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CHAPTER - 1

UNIFORM

Participant's Uniform:

A. Shirt

The front part of the Silambam participant shirt (refer Figure 1)

White T-shirt with Silambam logo on the right side

Back part of the Shirt (refer figure 2)

1. At the back of the uniform written "Silambam" in arc, INDIA is under the Silambam in straight line
2. The size of letters should be 2 inch high and 1/2 inch thick
3. The fonts must be in black.

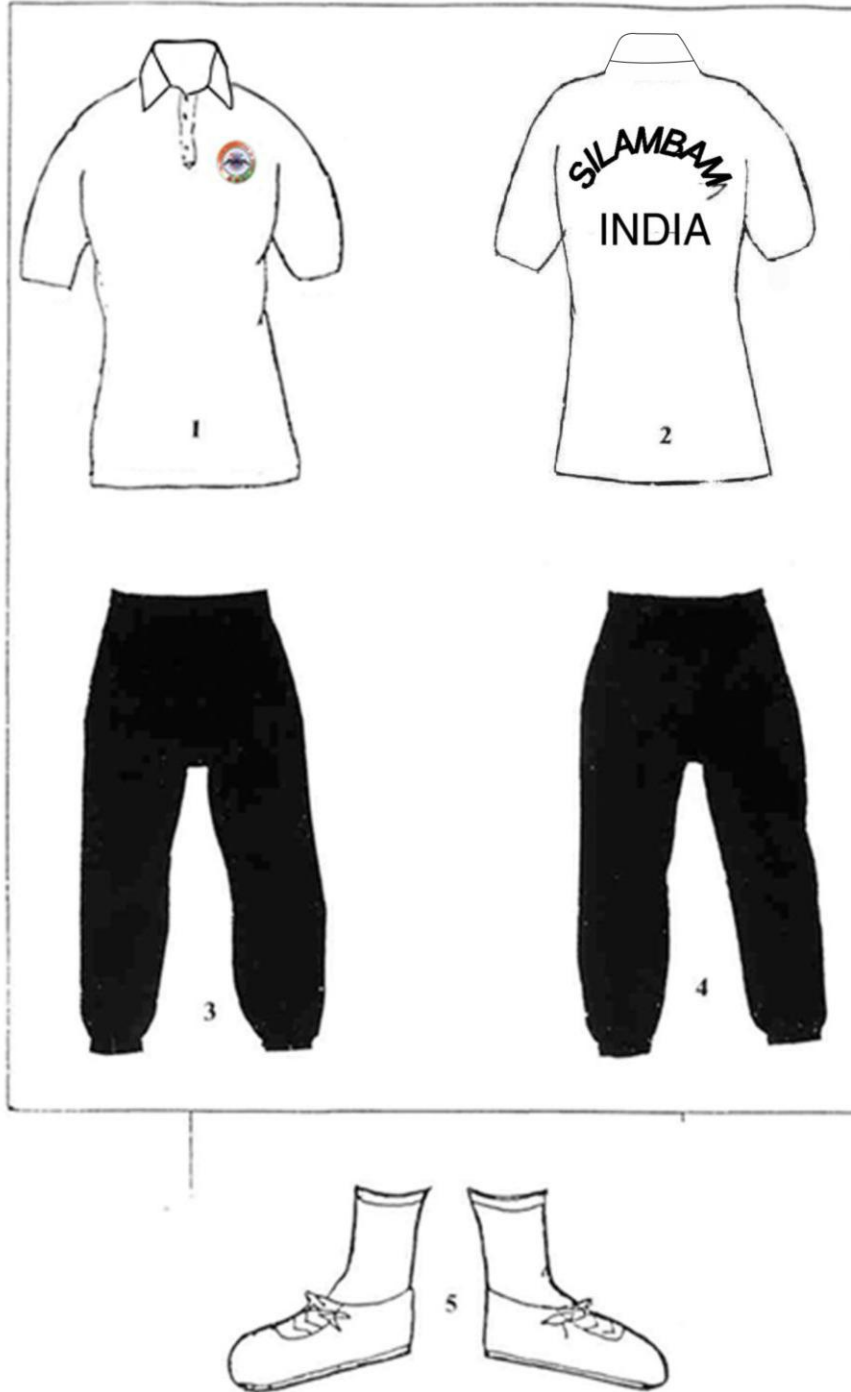
B. Pants (Figure 3 to 4)

The pant colour should be in black

C. Shoe (Figure 5)

1. The participant shall wear white socks.
2. The shoe shall also be in white colour.
3. The bottom of the shoe should be flat to avoid slip during competition.

