



World Silambam Federation (WSF)

Competition Rules and Regulations-2008

Competition Rules and Division Rules

www.silambamwsf.org, www.silambamindia.com

World Silambam Federation (WSF)
Competition Rules and Regulations
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Article – 1

Divisions:

TAMIL	- ENGLISH
1. Suvadu (Kuthu Varisai)	- Bare Hands Forms
2. Kambu Veechu	- Stick Swing
3. Vall Veechu	- Sword Swing
4. Khai Jodi	- Partner Bare Hands Style
5. Kattayana Authaperukkam	- Short Weapon Style
6. Ouaramana Autha Perukkam	- Long Weapon Style
7. Kulupotti	- Group Competition
8. Kambu Sandai	- Stick fight

These divisions have separate competitions

Silambam competitions are conducted on the basis of Mini Sub-Junior, Sub-Junior, Junior, Senior (Male, Female) based on their age.

Article – 2

1. Suvadu (Kuthu Varisai) - Bare Hands Forms:

Fighting with Hands and legs are called Individual talent Kuthu Varisai (Suvadu)

- Nilayanga Suvadu
- Pirivu Suvadu
- China based fight or Group Suvadu

Article – 3

2. Kambu Veechu - Stick Swing :

- Long Stick Swing
- Middle Stick Swing
- Double Stick Swing (a) Vel (Knife) Stick Swing

These four competitions are based on their individual performance.

Article – 4

9. Vall Veechu - Sword Swing

Sword Swing has

- Single Sword
- Double Sword
- Single coiled Sword
- Double coiled Sword

Competitors have to show their talent on all the above four divisions. This is an individual performance.

Article – 5

3. Khai Jodi - Partner Bare Hands Style :

This is a demonstrative competition. This is a group competition of two. The demonstration done by those two is Kai Jodi.

✚ Khai Por:

Demonstration done with Hands is called Kai Jodi. In this one person will be fighting with Hands and Legs and the other will be defending from him and vice versa is called Kai Por.

✚ Lock Style:

Locking with different styles between each other repeatedly is Lock Style.

✚ Throw Away Style:

Throwing away each other in Silambam style is Throw Away Style.

✚ Wrestle Style:

Mixing Lock Style and Throw Away Style between each other is Wrestle Style.

Presentation of all four styles is called Kai Jodi Style.

Article – 6

Kattayana Authaperukkam - Short Weapon Style:

In this style one will be attacking the other with heavy weapons and the other will be protecting themselves and have to attack the other. This has to be demonstrated with five different heavy weapons in the ancient Silambam style.

One weapon style demonstrated with a particular weapon should not be repeated with another weapon.

Article – 7

Ouaramana Autha Perukkam - Long Weapon Style:

In this style we have

- Double Stick style
- Horn Style
- Tiny Barks Style
- Sword and Shield Style

a. Double Stick Style:

In this style two have to attack with Lengthy sticks. One has to attack another and other have to defend him and vice versa with the styles of Varal, Arupu, Vettu, Kuthu, Udan, Kiruki, Kadasal in the ancient Silambam Style.

b. Horn Style:

In this style one have to use Lengthy stick and the other have to use Double horn (Dear Horn) to attack and defend one another in the ancient Silambam Style.

c. Dry Sticks Style:

In this style one has to do Single Dry Stick style and another one with double Dry Stick Style. Then both have to use double Dry Sticks style. This style is done with Dry sticks in Varmam style and protecting and defending each other with different Silambam Dry Stick styles.

d. Sword and Shield Style:

Each has to protect and defend them with Sword in the ancient Sword fight style. Next they have to fight with Sword in one hand and Shield in other hand and vice versa to protect and defend one another in ancient Silambam Sword and Shield style.

Article – 8

Kulupotti - Group Competition:

Group fight is nothing but demonstration. This group should have at least 10 members. All members in the group fight should have prior experience.

