 Male Classes (a difference of 3 kg, except Free Class)

- 1.2. **Female Tanding : Teenager**

- 1.2.1. Class A 39 kg up to 42 kg
- 1.2.2. Class B over 42 kg up to 45 kg
- 1.2.3. Class C over 45 kg up to 48 kg
- 1.2.4. Class D over 48 kg up to 51 kg
- 1.2.5. Class E over 51 kg up to 54 kg
- 1.2.6. Class F over 54 kg up to 57 kg

- 1.2.7. Class G over 57 kg up to 60 kg
- 1.2.8. Class H over 60 kg up to 63 kg
- 1.2.9. Class I over 63 kg up to 66 kg
- 1.2.10. Free Class over 66 kg

10 Female Classes (a difference of 3 kg, except Free Class)

- 2. TUNGGAL (*Single*) consists of:
  - 2.1. Tunggal Putra (*Male Single*)
  - 2.2. Tunggal Putri (*Female Single*)

- 3. GANDA (*Double*) consists of :
  - 3.3 Ganda Putra (*Male Double*)
  - 3.4 Ganda Putri (*Female Double*)

- 4. REGU (*Team*) consists of :
  - 4.3 Regu Putra (*Male Team*)
  - 4.4 Regu Putri (*Female Team*)

## Article 5



Categories and Classes of Adult Competition

Categories and classes of **Adult** competition:

All Tanding/Tunggal/Ganda/Regu categories can be participated by a pesilat (contestant) corresponding with his/her class, group and gender.

- 1. Tanding (*Match*) category consists of :
    - 1.1. **Male Tanding** : Adult
      - 1.1.1. Class A 45 kg up to 50 kg
      - 1.1.2. Class B over 50 kg up to 55 kg
      - 1.1.3. Class C over 55 kg up to 60 kg
      - 1.1.4. Class D over 60 kg up to 65 kg
      - 1.1.5. Class E over 65 kg up to 70 kg
      - 1.1.6. Class F over 70 kg up to 75 kg
      - 1.1.7. Class G over 75 kg up to 80 kg
      - 1.1.8. Class H over 80 kg up to 85 kg
      - 1.1.9. Class I over 85 kg up to 90 kg
      - 1.1.10. Class J over 90 kg up to 95 kg
      - 1.1.11. Free Class over 95 kg
- 11 Male Classes (a different of 5 kg, except Free Class)

- 1.2. **Female Tanding** : Adult
  - 1.2.1. Class A 45 kg up to 50 kg
  - 1.2.2. Class B over 50 kg up to 55 kg
  - 1.2.3. Class C over 55 kg up to 60 kg
  - 1.2.4. Class D over 60 kg up to 65 kg
  - 1.2.5. Class E over 65 kg up to 70 kg
  - 1.2.6. Class F over 70 kg up to 75 kg
  - 1.2.7. Free Class over 75 kg

7 Female Classes (a different of 5 kg, except Free Class)

2. TUNGGAL (*Single*) consists of:
  - 2.1. Tunggal Putra (*Male Single*)
  - 2.2. Tunggal Putri (*Female Single*)
3. GANDA (*Double*) consists of :
  - 3.5 Ganda Putra (*Male Double*)
  - 3.6 Ganda Putri (*Female Double*)
4. REGU (*Team*) consists of :
  - 4.5 Regu Putra (*Male Team*)
  - 4.6 Regu Putri (*Female Team*)

## Article 6



### Arena and Competition Equipment

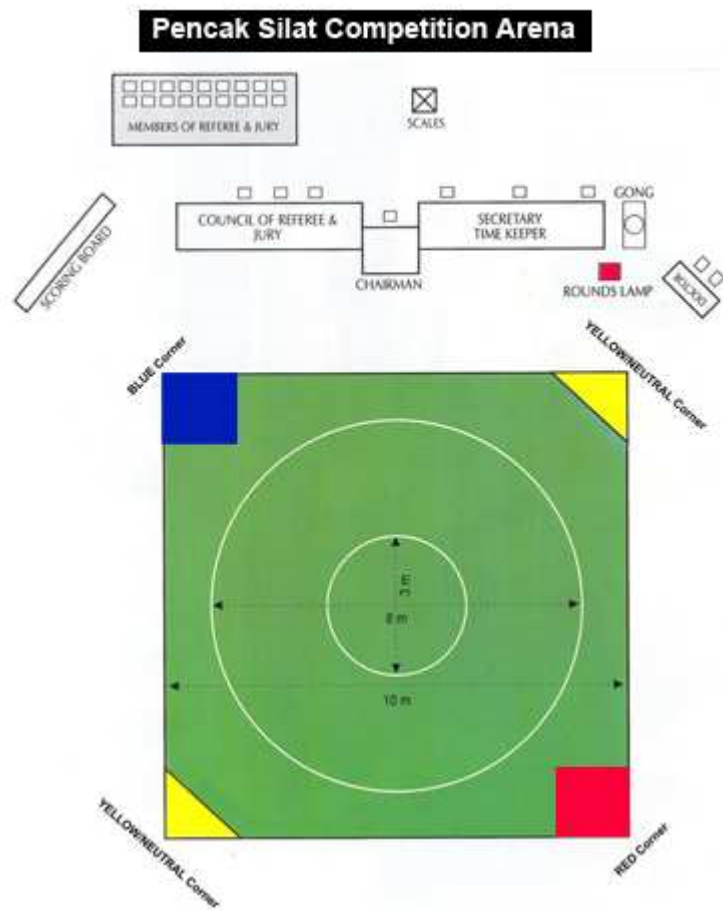
#### 1. Arena

The arena can be on the floor layered with mattress with maximum thickness of 5 cm, flat and non-bouncing surface. It can be covered with non-slippery cover with a measurement of 10m x 10m, the base color may be bright green marked with white line. The Organizing Committee shall provide this requirement. More explanation as follows:

1.1. For **TANDING (Match)** category, the following specification should be applied:

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 8 m diameter.



**(Picture 1 : The arena of Pencak Silat Competition)**

- 1.1.2. The border between arena and match ground is marked with white line of 5 cm wide, drawn outwards.
- 1.1.3. In the centre of the match ground a circle of 3 m-diameter is drawn. The circle's borderline is white and 5 cm wide. This circle serves as a separating line at the start of a match.
- 1.1.4. The Pesilat's (contestant's) corners are the arena square's corners diagonally facing each other and separated by the match ground; these corners consist of:

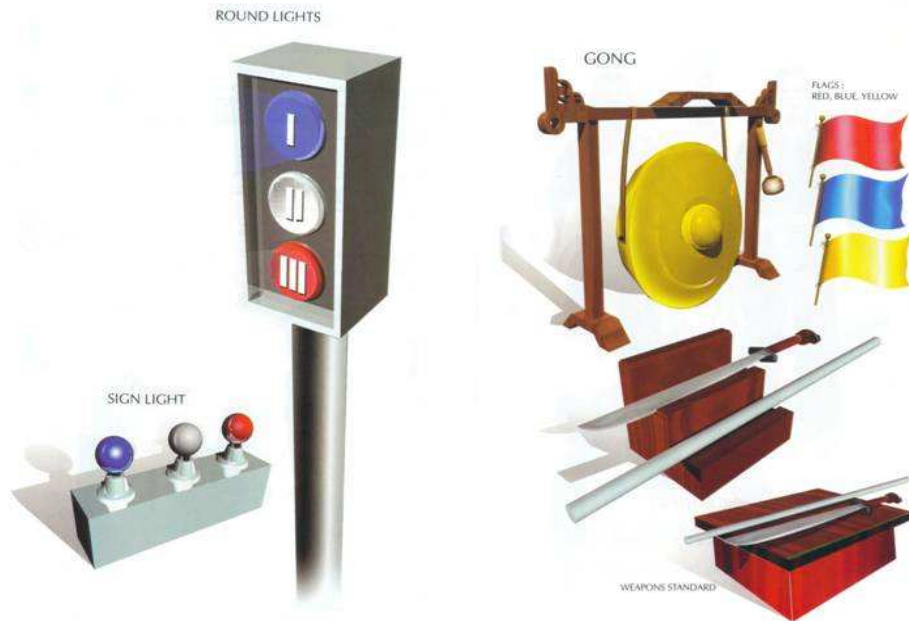
- a. The **blue corner** located at the far right side of the Competition Chairman's table.
- b. The **red corner** located diagonally across the blue corner.
- c. The **yellow corners** i.e. the two other corners, as neutral corners.

