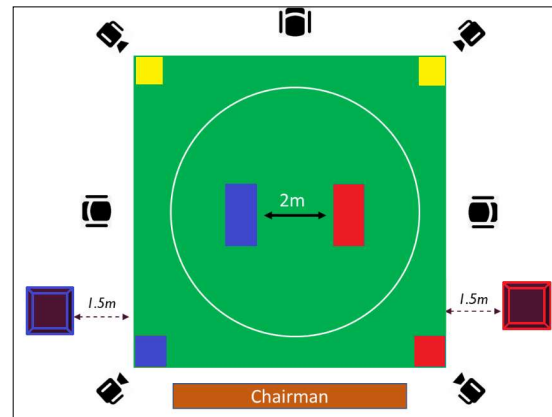


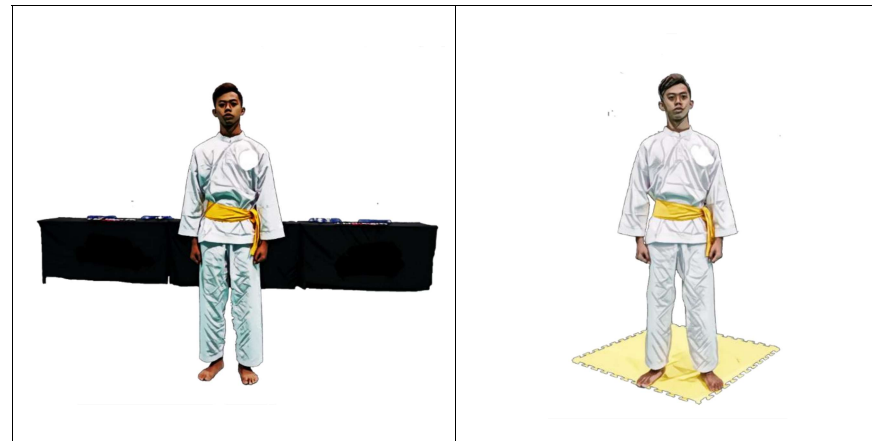
Article 14: *Tanding* (Match) Rules

Article 14.1: *Tanding* Competition Area

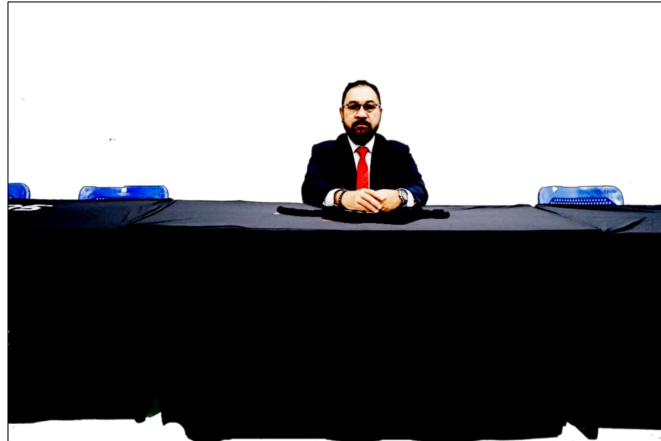
1. The competition area will be a PERSILAT approved puzzle square, with sides of 10-metre by 10-metre. Where an elevated competition area is used, the safety area should be of an additional 1-metre on each side.



2. Four mattresses (two pieces of red mattresses with dimension of 2-metre by 1-metre, and two pieces of blue mattresses with dimension of 2-metre by 1-metre) are placed in two metre distance from the centre to form a boundary between the athletes.
3. The Wasit will be standing between the two red & blue mattresses, inside the white circle facing the athletes.



4. Each Juri will be seated at the side of the arena. The Wasit may move around the entire mattress. Each Juri will be equipped with a red and blue flag, and a tablet.
5. The Chairman will be seated at the table near red and blue corner, between the timekeeper and Council.



6. Coaches will be seated outside the arena, on their respective sides at the side of the mattress. When the arena is elevated, the coaches will be placed outside the elevated area.



Explanation:

1. *The mattresses used should be non-slip where they contact the floor but have a low coefficient of friction on the upper surface. The Organizing Committee must ensure that the mattresses do not move apart during the competition, since gaps cause injuries and constitute a hazard. The mats must be PERSILAT approved.*
2. *The athlete will begin their fights inside the red and blue mattresses only at the beginning of each round. Subsequently, they will start their game, at the last spot they stopped.*
3. *The white circle act as the "Fighting Area", with a diameter of 8-meter circumference.*
4. *Thickness of the mattresses will need to be 5-centimetre in high density quality.*
5. *Two neutral corners (with Yellow mattress) with sides of 1-metre by 1-metre each. Red and Blue corners (with Red and Blue mattresses) with sides of 1-metre by 1-metre each.*
6. *Red and Blue corners (with Red and Blue mattresses) with sides of 1-metre by 1-metre each.*
7. *VAR Cameras can be placed from 4 to 8 cameras around the arena*