Kulupotti - Group Competition Details:

1. (Kuthu Varisai) Suvadhu Style:
Guru Vanaka Suvadhu
Otrai Suvadhu (Nilayanga Suvadhu)
Pirivu Suvadhu
China Based Suvadhu
2. Kai Por Jodi Style:
Kai Por Jodi Style
Lock and release Jodi Style
Throw Away Style
Wrestle Style
3. Heavy Weapon Style:
Single Sword Jodi Style
Double Sword Jodi Style
Kandan Kodari Style
Vetu Arivaal Style
Short stick Jodi Style
4. Hi-tech Weapon Style:
Hidden Stick Jodi Style
Dry Stick Jodi Style
Horn Style (Dear Horn and Lengthy Stick)
Sword and Shield Jodi Style
Sword and Knife Jodi Style
5. Swing Style:
Lengthy Stick Swing
Middle Stick Swing
Double Stick Swing
Coil Sword Swing
Sword Swing

Article – 9

10. Kambu Sandai - Stick fight:

This style totally differs from all previous demonstrative styles. Based on the age group and body weight group the competition will be divided.

One will wear identity of blue and the other with red identity in the field. They have to obey the rules of World Silambam Foundation and will fight in the Light Contact way. Specific time will be allotted for them and after the allotted time the Judges will announce their results.

Article – 10

Details of Marks:

Places which gain Marks:

1. Head
2. Chest
3. Both sides Ribs
4. Stomach
5. Back
6. Upper Arms
7. Leg Portion

Article – 11

Places which lose Marks:

1. Part
2. Neck Portion
3. Portion
4. Lower Arms

Article – 12

Mark List

S.No.	Places	Marks
1.1	Straight Touch	1
1.2	Back Touch	2
1.3	Bakil Black Touch	2
1.4	Kiruki Touch	3
1.5	Udan Touch	3
1.6	Opponent Stick falls Down	3

Article – 13

List of losing the Marks:

- 2.1 Getting out of the ring
- 2.2 Fighting or hitting without touching the opponent
- 2.3 Elimination: Penalty will be charged for all the above black marks.

Article – 14

Details of losing of Marks:

- 2.1.1 Getting out of the ring
 - a) First time First Warning
 - b) Second time 1 point down
 - c) Third time 2 point down
 - d) Fourth time 3 point down
 - e) Fifth time Elimination

- 2.2.2 Attacking vigorously
 - a) First time Warning First Warning
 - b) Second time 1 point down
 - c) Third time 2 point down
 - d) Fourth time 3 point down
 - e) Fifth time Elimination

2.2.3 Elimination

- a) Misbehavior with Judges
- b) Disobedient with Judges commands
- c) Misbehavior which leads to bad name for Silambam game

A person who tends to misbehave related to the above mentioned criteria's will be eliminated out of the game by the Judges. Judges committee will decide on the above elimination.

Article – 15

Selecting the Winners:

There will be five judges. Judges will mark the points of the competitors and will go for three rounds. All the five judges will be marking the points and finally the marks of the five judges will be handed over to the announcer and the majority scorer will be announced as the winner.

Article – 16

Officers of the Circle competition

S.No.	Officers	Members
01	Incharge of the circle competition	1
02	Senior Judge	1
03	Judges	5
04	Announcer	1
05	Time keeper	1
06	Asst. Time Keeper	1
07	Writer	1

1.1 Incharge of the Circle Competition

He is the one who will be guiding the entire team engaged in this circle competition. And also will be monitoring the senior Judge and the other Judges. If any of the Judges are behaving partially they will be reported to the technical council and if the complaint is proved they will be banned to participate in any of the competitions for a period of 3 years by the Technical Council. This chair person has the authority to change the Senior Judge and also the Judges.

1.2 Chief Referee

The competitors have to be positioned and should follow the rules to be done before starting a game and all these have to be monitored by the Senior Judge.

1.3 Judges

Judges have to represent their marks for blue and red competitors respectively and based on this the winner will be selected. And finally out of three rounds the highest scorer in three rounds will be announced as the winner of the competition.