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 arena 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-Jury's tables and chairs
- 2.3. Competition forms and stationeries.
  - 2.4. Competition clock, a gong (or any similar instrument), a bell and whistles.
  - 2.5. A lamp or any other signaling instrument, to determine the start of a round.
  - 2.6. Red, blue and yellow lights to give signal when needed during the course of a competition.
  - 2.7. A small red and blue flag with a pole, each measuring 30cm x 30 cm for the Jury 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 place, for Tunggal category only
- 2.10. Scoring board.
- 2.11. Digital Scales, already inspected/calibrated.
- 2.12. Sound system
- 2.13. Bucket, plastic glass, a mop, and floor mat
- 2.14. Audio-visual recording instruments and the operator
  - 2.15. Name boards for Competition Chairman, Referee-Jury, Secretary, Time Keeper, Doctors, Jury (I up to V). If needed, the translated/local terms can be written underneath of each title.
  - 2.16. Any other equipment, whenever deemed necessary. For example, in a certain condition where the audience are too noisy resulting in the contestants' inability to hear referee's voice clearly, the referee may use a wireless microphone.



*(Picture 2: Some of the arena equipments)*

CHAPTER II   
RULES OF THE GAME  
Article 7  
TANDING (Match) Category

**1. Competition equipment:**

**1.1. Costume:**

Pesilat (contestant) wears a standard black Pencak Silat costume and a white belt of 10 cm-wide. The white belt must be put off during the match. 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 and sponsor logo on right arm. The size of sponsor logo must not exceed the size of PERSILAT badge. The name of the country may be put on the back. These must be provided by the Pesilat (contestant). The Pesilat does not wear any other accessories except Pencak Silat Costume.



**PESILAT  
TANDING CATEGORY**

1. STANDARD MODEL BLACK COLOUR
2. WHITE BELT / 10CM WIDE (PUT OFF WHEN PLAYING)  
NO ACCESSORIES
3. ORGANIZATION BADGE ON THE LEFT CHEST
4. NAME OF THE COUNTRY ON THE BACK

***(Picture 3 : Pesilat costume for Tanding category)***

- 1.2. **Trunk protector** with the following regulations:
  - 1.2.1. PERSILAT quality standard.
  - 1.2.2. Black colored.
  - 1.2.3. Five sizes: Extra Large, Large, Medium, Small and Extra Small (XXL, XL, L, M, S, XS)
  - 1.2.4. A red or blue sabuk/bengkung (belt/sash) with a hard material lining inside, for the Pesilat's corner identification.
  - 1.2.5. One arena should be provided with at least 5 (five) trunk protectors of every size.
  - 1.2.6. Provided by the Organizing Committee



*(Picture 4 : Trunk protector)*

- 1.3. Male contestant must wear a plastic groin guard, whereas female contestant must wear a groin guard as deemed required, which is provided by each contingent.
  - 1.4. A joint guard made of a thin layer without any thickness is used to protect each joint (of knee, wrist/ankle, elbow), unless doctor advises otherwise. It is provided by the Pesilat.
2. **Competition Stages**
- 2.1. 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.
  - 2.2. Each competing class should be joined by at least 2 (two) Pesilat (contestants) who eventually will meet at the final round.

### 3. The Duration of the Match

- 3.1. A match is carried out in 3 (three) rounds.
- 3.2. Each round takes exactly 2 (two) minutes.
- 3.3. Between rounds there is a one-minute rest.
- 3.4. Moments when the Referee stops the match is not included in the match time.
- 3.5. The counting towards a Pesilat who is knock-downed due to a valid attack is not included in the match time.

### 4. The Coach

- 4.1. Each Pesilat, particularly in **TANDING (Match)** category, is assisted by two coaches who know very well rules and regulations of Pencak Silat. If possible, such person is a national-level coach.
- 4.2. The coach's costume is a standard black Pencak Silat costume with an orange belt/sash of 10-cm wide. The coach is allowed to put the badge of his/her main association on the left chest and PERSILAT badge on the right chest, the national flag on left arm and sponsor logo on right arm. The size of sponsor logo must not exceed the size of PERSILAT badge. The name of the country may be put on the back. The coach is not allowed to wear any accessories whatsoever except Pencak Silat costume.



**COACH**

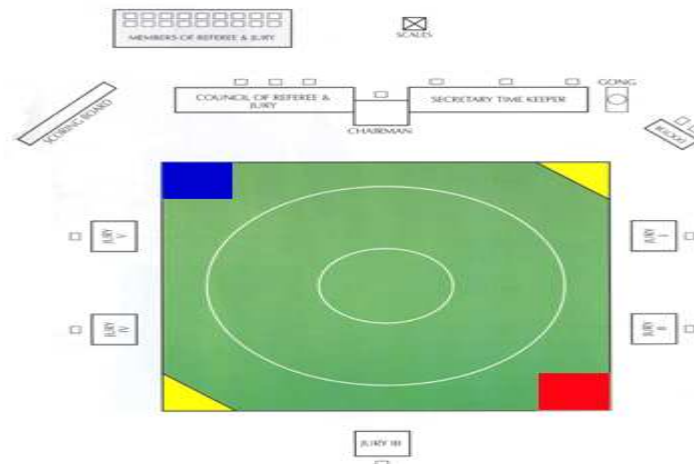
1. STANDARD MODEL BLACK COLOUR
2. ORANGE BELT / 10CM WIDE - NO ACCESORIES
3. ORGANIZATION BADGE ON THE LEFT CHEST
4. NAME OF THE COUNTRY ON THE BACK

**(Picture 5 : The Coach costume)**

- 4.3. The coach duty is to give advice and provide any necessities needed the by the contestant before beginning a match and also during rest between rounds.
- 4.4. The coach is not allowed to:
  - 4.4.1. During the match, give signs/commands with loud voice to the Pesilat causing disturbance to the course of the match.
  - 4.4.2. Sit or stand in discourteous manner.
  - 4.4.3. During rest between rounds, make any excessive action or movement to restore the Pesilat's fitness.
  - 4.4.4. Bring any alcoholic drinks or any drinks which may give 'stimulating effect' on the Pesilat.
  - 4.4.5. Besides Pencak Silat costume, wear accessories such as cap, vest, jacket, headband, hip bag, shoes, hat, slipper, etc.
  - 4.4.6. Enter the arena, unless at the request from the Referee
  - 4.4.7. Take pictures or make video-recording during the course of his Pesilat's match.
  - 4.4.8. Challenge, humiliate, use rude words, hit, kick, spit on the officials of the competition causing disturbance to the course of the competition.
- 4.5. The coach may only sit in his designated corner.
- 4.6. One of the coaches must be of the same gender with the Pesilat (contestant). If not available, this task may be carried out by a teammate or other coach provided by the competition host.

