

WORLD SILAMBAM FEDERATION



COMPETITION RULES AND REGULATION

Affiliated to:

ICTSG –International council of Traditional Sports and Games

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SILAMBAM SONG (TAMIL)

சிலம்பக் கழகத்தின் எழுச்சிப்பாடல்

நமது கலை ^(iv) அது சிலம்பக்கலை
அதை கற்றவர் மனதில் அச்சமில்லை
இடது நிலை இது வலது நிலை
உன் உடலில் தெரியுது புதிய கலை ... (நமது கலை)

செந்தமிழ் மணக்கும் திராவிட நாட்டின்
தன்மாணம் காத்திட பிறந்ததடா
சீரிய நெறியுடன் அதையோடு ஏறி
உலக மண்ணில் மணந்ததடா ... (நமது கலை)

அகற்றும் உன் ஆணவ நிலையை வளர்க்கும்
உன் மனதில் வலிமையை போற்றும்
புவியே வாழ்த்தும் உன் வீரமதை ... (நமது கலை)

வீரரென்று பறக்கும் கம்பின் சுழற்சிக்கு
சீரிய சிங்கமும் புறம் காட்டும்
கல்லும் முள்ளும் பொடியாதும் (வீரரென்று)

காக்கும் நீ கற்றவரென்றால் அணைக்கும்
அதை மதிப்பவரென்றால் காப்போம்
கலையை என்றே உறுதி கொள்ளோம் (காப்போம்)
வாழ்க!

SONG

(Translated from Tamil)

Art! It is the Art of Ours !

Fear not - those who learn this art – Practicing

The Left Stance and the Right Stance, etc.,

The Brightness will glow in your body!

It was born to shield the self-respect Of

the Tamil fragrance Dravidian land!

From there with training and will, Blossomed in the

land of mountains -world!

It wipes out your ego and improve Your

courage and made the earth

To bless you for your boldness.

Art - It is the art of ours!

Even the roaring lion would get back

Before the whirling swings of!

Stones and spikes would be thrashed by the Blow

of with apt footings and swings!

It saves you if you learn this art! It

defends you if you honor it!

We swear to save this art

and We swear to promote.

S.NO	CONTENT	PAGE NO
1	TITLE “COMPETITION RULES AND REGULATION	i
2	PUBLISHER AND EDITION	ii
3	PREFACE -WSF GENERAL SECRETORY	iii
4	SILAMBAM SONG -TAMIL	iv
5	SILAMBAM SONG -ENGLISH	v
6	WSF- EXECUTIVE MEMBERS	vi
7	CONTENT	vii
8	SHORTLY ABOUT WSF:	1
9	HISTORY OF SILAMBAM IN THE WORLD	1
10	DEVELOPMENT OF SILAMBAM ART	1
11	SPORTS ADMINISTRATION	2
12	AIMS AND OBJECTIVES:	2
13	WSF AFFILIATION:	2
14	THE FOUNDING MEMBERS:	3
15	PROCEDURE FORMATION AND WEAPONS	3
16	ARTICLE-1 SPORTS UNIFORM	3
17	ARTICLE-2 COMPETITION EVENT FOR MALE & FEMALE	6
18	ARTICLE -3 A. MINI SUB-JUNIOR: COMPETITION EVENT FOR MALE & FEMALE SIZE OF THE WEAPON	7
19	B. SUB-JUNIOR: COMPETITION EVENT FOR MALE & FEMALE –SIZE OF THE WEAPON	8
20	(C) JUNIOR & SENIOR : COMPETITION EVENT FOR MALE & FEMALE –SIZE OF THE WEAPON	9
21	ARTICLE -4 <i>COMBAT EVENTS ROUNDS</i>	10
22	ARTICLE -5 KAMBU SANDAI -WEIGHT CATOGORY MINI –SUB JUNIOR, SUB- JUNIOR, JUNIOR, SENIOR	11
23	ARTICLE-6 REFEREE BANNER	15
24	ARTICLE -7 EQUIPMENTS AND SPECIFICATION	16

25	ARTICLE -8 ARENA RING FOR COMBAT	27
26	ARTICLE -9 COMPACT EVENT ARTISTIC EVENTS - ARENA FOR INDIVIDUAL EVENT	28
27	ARTICLE -10 EQUIPMENT FOR KAMBU SANDAI (STICK FIGHT) EVENT	29
28	ARTICLE -11 -PROHIBITED AREA OF THE TARGET FOR COMBAT EVENT	31
29	ARTICLE – 12 REFEREE SIGNAL	31
30	ARTICLE -13 SIGNAL SHOWN BY REFEREE TO MAKE SURE PARTICIPANTS PAY HOMAGE TO ENTER THE ARENA.	33
31	ARTICLE -14 REFEREE TASKS	35
32	ARTICLE -15 OFFENCES THAT CAUSED THE REFEREE CARD ISSUE	36
33	ARTICLE -16 -GENERAL DUTIES OF ARENA CHIEF or RING CHAIRMAN	37
34	ARTICLE -17 JURY REFEREE SCORING METHOD	37
35	ARTICLE -18 , DUTIES AND RESPONSIBILITIES OF COMPETITION COMMITTEE	38
36	THE INTERNATIONAL TECHNICAL COMMITTEE CHAIRMAN (ITCC) or TOURNAMENT DIRECTOR	38
37	ASSISTANT TECHNICAL COMMITTEE CHAIRMAN (ATCC)	39
38	RING CHAIRMAN DUTIES	40
39	COUNCIL OF REFEREE - JURY	41
40	THE REFEREE AND JURY	41
41	TIME KEEPER	42
42	COMPETITION'S DOCTOR	43
43	COSTUME OF THE COMPETITION COMMITTEE	44
44	PROTEST by coach	44
45	Fouls and misconducts	44
46	Punishments	45
47	ARTICLE -19 <i>ALL ARTISTICS & CAMBAT FIGHTING EVENT SCORE CARD</i>	45

48	ARTICLE -20 <i>WORLD CHAMPIONSHIP SELF GUARANTEE LETTER</i>	59
49	ARTICLE -21 <i>WORLD CHAMPIONSHIP HEALTH REPORT</i>	60
50	ARTICLE – 22 MEDICAL CERTIFICATION	61
51	ARTICLE – 23 PARENTAL CERTIFICATION	62
52	ARTICLE – 24 <i>EVENT ENTRY FORM</i>	64



WORLD SILAMBAM FEDERATION

SHORTLY ABOUT WSF:

World Silambam federation started the journey from 2009.

We are glad to inform you that Indian Traditional silambam Martial Art is becoming day to day popular and its wings over 22 countries. Silambam Martial Art has been trained and played in 22 countries. This silambam martial art has been formed before 5000 years ago. An Indian Traditional Martial Art In ancient days

HISTORY OF SILAMBAM IN THE WORLD

An Indian Traditional Martial Art in ancient days, pre historic man used a bamboo stick to protect himself from approaching animals and inimical humans. Because of its usefulness, they always had the stick with them. When they went in search of food, they had to walk long distances. Playfully they swirled the sticks that they carried with them. As and when some inimical humans attacked them with sticks, they had to defend themselves with sticks. Thus a kind of fighting with sticks began to develop.

DEVELOPMENT OF SILAMBAM ART

Development of this art at the time of sieges and king About 5000 years age, Sieges age shier, a great devotee of lord Muruga, the Tamil god, lived in the hills of Pothigai in Thirunelveli District, which is situated in Tamilnadu in south India. It is said that it was Agasthiar who invented this art of silambam. Later on the Chera, Chozha, Pandiya, pallavas kings and mongs Podhi Dharma introduced this art in their warfare and made it compulsory for all the soldiers in the five wings of their military. Sticks used as Vel Kambu Veechu, Vall Veechu, Surul Vall Veechu, Maduvu, In the recent past, at the time of Pulidevan and Veera Pandiya Kattabomman (1760–1799) this art was resurrected and was used in the fights against the British. So, the British passed orders not to practice. As for the Tamils, is not only a weapon but also a traditional Martial art. So they practiced it for the sake of physical fitness. From the south India, Silamabm spread over the rest of India and it called in different name in different part of the country. is called as NeduVadi in Kerala; karrasaamu in Andhra Pradesh; Dhanta Varisai in Karnataka, Lathi in Uttar Pradesh; Marithani in Maharashtra; Dhal Lakadi in Gujarat; PattaPachi in Punjab & Haryana; Kathga in Jharkhand and Bihar depending upon their language spoken in their area. Now days, is played in Hindus, islams festivals like Moharram, Ram Navami, etc.



Silambam is a weapon-based Indian traditional martial art originated from Tamil Nadu in south India and also practiced by the traditional tamil community of Malaysia, Singapore, Sri Lanka, Thailand, England, America and Indonesia. The word refers to the bamboo staff which is the main weapon used in this style. Other weapons are also used such as the Maduvu (Deer horn), **Kathi** (Knife) and **Vall** (Sword). Unarmed called KuttuVarisai, utilizes stances and routines based on animal movements such as the Snake, Tiger and Eagle forms.

SPORTS ADMINISTRATION

Over the period rules and regulations were framed for and so it developed into a martial sport. There are state, national, continental and International Federations are formed and annual competitions being held as per norms. The All India Silambam Federation was duly registered in Government of Tamilnadu in 2006 and it is functioning successfully. National competitions, Asian competition, World Competition are being held annually.

The executive committee meeting in Kulalampur on 20th march 2009, decided to form the Asian Federation, having its head quarters in India. This Federation has been duly registered in India. The executive committee meeting in Nagercoil, TamilNadu, India on 17th August 2010 decided to form World Federation having its headquarters in India and subsequently registered in India.

AIMS AND OBJECTIVES

The **Aims and Objects of the World Silambam Federation** shall be:-

- To organize, encourage, promote and control the Sport of Silambam.
- To provide facilities for training and physical exercise in the Sport of and to render financial assistance to both individuals and organization for the promotion of such training.
- To diffuse useful knowledge and modern techniques in sports of and physical exercise by



publishing literature in any form and to participate in such meetings/Conferences/seminars in India and abroad.

- Generally, to do anything with the promotion of Sport of in particular and sports in general in the World.