Article 14.2: Organisation of Tanding Competition

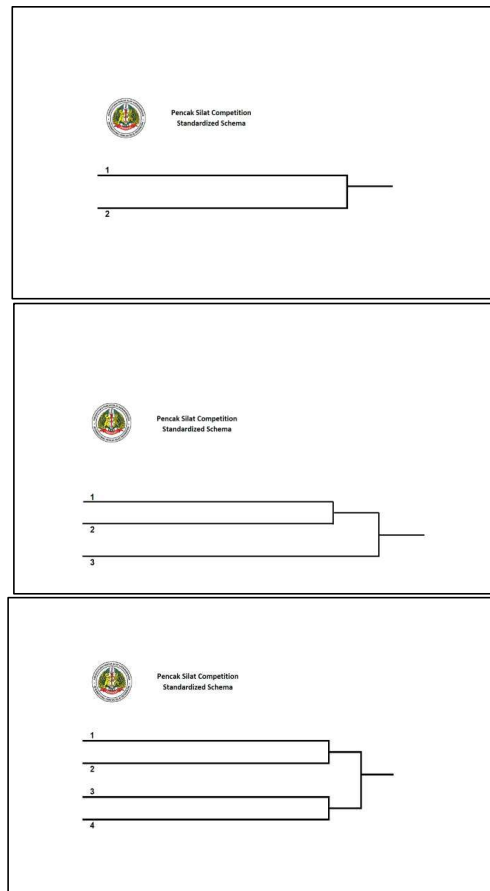
1. A Pencak Silat competition comprised of a Tanding and/or Artistic competition. The Tanding competition is an individual event, i.e. sparring between two athletes from different teams. It is further divided into age and weight categories.
2. The knock-out system will be applied unless otherwise specifically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

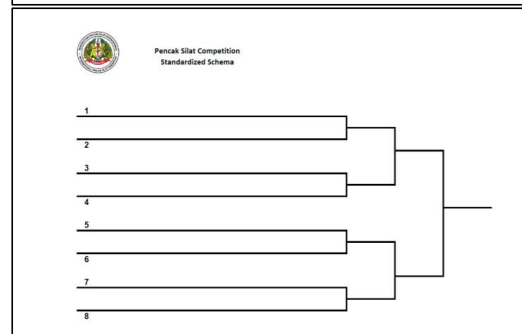
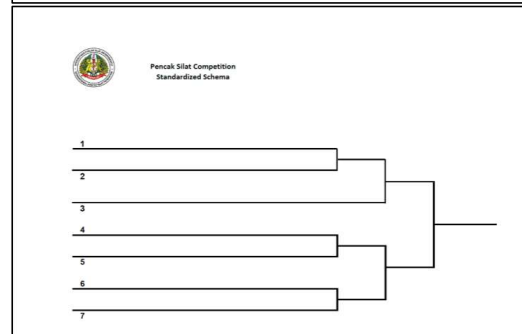
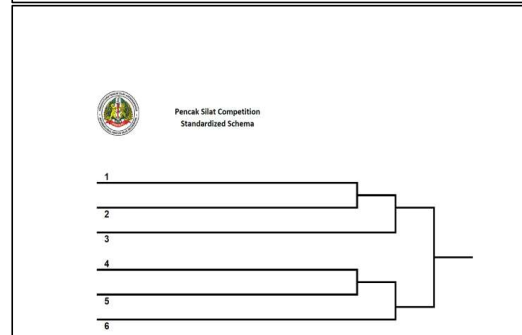
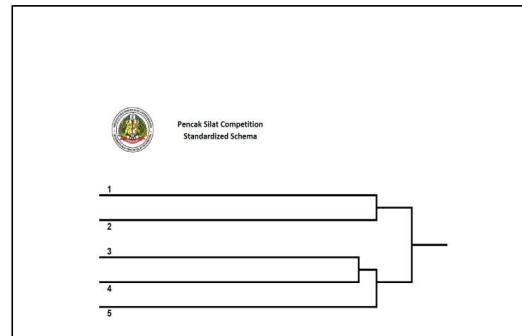
Explanation:

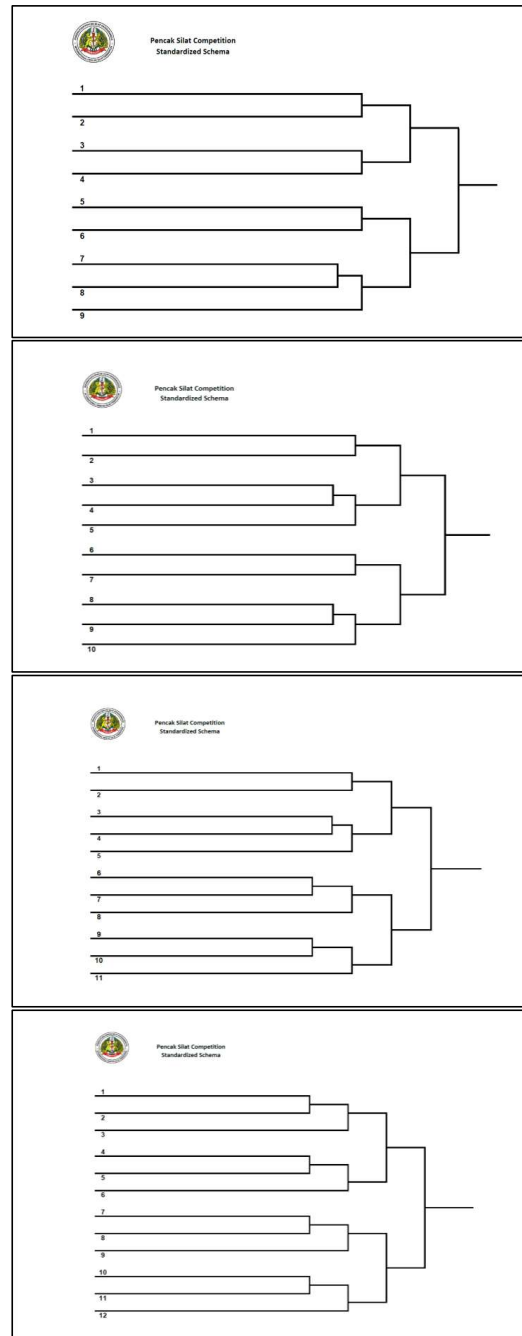
1. *In an elimination Tanding competition, a round eliminates fifty percent of athletes within it, counting byes as athletes.*
2. *Coaches must present their accreditation together with that of their Athlete or team to the official at the holding area. The Coach must sit in the chair provided and must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