## 5. Competition Procedure

- 5.1. The competition is commenced by the Jury entering the arena from the right side of the Competition Chairman. After saluting and reporting to the Competition Chairman that they are about to carry out their duties, the Jury will take their designated seats.



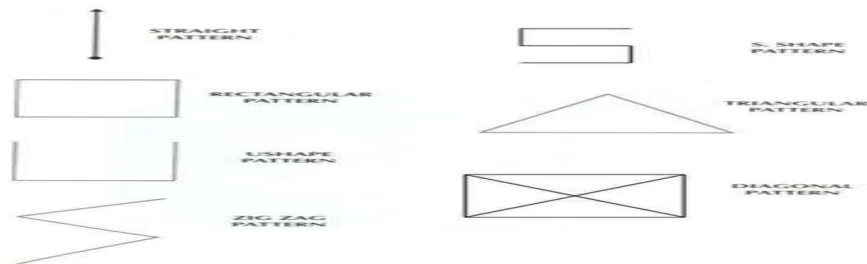
**(Picture 6: Sitting Arrangement for Jury in Tanding category)**

- 5.2. At Referee's signal, each Pesilat enters the arena from his/her corner, saluting to the Referee and the Competition Chairman. Afterward both Pesilats return to their respective corners.
- 5.3. The match will be commenced by the Referee calling both Pesilats. The Pesilats then shake hands, and are ready for the match.
- 5.4. After the Referee has checked the readiness of all officials by means of hand signal, he commands both Pesilats to begin the match.
- 5.5. During break time, both Pesilats must return to their respective corners. The Coaches shall carry out their duties as described in Article 5 section 4.
- 5.6. Beside the Referee and the two contestants, no one else may enter the arena unless at the Referee's request.
- 5.7. After the final round is ended, 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 and then lifts the winner's hand. After that both Pesilats salute the Competition Chairman.
- 5.8. After salutation, both Pesilats shake hands and leave the arena. The Referee and Jury salute and report to the Competition Chairman about the completion of their duties. The Referee and Jury leave the arena via the left side of Competition Chairman's table.

**6. Competition Rules:**

**6.1. Rules of the Game:**

- 6.1.1. The Pesilats confront each other by using Pencak Silat defense and attack elements ie. repulsing, dodging, hitting the target, flooring the opponent; and complying to Pencak Silat principle and prohibition. By 'Pencak Silat principle', it means to obtain technical scores, a Pesilat must develop a competing pattern which consists of '**sikap pasang**', '**pola langkah**' (step pattern), measuring the distance against the opponent, coordination in performing an attack / defense, and finally return to the '**sikap pasang**'.
- 6.1.2. Defense and/or attack must stem from 'sikap pasang' or 'pola langkah' (step pattern), and must have good coordination in performing an attack/defense. After performing an attack/defense, Pesilat must return to the 'sikap pasang' using 'pola langkah' (step pattern). The Referee will give command '**LANGKAH**' if a Pesilat does not use proper technique of Pencak Silat.



**(Picture 7: Examples of Pola Langkah/Step Pattern)**

- 6.1.3. A series of attacks should be delivered in row, a combination of various techniques towards the target, with no more than 4 kinds of attack. A Pesilat who performs more than 4 kinds of attack/defense in a row will be stopped by the Referee.
- 6.1.4. An attack will score if it hits scoring target using 'sikap pasang' and 'pola langkah' (step pattern), unblocked, stable, powerful, delivered in a well-coordinated technique, and return to 'sikap pasang'.

**6.2. Competition Commands**

- 6.2.1. The command '**BERSEDIA**' (Get Ready) is used to warn both Pesilat and all competition officials that the match is about to begin.
- 6.2.2. The command '**MULAI**' (Start) is used each time a match is started or continued. This command may also be done by 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 for guiding.
- 6.2.5. The start and the end of each round is marked by a strike on the Gong.

**6.3. Scoring Area/Target (Picture 8)**

A validating and scoring area is '**Togok**' which covers the trunk area excluding the neck upwards and area from the navel downwards to the groin :

- 6.3.1. Chest
- 6.3.2. Abdomen (navel upwards)
- 6.3.3. Left and right ribs
- 6.3.4. Back part of the trunk

Limbs are non-scoring area but can be targeted for an intercepting attack while aiming to strike down the opponent. A direct attack towards limbs which may cause injury to the opponents is prohibited.

**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 causing injury/knock-down to the opponent.
- b. Direct attempts to break the joints.
- c. Deliberately throw the opponent out of the arena.
- d. Hit the head or attack with head.
- 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.
- g. Oppose, humiliate, use rude words, spit the opponent or competition officials (Referee-Jury, Council of Referee-Jury, Competition Chairman). In the event of hitting and kicking competition officials, the Pesilat will be immediately disqualified.
- h. Break the competition rules, after getting '**Peringatan 1**' (First Warning).
- i. Deliberately attack on valid but non-scoring area/target to injure the opponent.

#### 6.4.2. Light violations:

- a. Does not use '**kaidah**' (principle) and '**pola langkah**' (more than twice in one round).
- b. Repeatedly walk out of the arena whether intentionally or unintentionally (more than twice in one round).
- c. Embrace the opponent in process of defending.
- d. Repeatedly attack with sweeping technique while in lying position (more than twice in one round) to waste time (sweeping beyond attack range/without power).
- e. Break competition rules stipulated in Article 6 sub-section 6.1.
- f. Communicate with outsider either by certain gesture/signals or by spoken words.
- g. Bring or use prohibited materials which may endanger the match.
- h. Both Pesilats are passive or when one of Pesilat is always passive despite being attacked by the opponent.

#### 6.5. Faulty defensive technique:

- 6.5.1. A valid attack with accurate direction but may cause injury due to the opponent's faulty defensive technique (i.e. dodging towards the incoming attack direction) is not declared as a violation.
- 6.5.2. If the above attacked opponent is injured but remains conscious, the Referee will call for a doctor at once. If the doctor decides that the injured Pesilat is no longer fit, the Pesilat will be declared 'defeated by technical knock-out'.
- 6.5.3. If the knock-downed Pesilat cannot stand up at once, the Referee will immediately start the *technical* counting. If Pesilat still cannot get up by the time the counting has reached 10, he will be declared 'defeated by technical knock-out'.

#### 6.6. Penalties

Level and forms of penalties:

##### 6.6.1. *Reprimand (Tegoran)*

Given when a Pesilat commits light violation.

It consists of '**Reprimand I**' and '**Reprimand II**'.

Reprimands are valid only for 1 (one) round.

##### 6.6.2. *Warning*, which shall be valid for all rounds, consist of :

- a. **Warning I** is given when a Pesilat:
  - a.1. Commits serious violation
  - a.2. Gets third Reprimand as the result of light violation. After **Warning I** is given, another reprimand against a light violation can still be given.
- b. **Warning II**, is given when a Pesilat gets another warning after Warning I. After Warning II is given, another reprimand against a light violation can still be given.
- c. **Disqualification**, is given when:
  - c.1. A Pesilat gets another Warning after Warning II.
  - c.2. A Pesilat commits serious violation motivated by deliberateness and contrary to the spirit of sportsmanship.
  - c.3. A Pesilat commits serious violation which receives Warning I penalty, but the officiating Doctor's decides that the injured opponent is unfit to continue the bout.

- c.4. At the second weigh-in conducted 15 minutes before the match, the Pesilat's weight does not qualify for his/her weight classification.
- c.5. A Pesilat challenges, humiliates, uses rude words, hits, kicks, spits competition officials (Competition Chairman, Council of Referee-Jury, Referee-Jury) causing disturbance to the course of the bout.
- c.6. A Pesilat uses illegal drugs or fails on the doping-test.
- c.7. Even though disqualified at the semi-final or round, the Pesilat will still earn a medal, unless he/she commits c.5 or c.6 violation.