WSF AFFILIATION:

World Federation which is Affiliated To:

ICTSG -International Council of Traditional Sports and Games- Under Recognized by UNESCO (Culture and Sports)

WSF- SOUTH ASIA Recognition:

Silambam: South Asian Games Federation

THE FOUNDING MEMBERS

ALL INDIA SILAMBAM FEDERATION (AISF),
SRILANKA SILAMBAM FEDERATION (SSF),
MALAYSIA SILAMBAM ASSOCIATION (MSA),
BANGLADESH SILAMBAM ASSOCIATION (BSA),
SINGAPORE SILAMBAM ASSOCIATION (SSA)
INDONESIA SILAMBAM FEDERATION (ISF)
MALDIVES SILAMBAM FEDERATION (MSF)

PROCEDURE FORMATION AND WEAPONS

Guru Vanakkam

There are various ways of Guru Vanakkam which are practiced by the participants to honor their gurus and at the same time respecting the audience.

➤ Long Stick:

The exponents are using eyebrow level in length and one inch width bamboo sticks. They swing the stick in various methods to defend and to counter attack the opponent. Even a man with knife may easily be managed with this long stick. This is the main instrument in the competition.



➤ **Double Short Stick :**

Two short sticks, each about 3 feet in length may be used. A skilled exponent can guard himself against several hits, where he uses one hand to block and the other to counter-strike or thrust. Usually two short sticks are better than one. The exponents with high skills can attack or strike and at the same time giving no time for the opponent to defend. Please note that swaying the stick and turning the body left and right will make the opponent sometimes defenseless.

➤ **Chopper Knife:**

A highly skilled person in martial art only can defend himself from various weapons like a chopper, sword, knife or an axe. He should move or dodge immediately when the exponent attacks. He can either give blows, kicks, thrusts, or apply locks. When applying locks like in wrestling, one can make the attacker with weapon motionless. A higher form of techniques should be learnt before using it because it needs quick and decisive movement to apply locks against the opponent.

➤ **Sword & Shield:**

With a sword and shield one can give strike, hits, thrusts, swings to the various parts of the body of the opponent. The defender must be skillful in order to defend from various strikes. This is usually a fight against warriors; where they attack with a long sword and defend with a shield. In ancient war, the sword and shield are commonly used by most of the countries like Rome, India, China, etc.

➤ **Spear fighting / Spear Swing:**

Spear fighting techniques is rather similar to long pole fighting but the techniques used here are mostly thrusts.

➤ **Maduvu (Deer Horns):**

It is a short defending weapon usually made of deer horns. Since the horns are very rare to get, the players usually use the weapon made of hard wood or soft iron bar. The exponents with a



single maduvu or double can defend him against all chops, strikes and hits. A very skilled person will be able to defend and counter. Usually in India, maduvu will be played with long stick called "PuliAttam" where a man wears a costume like a tiger and defends against a single or double attacker.

➤ **Short and long stick:**

There are more than 100 types of techniques in short/long stick sparring. Mostly the techniques are of strikes, thrusts and locks.

➤ **The steel-whip:**

The steel-whip is a weapon consisting of two to five stainless -steel blades riveted to a handle grip. The width of each blade is 1. 1\4 inches and each blade are 4 to 5 feet in length. This weapon is used to combat against a mob or to disburse an unruly crowd. Usually the steel-whip displays are shown during festival season and celebration nights.

Article -1

1. SPORT UNIFORM

- A. Uniform can be used.
- B. uniform that is set only can be used when participate the event.
- C. Individual Costumes (color and symbol) create using own state or country for artistic event.
- D. Symbol sponsor is on left side chest while National Association logo is on left is also can be used as national flag and World Federation (W.S.F) for logo on right side.
- E. White uniform shirt / white uniform shirt that has black border and black uniform pants / black uniform pants which has „” note that can be used.
- F. Each participant must compulsory to wear white shoe (sport shoe) and socks in white color.
- G. But cut and design of uniform is prescribed by International Technical Committee (excluded association style competition)
- H. WSF-Approved Uniform only permitted for the all National and international Championship
- I. Cut and design costumes is shown in below diagram:



Article -2

2.COMPETITION EVENT FOR MALE & FEMALE

Categories: [Mini Sub –Junior / Sub –Junior / Junior (Boys & Girls) Senior – Men / Women.

No	Categories for Thanithiramai Tamil-Name	Single Artistic English-Name	Duration Time
1.	Kambu Veechu	Long Stick Rotation	2 Minuets
2.	Alangara Veechu	Decorative Rotation	2 Minuets
3.	Vel Kambu Veechu	Spear Stick Rotation	2 Minuets
4.	Otrai Vall Veechu	Single Sword Rotation	2 Minuets
5.	Otrai Surul Vaal Veechu	Single Flexible Sword Rotation	2 Minuets
6.	Kuthuvarisai	Bare Hands	2 Minuets
7.	Erattai Kambu Veechu	Double Stick Rotation	2 Minuets
8.	Erattai Vall Veechu	Double Sword Rotation	2 Minuets
9.	Erattai Surul Vaal Veechu	Flexible Sword Rotation	2 Minuets
10.	Maduvu	Deer Forms	2 Minuets
<3> Free Style Forms Demonstration Doubles Artistic			
11.	Autha Korvai Jodi	Artistic Doubles	3 Minuets
	(1) Nedunkambu Kambu Jodi (2) Kadasal Jodi (3) Erattai Muchaan Kambu Jodi (4)Madu&Nedungkambu Jodi (5)Madu & Erattai Muchaan Kambu Jodi (6) Vaal Kedayam Jodi	Any Event 3 Compulsory If Any Weapons form for Silambam	
12.	Kulu Ayutha Veechu	Artistic Team	3 Minuets

2. (b) An Athlete eligible to participate 1 event only.



Article -3

3.(a) Mini Sub-Junior: Competition Event For Male & Female size of the weapon

No	Categories for Thanithiramai Tamil-Name	Single Artistic English-Name	Size of the weapon
11.	Kambu Veechu	Long Stick Rotation	Forehead level
12.	Alangara Veechu	Decorative Rotation	One feet above scalp
13.	Vel Kambu Veechu	Spear Stick Rotation	Half feet above scalp
14.	Otrai Vall Veechu	Single Sword Rotation	1 and ¾ Feet
15.	Otrai Surul Vaal Veechu	Single Flexible Sword Rotation	Eye Brow Level
16.	Kuthuvarisai	Bare Hands	No Equipment
17.	Erattai Kambu Veechu	Double Stick Rotation	One feet above scalp
18.	Erattai Vall Veechu	Double Sword Rotation	1 and ¾ Feet
19.	Erattai Surul Vaal Veechu	Flexible Sword Rotation	Eye Brow Level
20.	Maduvu	Deer horn Forms	1 ½ Feet
Doubles and Team Artistic Events			
11.	Autha Korvai Jodi	Artistic Doubles	3 Minuets
	(2) Nedunkambu Kambu Jodi (2) Kadasal Jodi (3) Erattai Muchaan Kambu Jodi (4)Madu&Nedungkambu Jodi (5)Madu & Erattai Muchaan Kambu Jodi (6) Vall Jodi	Any Event 3 Compulsory If Any Weapons form for Silambam	One feet above scalp One feet above scalp Two feet
12.	Kulu Ayutha Veechu	Artistic Team	Standard size
13	Kambu Sandai	Stick fight	4 feet



3.b. Sub-Junior: Competition Event For Male & Female –Size of The Weapon

No	Categories for Thanithiramai Tamil-Name	Single Artistic English-Name	Size of the weapon
1	Kambu Veechu	Long Stick Rotation	Forehead level
2	Alangara Veechu	Decorative Rotation	One feet above scalp
3	Vel Kambu Veechu	Spear Stick Rotation	Half feet above scalp
4	Otrai Vall Veechu	Single Sword Rotation	2 Feet
5	Otrai Surul Vaal Veechu	Single Flexible Sword Rotation	Eye Brow Level
6	Kuthuvarisai	Bare Hands	No Equipment
7	Erattai Kambu Veechu	Double Stick Rotation	One feet above scalp
8	Erattai Vall Veechu	Double Sword Rotation	2 Feet
9	Erattai Surul Vaal Veechu	Flexible Sword Rotation	Eye Brow Level
10	Maduvu	Deer horn Forms	1 ½ Feet
Doubles and Team Artistic Events			
11.	Autha Korvai Jodi	Artistic Doubles	3 Minuets
	(3) Nedunkambu Kambu Jodi (2) Kadasal Jodi (3) Erattai Muchaan Kambu Jodi (4)Madu&Nedungkambu Jodi (5)Madu & Erattai Muchaan Kambu Jodi (6) Vall Jodi	Any Event 3 Compulsory If Any Weapons form for Silambam	One feet above scalp One feet above scalp Two feet
12.	Kulu Ayutha Veechu	Artistic Team	Any size
13	Kambu Sandai	Stick fight	5 feet



2. (c) Junior & Senior : Competition Event For Male & Female –Size Of The Weapon

No	Categories for Thanithiramai Tamil-Name	Single Artistic English-Name	Size of the weapon
1	Kambu Veechu	Long Stick Rotation	Forehead level
2	Alangara Veechu	Decorative Rotation	One feet above scalp
3	Vel Kambu Veechu	Spear Stick Rotation	Half feet above scalp
4	Otrai Vall Veechu	Single Sword Rotation	2 ½ Feet
5	Otrai Surul Vaal Veechu	Single Flexible Sword Rotation	Eye Brow Level
6	Kuthuvarisai	Bare Hands	No Equipment
7	Erattai Kambu Veechu	Double Stick Rotation	One feet above scalp
8	Erattai Vall Veechu	Double Sword Rotation	2 ½ Feet
9	Erattai Surul Vaal Veechu	Flexible Sword Rotation	Eye Brow Level
10	Maduvu	Deer horn Forms	1 ½ Feet
Doubles and Team Artistic Events			
11.	Autha Korvai Jodi	Artistic Doubles	3 Minuets
	(4) Nedunkambu Kambu Jodi (2) Kadasal Jodi (3) Erattai Muchaan Kambu Jodi (4)Madu&Nedungkambu Jodi (5)Madu & Erattai Muchaan Kambu Jodi (6) Vall Jodi	Any Event 3 Compulsory If Any Weapons form for Silambam	One feet above scalp One feet above scalp Two feet
12.	Kulu Ayutha Veechu	Artistic Team	Any size
13	Kambu Sandai	Stick fight	6 feet



Article -4

COMBAT EVENTS

Article 4 explained about event no 13. Kambu sandai (stick fight). This event conduct with age and weight category. Totally 9 weight category will be allotted by the separately in mini-sub junior, sub-junior, junior, and senior. Under weight jumping to upper weight is not permit for this event. Exact weight players only permitted to participated this event. A player is selected in one weight in the district championship and he may be qualified to participate state championship. During the state championship. If his weight is increased or decreased he may be disqualified. One hour time will be given for the player or before completing the weight categories. He need to show the specified weight on that time.