(Figure 1 - 5)
Silambam Participant's Uniform

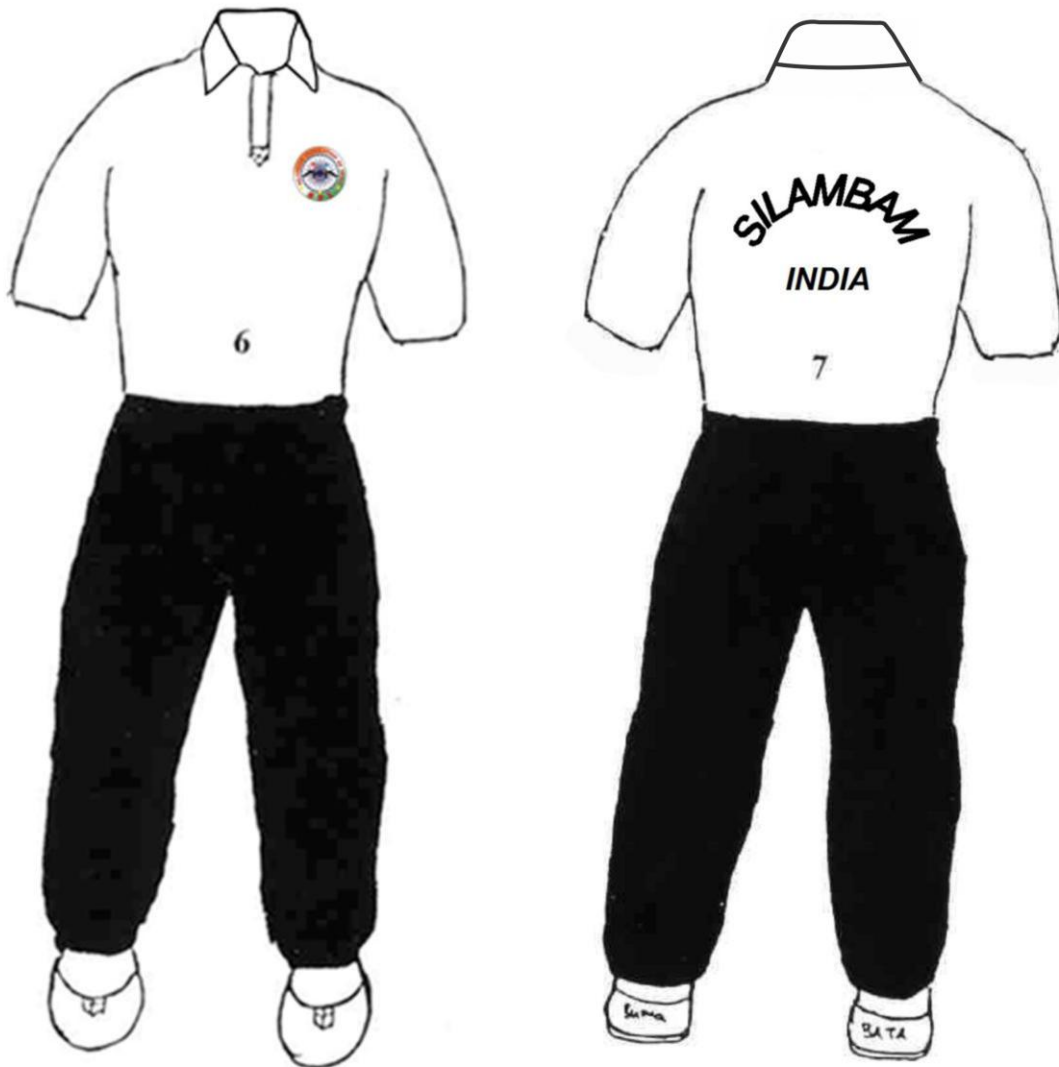


Participant's Uniform for All Events

The uniform of Silambam participant for all individual (refer picture 6 & 7)

1. A participant should wear approved Silambam uniform by the organization with White shoe.
2. The uniform should be tucked in properly.