1.4 Announcer

Announcing the competition and calling the participants and announcing the winners are the job of the announcer.

1.5 Time Keeper

With the permission of the Sr. Judge the time keeper will start the game and to maintain the time limit for each game. Time keeper will use the temple bell to start and end the game.

1.6 Asst. Time Keeper

Will be an associate for the time keeper.

Will be collecting the mark sheets from the Judges and give to the writer and vice versa.

1.7 Writer

Writing the names of the competitors in the mark sheets and to check the majority mark holder and to inform the announcer, the winner.

Article – 17

Competitors Dress

Demonstrators Dress

Ancient cultured dress of Vadivel Veshti with munda banyan (Male), round necked white t-shirt with a belt on the hip. Should not wear slippers.

Half-Sleeved Shirts should be tucked in pants with the stage belts. Corresponding National Flag should be mentioned on the left side of the shirt (alias) or the emblem of the Silambam federation to be embossed in square or round shape.

Stick Competitors Dress

Half-sleeved Shirts to be tucked in pants with the stage belts.

Article – 18

Dress of the Judges inside the Circle

1. Blue Overcoat with two silver buttons.
2. Silky White colored full sleeved shirt
3. Authorized Tie without the pin
4. Black Pant
5. White socks with black shoes
6. female judges can have hair clips

Corresponding National Flag should be mentioned on the left side of the shirt (alias) or the emblem of the Silambam federation to be embossed in square or round shape.

Article – 19

Color of the Life Jackets

One should wear blue jacket and the other should wear red jacket.

Other guards to be used

- Head guard
- Chest Jacket
- Cloves
- Socks
- Tooth guard
- Croin guard

Article – 20

Mini Sub-Junior game details: Below 10 years

- | | |
|----------------------------|--------------------------|
| 1. Suvadhu (Kuthu Varisai) | (Singles) |
| 2. Stick Swing | (Singles) |
| 3. Sword Swing | (Singles) |
| 4. Kai Jodi | (Doubles) |
| 5. Heavy Weapon Style | (Doubles) |
| 6. Lengthy Weapon Style | (Doubles) |
| 7. Groups | (10 Members) |
| 8. Stick Fight | (Singles) |
| | |
| I. Class A | Below 6 years (Large) |
| II. Class B | Below 6 years (Small) |
| III. Class C | Bet 7 – 8 years (Large) |
| IV. Class D | Bet 7 – 8 years (Small) |
| V. Class E | Bet 8 – 10 years (Large) |
| VI. Class F | Bet 8 – 10 years (Small) |

Article – 21

Sub-Juniors (11 – 14 years)

- | | |
|----------------------------|--------------|
| 1. Suvadhu (Kuthu Varisai) | (Singles) |
| 2. Stick Swing | (Singles) |
| 3. Sword Swing | (Singles) |
| 4. Kai Jodi | (Doubles) |
| 5. Short Weapon Style | (Doubles) |
| 6. Long Weapon Style | (Doubles) |
| 7. Groups | (10 Members) |
| 8. Stick Fight | (Singles) |

Based on Body Weight (Boys – Girls) [Cade -1] (11 – 12 years)

I. Class A	Below	30Kg
II. Class B	Over	30Kg upto 34Kg
III. Class C	Over	34Kg upto 38Kg
IV. Class D	Over	38Kg upto 42Kg
V. Class E	Over	42Kg upto 46Kg
VI. Class F	Above	46Kg

Based on Body Weight (Boys – Girls) [Cade -2] (11 – 12 years)

VII. Class A	Below	34Kg
VIII. Class B	Over	34Kg upto 38Kg
IX. Class C	Over	38Kg upto 42Kg
X. Class D	Over	42Kg upto 46Kg
XI. Class E	Over	46Kg upto 50Kg
XII. Class F	Above	50Kg

Article – 22

Juniors (15 – 17 years - Boys – Girls)