Weight checking:

Weight will be checked by the 3 juries and approved by Ring Chairman, ring chairman submitted the final checking copy to the Tournament Director.

Fixtures meeting

Fixture will be drown in front of the all District, State and National Representatives. Only lot method will be used to draw the fixture. One weight category one athlete will be permitted to participate in the championship.

Change of Disqualify player.

An athlete was disqualified with weight in the specified category, next runner up player will be permitted to participate in the championship. But the player report before draw the fixture. For that the district, state and national representatives need to get the permission from the tournament Director.

Time for the compact event:

Mini sub junior – total three rounds will be arranged and each round one minutes will be allot. Rest between each round 30 second, coach must be permitted to be with a player.

Sub Junior – total three rounds will be arranged and each round one minutes and 30 seconds will be allot. Rest between each round 30 second, coach must be permitted to be with a player.

Junior – total three rounds will be arranged and each round 2 minutes will be allot. Rest between each round 30 second, coach must be permitted to be with a player.

Senior – total three rounds will be arranged and each round one minutes will be allot. Rest between each round 30 second, coach must be permitted to be with a player.



Result and scoring method

Each round result will be announced by the jury at the end of the round by showing the signal of red and blue light. Out of five juries result majority of three result corner will be announced as first round winner. Then first round result will not be counted for the second round. Then second round will be start and same method will be followed. If second round the same corner player win the round that player will announced as winner of that complete round. Third round will not be conducted.

Result announced method.

The first round will be start by the announcer. The juries noting the points taken by the red and blue corner. After complete the first round the juries switch on the blue or red light that who win the round. It will be received by the ring chairman. After receiving the juries result, the ring chairman announce the result by showing the red and blue lights. Likewise three rounds result will be announced by the ring chairman. By seeing the result the referee will rise the hand of the winning corner.

Article -5

5. Kambu sandai Weight category

Mini Sub Junior (Boys) Under-11 Years

1. Class A- Under-16 kg
2. Class B- Under -20 kg (17 kg -20 kg)
3. Class C- Under -24 kg (21 kg – 24 kg)
4. Class D- Under -28 kg (25 kg - 28 kg)
5. Class E- Under -32 kg (29 kg – 32 kg)
6. Class F- Under -36 kg (33 kg – 36 kg)
7. Class G- Under -40 kg (37 kg – 40 kg)
8. Class H- Under -44 kg (41 kg – 44 kg)
9. Class I - Above- 44 Kg (Above -44kg)

Mini Sub Junior (Girls) Under-11 Years

1. Class A- Under -14 kg



2. Class B- Under -18 kg (15 kg -18 kg)
3. Class C- Under -22 kg (19 kg – 22 kg)
4. Class D- Under -26 kg (23 kg - 26 kg)
5. Class E- Under -30 kg (27 kg – 30 kg)
6. Class F- Under -34 kg (31 kg – 34 kg)
7. Class G- Under -38 kg (35 kg – 38 kg)
8. Class H- Under -42 kg (39 kg – 42 kg)
9. Class I - Above + 42 Kg (Above -42 kg)



Kambu sandai Weight category

Sub Junior (Boys) Under -14 Years

1. Class A- Under-22 kg
2. Class B- Under -26 kg (23 kg -26 kg)
3. Class C- Under -30 kg (27 kg – 30 kg)
4. Class D- Under -34 kg (31 kg - 34 kg)
5. Class E- Under -38 kg (35 kg – 38 kg)
6. Class F- Under -42 kg (39 kg – 42 kg)
7. Class G- Under -46 kg (43 kg – 46 kg)
8. Class H- Under -50 kg (47 kg – 50 kg)
9. Class I - Above- 50 Kg (Above -50kg)

Sub Junior (Girls) Under -20 Years

1. Class A- Under -20 kg
2. Class B- Under -24 kg (21 kg -24 kg)
3. Class C- Under -28 kg (25 kg – 28 kg)
4. Class D- Under -32 kg (29 kg - 32 kg)
5. Class E- Under -36 kg (33 kg – 36 kg)
6. Class F- Under -40 kg (37 kg – 40 kg)
7. Class G- Under -44 kg (41 kg – 44 kg)
8. Class H- Under -48 kg (45 kg – 48 kg)
9. Class I - Above + 48Kg (Above -48 kg)

Kambu sandai Weight category

Junior (Boys) Under -18 Years

1. Class A- Under-40 kg
2. Class B- Under -45 kg (41 kg -45 kg)
3. Class C- Under -50 kg (46 kg – 50 kg)
4. Class D- Under -55 kg (51 kg - 55 kg)
5. Class E- Under -60 kg (56 kg – 60 kg)
6. Class F- Under -65 kg (61 kg – 65 kg)
7. Class G- Under -70 kg (66 kg – 70 kg)
8. Class H- Under -75 kg (71 kg – 75 kg)
9. Class I - Above- 75 Kg (Above -75 kg)

Junior (Girls) Under -18 Years

1. Class A- Under -35 kg
2. Class B- Under -40 kg (36 kg -40 kg)
3. Class C- Under -45 kg (41 kg – 45 kg)
4. Class D- Under -50 kg (46 kg - 50 kg)
5. Class E- Under -55 kg (51 kg – 55 kg)
6. Class F- Under -60 kg (56 kg – 60 kg)
7. Class G- Under -65 kg (61 kg – 65 kg)
8. Class H- Under -70 kg (66 kg – 70 kg)
9. Class I - Above + 70 Kg (Above -70 kg)

Kambu sandai Weight category

Senior (Men) **Above -18 Years**

10. Class A- Under-50 kg
11. Class B- Under -55 kg (51 kg -55 kg)
12. Class C- Under -60 kg (56 kg – 60 kg)
13. Class D- Under -65 kg (61 kg - 65 kg)
14. Class E- Under -70 kg (66 kg – 70 kg)
15. Class F- Under -75 kg (71 kg – 75 kg)
16. Class G- Under -80 kg (76 kg – 80 kg)
17. Class H- Under -85 kg (81 kg – 85 kg)
18. Class I - Above- 85 Kg (Above -85 kg)

Senior (Women) **Above -18 Years**

10. Class A- Under -45 kg
11. Class B- Under -50 kg (46 kg -50 kg)
12. Class C- Under -55 kg (51 kg – 55 kg)
13. Class D- Under -60 kg (56 kg - 60 kg)
14. Class E- Under -65 kg (61 kg – 65 kg)
15. Class F- Under -70 kg (66 kg – 70 kg)
16. Class G- Under -75 kg (71 kg – 75 kg)
17. Class H- Under -80 kg (76 kg – 80 kg)
18. Class I - Above + 80 Kg (Above -80 kg)

Article -6

Referee Banner TA/DA

Sr.no.	Banner	TA/DA
1.	1.Category Tournament Director	2000/-per day
2.	2. Category Assistant Tournament Director	1000/- per day
3.	3. Category Ring Chairman	750/- per day
4.	4. Category Referee/Jury	500/- per day

Note: -

- *TA/DA will be calculate only on championship _____ days.
- *Federation will provide food & Accommodation, referee shirt, Track suit to all referee & Jury.
- *Before every Championship 3 day referee training seminar will be organized.

Article -7

EQUIPMENTS AND SPECIFICATION

1. Kambu Veechu:-Compulsory form 17

Nedunkambuveechu is single stick rotation movements Must use long stick until forehead. An athlete would show the compulsory movements designed by the Federation, graces, styles, speed, appearance and attraction by rotating stick within 2 minutes.

- i. Mini Sub-junior – (Circumference 2.5 to 3 inches, weight 250 to 300 Grams).
- ii. Sub-junior -(Circumference 2.5 to 3 inches, weight 300 to 350 Grams).
- iii. Junior – (Circumference 3 to 3.5 inches, weight 350 to 400 grams).
- iv. Senior - (Circumference 3 to 3.5 inches, weight 400 to 450 grams .

All Age Category's - Forehead above Scalp Level Stick



2. Alankara Veechu (Single -Center Holding):

An athlete should use the stick with his forehead level. Compulsory hold the stick with center. Both the end fix the plastic or rubber ball shape with 10 to 15 inches circumference. Color sticker may be allowed to decorate the stick. Single stick duration totally two minutes. An athlete may permitted to use the various skill in single stick like nick rotation, hip rotation, single leg rotation, backward bend with rotation, chest rotation,

head rotation, inner rotation, outer rotation and other technique using the following forms Vanakkam (Salaam)Varisai, Eru varisai / Erangu Varisai Veechu, Moonu Veedu Veechu, Naalu Veedu Veechu, Pathinaram Suvadu Sutru, Sirapu Murai

Veechu, Vegam (Speed), Alagu (Style), Nerthi (Power), Niraivu Vanakkam for 2 minutes. Time is fixed for all category 2 minutes. Both stick should not allowed in single hand.

- Mini Sub-junior – (Circumference 2.5 to 3 inches, weight 350 to 400 Grams).
- Sub-junior -(Circumference 2.5 to 3 inches, weight 400 to 450 Grams).
- Junior – (Circumference 3 to 3.5 inches, weight 450 to 500 grams).
- Senior - (Circumference 3 to 3.5 inches, weight 500 to 550 grams .

All Age Category's - One Feet Above Scalp Level Stick



3 .Vel kambu veechu : Is made up from cane or bamboo of same size with an individual. At the end of javelin is made up of iron or aluminum as shaped in below diagram below. Time is fixed for this event is 2 minutes and is compulsory for all categories excluding mini sub junior. Time that is fixed for mini sub junior is 1.30 minutes

Measurement of the spear for Vel Kambu Veechu.(it should be stiff).

- Mini Sub-Junior - (Circumference 2.5 to 3 inches, weight 500 to 650 Grams) including 6 inches length+ 3 inches width steel spear.
- Sub-Junior - (Circumference 2.5 to 3 inches, weight 550 to 700 Grams) including 6 inches length+ 3 inches width steel spear.
- Junior – (Circumference 3 to 3.5 inches, weight 850 to 1000 grams) including 6 inches length+ 3 inches width steel spear.
- Senior - (Circumference 3 to 3.5 inches, weight 1000 to 1150 grams. including 6 inches

length+ 3 inches width steel spear.

All Age Category's - Half Feet above Scalp Level Stick



4. Ottrai Vall veechu: Is made up of steel or aluminum that shine and the sword is rounded so it is not sharp and it's not hurt other athlete while in action. The sword form is described below. Time is fixed for this event is 2 minutes for all categories.