Being disqualified means that the Pesilat loses the right to continue to the next stage of the competition.

## 6.7. Scoring

### 6.7.1. Scoring Rules :

#### **Technical Performance Score:**

<b>Score 1</b>	An attack by hands successfully hitting the target without being blocked by repulse/parry, dodged or evaded by the opponent
<b>Score 1 + 1</b>	Successful parrying, dodging or evading against the opponent's attack, and immediately followed by a successful hand attack.
<b>Score 2</b>	An attack by foot successfully hitting the target without being blocked by repulse, dodged or evaded by the opponent.
<b>Score 1 + 2</b>	Successful parrying, dodging or evading against the opponent's attack, and immediately followed by a successful attack by foot
<b>Score 3</b>	Dropping technique which succeeds in flooring the opponent.
<b>Score 1 + 3</b>	Successful parrying, dodging, evading or catching against the opponent's attack, and immediately followed by a successful dropping technique

### 6.7.2. Qualifications of Technical Score:

- a. **A parry** will score when a Pesilat succeeds in repulsing the opponent's attack using defensive technique to directly block or shift the attack direction, and immediately followed by a successful attack.
  - b. **An evasion** will score when a Pesilat succeeds in freeing himself from the opponent's attack using defensive technique to shift the target of the attack, and immediately followed by a successful attack or dropping technique.
- Note: Score 1 for parrying/evading, whereas target-hitting scores depending on type of the attack, a hand attack = 1, foot attack = 2, dropping = 3.
- c. **A hands attack** will score when hitting the target using hands offensive technique (of any type). The attack should be powerful and stable, without being blocked or evaded, supported by firm stance, within accurate range and in proper direction.
  - d. **A foot attack** will score when hitting the target using foot offensive technique (of any type). The attack should be powerful and stable, without being caught or grabbed, without being blocked or evaded, supported by firm stance, within accurate range and in proper direction.
  - e. **A dropping technique** will score when a Pesilat succeeds in flooring the opponent, so that the opponent's body part (from knee upwards) touches the mattress, with the following criteria:

- e.1. Dropping technique can be done either by direct attack, sweeping, lifting preceded by catching or any other valid attack. Successful attack will score in accordance with the type of the offensive technique.
- e.2. Flooring the opponent using dropping technique with condition that the attacking Pesilat does not also fall down or he dominates the fallen opponent.
- e.3. Dropping technique allows grabbing the the opponent's body part only if it is a defensive attempt or a preceding attack, and it must not be followed by direct attack but only by pushing or sweeping. Only 5 (five) seconds is given for the 'grabbing' to become a 'dropping'. If the dropping attempt does not succeed within 5 seconds, the Referee will stop the process and declare 'no dropping'.
- e.4. The sweeping, lifting, hooking and cutting techniques must not be preceded by gripping/holding/wrestling the opponent's body, but can be supported by pushing or touching. Sweeping technique can be preceded by lying down. The opponent who is able to evade such attack is not allowed to counter-attack. The Referee will give a 'reprimand' for repeated sweeping techniques that is deliberately to waste time.
- e.5. **Coincidental attacks**  
When there is coincidental attacks by both Pesilats (whether valid or invalid, since those attacks happen accidentally) and one or both of Pesilat fall down, the dropping will be validated by the following criteria:
  - e.5.1. If one of them can not get up, *absolute* counting will be applied.
  - e.5.2. If both of them can not get up at once, *absolute* counting will be applied to both of them. If this occurs in the beginning of the first round and neither of them gains a score, a rematch will be arranged.
  - e.5.3. If both Pesilats cannot get up by the time the counting has reached '10' but they have gained scores, the winner will be the one with the highest scores.
- e.6. **Falling down by oneself**  
When a Pesilat falls down by himself, not because of the opponent's attack, and he can not get up, he will be given the chance to get up within 10 seconds counting. If the Pesilat cannot continue the bout, he will be declared losing by '**technical inferiority**'.
- e.7. **Catching**
  - e.7.1. Catching in a process of dropping an opponent is declared failed when:
    - e.7.1.1. The opponent is able to perform a valid counter attack.
    - e.7.1.2. The opponent is able to hold the hand or shoulder so that the dropping attempt fails.
    - e.7.1.3. The dropping process takes more than 5 (five) seconds, or dragging/wrestling occurs.
    - e.7.1.4. The attacking Pesilat also falls down when he performs a dropping technique.
  - e.7.2. If in the process of leg catching, the caught opponent grabs the shoulder but the catcher is still able to drop the opponent within 5 (five) seconds before the Referee gives the command '**BERHENTI**' (stop); the dropping will be declared valid.
  - e.7.3. If the grabbing is too tight so as touching the neck or head or causing both Pesilats fall down, the grabbing Pesilat will be given '**Tegoran**' (reprimand).
- e.8. **Falling Outside the Arena**
  - e.8.1. When a dropping technique causes the opponent fall outside the arena—i.e. part of the body is on

- the outside of the arena's boundary line, the dropping will be declared 'failed' or not valid.
- e.8.2. When dropping occurs inside the arena and the fallen Pesilat shifts outside the arena, the dropping will be declared valid.
  - e.8.3. When a valid attack causes the opponent fall down, therefore unable to get up or feel dizzy, and it occurs inside the arena but the fallen opponent shifts himself outside the arena; the fallen Pesilat will be given chance to resume within 10 (ten) seconds (by *absolute* counting). If the fallen Pesilat is unable to continue the bout, he will be declared losing by **absolute defeat**.



(Picture 9: Examples of dropping technique)

- e.8.4. When a valid attack either by slamming, sweeping, cutting or lifting performed inside the arena but causing the opponent fall down outside the arena therefore unable to get up or feel dizzy; the Referee will start 'technical' counting. If the fallen Pesilat is unable to continue the bout, he will be declared losing by **technical inferiority**.
- e.8.5. When a valid attack either by hitting, elbowing, or kicking performed inside the arena but causing the opponent fall down outside the arena therefore unable to get up or feel dizzy; the Referee will start 'absolute' counting. If the fallen Pesilat is unable to continue the bout, he will be declared losing by **absolute defeat**.

#### 6.7.3. *Penalty scores*

The stipulation of penalty 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 gets Warning II

#### 6.7.4. *Victory Decision*

##### a. Win by Score

- a.1. Since each victory decision is made by each respective Jury, the winner will be the Pesilat who gains the majority winning decisions from the officiating Jury.
- a.2. When tie scores occur, the winner will be the Pesilat who gains the least penalty.
- a.3. If the result is still the same, the winner will be the Pesilat who scores the most points for performance technique. Basically 'score 1 + 3' is higher than 'score 3' only.
- a.4. If the result remains the same, the match will resume by an additional round.
- a.5. If the result remains the same, weigh-in for both Pesilats will be arranged. The winner will be the Pesilat whose **weight is lighter**.
- a.6. If the result remains the same, the Competition Chairman will draw lots witnessed by both Team Managers.
- a.7. The Jury's scores are announced on the scoring board, after the final round ended or victory decision has been made.

##### b. Win by Technical Superiority

- b.1. Because at his own request (self-withdrawal)
- b.2. Because the opponent is not able to continue the bout based on decision made by the officiating doctor.
- b.3. Because the opponent is not able to continue the bout based on request from the opponent's coach.
- b.4. Because of the Referee's decision.