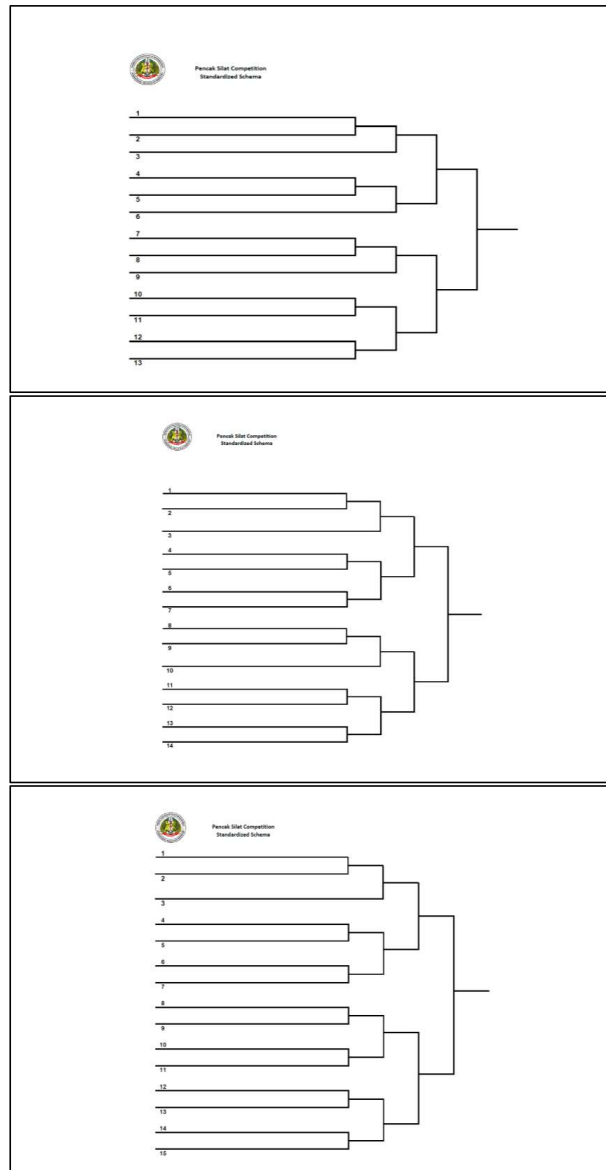
3. **A host country for the multi-event games (inclusive of Southeast Asian Games, Asian Games, Olympics, etc), will need to include additional 3 to 5 event categories specifically for Junior category, on top of the Senior categories offered as the main event.**
- Event categories will include both Match (Tanding) and Artistic (Seni)
 - Junior participant's age will range between 14 to 16 years old (please refer to Article 14.5 – Age.
 - Host Country will have the right to choose events (from a total of 28 weight categories) to be competed for the Junior category.