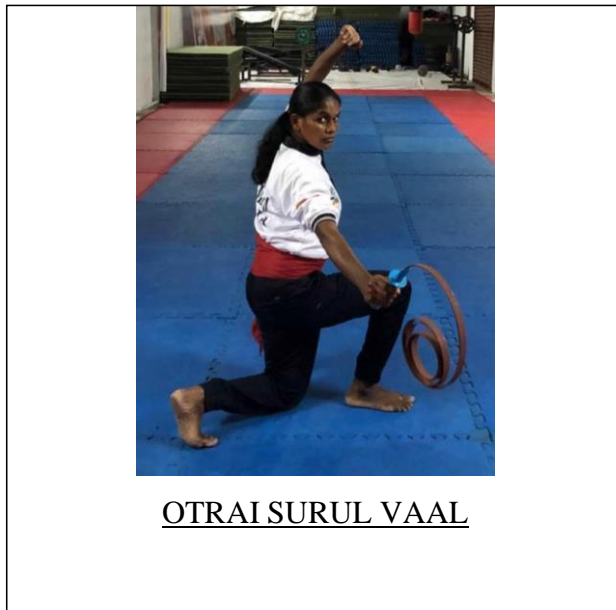
Measurement of the sword for Vall Veechu. (it should be stiff)

- i. Mini Sub-junior - 22 inches with 4 inches handle and width **1 and ¾ Feet,**
- ii. Sub-junior - 22 inches with 4 inches handle and width **2 Feet,**
- iii. Junior - 24 inches with 4 inches handle and width **2 and ½ Feet,**
- iv. Senior - 26 inches with 4 inches handle and width **2 and ½ Feet.**



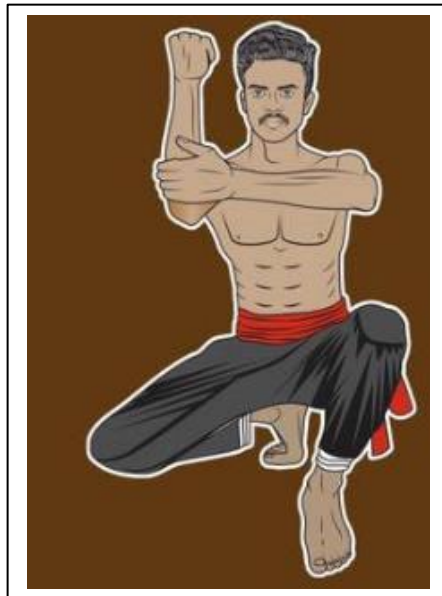
5.Ottrai Surul Vaal Veechu: It is called as rolling sward and made up from coiled steel. It must be 3 layer of coiled steel in a surulvaal. It is used by various rotation in different movement. Duration of the event is 2.00 minutes for Junior and Senior categories, 1.30 minute for mini sub junior and sub junior categories.

All Age Category's - Eye Brow Level Surul



6. KUTHUVARISAI (Bare Hands Artistic - Single)

- Executing the correct order of the 12 sets of movements (124 steps) movements consisting of bare hands Only.
 - Movements must be expensive, rhythmic and display strength and stamina.
- The movements has to be completed within 2 minutes and the match is officiated by 5 Juror's (Referees).



7. Erattraai Kambu or (Alankara Veechu) (Double -Center Holding):

An athlete should use the stick with his forehead level. Compulsory hold the stick with center. Both the end fix the plastic or rubber ball shape with 10 to 15 inches circumference. Color sticker may be allowed to decorate the stick. Single stick duration totally two minutes. An athlete may permitted to use the various skill in single stick like nick rotation, hip rotation, single leg rotation, backward bend with rotation, chest rotation, head rotation, inner rotation, outer rotation and other technique using the following forms Vanakkam (Salaam) Varisai, Eru varisai / Erangu Varisai Veechu, Moonu Veechu Veechu, Naalu Veechu Veechu, Pathinaram Suvad Sutru, Sirapu Murai Veechu, Vegam (Speed), Alagu (Style), Nerthi (Power), Niraivu Vanakkam for 2 minutes. Time is fixed for all category 2 minutes. Both stick should not allowed in single hand.



Specification of Alankara Veechu (Single and Double Stick - Center Holding)

It should be fore head level of the player.

- i. Mini Sub-junior – (Circumference 2.5 to 3 inches, weight 250 to 300 Grams).
- ii. Sub-junior - (Circumference 2.5 to 3 inches, weight 300 to 350 Grams).
- iii. Junior – (Circumference 3 to 3.5 inches, weight 350 to 400 grams).
- iv. Senior - (Circumference 3 to 3.5 inches, weight 400 to 450 grams).

All Age Category's - One Feet Above Scalp Level Sticks



8. Erattrai Surul Vaal Veechu: It is called as rolling sward and made up from coiled steel. It must be 3 layer of coiled steel in a surulvaal. It is used by various rotation in different movement. Duration of the event is 2.00 minutes for junior and senior categories, 1.30 minute for mini sub junior and sub junior categories.



Measurement of the steel wipe .(it should be flexible)

- i. Sub-junior - 1 inches including handle 4 inches.
- ii. Junior - 1 inches including handle 4 inches.
- iii. Senior - 1 inches including handle 4 inches.

All Age Category's - Eye Brow Level Surul

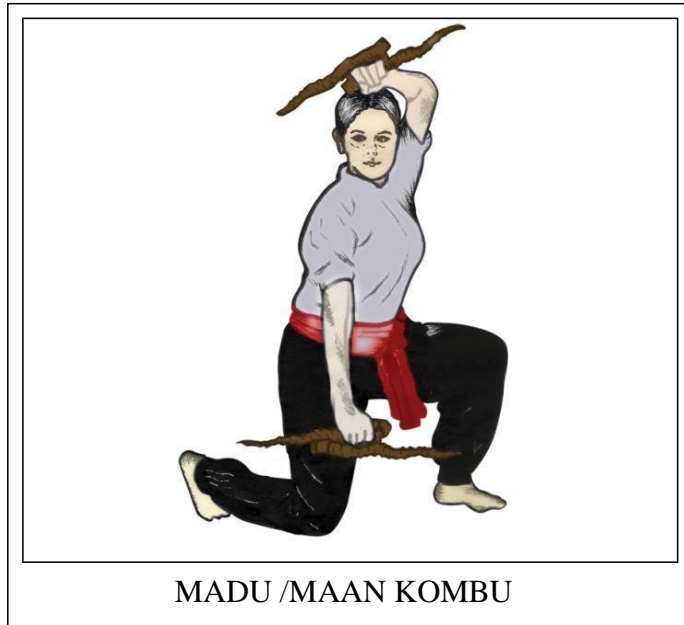
9. Erattrai Vaal veechu: Is made up of steel or aluminum that shine and the sword is rounded so it is not sharp and it's not hurt other athlete while in action. The sword form is described below. Time is fixed for this event is 2 minutes for all categories.



Measurement of the sward for Vall Veechu.(it should be stiff)

- i. Mini Sub-junior - 22 inches with 4 inches handle and width **1 and ¾ Feet,**
- ii. Sub-junior - 22 inches with 4 inches handle and width **2 Feet,**
- iii. Junior - 24 inches with 4 inches handle and width **2 and ½ Feet,**
- iv. Senior - 26 inches with 4 inches handle and width **2 and ½ Feet**

10. Madu (Deer Horn): That equipment is made up of steel or aluminum or can use original deer horn but participator must make sure it is not dangerous when implemented. Madu shape is shown in the diagram below. Participator must use madu in pair. Time is fixed for this event is two minutes for all



Categories excluding mini sub junior. For mini sub junior category time taken is fixed is 2 minutes.

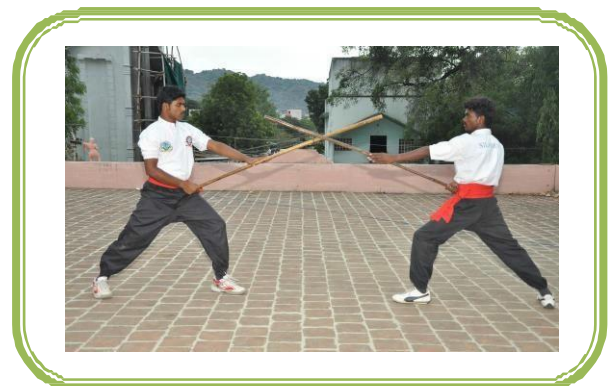
- i. Mini Sub-junior - 22 inches with 4 inches handle and width **1 Feet**,
- ii. Sub-junior - 22 inches with 4 inches handle and width **1 Feet**,
- iii. Junior - 24 inches with 4 inches handle and width **1 and ¼ Feet**,
- iv. Senior - 26 inches with 4 inches handle and width **1 and ½ Feet**

11.Ayutha Jodi

It is a pair events. Performed by two players with his team members. It will be categories by three methods. 1. Nedung Kambu Jodi, Kadasal Jodi, Kurn Kambu Jodi for three minutes



Sedi Kuchi Padam



Kambu Adi Padam



It is a Pair event performed with his team players. It will be performed by the various Weapon movements for three minutes.



I2. AYUTHA VEECHU KULU (Team, Three in a Team)



- A team consists of 3 Veerarkal.
- Executing the free Style set movements in the correct order and complete with certainly.
- Movements are expressive, rhythmic and display strength and stamina
- Teams have to display synchronization in perfect harmony.
- Teams have to display synchronization in perfect harmony of Silambam any Weapons Free Style Forms.



13.Kambu Sandai- Stick Fight

It is a pair event played with opponent with proper weight category.

Measurement of sticks for stick fight.

- i. Mini Sub-junior – 4 feet. (Circumference 2. to 2.5 inches, weight 300 to 350grams) including 1 foot covered with paunch.
- ii.Sub-junior - 4.5 feet/ 5 feet. (Circumference 2.75 to 3 inches, weight 300 to 350grams) including 1 foot covered with paunch.
- iii. Junior - 5 feet / 5.5 feet. (Circumference 2.75 to 3, weight 350 to 400 grams) including 1 foot covered with paunch.
Senior - 5.5 feet / 6 feet. (Circumference 2.75 to 3 inches, weight 400 to 450 grams. including 1 foot covered with paunch.