##### c. Win by Absolute Victory

The decision of absolute victory is made when the opponent is knocked down due to valid attack and he 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 because the course of the bout is significantly unbalanced.

e. Win by WO (Walk Out)

Winning because the opponent did not show up in the arena (Walk Out) after the Competition Secretary called out his/her name three times at intervals of 30 seconds.

f. Win by Disqualification

f.1. The opponent gets the third warning after Warning II

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

f.3. The opponent commits first-degree violation injuring the Pesilat who, by the decision of the competition doctor, cannot continue the bout.

f.4. During the second weigh-in, the opponent weight is not qualified.

f.5. The opponent hits or kicks the competition officials (Competition Chairman, Council of Referee-Jury, Referee-Jury)

**Article 8**



**TUNGGAL (Single) Category**

**1. Competition Equipment**

**1.1. Costume**

A standard Pencak Silat costume of any color and plain. The top and bottom pieces may be of different color. A headband and 'kain samping' of plain color or decorated. The color choice and combination are entirely at the discretion of the Pesilat. 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 and sponsor logo on right arm. The size of sponsor logo must not exceed the size of PERSILAT badge. The name of the country may be put on the back. The costume must be provided by the Pesilat.



#### PESILAT TUNGGAL - GANDA CATEGORY

1. STANDARD MODEL-PLAIN AND FREE CHOICE OF COLOUR
2. KAIN SAMPUNG AND IKAT KEPALA - FREE COMBINATION OF COLOUR, PLAIN OR PATTERN AND FREE STYLE OF IKAT KEPALA
3. OPTIONAL : ORGANIZATION BADGE ON THE LEFT CHEST OR NAME OF THE COUNTRY ON THE BACK

***(Picture 10: Pesilat Costume of Tunggal Category)***

## 1.2. **Weapons**

- 1.2.1. **Golok** or **parang** measuring between 30-40 cm.
- 1.2.2. '**Tongkat**' (rod), made of rattan with the length of between 150-180 cm long and diameter of 2,5-3 cm.  
(Picture 11: Golok/Parang and Tongkat)
- 1.2.3. Golok or parang is made of metal and not sharp
- 1.2.4. The weapons used in Tunggal category have to be inspected by the Competition Chairman.

## 2. **Competition Stages**

- 2.1. When a competition is participated by more than 7 (seven) contestants, a pool system will be arranged.
- 2.2. Three Pesilats 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 contestants at the Technical Meeting.
- 2.4. The pool division for contestants is determined by the drawing of lots during the Technical Meeting.

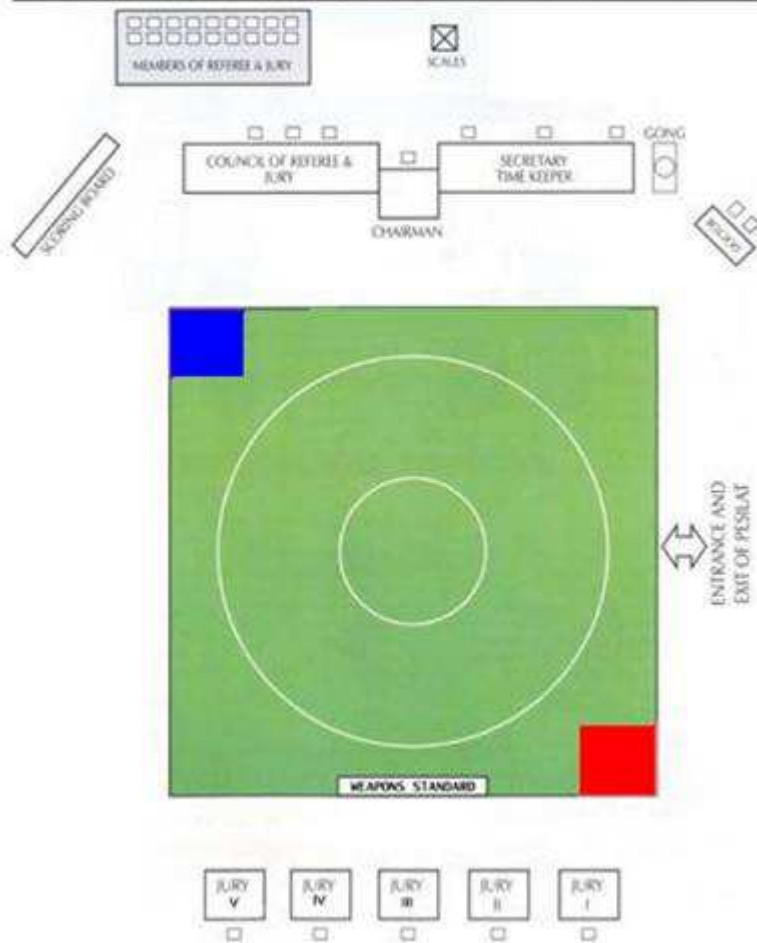
## 3. **Duration of Competition**

The performance duration is 3 (three) minutes.

## 4. **Competition Procedure**

- 4.1. The competition is commence by the Jury entering from the right side of the Competition Chairman, and after saluting and reporting to the Chairman that they are about to carry out their duties, the Jury take their respective seats.

### SITTING POSITION OF JURIES TUNGGAL- GANDA - REGU



(Picture 12: The sitting arrangement for Jury in Tunggal, Ganda and Regu Category)

- 4.2. The weapons to be used are place on weapon standard provided by the Organizing Committee
- 4.3. The Pesilat who is about to perform enters the arena from the left side of the Competition Chairman by walking according to the prescribed protocol towards the centre of the arena. The Pesilat salutes the Competition Chairman and then turns around to salute the Jury.
- 4.4. Before the performance starts, the Competition Chairman gives signal with yellow flag to the Jury, Time Keeper and other competition officials to get ready for their duties.
- 4.5. At the sound of the Gong, the contestant starts the performance immediately. It shall begins with the PERSILAT opening greeting, performance with bare hands, then continued with weapons. The end of performing time is indicated by the sound of the Gong.
- 4.6. After the performance ends, from the center of the arena the Pesilat pays respect to the Jury and the Competition Chairman, then leaves the arena from the left side of the Chairman by walking according to the prescribed protocol.
- 4.7. The Jury is given 30 (thirty) seconds to give their scores for the performance that has been carried out.
- 4.8. The time Keeper will raise the information board displaying the amount of the performance time to the Jury.
- 4.9. The Arena Assistant collects the score sheets from the Jury and submits them to the Council of Jury.
- 4.10. After finishing all the scores, the Jury leave their seats orderly towards the Competition Chairman, salute and report the accomplishment of the their duties. Afterwards the Jury leave the arena from the left side of the Chairman.

## 5. Competition Rule

### 5.1. *Rules of the game*

- 5.1.1. For 3 (three) minutes the participant performs **Jurus Baku Tunggal** (single jurus) with bare hands and followed with using Golok/Parang and rattan Tongkat. Only 5 (five) seconds tolerance is allowed to the performance time limit. If exceeding the tolerance limit, a penalty will be imposed.
- 5.1.2. The Jurus Baku Tunggal must be performed precisely according to the requirements which includes movement sequence, techniques of bare handed and armed jurus, rhythm, firmness, and soulfulness .
- 5.1.3. It is allowed to utter sound during the performance as long as not excessively.
- 5.1.4. If the Pesilat cannot continue his/her performance due to his/her own fault, the performance will be stopped and will get no score.

***(This regulation also applies for Ganda and Regu categories.)***

### 5.2. *Penalties*

5.2.1. The score deduction penalty is imposed to contestant who commits errors as follows:

a. *Errors in movement and Jurus details*

- a.1. 1 (one) point deduction 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. 1 (one) point deduction penalty is imposed for every missing movement (not performed).

b. *Time factor*

- b.1. The performance duration is less than 3 minutes:
  - b.1.1. If 6 – 10 seconds less, 10 points deduction penalty will be imposed.