(Figure 6-7)



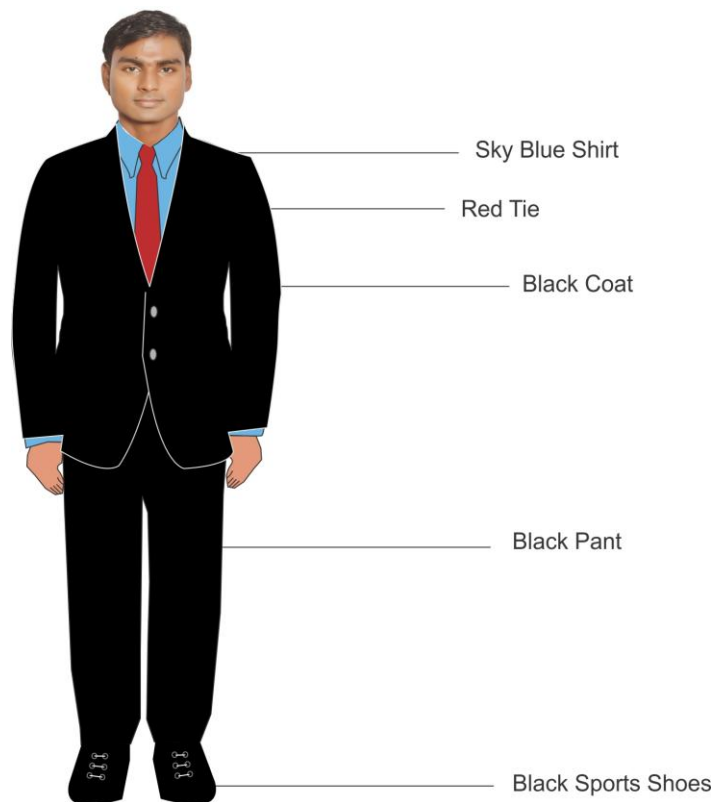
Judge's Uniform:

The front part of judges uniform (refer figure - 8)

1. Sky blue colour shirt with full hand
2. Red tie with ASFI emblem
3. The shirt must tuck in with black belt properly
4. Black pant
5. Black coat.
6. Black socks and black sports shoes.

Figure -8

Judge's Uniform



CHAPTER - 2
COURT MEASUREMENTS

Court Dimension:

1. The court for all competitions are round in shape (refer figure - 9)
2. 12 x 12 meters mat.
3. There are 3 circles. Centre circle radius is 2.5 feet (yellow colour), middle circle radius is 10 feet (blue colour) and outer circle radius is 12 feet (red colour).
4. The red colour outer circle is known as 'WARNING'.
5. The competition starting point at the centre circle (yellow colour).
6. Free zone 3 feet in all side outside the mat.

During the competition only one leg can past the outer circle. If both of legs crossed the outer circle, 2 marks will be cut down. If the mistake is repeated, the participant will be disqualified

Court for Self Skill:

1. Round shaped court (refer figure 9)
2. There are 5 seats for Judges in back of the court.
3. 3 Seats will be reserved at the centre of the court.
 - i) Ring Chairman
 - ii) Announcer / Recorder
 - iii) Time keeper
4. There will be seats for the participant at the right and left side of the court.

Combat Competition Court:

1. 12 X 12 meters mat
2. Round shaped court (refer picture 10)
3. There are 5 seats for Judges in different places.
4. 3 Seats at centre for
 - i. Ring chairman
 - ii. Announcer / Recorder
 - iii. Timekeeper
5. Court's right side is for blue participants.

6. Court's left side is for red participants.
7. The score board is placed in right side of the court.
8. Right side middle seat for blue corner player.
9. Centre of the court for Referee position.
10. Left side middle seat for red corner player.
11. At the middle of the court, there is 3 Silambam stick.
 - i) Left and right side of the Silambam stick for the participant.
 - ii) The Silambam stick in the middle is for Referee.