13. KAMBU SANDAI

13. ARENA FOR COMBAT

1. Competition arena is made up of rubber mat with 10 X 10 meter square and with the color of blue.
2. Meters high is one inch size.
3. The length and width of the ring is sized 10 meter(Free zone 1meter, Warning Zone 24 Feet, Combat zone 20 Feet, Starting zone 6 Feet.

Article -8

16. ARENA RING FOR COMBAT

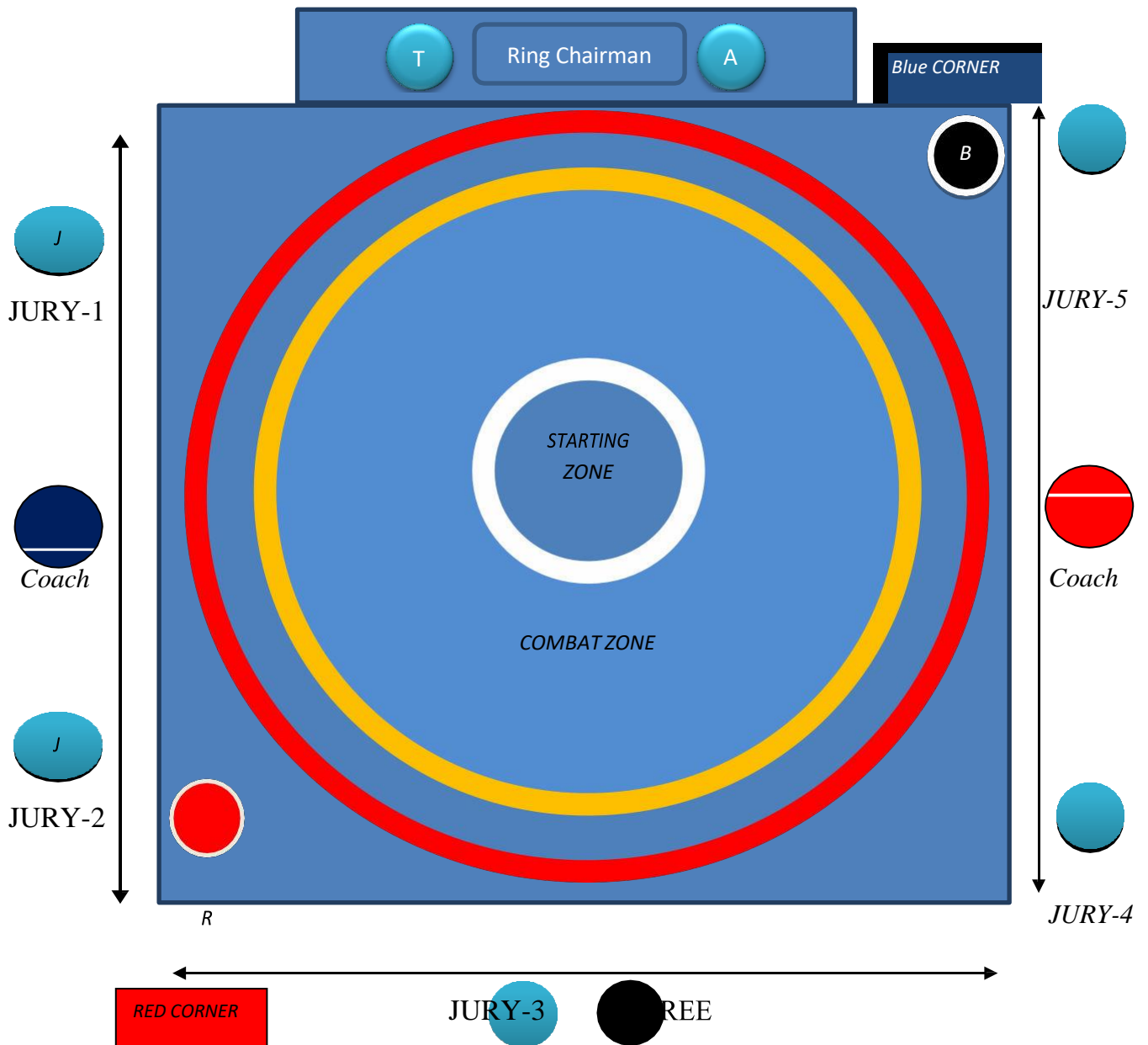
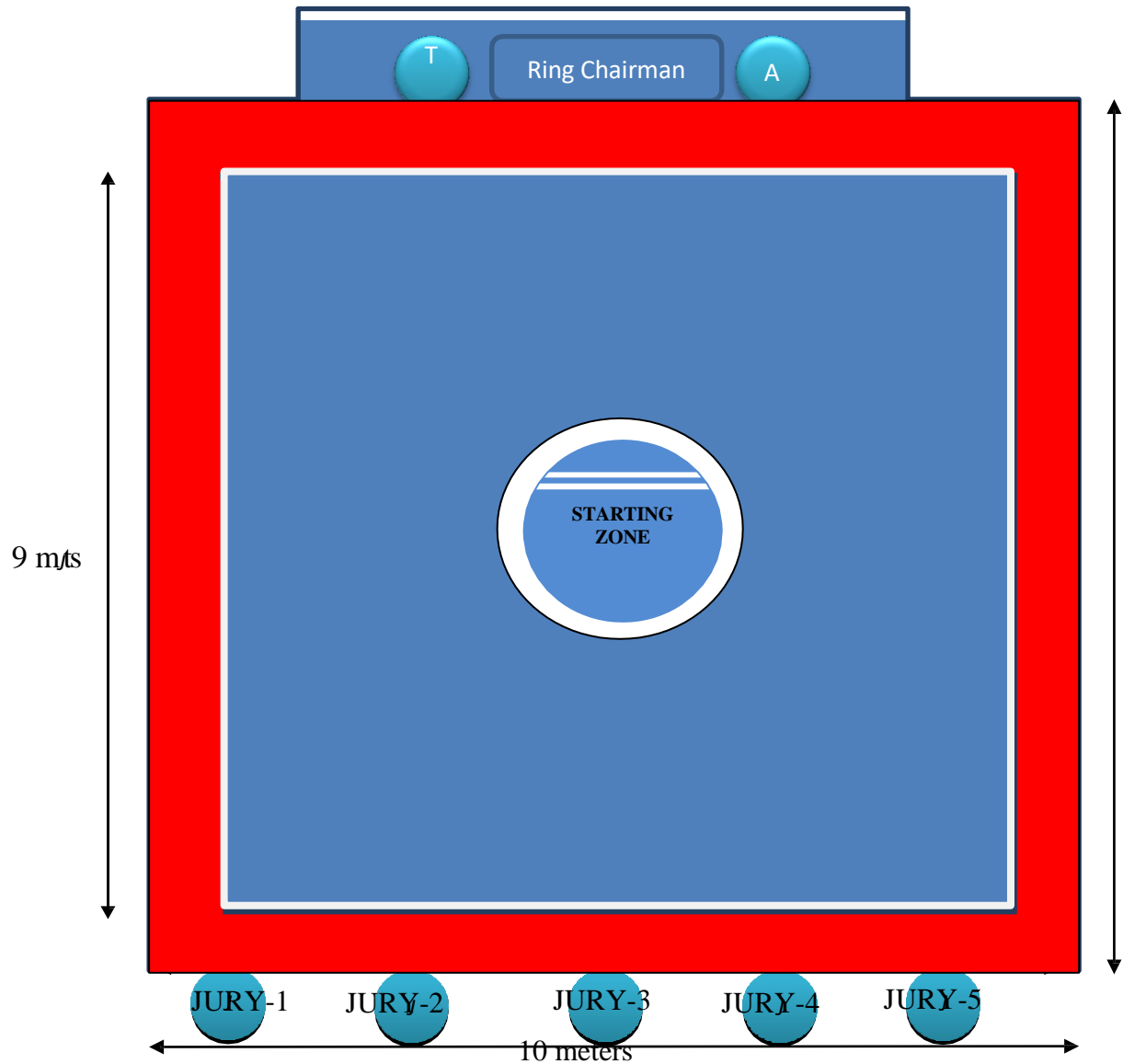


Diagram -1

Position of the Ring Chairman-1, The Referee -1, The Juries -5, The Time keeper-1, Announcer-1, red corner coach, blue corner coach are shown as in Diagram-1

Article -9

ARTISTIC EVENTS ARENA FOR INDIVIDUAL EVENT



Total Area 10 meter X 10 meter, warning zone 1 meter

Diagram -2

Position of the Ring Chairman-1, The Juries -5, The Time keeper-1, announcer-1 are shown as in Diagram-2

Article -10

Equipment for Kambu Sandai (Stick Fight) Event



Blue/black Chest Guard



Red Chest Guard



Head Guard



Grain Guard



Stick Fight Shoe for stick fight



Artistic Events shoe



HEAD GUARD

Article -11

PROHIBITED AREA OF THE TARGET FOR COMBAT EVENT

Warning and Marks can be deducted based on wrong touches that shown below

- i. Direct hit blow the head (nick).
- ii. Direct hit to the head
- iii. Punch directly to the any part of the body
- iv. Touch lower abdomen (grain part)
- v. Block opponent's stick with an inappropriate way.

Article - 12

REFEREE SIGNAL



Enter the Arena(vanakkam)



Player position by Referee



Players call by Referee



Vanakkam to referee



Kambu Eduthal vanakkam



Thayar Nilai



Thuvanga thayar nilai
Start/Restart the Round



kambu kuruki vaithal
cross the stick



naduvarkal kavanithal
juries watching



3 pulli
3 point



Nikkam
Disqualify



vetri arivithal
Victory Signal

i. Referee should stand straight to give honor before enter the arena:

- Head should be upright and looking forward.
- Both legs have to be straight and closed.

ii.) Referee should enter the arena after gave honor using word “Vanakkam” with hands:

- Take the stick from the bottom and draw the right foot back
- Pay homage to the Ring chairman with the increase of stick from the bottom to face.
- Lower down the stick after salutes.
- Referee should stand up straight and make the stick lean over the right shoulder.



Article -13

SIGNAL SHOWN BY REFEREE TO MAKE SURE PARTICIPANTS PAY HOMAGE TO ENTER THE ARENA.

Referee's Signal

- Referee move both hands at chest level from outside to inside (Shown in above diagram)

Participant's Action

- Enter into the arena after receive order from referee with own style of participant.
- Taking stick and worship with Simha Nilai step and then put left leg at behind. (Shown in above diagram)

Participant's Action

- Taking stick and give "Vanakkan Padam" respect each other include referee and return separately one by one.