- b.1.2. If 11 – 15 seconds less, 15 points deduction penalty will be imposed
- b.1.3. If  $\geq 16$  seconds less, 20 points deduction penalty will be imposed.

- b.2. The performance duration is more than 3 minutes:
  - b.2.1. If 6 – 10 seconds more, 10 points deduction penalty will be imposed.
  - b.2.2. If 11 – 15 seconds more, 15 points deduction penalty will be imposed.
  - b.2.3. If  $\geq 16$  seconds more, 20 points deduction penalty will be imposed.

c. Other factors

- c.1. Each time the contestant crosses the arena borderline (10m x 10m) and this act is noticed by at least 3 (three) Jury, 5 points deduction penalty will be imposed.
- c.2. Each time the contestant drops the weapon against prescription, 5 points deduction penalty will be imposed.
- c.3. If the contestant is not properly dressed or does not use a proper weapon, 5 points deduction penalty will be imposed. This also applies when the accessories accidentally fall off.

5.2.2. *Disqualificatio*

- a. Disqualification penalty will be imposed when Pesilat do not enter the arena for his/her performance after the Competition Secretary called 3 (three) times. (The interval between calls is 30 seconds).
- b. The scoring will be void if at the end of the performance Jury finds out some Jurus were not performed by the contestant. In this case disqualification penalty will be imposed.
- c. Pesilat wears wrong costume or uses wrong weapon (in other words: a total deviation from the competition stipulation).
- d. During the performance, the weapon breaks apart, falls off or injures other people.
- e. Pesilat performs the Jurus in the wrong sequence.

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 by subtracting the penalty points from the total number of movements in Jurus Tunggal (100 movements).


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 integrated 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.
- 7.2. If there are equal scores, the winner is the contestant who gains the least penalty points for any element of faulty movement.
- 7.3. If the scores are still equal, the winner is the contestant who gains the highest points in firmness, soulfulness and stamina.
- 7.4. If the scores are still equal, the winner is the contestant whose duration of performance is the closest to precise time of 3 (three) minutes.
- 7.5. If the scores are still equal, the winner is the contestant who gains the least penalty points for performance time precision.
- 7.6. The score of each contestant is announced after the Jury have finished their task in giving score to all contestants of every Tunggal (Single) category.

**Article 9**   
**GANDA (Double) Category**

**1. Competition Equipment**

**1.1. Costume**

A standard Pencak Silat costume of any color and plain. The top and bottom pieces may be of different color. 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 contestants 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 and sponsor logo on right arm. The size of sponsor logo must not exceed the size of PERSILAT badge. The name of the country may be put on the back.



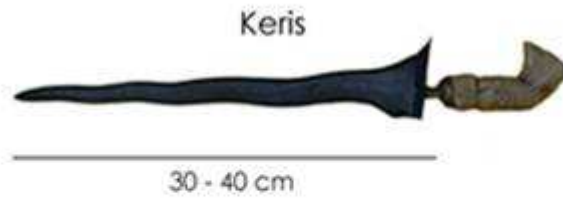
**PESILAT TUNGGAL - GANDA CATEGORY**

1. STANDARD MODEL-PLAIN AND FREE CHOICE OF COLOUR
2. KAIN SAMPING AND IKAT KEPALA - FREE COMBINATION OF COLOUR, PLAIN OR PATTERN AND FREE STYLE OF IKAT KEPALA
3. OPTIONAL : ORGANIZATION BADGE ON THE LEFT CHEST OR NAME OF THE COUNTRY ON THE BACK

***(Picture 13: The Pesilat costume for Ganda/Double category)***

**1.2. Weapon**

- 1.2.1. It allowed using 'golok/parang' or Tongkat (of the same specification as in Tunggal Category).
- 1.2.2. Besides the above weapons, pesilat are allowed to add one more Nusantara weapon such as keris, pisau, celurit or a pair of trisula.



**(Picture 14: Weapons for Ganda/Double category)**

1.2.3. The weapon using technique is free style.

1.2.4. The Pesilats are free to:

- a. Take turns in using the weapon and then bare-handed.
- b. Release or drop weapon in accordance with the performance description.

**2. Competition Stages**

Same as Tunggal category.

**3. Duration of Competition.**

Same as Tunggal category.

**4. Competition Procedure**

Same as Tunggal category.

**5. Competition Rules**

**5.1. Rules of the game**

5.1.1. Within 3 minutes contestants shall demonstrate the richness of Pencak Silat attack/defense techniques bare handedly as well as with weapons. When performing with weapon, both pesilats are not allowed to use weapons at the same time, one pesilat should use the weapon only when the other is bare-handed. Only 5 (five) seconds tolerance is allowed to the performance time limit. If exceeding the tolerance limit, a penalty will be imposed.

5.1.2. The techniques shall be performed in series. Each series shall be a composition of attack-defense techniques, designed effectively, aesthetically, firmly, and logic. Whether it is powerful fast movement or slow movement, whether bare-handedly or armed, all techniques should be clearly shown  
Each series begins with 'sikap pasang', execution of attack/defense technique, and return to 'sikap pasang' or starting move. Pesilats have the freedom to determine the number of series to be performed within three-minute time.

5.1.3. It allowed to utter sound during the performance as long as not excessively.

**5.2. Penalties**

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

a. Time factor :

Rules are the same as in Tunggal category

b. Other factors:

b.1. Each time the contestant crosses the arena borderline (10m x 10m) and this act is noticed by at least 3 (three) Jury, 5 points deduction penalty will be imposed.

b.2. Each time the contestant drops the weapon against prescription, 5 points deduction penalty will be

imposed.

- b.3. If the contestant is not properly dressed or does not use the proper weapon (not according to its description), 5 points deduction penalty will be imposed.

#### 5.2.2. Disqualification

- a. Disqualification penalty will be imposed when Pesilats do not enter the arena for their performance after the Competition Secretary called 3 (three) times. (The interval between calls is 30 seconds).
- b. Pesilat use wrong weapon that is against the competition stipulation.
- c. The Pesilat wears wrong costume or uses wrong weapon (in other words: a total deviation from the competition stipulation).
- d. During the performance, the weapon breaks apart, falls off or injures other people.

### 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 richness/variation of barehanded attack-defense techniques
- b. The richness/variation of attack-defense techniques using weapon
- c. Weapon skill
- d. The logic in executing attack-defense technique

Score ranges from 50 to 100 points which is the integrated 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 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 to 60 points which is the integrated score of both elements of soulfulness.

### 7. Decision and announcement of the winner

7.1. The winner is the contestants who gain the highest score for their performance.

- 7.2. If there are equal scores, the winner is the contestants who gain the highest points for the elements of attack-defense technique.
- 7.3. If the scores are still equal, the winner is the contestants who gain the highest points for the elements of firmness/harmony/courage.
- 7.4. If the scores are still equal, the winner is the contestants who gain the highest points for the elements of soulfulness.
- 7.5. If the scores are still equal, the winner is the contestants whose duration of performance is the closest to precise time of 3 (three) minute timing.
- 7.6. If the scores are still equal, the winner is the contestants who gain the least penalty points for the performance time precision.
- 7.7. If the score are still equal, the winner will be determined by drawing lots by Competition Chairman, also witnessed by the International Technical Delegate, Council of Jury and both Team Managers.
- 7.8. The score of every contestant is announced after the Jury have finished their task in giving score to all contestants of every Ganda (Double) category.

