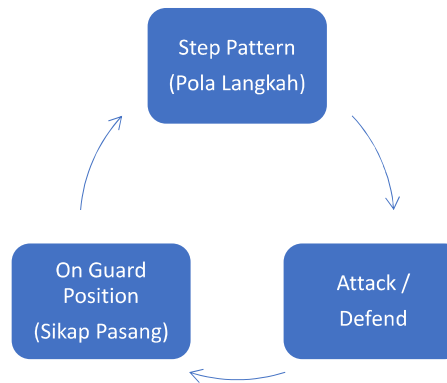


Article 14.6: Scoring

Technical scores are given as below:

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

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



Types of Langkah:

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

Types of Sikap Pasang:

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

Successful Hand Attack

1. All types of hand attack to the body which is direct and powerful
 - a. Straight Punch

- b. Haymaker Punch
- c. Back Fist
- d. Elbow Strikes
- e. Hook Punch
- f. Jab Punch
- g. Slap
- h. Palm Strikes
- i. Superman Punch
- j. Uppercut
- k. Spade to stomach
- l. Overhand Punch
- m. Casting Punch
- n. Spinning Back Fist
- o. Vertical Punch
- p. Forearm Thrust

Successful Leg Attack

2. All types of foot attack which is direct and powerful

- a. Front
- b. Side
- c. Spinning back
- d. Half Turn
- e. Stomping
- f. Flying Kick
- g. Horse Kick
- h. Double Side Kick
- i. Double Front
- j. Jumping Side
- k. Jumping Front
- l. Skipping Double Roundhouse Kick

Valid Dropping

3. All applicable techniques to drop the opponent ensuring that the knee and above touches to floor

- a. Applying direct technique such as sweeping, scissors, etc.
 - l. Athletes can do two sweeping / scissors technique within two seconds
- b. Pushing the opponent with open palm.
- c. Applying indirect dropping technique by tugging of opponent's leg
- d. Dropping process is given duration of 5 seconds

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

Attacks or target are limited to the following areas:

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

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

Explanation:

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

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

Article 14.7: Criteria for Decision

Win by Points

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

Win by Technical Knock Out (TKO)

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

Win by Absolute Victory

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

Win by Wasit Stop Match

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

Win by Walk Over

1. Opponent did not turn up for match.

Win by Disqualification

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

Explanation:

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

Article 14.8: Award Ceremony

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

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

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