Referee's Signal

- Right leg put at the back
- Moving both hands to front

Participant's Action

- Looking at the referee and give honor
- Left leg at the back

Referee's Signal



- Move both hands to outside
- Right leg at the back

Participant's Action

- Turn to referee's side and left leg at the back
- stick must be placed just straight line to the left leg.

Referee's Signal

- Cross both hands
- Right leg at the back

Participant's Action

- Move left leg to front
- Cross stick
- **Referee and participants get ready to start the sparing with referee's word "TUVAKKU" (START) to start.**
- **Referee will use the word "NIRUTTU" (STOP) to stop sparing.**



Article -14

REFEREE TASKS

1. Referee duties are assigned by the Ring Chairman implemented during the tournament.
2. The task are:
 - i. Give full marks to the fair in collaboration with the referee
 - ii. Rejecting marks for offenses made by the participants during the event executed
 - iii. Explained before the game started
 - iv. Start the game
 - v. Stop the game
 - vi. Not protesting against the participants
 - vii. 3 point issue
 - viii. Warning and yellow card and red issue
 - ix. Ensure that participants do not compete with the rough and discourteous.
3. Decided to issue yellow cards, red cards and cutting marks by jury:
 - a. Maximum of 3 times a yellow card may be issued to the participants
 - b. Yellow card is issued means players warning and deduction of marks and foul.
 - c. The third time will be issued a red card and player not allowed to proceed in the competition
 - d. Before issuing a red card the referee and must consult with 5 juries and ring chairman and majority of the decision will be finalized.



Article -15

OFFENCES THAT CAUSED THE REFEREE CARD ISSUE

YELLOW CARD

1. Warning.
2. After being warned by 1 time for the same offense and the continued
3. Mark deduction by Showing yellow Card
4. Force attack
5. Both feet out of the ring as participate is unable to withstand the blows opponent.
6. Not backward after taking a mark.
7. Fouls specified in the Article no-19-fouls and misconducts
8. Card size (12 CM X 8 CM)

COACH DUTIES

1. Teaching the relevant skills. Tactice and techniques
2. Monitoring and enhancing the performance by by providing tuition, encouragement and constructive feedback.
3. Identifying the strength and weakness.
4. Advising about health and lifestyle issues.
5. Developing training programmes.
6. Undertaking administrative task.
7. To bring the players for the championship with well discipline and safe mode.
8. To arrange the proper accommodation to all the athletes.
9. Bring the eligibility certificate, age proof certificate, district, state and national entry form with official seal.
10. Guide the athlete for the respective events.
11. Watch the event details and report to the arena in proper time.
12. Watch the mark system and points system
13. Protested the referee who gave marks in a way that is not polite
14. Always coach must be with an athlete during the event.
15. Provide timely objection during the match by showing the red Card.
16. Coaches can only oppose the right thing only. Manager only given one chance only for one game
17. Coach can apply the red card one time, if the appeal is accepted he may use another time.



Article -16

GENERAL DUTIES OF ARENA CHIEF –RING CHAIRMAN

1. Watching the competition from start to finish with confidence and carefully
2. Giving evidence to the referee before and after the competition
3. Arrange referees orderly and correctly
4. Watching the way the referee and juries handled the competition and participants
5. Check error during the tournament referee executed and completed promptly.
6. Criticized the contest, the referee and players
7. Handle all the protests from managers, coaches, team players and spectators
8. Provide an explanation for all the confusion raised by the referee
9. games run by vote and directing subordinate Juries
10. Pass marks given by the Registrars Marks and decide the winner
11. Not provide an opportunity to the referee for making improper decisions and not biased
12. Responsible for the overall championship and total control of the bout.

Article -17

JURY SCORING METHOD:

For combat event the Referee must provide the technical score. Warning may be provided by the referee. Disqualification will be provided by referee with discussion of five juries. Each and every time the first touched will get the points for permitted area. Kiriki & Piralai (Body turn with opponent body touch) with touch 2 points, Udan (Total body Jump with turn with opponent body touch) with touch 3 points. If any appeal the jury will raise the flag. Participation is compulsory to use stick that is provided for combat event and make complete strike before random attack and collect marks using touching technique.

A. Places that can get point is chest, shoulder, arm, stomach, ribs (front segment), under neck till heel (back segment), leg thighs till feet (to internal space) and under waist till feet (edge of space) refers one points with direct touch. Permitted areas.

B. Technique that **can** be used when making touching technique are:

- i. Up to down
- ii. Down to up



- iii. Side arm
- iv. Side or front right leg and left leg
- v. Chest segment only can be touch as snake compliant
- vi. Direct touch 1 (ONE) point
- vii. With using kiruki 2(TWO) points
- viii. Using udan 3 (THREE) points

C. Technique that **cannot** be used when making touching technique are:

- i. Making shot at under the elbow segment.
- ii. Making shot at front and back head segment.
- iii. Touch or hit at places that cannot be touched refers.

D. Giving points for touching technique.

- i. Permitted Body Segment (One Point).
- ii. Touch with kirukki technique (Two Points).
- iii. Touch with udan technique (Three Points).

Article -18

DUTIES AND RESPONSIBILITIES OF COMPETITION COMMITTEE

THE INTERNATIONAL TECHNICAL COMMITTEE CHAIRMAN (ITCC) or TOURNAMENT DIRECTOR

The International Technical Committee Chairman (ITCC) for international championship is appointed by the President of World Silambam Federation (WSF).

An ITCC must have mastered all WSF Silambam general Rules and Regulations, particularly the rules and regulations of World Silambam Federation (WSF)-fifth Edition 2020

The promoter of the competition is fully responsible to ensure the presence of the ITCC at the competition by facilitating return international air tickets, appropriate lodging, local transportation, pocket money etc; unless WSF stipulate otherwise



DUTIES AND RESPONSIBILITIES

- 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
- To resolve any problems concerning general issues as well as technical matters, of which decision of the ITCC 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 Silambam.
- To fill in and to sign the Record Book of Referee and Jury.

To submit duty report to the Board of WSF within a month after the championship ends

ASSISTANT TECHNICAL COMMITTEE CHAIRMAN (ATCC) – ASSISTANT TOURNAMENT DIRECTOR

The duty of Assistant Technical Committee Chairman is to assist the ITCC.

The ATCC who comes from the promoter of the competition is appointed by WSF based on the criteria of mastering and comprehending WSF general rules and regulations and particularly regulations of World Silambam Federation Tournament

If from the promoter's side such person is not available, WSF will appoint someone from the Founding National Association/Federation Technical Member of WSF or nearest WSF Affiliated National Association/ Federation Technical Member.

In performing his duty, the ATCC is responsible to the ITCC.



RING CHAIRMAN DUTIES

The Ring Chairman should be International Referee/Jury of Senior Level (Grade A)

DUTIES AND RESPONSIBILITIES:

- To manage and to be responsible for the smooth running of the Ring
- To chair a technical meeting with all team managers before the start of competition accompanied by the ITCC of WSF (International Technical Committee Chairman) and/or ATCC, Chairman of the Council of Referee-Jury, and Chairman of the Organizing Committee.
- To warn and if necessary, to replace any technical official after consulting the ATCC, if the pertinent person does not carry out his duty properly.
- To stop the course of a Tournament, if necessary.
- To expel the coach of Silambam if he/she disturbs the Tournament.
- To resolve any tournament problem at first level after consulting the Council of Referee-Jury
- To forward tournament problems to the ITCC.
- To signal Jury in Tani thiramai (Artistic Single), Jodi (Artistic Double) categories when contestant is shifting outside the arena borderline (24ft x 22ft) in front of Competition Chairman.
- The Ring Chairman and other Chairman may oversee the competition in shifts
- The Ring Chairman is responsible to the ITCC for technical issues, and generally also responsible to the Chairman of the Organizing Committee for general issues.
- Ring Chairman is responsible to the performance time of Tanitaramai (Artistic Single), Jodi (Artistic Double) categories.



COUNCIL OF REFEREE - JURY

The Council of Referee-Jury is the leader of Referee-Jury, appointed and assigned by WSF. The Council consists of a Chairman and Vice Chairman

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

- To assist the Ring Chairman in arranging the assignment of Referee-Jury.
- To review the Jury's scoring results and when needed, has the right to call the Jury via the Ring Chairman.
- After the review, to approve the Jury's scoring results, sign and submit the results to the Competition Ring Chairman.
- To give consideration when a Manager protests the competition result.

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

THE REFEREE AND JURY

The assignment of Referee and Jury:

- Referee and Jury who will be in charge of a Silambam competition of international level are appointed and assigned by WSF.
- The Referee and Jury who will be in charge of a competition should have attended the course for International Referee-Jury, obtained WSF Certificates for the International Referee-Jury and eligible for the tasks.
- The assignment of Referee and Jury is made by WSF based on their performance record and License Book.
- Each Referee and Jury must be competent to judge in all categories of Silambam competition.

At an international competition, the maximum number of Referees and Jury is 6 persons for one arena and 1 Ring Chairman and 1 Council Referee-Jury.

- Competition of Tanitaramai (Artistic Single), Jodi (Artistic Double) category is



conducted by 5 (five) Jurors.

- Competition of Combat (Kambu Sandai) category is conducted by 1 (referee) and 5 (five) Jurors.

The tasks of Referee Combat (Kambu Sandai) (category only):

- To direct a contest in compliance with the competition stipulated rules. Where the referee should start the Combat with Stick release.
- To ensure the safety of the contestants.
- To stop the contest when:
 - a. The contestant commits a violation
 - b. The contestant shifts outside of the arena.
 - c. Stop the match with whistle to announce the contestant who scored 3 point with udaan movement.
 - d. Issuing Warning and Penalty
 - e. Examining contestant's wounds/injury
 - f. The course of the contest is disturbed
 - g. The contestant withdraws from the competition.
 - h. Requested by the Ring Chairman or the International Technical Committee Chairman (ITCC).
- To execute winning decision

The tasks of Jury Tanitaramai (Artistic Single), Jodi(Artistic Double) category:

- To record foul play
- To decide the winner based on score
- To answer any question which may come from ITCC, Ring Chairman, Council of Referee-Jury or Referee.

TIME KEEPER

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

Tasks of the Time Keeper:



- To start and stop the competition clock according to the designated time or based on the Referee's signaling the event of Competition of Combat (Kambu Sandai) Category and Competition of Tanitaramai (Artistic Single), Jodi(Artistic Double) Category.

Announcer :

The announcer is appointed and assigned by ITCC to those who are able to do the task preferably from Referee-Jury.