**Article 10**   
**REGU (Team) Category**

**1. Competition Equipment**

**1.1. Costume**

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



**PESILAT  
REGU CATEGORY**  
1. STANDARD MODEL BLACK COLOUR  
2. WHITE BELT / 10CM WIDE  
3. BADGE OF ORGANIZATION ON THE LEFT CHEST AND  
NAME OF THE COUNTRY ON THE BACK

**(Picture 15: Costume for Regu/Team Category)**

1.1.2. 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 and sponsor logo on right arm. The size of sponsor logo must not exceed the size of PERSILAT badge. The name of the country may be put on the back.

1.2. **Weapon**  
No weapon.

**2. Competition Stages**

Same as Tunggal/Ganda category.

**3. Duration of Competition.**

Duration of performance is 3 minutes.

**4. Competition Procedure**

Same as Tunggal/Ganda category, except no weapon stipulation is applied.

**5. Competition Rules**

**5.1. Rules of the game**

5.1.1. The contestants shall demonstrate Jurus Baku Regu (team jurus) for 3 minutes. Only 5 (five) seconds tolerance is allowed to the performance time limit. If exceeding the tolerance limit, a penalty will be imposed.

5.1.2. The Jurus Baku Regu must be performed according to requirements which include movement sequence, accuracy of technique, harmony, rhythm, firmness, and soulfulness.

5.1.3. It is allowed to utter sound during the performance as long as not excessively.

**5.2. Penalties**

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

a. Errors in movement and Jurus details

a.1. 1 (one) point deduction 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 sequenc

a.2. 1 (one) point deduction penalty is imposed for every missing movement (not performed).

a.3. 1 (one) point deduction penalty is imposed each time movement is not performed in team-harmony.

b. Time factor:  
Rules are same as in Tunggal category.

c. Other factors:

- c.1. Each time the contestant crosses the arena borderline (10m x 10m) and this act is noticed by at least 3 (three) Jury, 5 points deduction penalty will be imposed.
- c.2. If the contestant is not dressed properly or imperfectly (such as the belt accidentally falls off), 5 points deduction penalty will be imposed.

#### 5.2.2. Disqualification

- a. Disqualification penalty will be imposed when Pesilats do not enter the arena for their performance after the Competition Secretary called 3 (three) times. (The interval between calls is 30 seconds).
- b. The scoring will be void if at the end of the performance Jury finds out some Jurus were not performed by the contestant. In this case disqualification penalty will be imposed.
- c. The Pesilat wears wrong costume against the competition stipulation.
- d. Pesilat performs the Jurus in the wrong sequence.

### 6. Scoring

6.1. Scoring consists of:

6.1.1. *Accuracy score* which 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 by subtracting the penalty points from the total number of movements in Jurus Wajib Regu (100 movements).

6.1.2. *Firmness/harmony/solidity score* which includes the following elements:

- a. Movement harmony, firmness and solidity
- b. Rhythm harmony
- c. Movements soulfulness
- d. Power and stamina

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

### 7. Decision and announcement of the winner

- 7.1. The winner is the team who gain the highest score for their performance.
- 7.2. If there equal scores, the winner is the team who gain the least penalty points for accuracy in movement sequence.
- 7.3. If the scores are still equal, the winner is the team who gain the least penalty points for harmony.
- 7.4. If the scores are still equal, the winner is the team whose duration of performance is the closest to precise time of 3 minutes.
- 7.5. If the scores are still equal, the winner is the team who gain the least penalty for accuracy in Jurus sequence.
- 7.6. If the scores are still equal, the winner is the team who gain the least penalty for performance time precision.
- 7.7. If the score are still equal, the winner will be determined by drawing lots by Competition Chairman, also witnessed by the International Technical Delegate, Council of Jury and both Team Managers.

7.8. The score of every team contestant is announced after the Jury have finished their task in giving score to all contestants of every Regu (Team) category.

### **Article 11** **Procedure of Protest**

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

1. The Team Manager of the pertinent contest must submit a protest by filling in a form provided by Competition Secretary. A request for a 'protest form' must be made within 10 minutes after completion of a contest; and within the following 20 minutes, the filled-in form must return to Competition Secretary. In filing a protest, objections must be clearly described.
2. At first level, the protest will be resolved by Competition Chairman in conjunction with 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 acceptable, the Team Manager may appeal. The appeal should be submitted within 20 minutes after the first-level decision is received.
4. The Court of Appeal consists of 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 charged with US\$200 fee, unless PERSILAT stipulate otherwise. The protest fee is given to Treasurer of the Organizing Committee.

### **Article 12** **Technical Meeting**

1. A Technical Meeting is 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. The meeting is attended by Team Managers and/or Team Coaches
4. The meeting agenda is a general explanation on competition and also drawing of lots.
5. If necessary, the Competition Committee may convene a consultative meeting with contestants at any time during the championship.

## **CHAPTER III**

## COMPETITION COMMITTEE

### Article 13

#### Structure and Appointment of Competition Committee

1. **Competition Committee consists of :**

1.1. An International Technical Delegate (ITD)

ITD will be assisted by an Assistant Technical Delegate (ATD)

1.2. A Competition Chairman:

Competition Chairman may be assisted by:

1.2.1. A Competition Vice Chairman

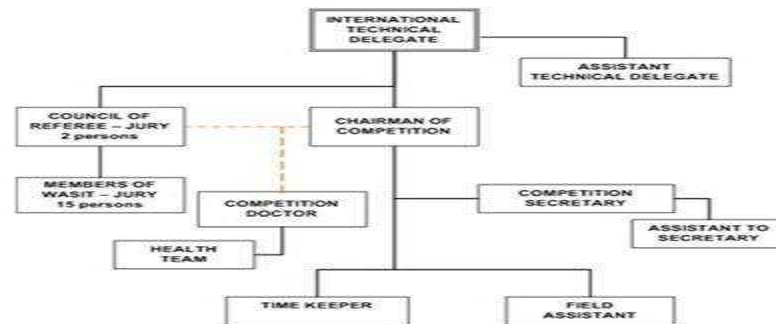
1.2.2. A Competition Secretary who may be assisted by a Secretary Assistant

1.2.3. A Time Keeper who also acts as Gong striker and Signal giver.

1.2.4. Arena Assistants

1.3. Two members of Council of Referee-Jury consisting of a Chairman and Vice Chairman. Council of Referee-Jury will be assisted by a number of Referee-Jury. *(it is estimated that one arena requires 15 Referee-Jury).*

1.4. Competition's Doctor and Medical Team.



*(Picture 16: Chart of Pencak Silat Competition Committee)*

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

3. **Appointment of Competition Committee:**

3.1. Organization structures of the Organizing Committee and the Competition Committee for an international championship, should obtain certification from PERSILAT.

- 3.2. The international competition, the appointment of the competition technical official such as: The International Technical Delegate, Assistant Technical Delegate, the Chairman/ Vice Chairman of Competition; the Council of Referee- Jury and members, shall be designated by PERSILAT.

## Article 14



### Criteria, Duties and Responsibilities of Competition Committee

#### 1. The International Technical Delegate (ITD)

- 1.1. The International Technical Delegate (ITD) appointed by the President of PERSILAT, must have mastered all PERSILAT general Rules and Regulations, particularly the rules and regulations of International Pencak Silat Competition.
- 1.2. The promoter of the competition is fully responsible to ensure the presence of the ITD at the competition by facilitating return international 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.
- 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 a month after the championship ends.

#### 2. Assistant Technical Delegate (ATD)

- 2.1. The Assistant Technical Delegate is to assist the ITD.
- 2.2. The ATD who comes from the promoter of the competition is appointed by PERSILAT based on the criteria of mastering and comprehending PERSILAT general rules and regulations and particularly regulations of Pencak Silat competitions.
- 2.3. If from the promoter's side, such person is not available, PERSILAT will appoint someone from the nearest Pencak Silat Association or if necessary from the Founding Members of PERSILAT.
- 2.4. The ATD is responsible to the ITD.