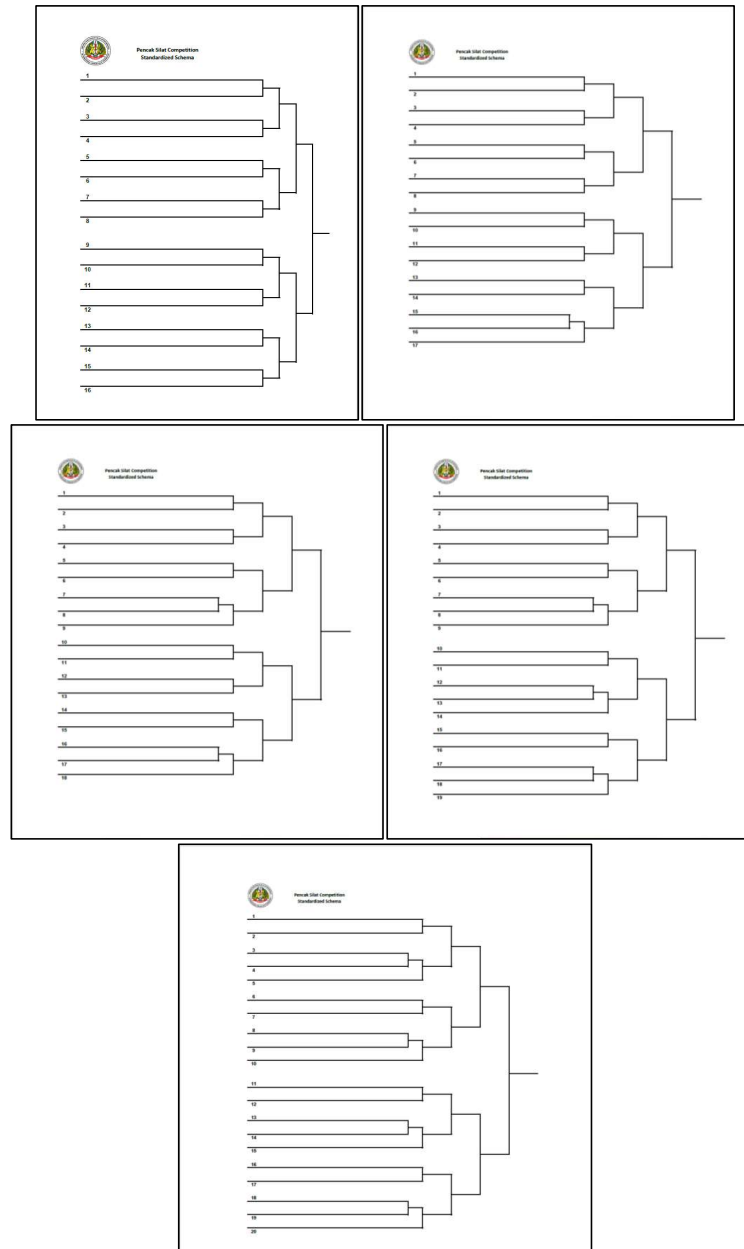
Sample for the Knock-Out System Structure











Article 14.3: Weigh-in Procedure

1. Weigh in will be carried out on the morning of competition, before the start of the first match, only for those scheduled to fight on the same day.
2. When reporting for weigh-in, athlete must wear a standard Pencak Silat uniform without sash, groin guard or any other guards.



3. Athlete will be given a choice to strip down completely before proceeding with the weigh in. Towels will be provided to assist the athletes. Separate rooms to be provided to conduct weighing-in.



4. No tolerance will be given. Should the athlete decide to strip only after stepping on the weighing scale and realising they do not make weight, they will be disqualified.



5. There will be no weight tolerance.
6. Last weigh in will be 1-hour before the start of the competition. If athlete fail to turn up for the weigh in, he/she will be disqualified.
7. The weigh-in is only carried out once and must be witnessed by officials from both teams and an official on duty.
8. It is mandatory for the weigh in officials and officials from both teams to sign the weigh-in form.
9. The weigh in officials are appointed by the Organizing Committee. And will be on duty according to the gender of the athletes.
10. For injured athletes who are getting treatment in the hospital, they are given till 1300hrs to report for weigh in.



Article 14.4: The Wasit Juri Panel

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

Explanation:

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

Article 14.5: Age, Weight & Duration of Match

Age

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

3. The age categories are as below:
- | | | |
|----|--------------------------------|----------------------------|
| a. | Singa for Male and Female | between 3 to 6 years old |
| b. | Macan for Male and Female | between 7 to 9 years old |
| c. | Pre-Teen for Male and Female | between 10 to 11 years old |
| d. | Pre-Junior for Male and Female | between 12 to 13 years old |
| e. | Junior for Male and Female | between 14 to 16 years old |
| f. | Senior for Male and Female | between 17 to 45 years old |
| g. | Master A for Male and Female | between 46 to 60 years old |
| h. | Master B for Male and Female | of 61 years and above |

Citizenship

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

Weight Category

1. Singa
 - a. As this is a young age group, athletes are match based on the following guideline:
 - i. Age Difference : 1-year
 - ii. Height Difference : 3cm
 - iii. Weight Difference : 2kg
2. Macan
 - a. As this is a young age group, athletes are match based on the following guideline:
 - i. Age Difference : 1-year
 - ii. Height Difference : 3cm
 - iii. Weight Difference : 2kg

3. Pre-Teen

Total of 20 weight categories for Male.

Total of 20 weight categories for Female.

Total of 40 weight categories for Pre-Teen.

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

4. Pre-Junior

Total of 17 weight categories for Male.

Total of 17 weight categories for Female.

Total of 34 weight categories for Pre-Junior.

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

5. Junior

Total of 15 weight categories for Male.

Total of 13 weight categories for Female.

Total of 28 weight categories for Junior.

**Refer to Article 14.2 Item 4 – Organisation of Tanding Competition
Additional events for multi-event games, for Junior category.*

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

6. Senior

Total of 13 weight categories for Male.

Total of 11 weight categories for Female.

Total of 24 weight categories for Senior.