Self Skill Competition Court

Figure - 9

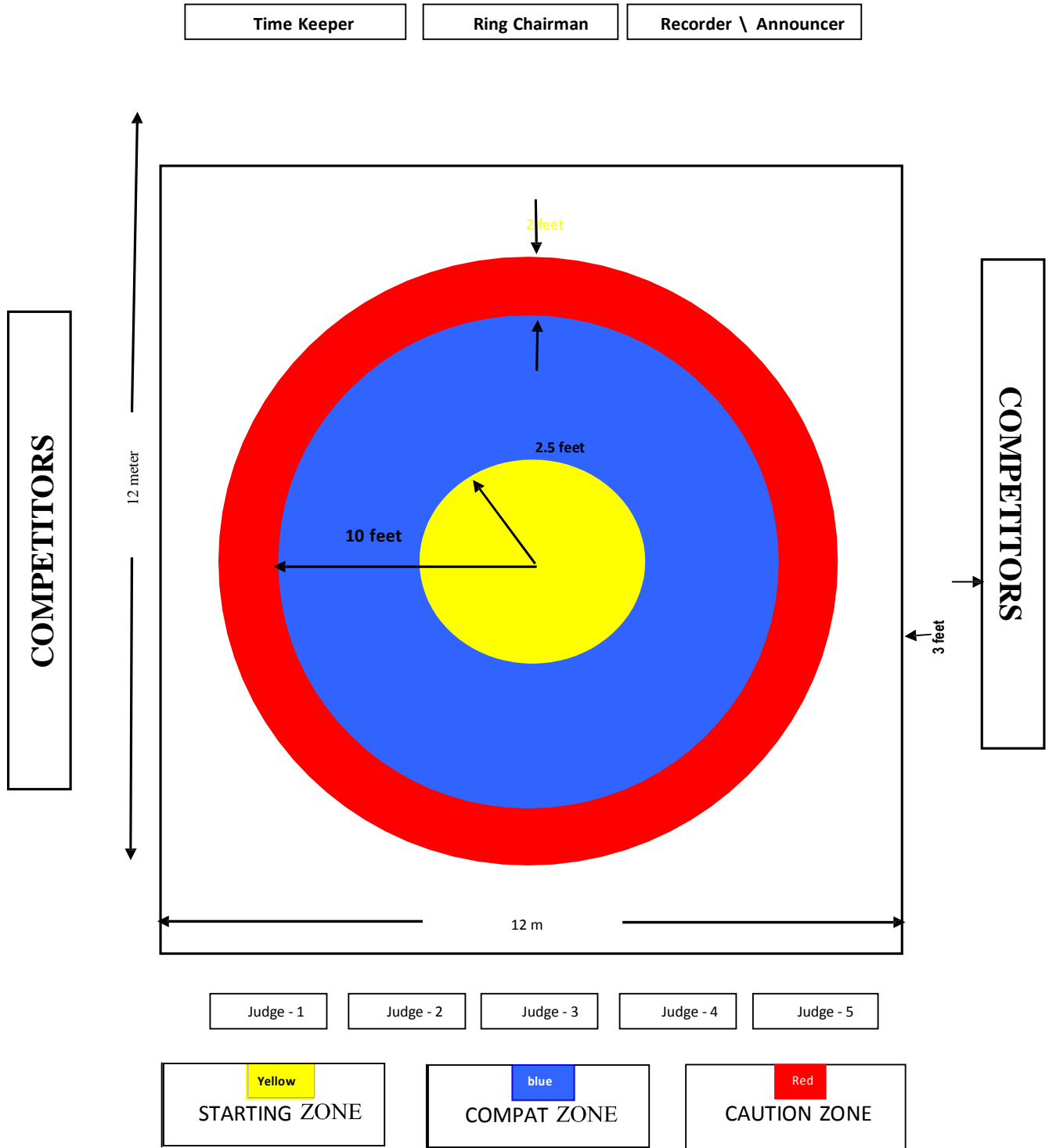