#### 3. Competition Chairman/Vice Chairman

- 3.1. The Competition Chairman and Vice 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. Before the start of competition, to chair a technical meeting with all team managers. The meeting is also attended 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 carry out his duty properly.
- 3.2.4. To stop the course of a contest, if necessary.
- 3.2.5. To resolve any competition problem after consulting the Council of Referee-Jury.
- 3.2.6. To forward competition problems to the ITD.
- 3.2.7. To signal Jury in Tunggal, Ganda and Regu categories when contestant is shifting outside the arena borderline (10m x 10m)
- 3.2.8. The Competition Chairman and Vice Chairman may oversee the competition in shifts.
- 3.2.9. The Chairman of Competition is technically responsible to the ITD, and generally also responsible to the Chairman of the Organizing Committee. The Vice Chairman is responsible to the Competition Chairman.

#### 4. **Competition Secretary**

- 4.1. The Competition Secretary with experience and knowledge in administering a competition is appointed by the Organizing Committee.
- 4.2. His task is to assist the Competition Chairman in managing any 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-Jury, appointed and assigned by PERSILAT. The Council consists of a Chairman and Vice Chairman.
- 5.2. The Council of Referee-Jury is authorized and responsible:
  - 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, to call the Jury via the Competition Chairman.
  - 5.2.3. After the review, to approve the Jury's scoring results, and to 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.
- 6.1.4. Each Referee and Jury must be competent to judge in all categories of Pencak Silat competition.

- 6.1.5. To obtain Third Grade International Certificate, a Referee or Jury must be at minimum age of 30 years, unless PERSILAT stipulate otherwise.
- 6.2. At an international competition, the maximum **number of Referees and Jury** is 15 persons for one arena.
- 6.3. **The tasks of Referee-Jury (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. The contestant shifts outside of the arena.
  - c. The contestant falls down
  - d. The contestants wrestle
  - e. The match is unbalanced
  - f. Issuing a 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).
- 6.3.5. To maintain the quality of the contest.
- 6.3.6. To issue Reprimand (*Teguran*), Warning (*Peringatan*) and Penalty.
- 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 to enter the arena 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 sign on the forms which have been filled in.
- 6.4.5. To answer any question which may come from ITD, Competition Chairman, Council of Referee-Jury or Referee.
- 6.4.6. To supervise the weigh-in.
- 6.4.7. 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.

## 7. Time Keeper:

- 7.1. The Time Keeper is appointed and assigned by the Organizing Committee.
- 7.2. Tasks of the Time Keeper:
- 7.2.1. To start and stop the competition clock according to the designated time or in the event of Tanding category, based on the Referee's signal.

- 7.2.2. To give signal to the Referee during the counting towards a knock- downed Pesilat in Tanding category
- 7.2.3. To give 'start' signal to contestants in Tunggal/Ganda/Regu category to begin their performance
- 7.2.4. To record the Pesilat's performance time in Tunggal/Ganda/Regu category, write it down on the announcement board and display the board to the Jury.
- 7.3. The Time Keeper is responsible to the Competition Chairman

#### 8. **Competition's Doctor/Paramedi**

- 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—an expert in sports health. The medical team must be facilitated with ambulance car and oxygen tanks.
- 8.3. At the request of the Competition Chairman or Referee, the medical team has 60 seconds to examine an injured Pesilat before the Referee asks the injured Pesilat whether he/she is 'Fit / Unfit'.
- 8.4. The result of Doctor examination shall determine whether or not the Pesilat can continue the contest.
- 8.5. In the event that objection towards a contest result occurs, the Competition Doctor's opinion may be consulted.
- 8.6. The competition's Doctor is technically responsible to the Competition Chairman; generally, also responsible to the Chairman of the Organizing Committee; and professionally, also responsible to Medical Authorities.

#### 9. **Incidents at the Arena**

- 9.1. In the event that an officiating TGR (Tunggal/Ganda/Regu) Jury is suddenly becoming incapacitated (sick, injured, or unconscious), the Competition Chairman will instantly stop the on-going performance. The Pesilat will be given the opportunity to restart his/her performance one hour after the incident occurs.
- 9.2. In the event of power failure or any disturbance, the Competition Chairman will stop the on-going contest. One hour after the problem is resolved, TGR (Tanding/Ganda/Regu) Pesilat will restart his/her performance; while Tanding Pesilats will continue their bout.
- 9.3. In the event that a TGR Pesilat gets accident during performance, the Competition Chairman will stop the contest and the Pesilat will be declared losing by disqualification.

**Article 15**   
**Costume of the Competition Committee**

#### 1. **Competition Chairman / Vice Chairman**

Competition Chairman and Vice Chairman shall wear standard black Pencak Silat costume, with 'kain samping' (a piece of plain or patterned

cloth to be wrapped around the waist). A yellow belt of 10 cm wide as well as a black 'kopiah/songkok' (head cap). At the left side of the chest is the badge of the International Referee-Jury corresponding to his grade.



**CHAIRMAN & VICE CHAIRMAN OF COMPETITION**  
1. STANDARD MODEL BLACK COLOR  
2. YELLOW BELT 10CM WIDE  
3. KAIN SAMPING AND SONGKOK / IKAT KEPALA  
4. BADGE OF INTERNATIONAL REFEREE - JURY  
ON THE LEFT CHEST

*(Picture 17: Costume for Competition Chairman / Vice Chairman )*

## 2. The Council of Referee-Jury

Shall wear standard white Pencak Silat costume, with a yellow belt of 10 cm wide, 'kain samping' (a piece of plain or patterned cloth to be wrapped around the waist) and a black 'kopiah/songkok' (head cap). At the left side of the chest is the badge of the International Referee-Jury corresponding to his/her grade.



**THE COUNCIL OF REFEREE  
AND JURY**

1. STANDARD MODEL WHITE COLOUR
2. YELLOW BELT / 10CM WIDE
3. KAIN SAMPING AND SONGKOK / IKAT KEPALA  
(TO BE PUT OFF WHEN CONDUCTING THE TANDING CATEGORY)
4. BADGE OF INTERNATIONAL REFEREE - JURY ON LEFT CHEST

*(Picture 18: Costume for Council of Referee-Jury)*

### 3. Referee and Jury

- 3.1. Shall wear standard white Pencak Silat costume, with a yellow belt of 10 cm wide. At the left side of the chest is the badge of the International Referee-Jury corresponding to his/her grade.

- 3.2. Costume for Jury of Tunggal/Ganda/Regu Categories is similar to costume for Referee-Jury of Tanding Category, without 'kain samping' nor 'songkok/peci'.



**MEMBERS OF JURY**

1. STANDARD MODEL WHITE COLOUR
2. YELLOW BELT / 10CM WIDE
3. BADGE OF INTERNATIONAL REFEREE - JURY ON LEFT CHEST

*(Picture : 19: Costume for Referee-Jury)*

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

Shall wear standard black Pencak Silat costume with a white belt of 10 cm wide.

CHAPTER IV   
INTERNATIONAL PENCAK SILAT CHAMPIONSHIPS

**Article 16**

**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 these International Pencak Silat Competition Regulations and shall be held under PERSILAT coordination.

CHAPTER V

CONCLUSION

**Article 17**

**Others**

1. These International Pencak Silat Competition Regulations prevail in conjunction with other Pencak Silat competition regulations and guidelines stipulated by PERSILAT.
  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 of International Pencak Silat Competition are amended version of 1998 Regulations of Pencak Silat Competition and effective immediately at the time they were stipulated.
  4. These Regulations were stipulated at PERSILAT Technical Meeting on December 17, 2004 in Singapore.
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