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

7. Master A & Master B

a. As this is a very senior age group, athletes are match based on the following guideline:

i. Weight Difference: 5kg

Duration of Match

1. Singa, Macan, Pre-Teen

a. 3 rounds of 1 minute and 30 seconds

b. 1-minute break in between

2. Pre- Junior, Junior, Senior

- a. 3 rounds of 2 minutes
 - b. 1-minute break in between
3. Master A
- a. 2 rounds of 1 minute and 30 seconds
 - b. 1-minute break in between
4. Master B
- a. 2 rounds of 1 minute
 - b. 1-minute break in between

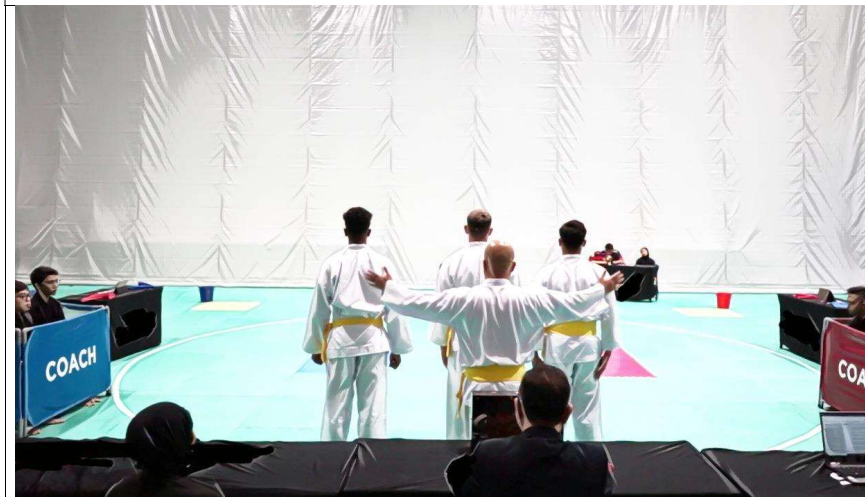
Explanation:

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

Appendix 6 – Arrangement of Match Event



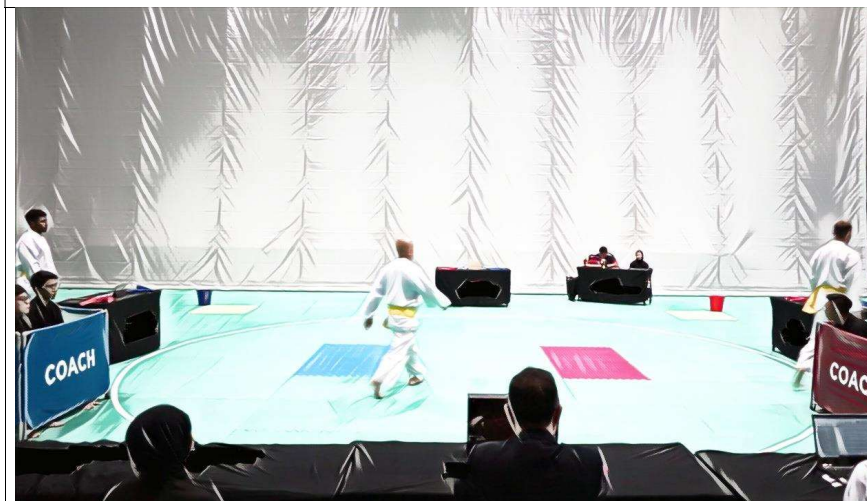
Announcer will call for Wasit-Juri on duty to enter the arena.
Wasit-Juri will enter from the right side of the Competition Chairman.
"Hormat" the Competition Chairman



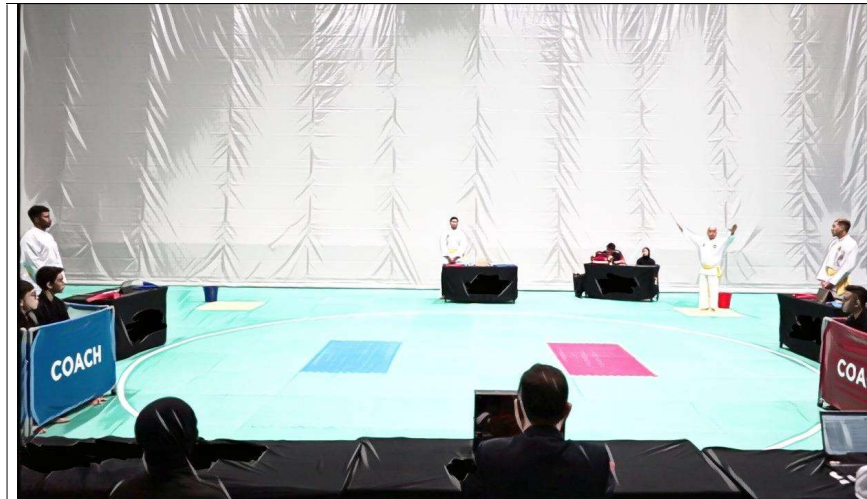
Positioning of Juri Facing the Arena is
Juri 3 | Juri 1 | Juri 2
Turn to the arena, "Hormat" the audience.