- Suvadhu (Kuthu Varisai) (Singles)
- Stick Swing (Singles)
- Sword Swing (Singles)
- Kai Jodi (Doubles)
- Short Weapon Style (Doubles)
- Long Weapon Style (Doubles)
- Groups (10 Members)
- Stick Fight (Singles)

Based on Body Weight (Boys)

i. Class A	Below	44Kg
ii. Class B	Over	44Kg upto 48Kg
iii. Class C	Over	48Kg upto 52Kg
iv. Class D	Over	52Kg upto 56Kg
v. Class E	Over	56Kg upto 60Kg
vi. Class F	Over	60Kg upto 64Kg
vii. Class G	Over	64Kg upto 68Kg
viii. Class H	Above	68Kg

Based on Body Weight (Girls)

i.	Class A	Below	40Kg
ii.	Class B	Over	40Kg upto 44Kg
iii.	Class C	Over	44Kg upto 48Kg
iv.	Class D	Over	48Kg upto 52Kg
v.	Class E	Over	52Kg upto 56Kg
vi.	Class F	Over	56Kg upto 60Kg
vii.	Class G	Above	60Kg

Article – 23

Seniors : Above - 17 years - Men – Women)

1.	Suvadu (Kuthu Varisai)	(Singles)
2.	Stick Swing	(Singles)
3.	Sword Swing	(Singles)
4.	Kai Jodi	(Doubles)
5.	Short Weapon Style	(Doubles)
6.	Long Weapon Style	(Doubles)
7.	Groups	(10 Members)
8.	Stick Fight	(Singles)

Based on Body Weight (Men)

i.	Class A	Below	48Kg
ii.	Class B	Over	48Kg upto 52Kg
iii.	Class C	Over	52Kg upto 56Kg
iv.	Class D	Over	56Kg upto 60Kg
v.	Class E	Over	60Kg upto 64Kg
vi.	Class F	Over	64Kg upto 68Kg
vii.	Class G	Over	68Kg upto 72Kg
viii.	Class H	Above	72Kg

Based on Body Weight (Women)

i.	Class A	Below	44Kg
ii.	Class B	Over	44Kg upto 48Kg
iii.	Class C	Over	48Kg upto 52Kg
iv.	Class D	Over	52Kg upto 56Kg
v.	Class E	Over	56Kg upto 60Kg
vi.	Class F	Over	60Kg upto 64Kg
vii.	Class G	Above	64Kg

Article – 24

Judges Salute (Vanakkam)

Before starting the game the judges should exchange their salutes between them and then to take their seats.

Competitors Salute(Vanakkam)

Before entering the game circle have to touch the circle with their hands and then to salute with both hands. After the Sr.Judge announces their names they have to take their position. And to salute the judges and also between the competitors.

Article – 25

Restrictions for the Weapons Handled

Long Stick

Stick should be in the height of the competitors' fore-head

Double Stick

Stick should be in the height of 1inch more than the competitors' fore-head

Vel Stick - Stick should be in the height of competitors' height

Sword

Sub-Junior - 2 Feet

Junior/Senior - 2 and half Feet

Coiled Sword - Till Competitors' Fore-head

Knife -1 Feet

Vetu Arrival - 1 and half Feet Length and One-fourth Feet Breadth

Kandankodari - 1 and half Feet – 2 and half Feet Length

Short Stick - 2 Feet

DryStick - 2 Feet

Dear Horn-1 and quarter Feet – 1 and half Feet.