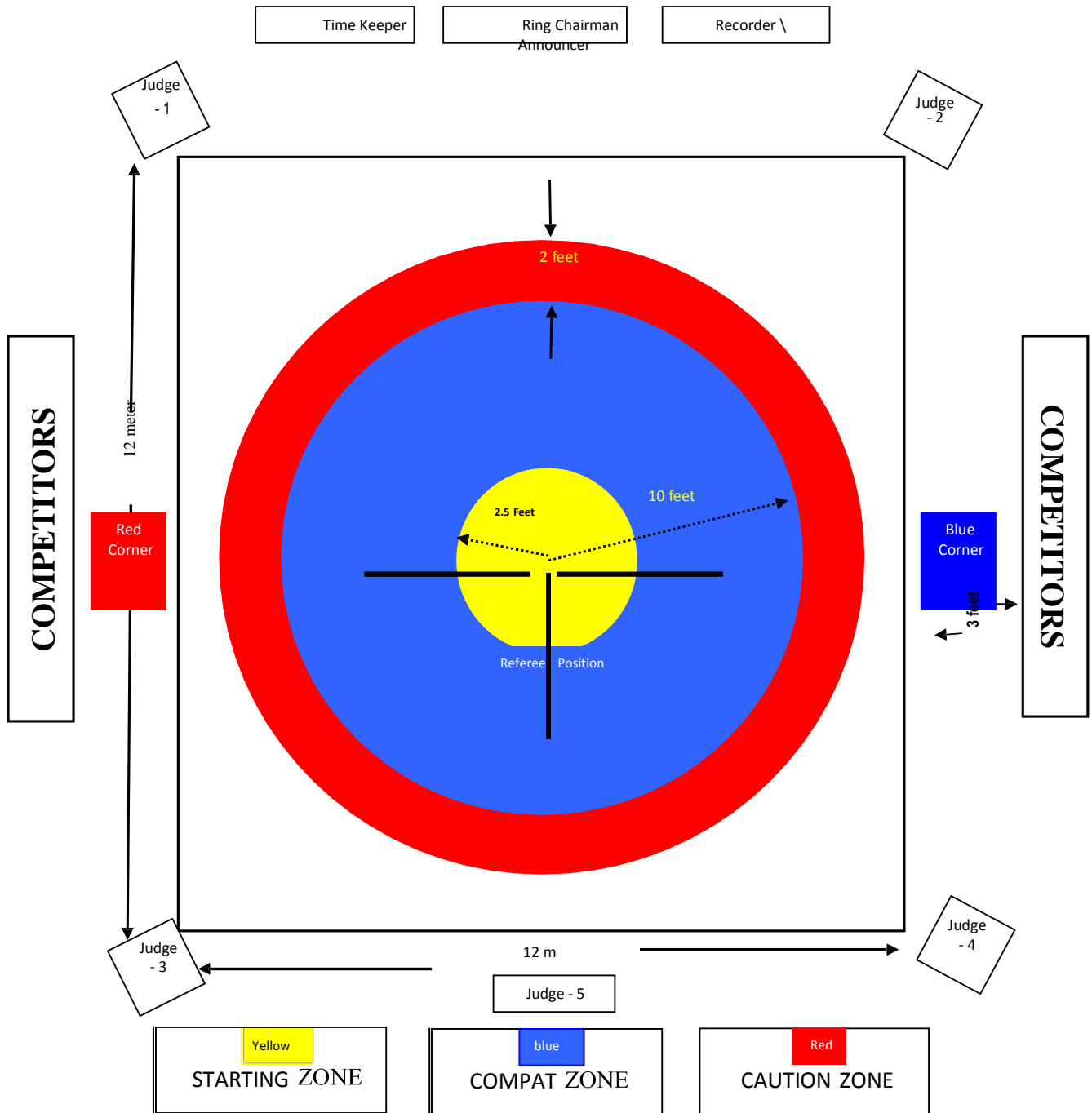