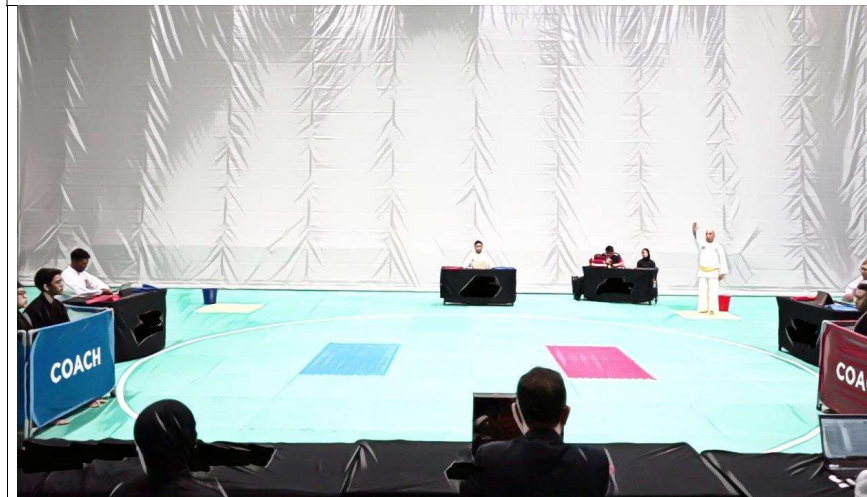
Juri on duty will proceed to their seat.
Juri 3 – will proceed to the seat on the left
Juri 1 and Juri 2 – will proceed to their seats on the right



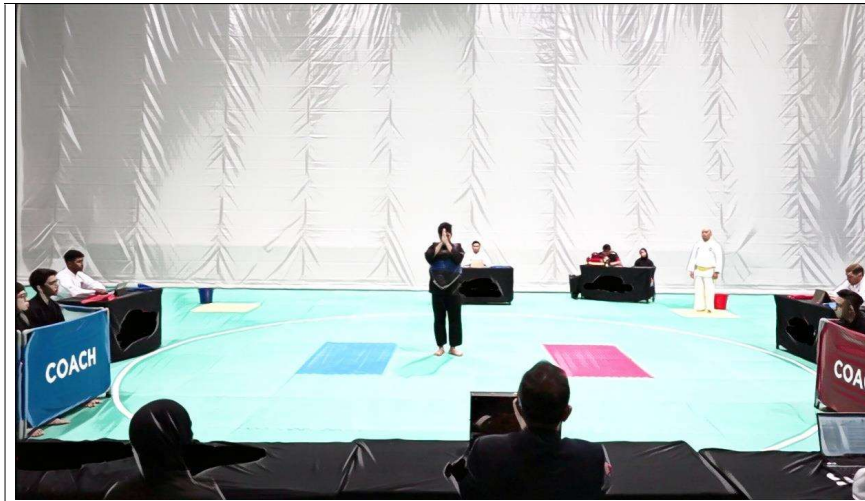
With Wasit proceeding to the Yellow Corner (right side of the Competition Chairman)



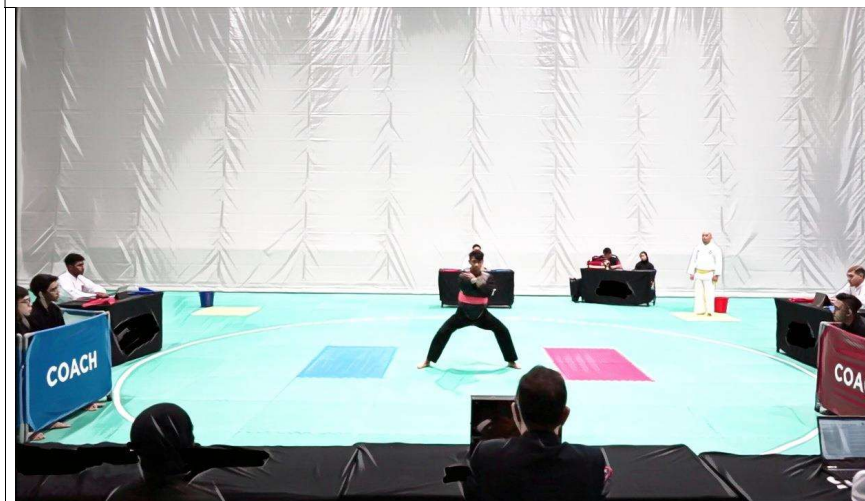
Wasit will be giving command to Juri to sit.



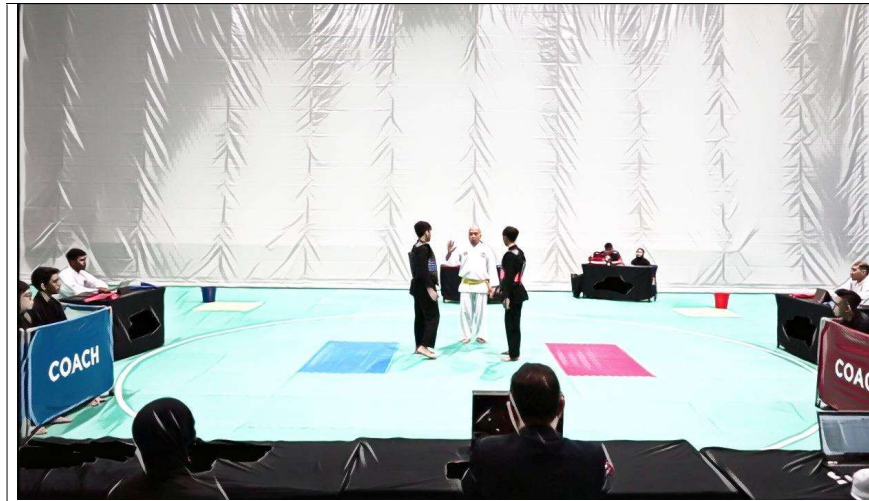
Wasit will call for Blue Corner to enter the arena.
Wasit should not clap to call for athlete.