Article – 26

Words to Remember

Tamil	English
1. Vanga	- Come in
2. Vanakkam	- Bow
3. Thayar	- Ready
4. Thodangu	- Start
5. Niruthu	- Stop
6. Sundai Edu	- Fight
7. Veliye	- Exit
8. Kambu Keela	- Stick down
Viduthal	
9. Vetriyalar	- Winner
10. Echarikai	- Warning
11. Neekkuthal	- Disqualify
12. Neelam	- Blue
13. Sivappu	- Red
14. Asaan	- Master
15. Maga Guru	- Grand Master
16. Neethipathihal	- Jurys
17. Thalamai Naduvar	- Head of Referee
18. Silambam Pavala	- Silambam Style

Article – 27

Prize

There shall be four (4) prizes or each event

1. Gold – 1 Medal
2. Silver – 1 Medal
3. Bronze – 2 Medals

And Four Special Prizes

1. Team winners-up overall championship.
2. Team Runners-up Overall championship
3. Overall champion – Male
4. Overall champion – Female

Article – 28

Scoring

Traditional Silambam – Event
Seimurai Silambam
Parampariya Silambam.

After an seimurai Seimurai Parampariya silambam (Traditional Silambam) performance, Judges will show marks for performance as follows:

Boys and girls, youngers and older Cadets : 5.0 to 6.0 Points

Juniors : 6.0 to 8.0 Points

Seniors : 8.0 to 10.0 Points

Article – 29

Timings

Individual Talent

Time

Stick Swing	2 and half mins to 3 mins
Kuthu Varisai	1 and half mins to 2 mins
Sword Swing	2 and half mins to 3 mins

Jodi Style:

Kai Jodi Style	3 mins to 4 mins
Heavy Weapon Style	3 mins to 4 mins
Lengthy Weapon Style	3 mins to 4 mins

Stick Fight:

First Round	2 mins
Break	Half a min
Second Round	2 mins
Break	Half a min
Third Round	2 mins

Group Game:

1. Kuthu Varisai (Suvadu)	4 mins
2. Kai Jodi Style	4 mins
3. Heavy Weapon Style	4 mins
4. Lengthy Style	4 mins

ANNOUNCEMENT AND GESTURES OF THE REFERENCE

1. Saluting (Vanakkam)

Judges will ask the competitors to salute between themselves.

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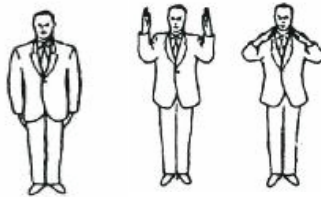


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2. Start (Thodangu)

To start the competition the judge will put his right leg front and announce Start by stretching his hand crossly in front of the competitors and again will stretch his hands front and announce start and then will take back his leg.



Image: 4,

Image: 5,

Image: 6,

Image: 7,

Image: 8,

Image: 9,

3. Stop (Niruthu)

To stop the competition in between or at the end the judge will put his leg forward and his hands front as if cutting a cake.

Images: 10,11



Image: 10, Image:11,

4. Exit (Veliye)

Every time when the competitor exceeds the game line the judge will intimate that by showing his index finger.

Images: 12, 13,14

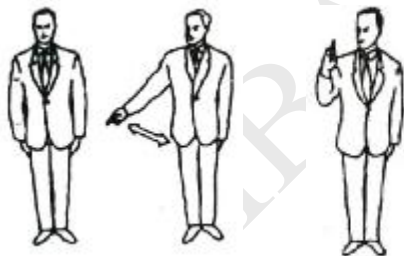


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5. Warning when exceeding the rules (Kuthu-Thakku)

Competitors will be warned whenever they exceed the rules of the game by saying (Punch) Kuthu or Adi by pointing the particular person

Photos: Pin Pointing the Person – 15, Kuthu – 16, Adi – 17, Punishment – 18, Elimination – 19

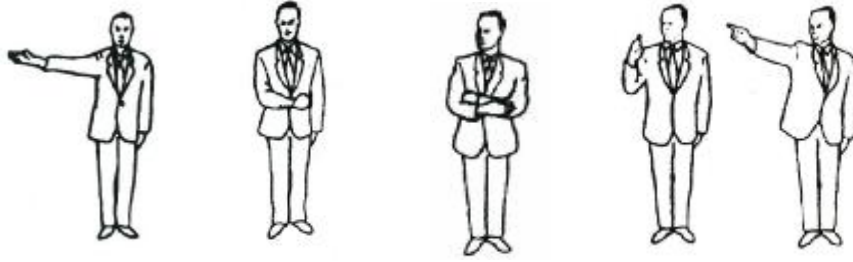


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6. Elimination (Thakuthielappu)

Judges will be giving exemption for five times when the competitors exceed the rules of the game. If the competitor exceeds more than five times the competitor will be eliminated from the game.