Call for the athlete, arrange for fight, arrange the order,

COMPETITION'S DOCTOR

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

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.

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

At the request of the Referee, the Doctor examines an injured Silambam Athlete in the Ring

The result of Doctor's examination shall determine whether or not the Silambam Athlete can continue the contest. The decision of Doctor is final and unchanged.

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

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.



COSTUME OF THE COMPETITION COMMITTEE

Referee and Jury

Referee and Jury Competition of Combat (Kambu Sandai) Category and Competition of Tanitaramai (Artistic Single), Jodi(Artistic Double) Category

Shall wear Black Pants, Sky-Blue full sleeve shirt, Dark Blue West Suit(which consists WSF Logo on the Left), Red Colour Tie with WSF Logo, Black Sports shoe

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

Shall wear custom recommended by the Organizing Committee

PROTEST BY COACH

The protest may be applicable for the team Coach any appeal during the match. Wrong decision, if they feel. They are eligible to appeal the protest by showing the red card. The ring chairman issue the red card before starting the match. The coach show the card the referee stop the match and get the decision from all the juries and ring chairman. If the decision is wrong protest will rework by the referee and return the card to the coach. If the decision given by the referee is correct. The coach cannot re appeal to any other protest till end of the event.

FOULS AND MISCONDUCTS

In the sport of Silambam, fouls and misconduct are acts committed by players which are deemed by the referee to be unfair and are subsequently penalised. An offence may be a foul, misconduct or both depending on the nature of the offence and the circumstances in which it occurs.

- Force Attack to the opponent
- Head Attack to the opponent
- Direct punch to the opponent
- Hit grain part
- Equipment fall down
- Cross outside area (bout)
- Not obey the referee signal.
- Unsportsman behavior
- Force attack while bleeding



PUNISHMENT:

- Force Attack to the opponent – First time -Warning given by the referee, Second time – yellow card -One mark Deduction, third Time – yellow card -Two Mark Deduction, fourth Time- yellow card - 5 marks deduction, If required the player disqualify -discuss with juries and ring chairman--issue Red card
- Head Attack to the opponent -First time -Warning given by the referee, Second time – yellow card -One mark Deduction, third Time – yellow card -Two Mark Deduction, fourth Time- yellow card - 5 marks deduction, If required the player disqualify -discuss with juries and ring chairman--issue Red card
- Direct punch to the opponent- First time -Warning given by the referee, Second time – yellow card -One mark Deduction, third Time – yellow card -Two Mark Deduction, fourth Time- yellow card -5 marks deduction, If required the player disqualify -discuss with juries and ring chairman--issue Red card
- Hit grain part directly - First time -Warning given by the referee, Second time – yellow card -One mark Deduction, third Time – yellow card -Two Mark Deduction, fourth Time- yellow card - 5 marks deduction, If required the player disqualify -discuss with juries and ring chairman-issue Red card
- Equipment fall down- First time – yellow card -Two mark Deduction, second Time -5 marks deduction and the player disqualify -discuss with juries and ring chairman-issue Red card
- Cross outside area (bout)- official warning First time – yellow card -One mark Deduction, every time one mark deduction
- Not obey the referee signal-Warning given by the referee, Second time –One mark Deduction, third Time – Two Mark Deduction, fourth Time- 5 marks deduction, If required the player disqualify -discuss with juries and ring chairman--issue Red card
- Unsportsman behavior - Warning given by the referee, Second time –One mark Deduction, third Time – Two Mark Deduction, fourth Time- 5 marks deduction, If required the player disqualify -discuss with juries and ring chairman--issue Red card
- Force attack while bleeding – direct five mark deduction- If required the player disqualify -discuss with juries and ring chairman. --issue Red card



Article -19

ALL ARTISTICS & CAMBAT FIGHTING EVENT SCORE CARD

1. ARTISTIC EVENT SCORE CARD

NAME: _____

CATEGORY: _____

COUNTRY: _____

<i>Allotted Points</i>	<u>NEDUN KAMBU VEECHU</u>	<i>Deducted points</i>	<i>Obtained Points</i>
10	<i>Vanakkam varisai</i>		
15	<i>Earu & Erangu Varisai Veechu</i>		
15	<i>Moonu (3) Veechu Veechu</i>		
40	<i>Pathinaram (16) kaladi veechu</i>		
20	<i>Padai Veechu</i>		
20	<i>Thakki</i>		
20	<i>Mandi Padai Veechu</i>		
10	<i>Kambu thaval</i>		
10	<i>Udal Thiran Kambodu</i>		
15	<i>Vegam (Speed)</i>		
10	<i>Alagu (Style)</i>		
10	<i>Nerthi (Power)</i>		
5	<i>Niraivu Vanakkam</i>		
200		Total	

NAME AND SIGNATURE OF THE JURY; _____



2.ARTISTIC EVENT SCORE CARD

NAME: _____

CATEGORY: _____

COUNTRY: _____

<i>Allotted points</i>	<u>ALANGARA VEECHU</u>	<i>Deducted points</i>	<i>Obtained Points</i>
10	<i>Vanakkam varisai</i>		
15	<i>Earu & Erangu Varisai Veechu</i>		
15	<i>Moonu (3) Veedu Veechu</i>		
40	<i>Pathinaram (16) kaladi veechu</i>		
20	<i>Padai Veechu</i>		
20	<i>Thakki</i>		
20	<i>Mandi Padai Veechu</i>		
10	<i>Kambu thaval</i>		
10	<i>Udal Thiran Kambodu</i>		
15	<i>Vegam (Speed)</i>		
10	<i>Alagu (Style)</i>		
10	<i>Nerthi (Power)</i>		
5	<i>Niraivu Vanakkam</i>		
200		Total	

NAME AND SIGNATURE OF THE JURY; _____

3.ARTISTIC EVENT SCORE CARD

NAME: _____

CATERGORY: _____

COUNTRY: _____

Allotted points	<u>VEL KAMBU VEECHU</u>	Deducted points	Obtained Points
10	<i>Vanakkam varisai</i>		
15	<i>Earu & Erangu Varisai Veechu</i>		
15	<i>Moonu (3) Veechu Veechu</i>		
40	<i>Pathinaram (16) kaladi veechu</i>		
20	<i>Padai Veechu</i>		
20	<i>Thakki</i>		
20	<i>Mandi Padai Veechu</i>		
10	<i>Kambu thaval</i>		
10	<i>Udal Thiran Kambodu</i>		
15	<i>Vegam (Speed)</i>		
10	<i>Alagu (Style)</i>		
10	<i>Nerthi (Power)</i>		
5	<i>Niraiyu Vanakkam</i>		
200		Total	

NAME AND SIGNATURE OF THE JURY; _____



4.ARTISTIC EVENT SCORE CARD

NAME: _____

CATEGORY: _____

COUNTRY: _____

Allotted Points	<u>OTTRAI VALL VEECHU</u>	Deducted points	Obtained Points
10	<i>Vanakkam varisai</i>		
15	<i>Earu & Erangu Varisai Veechu</i>		
15	<i>Moonu (3) Veechu Veechu</i>		
40	<i>Pathinaram (16) kaladi veechu</i>		
20	<i>Padai Veechu</i>		
20	<i>Thakki</i>		
20	<i>Mandi Padai Veechu</i>		
10	<i>Kambu thaval</i>		
10	<i>Udal Thiran Kambodu</i>		
15	<i>Vegam (Speed)</i>		
10	<i>Alagu (Style)</i>		
10	<i>Nerthi (Power)</i>		
5	<i>Niraivu Vanakkam</i>		
200		Total	

NAME AND SIGNATURE OF THE JURY; _____



5.ARTISTIC EVENT SCORE CARD

NAME: _____

CATEGORY: _____

COUNTRY: _____

Allotted points	<u>OTTRAI SURUL VALL VEECHU</u>	Deducted points	Obtained Points
10	<i>Vanakkam varisai</i>		
15	<i>Earu & Erangu Varisai Veechu</i>		
15	<i>Moonu (3) Veechu Veechu</i>		
40	<i>Pathinaram (16) kaladi veechu</i>		
20	<i>Padai Veechu</i>		
20	<i>Thakki</i>		
20	<i>Mandi Padai Veechu</i>		
10	<i>Kambu thaval</i>		
10	<i>Udal Thiran Kambodu</i>		
15	<i>Vegam (Speed)</i>		
10	<i>Alagu (Style)</i>		
10	<i>Nerthi (Power)</i>		
5	<i>Niraiivu Vanakkam</i>		
200		Total	

NAME AND SIGNATURE OF THE JURY; _____



6.ARTISTIC EVENT SCORE CARD

NAME: _____

CATERGORY: _____

COUNTRY: _____

Allotted points	KUTHU VARISAI	Deducted points	Obtained Points
10	<i>Vanakkam varisai</i>		
15	<i>Earu & Erangu Varisai Veechu</i>		
15	<i>Moonu (3) Veechu Veechu</i>		
40	<i>Pathinaram (16) kaladi veechu</i>		
20	<i>Padai Veechu</i>		
20	<i>Thakki</i>		
20	<i>Mandi Padai Veechu</i>		
10	<i>Kambu thaval</i>		
10	<i>Udal Thiran Kambodu</i>		
15	<i>Vegam (Speed)</i>		
10	<i>Alagu (Style)</i>		
10	<i>Nerthi (Power)</i>		
5	<i>Niraivu Vanakkam</i>		
200		Total	

NAME AND SIGNATURE OF THE JURY; _____



7.ARTISTIC EVENT SCORE CARD

NAME: _____

CATERGORY: _____

COUNTRY: _____

Allotted Points	ERATTALKAMBU VEECHU	Deducted points	Obtained Points
10	<i>Vanakkam varisai</i>		
15	<i>Earu & Erangu Varisai Veechu</i>		
15	<i>Moonu (3) Veechu Veechu</i>		
40	<i>Pathinaram (16) kaladi veechu</i>		
20	<i>Padai Veechu</i>		
20	<i>Thakki</i>		
20	<i>Mandi Padai Veechu</i>		
10	<i>Kambu thaval</i>		
10	<i>Udal Thiran Kambodu</i>		
15	<i>Vegam (Speed)</i>		
10	<i>Alagu (Style)</i>		
10	<i>Nerthi (Power)</i>		
5	<i>Niraivu Vanakkam</i>		
200		Total	