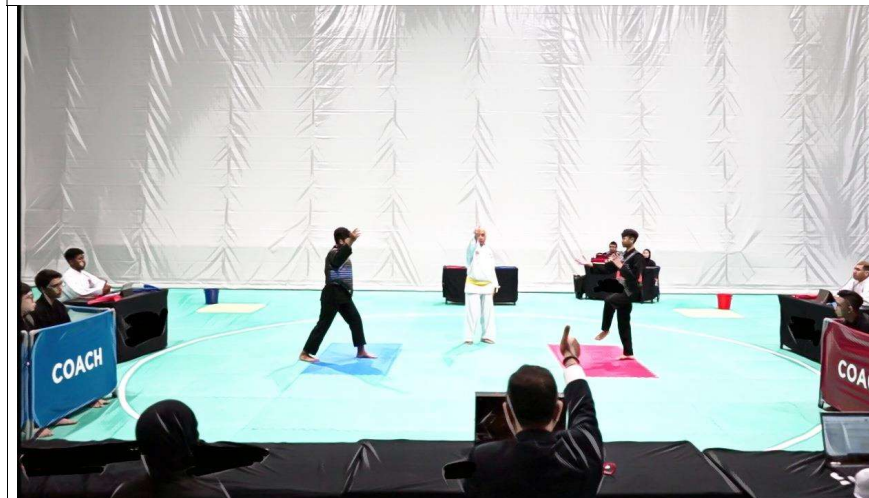
Blue Corner Athlete will enter the arena.
Giving "Hormat" to the Coach, Wasit, and Competition Chairman.
And proceed to showcase 8 Pencak Silat Movements.
Then, Blue Corner Athlete will go back to its corner.



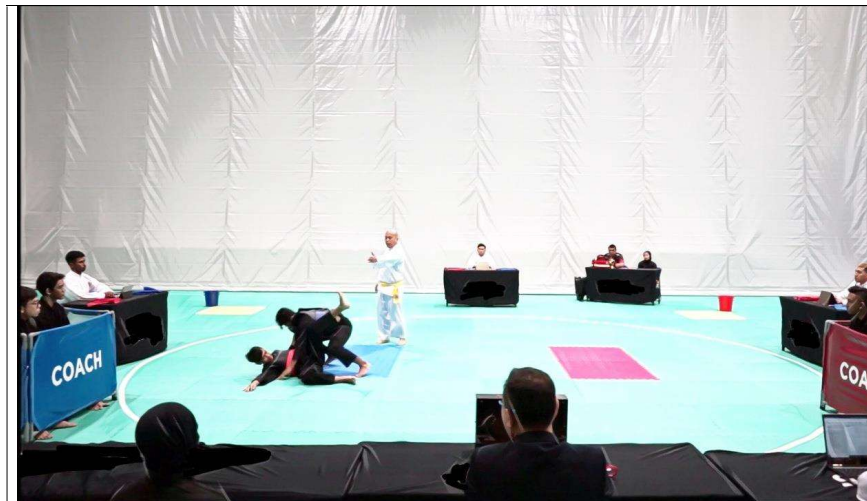
Next, Red Corner Athlete will enter the arena.
Giving "Hormat" to the Coach, Wasit, and Competition Chairman.
And proceed to showcase 8 Pencak Silat Movements.



Wasit giving briefing.

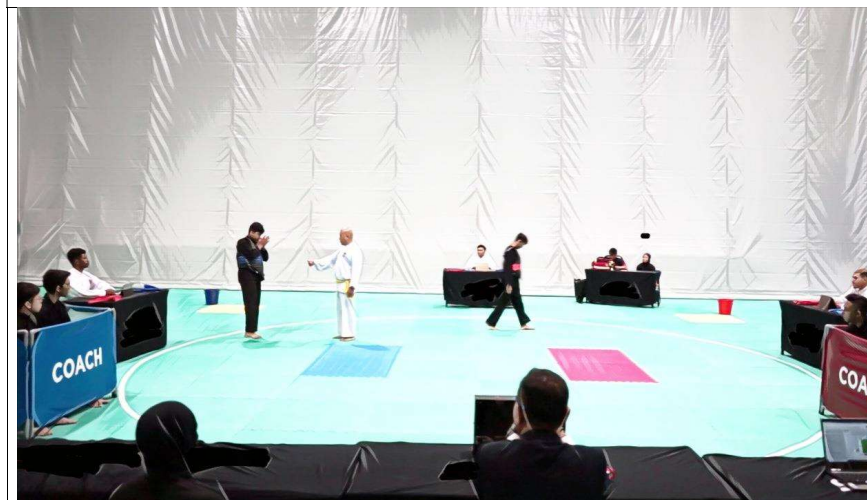


Wasit will then check with the Juri, Medic, Timekeeper, and Competition Chairman.