Images: 20, 21, 22, 23, 24, 25,

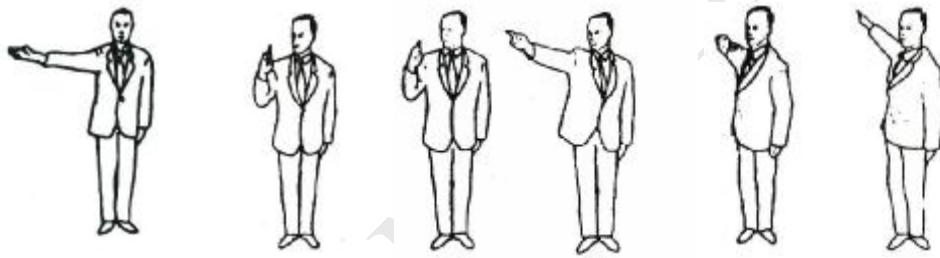


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7. Judges Called (Neethipathi alaithal)

The Senior Judge will call the Judges to recommend eliminating the person who exceeds the rules of the game.

Images: 26, 27,



Image: 26, Image:27

SILAMBAM BELT GRADINGS

9 th Kyu	- Yellow
7 th – 8 th Kyu	- Orange
5 th – 6 th Kyu	- Green
3 rd – 4 th Kyu	- Blue
1 st – 2 nd Kyu	- Brown
1 st – 3 rd Degree	- Black
4 th – 5 th Degree	- Black and Yellow
6 th – 8 th Degree	- Black and Blue
9 th – 10 th Degree	- Black and Red

All beginners wear a white belt and there is a different belt sequence for Junior practitioners.

BELT GRADING TRAINING MONTH AND YEARS

9 th Kyu	- 3 months
8 th Kyu	- 6 months
7 th Kyu	- 9 months
6 th Kyu	- 12 months
5 th Kyu	- 16 months
4 th Kyu	- 22 months
3 rd Kyu	- 28 months
2 nd Kyu	- 34 months
1 st Kyu	- 42 months
1 st Degree Black Belt	- 48 months
2 nd Degree Black Belt	- upto 2 years
3 rd Degree Black Belt	- upto 2 years
4 th Degree Black and yellow	- upto 3 years
5 th Degree Black and yellow	- upto 3 years
6 th Degree Black and Blue	- upto 3 years

SCORING PAPER

Parampariya Silambam Seimurai (Traditional Silambam)

Thanithiramai, Jodimurai & KuluPotti (Individual skill, Partner skill & Group Event)

Sex _____ Category _____

Event _____

S.No.	Name	Nation	Score
1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
9.			
10.			
11.			
12.			
13.			
14.			
15.			
16.			
17.			
18.			
19.			
20.			

Name _____ Nation _____ JUDGE SIGNATURE _____

Kambu Sandai/ Stick Fight

Scoring Paper

Date:

Event _____ Event _____

Fight Number _____ FightNumber _____

Name _____ Name _____

Nation _____ Nation _____

Total	Red		Blue	Total
		I		
		II		
		III		
	Red Final Score		Blue Final Score	

Remarks when points equal

Red

Blue

Veliye/ Exite :

Echarikai/ Warning :

Kambu Keele viduthal / :

Stick down

Neekkudhal/ Disqualify :

Silambam Pavala/ style :

Decision

Winner	Nationality

Referee _____

Nation _____

Judge _____

Nation _____

JUDGE SIGNATURE