NAME AND SIGNATURE OF THE JURY; _____

8.ARTISTIC EVENT SCORE CARD

NAME: _____

CATEGORY: _____

COUNTRY: _____

Allotted points	ERATTAI VALL VEECHU	Deducted points	Obtained Points
10	<i>Vanakkam varisai</i>		
15	<i>Earu & Erangu Varisai Veechu</i>		
15	<i>Moonu (3) Veechu Veechu</i>		
40	<i>Pathinaram (16) kaladi veechu</i>		
20	<i>Padai Veechu</i>		
20	<i>Thakki</i>		
20	<i>Mandi Padai Veechu</i>		
10	<i>Kambu thaval</i>		
10	<i>Udal Thiran Kambodu</i>		
15	<i>Vegam (Speed)</i>		
10	<i>Alagu (Style)</i>		
10	<i>Nerthi (Power)</i>		
5	<i>Niraiyu Vanakkam</i>		
200		Total	

NAME AND SIGNATURE OF THE JURY; _____



9.ARTISTIC EVENT SCORE CARD

NAME: _____

CATERGORY: _____

COUNTRY: _____

Allotted points	<u>ERATTAI SURUL VALL VEECHU</u>	Deducted points	Obtained Points
<i>10</i>	<i>Vanakkam varisai</i>		
<i>15</i>	<i>Earu & Erangu Varisai Veechu</i>		
<i>15</i>	<i>Moonu (3) Veechu Veechu</i>		
<i>40</i>	<i>Pathinaram (16) kaladi veechu</i>		
<i>20</i>	<i>Padai Veechu</i>		
<i>20</i>	<i>Thakki</i>		
<i>20</i>	<i>Mandi Padai Veechu</i>		
<i>10</i>	<i>Kambu thaval</i>		
<i>10</i>	<i>Udal Thiran Kambodu</i>		
<i>15</i>	<i>Vegam (Speed)</i>		
<i>10</i>	<i>Alagu (Style)</i>		
<i>10</i>	<i>Nerthi (Power)</i>		
<i>5</i>	<i>Niraivu Vanakkam</i>		
200		Total	

NAME AND SIGNATURE OF THE JURY; _____



10.ARTISTIC EVENT SCORE CARD

NAME: _____

CATEGORY: _____

COUNTRY: _____

Allotted Points	<u>MADUVU</u>	Deducted points	Obtained Points
10	<i>Vanakkam varisai</i>		
15	<i>Earu & Erangu Varisai Veechu</i>		
15	<i>Moonu (3) Veechu Veechu</i>		
40	<i>Pathinaram (16) kaladi veechu</i>		
20	<i>Padai Veechu</i>		
20	<i>Thakki</i>		
20	<i>Mandi Padai Veechu</i>		
10	<i>Kambu thaval</i>		
10	<i>Udal Thiran Kambodu</i>		
15	<i>Vegam (Speed)</i>		
10	<i>Alagu (Style)</i>		
10	<i>Nerthi (Power)</i>		
5	<i>Niraiyu Vanakkam</i>		
200		Total	

NAME AND SIGNATURE OF THE JURY; _____

11. ARTISTIC EVENT SCORE

CARD NAME: _____

CATEGORY: _____

COUNTRY: _____

Allotted points	AUTHA JODI	Deducted points	Obtained Points
10	<i>Vanakkam varisai</i>		
15	<i>Earu & Erangu Varisai Veechu</i>		
15	<i>Moonu (3) Veechu Veechu</i>		
40	<i>Pathinaram (16) kaladi veechu</i>		
20	<i>Padai Veechu</i>		
20	<i>Thakki</i>		
20	<i>Mandi Padai Veechu</i>		
10	<i>Kambu thaval</i>		
10	<i>Udal Thiran Kambodu</i>		
15	<i>Vegam (Speed)</i>		
10	<i>Alagu (Style)</i>		
10	<i>Nerthi (Power)</i>		
5	<i>Niraivu Vanakkam</i>		
200		Total	

NAME AND SIGNATURE OF THE JURY; _____

12.ARTISTIC EVENT SCORE CARD

NAME: _____

CATEGORY: _____

COUNTRY: _____

Allotted points	<u>KULU AYUTHA VEECHU</u>	Deducted points	Obtained Points
10	<i>Vanakkam varisai</i>		
15	<i>Earu & Erangu Varisai Veechu</i>		
15	<i>Moonu (3) Veechu</i>		
40	<i>Pathinaram (16) kaladi veechu</i>		
20	<i>Padai Veechu</i>		
20	<i>Thakki</i>		
20	<i>Mandi Padai Veechu</i>		
10	<i>Kambu thaval</i>		
10	<i>Udal Thiran Kambodu</i>		
15	<i>Vegam (Speed)</i>		
10	<i>Alagu (Style)</i>		
10	<i>Nerthi (Power)</i>		
5	<i>Niraivu Vanakkam</i>		
200		Total	

NAME AND SIGNATURE OF THE JURY; _____



13.COMBAT SCORE CARD

Bout No _____

CATEGORY: _____ NAME:

NAME:

COUNTRY:

COUNTRY:







RED	TOTAL	BLUE
Round 1		
1 2 3 4 5 6 7 8 9 10		1 2 3 4 5 6 7 8 9 10
1 2 3 4 5 6 7 8 9 10		1 2 3 4 5 6 7 8 9 10
2 4 6 8 10 12 14 16 18 20		2 4 6 8 10 12 14 16 18 20
Round 2		
1 2 3 4 5 6 7 8 9 10		1 2 3 4 5 6 7 8 9 10
1 2 3 4 5 6 7 8 9 10		1 2 3 4 5 6 7 8 9 10
2 4 6 8 10 12 14 16 18 20		2 4 6 8 10 12 14 16 18 20
Round 3		
1 2 3 4 5 6 7 8 9 10		1 2 3 4 5 6 7 8 9 10
1 2 3 4 5 6 7 8 9 10		1 2 3 4 5 6 7 8 9 10
2 4 6 8 10 12 14 16 18 20		2 4 6 8 10 12 14 16 18 20
3 6 9 12 15 18 21 24 27 30		3 6 9 12 15 18 21 24 27 30

Stick fall Down

Red (W) -3 point, Disqualify

Blue (W) -3 point, Disqualify

Force Attack / Unsportsmanbehaviour / Exit the Arena / Stick Fall Down

RED	Blue
W   	W   

Match Win By _____

NAME AND SIGNATURE OF THE JURY; _____

Please let us know for any other information we can provide you regarding the WSF.



Article- 20

WORLD CHAMPIONSHIP
SELF GUARANTEE LETTER

NAME : _____
PASSPORT /
NO. : _____
TEAM : _____

I,Agree to not take any legal action to the competition organizers should any occurrence, accidents, injuries or death occurred during the period of the competition.

Yours truthfully,

Witness,

.....

.....

Name :

Name :

Date :

date :

- ***Self Guarantee form and medical check-up report should be submitted on the day of the competition.***



Article - 21

WORLD CHAMPIONSHIP
HEALTH REPORT

Name:..... IC/Passport No:.....

CONFIRMATION OF SELF HEALTHINESS

* *Thick (/) the appropriate box*

Have you ever experienced of being treat for any of these illnesses:

	<i>Illnes s</i>	<i>Yes</i>	<i>No</i>
<i>1.</i>	<i>Asthma</i>		
<i>2.</i>	<i>Heart Illness</i>		
<i>3.</i>	<i>High Blood Pressure</i>		
<i>4.</i>	<i>Diabetes</i>		
<i>5.</i>	<i>Fit</i>		
<i>6.</i>	<i>Handicapped</i>		

PARTICIPANT'S CONFIRMATION

I am,IC / Passport No.....

herewith confirm that all of the above is true.

.....

.....

Date

Participant's Signature in front of Doctor



Article - 22

Medical Certification

DOCTOR'S CHECK UP

1. Brain condition

2. Pulse:

<i>Normal</i>		<i>Abnormal</i>	
---------------	--	-----------------	--

3. Blood Pressure

4. Heart :

<i>Systolic (mmhg)</i>	
<i>Diastolic (mmhg)</i>	

5. Lung :

6. Abdomen:

Notes:.....

I herewith confirm that this person:

	<i>Does not have any illness, healthy and allowed to participate in this tournament.</i>
	<i>Have illness / illnesses of..... and allowed/disallowed to participate the tournament.</i>

Date:.....

(Doctor's Approval)



Article - 23

Parental Certification

I, the undersigned, Parent/Guardian:

Mothers Name: _____ ***Fathers Name:*** _____

Address: _____ ***ID Number:*** _____

Country: _____ ***Phone Number:*** _____ ***Email:*** _____

Authorize my child

Name: _____ ***Surname:*** _____

Date of Birth: _____ ***Country of residence:*** _____

To participate and compete in the Championship (Event/Competition) organized under the banner of the World Silambam Federation – WSF. in accordance with the sporting regulations of the Federation.

I, declare to have knowledge of the rules of the competition where my child will be present, and I, the legal guardians allow his participation and his presence in the ring during the said event.

I authorize and allow in case of an incident or accident any and all medical care deemed necessary to be performed by the medical staff present to the venue during the Championship.

Attached to this certification and authorization document, I have provided a medical certificate signed and approved by a medical doctor who confirms the health capacity and the ability of my child, for which I'm the legal guardian to participate and compete in the Championship (Event/Competition) organized under the banner of the World Silambam Federation – W.S.F. in



Declaration

I, _____ (the Competitor), do hereby declare that I have read and fully understood the terms and conditions of this Declaration, Waiver and Release Form and that I have had the opportunity to discuss the same with my parent / guardian* and that I agree to be bound by the said terms and conditions of the above agreement with the W.S.F.

Date: _____

Signed by: _____

Full Name of Parent/Guardian: _____

Signature: _____



Article - 24

EVENT ENTRY FORM

(Write in all Caps)

Name of the Country _____ Team Manager Name _____

Team Coach Name _____

Category Name _____ Gender : _____

Select The Event Name by (✓)

S.No	Name of the Player	Sex	Weight	1	2	3	4	5	6	7	8	9	10	11	12	13

Events: 1. Kambu Veechu 2. Alankara Veechuu, 3. Vel Kambu Veechu, 4. Otrai Vall Veechu, 5. Otrai Surul Vall veechu , 6. . Kuthuvarisai 7. Erattai kanbu veechu 8. Erattai Vall Veechu, 9. Erattai Surul Vaal , 10. Maduvu , 11 . Ayutha Jodi , 12. Kulu Ayutha Veechu, 13. Kambu Sandai

An Athlete eligible participate any one only.

SIGNATURE OF THE GENERAL SECRETARY

SEAL