Game on going.

Wasit is not required to bring athletes to the centre of the arena after each “TI”.
Wasit will immediately “MULAI” or start the game at where the last game was “TI” or stop.



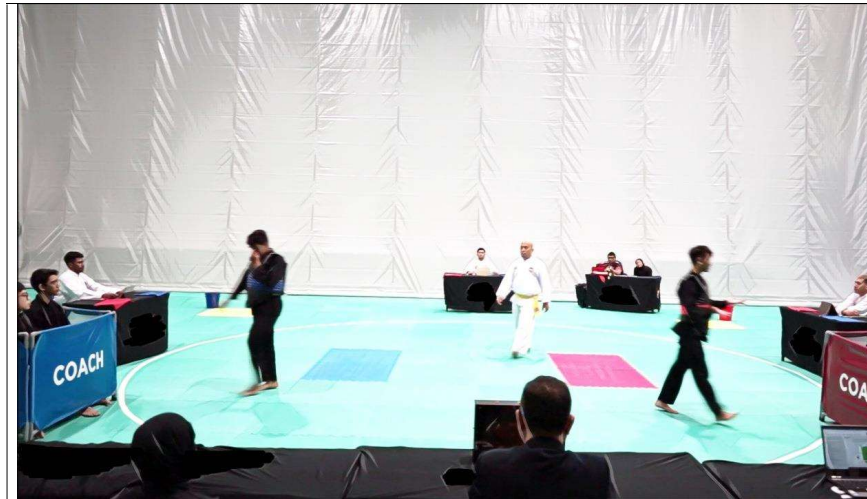
For any issues in the game, Wasit will go towards the athlete to inform on the warning or reprimand. And not calling the athlete to come to the Wasit.



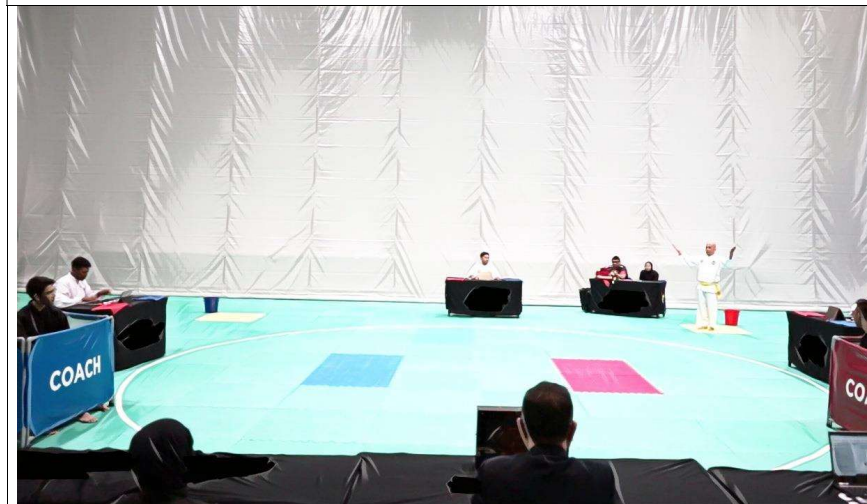
Athletes will return to their respective corners for their break in between rounds.



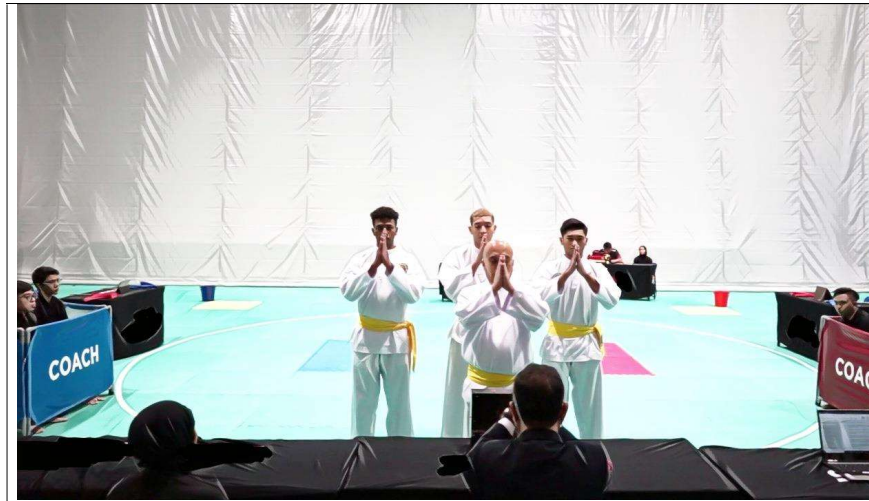
For Victory Decision
Wasit will lift the hand of the winner, facing the Competition Chairman only.



Athletes will head over to one another's Coach to shake hand, then lift the arena from the left side.



Wasit will call all the Juri to stand and report back after duty.



Wasit-Juri will give "Hormat" to Competition Chairman after completing their duty.



And leave the arena from the left side.