Figure - 10

COMBAT COMPETITION COURT



CHAPTER-3

School Games Federation of India Weight Category

1. Kambu Sandai (Stick Fight)

AGE GROUP	WEIGHT CATEGORY				
U-14 (Boys)	-35 kg	35 to 40 kg	41 to 50 kg	51 to 60 kg	+60 kg
U-14 (Girls)	-30 kg	30 to 35 kg	36 to 40 kg	41 to 45 kg	+45 kg
U-17 (Boys)	-45 kg	45 to 55 kg	56 to 65 kg	66 to 75 kg	+75 kg
U-17 (Girls)	-40 kg	41 to 50 kg	51 to 60 kg	+60 kg	
U-19 (Boys)	-50 kg	51 to 60 kg	61 to 70 kg	71 to 80 kg	+80 kg
U-19 (Girls)	-45kg	46 to 55 kg	56 to 65 kg	+65 kg	

ARTISTIC EVENT: -

1. Erattai Kambu Veechu (Double Stick Rolling)
2. Vel Kambu Veechu (Spear stick swing)
3. Surul Vall Veechu (steel whip)
4. Vall Veechu (Sword Swing)
5. Otrai Kambu Veechu (Single Stick Rolling).

IN ABOVE EVENT ONLY ONE PLAYER CAN PARTICIPATE FROM ONE STATE IN EACH AGE CATEGORY.

e.g. - (U-14 BOYS/GIRLS, U-17 BOYS/GIRLS, U-19 BOYS/GIRLS.)

(NOTE:-A PLAYER CAN PARTICIPATE IN ANY THREE OF THE ABOVE MENTIONEDEVENT)

CHAPTER – 4
COMBAT COMPETITION

General Instructions:

- 1) Wear full Silambam uniform with the shirt is tuck-in, wear white socks and white shoes.
- 2) Not allowed to wear Jewels.
- 3) Female participant must tie their long hair.
- 4) Must wear self protections as (fig. 17-21)
 - i) Head gear
 - ii) Body cover / shield pad
 - iii) Abdomen guard
 - iv) Arm guard
 - v) Knee cap
- 5) Wear specified colors either red or blue.
- 6) Take Silambam stick where the end of the stick hold direct to the chest and other end of the stick touch the floor.
- 7) The end of the stick is to be straighten up to give respect (Vanakam).
- 8) Stand in relax mode with the hands put in the hip, and then place the stick upon right shoulder.
- 9) The Referee will give hand signal to the participant to stand at their place in the court by moving both of his hand inside and outside.
- 10) Participant give respect to the court and prepare their own style and stand with their left leg at back, right at front and lifting the stick.
- 11) The Referee will give signal by moving his hand.
- 12) The Participant will give respect (Vanakam) to the Referee.
- 13) The Referee will put his right leg back. Move left leg to front while right hand moves to front.
- 14) The Referee will move his hand out.
- 15) The Participants will place down the Silambam stick after giving respect and Change his

position opposite while put the stick at the left side.

- 16) Referee will cross both of his hand.
- 17) Participant will move the stick from left-hand side to front with the stick crossed up to the level of forehead.
- 18) Referee will make sure that all the other Referees take their places. Referee will separate both sticks which were crossed by his own stick and then competition starts.
- 19) Silambam Stick' must always being moved in round until end of the competition. If the participant refuses, warning will be given and 1 point will be deducted.
- 20) The Participant cannot use one hand to take point. Warning will be given. If they continuously doing this 1 point will be deducted.
- 21) The Participant must move backward after getting point.
- 22) A Powerful hit may cause bleeding and dangerous. It should not be admitted in the competition
- 23) The Referee must be giving the signal with whistle only.
- 24) If any participant, say - Red made his rival (Blue) to drop the (Blue man's) stick then red will be adjudged as the winner. If the stick dropped because of slippery, then that participant can continue the competition.
- 25) There are three rounds, each 2 minutes with 1 minute rest after the first round. The time duration for individual events is two minutes.
- 26) The following parts of the body can be touched. Every touch will get 1 point (fig. 32 to 34) a) Body, b) Shoulder, c) Ankle.
- 27) The following parts of the body cannot be touched and no points will be given, (fig. 35 to 39). a) Head neck and face, b) From hip part to mid thigh. c) From elbow until end of the fingers (hand).
- 28) Measurement of sticks for stick fight.
 - I. Sub-junior - 4.5 feet. (Circumference 2 to 2.5 inches, weight 550 to 600 grams)
 - II. Junior - 5.5 feet. (Circumference 2 to 2.5 inches, weight 600 to 700 grams).
 - III. Senior - 6.0 feet. (Circumference 2 to 2.5 inches, weight 600 to 800 grams)
- 29) Each event only one participants will be allowed.

The Method of Entering into the Court:

1. All Judges should take their seat as stated.
2. Blue corner participant should be with their coach in the right side middle seat of the court.
3. Red corner participant should be with their coach in the left side middle seat of the Court.
4. The referee will enter the court and gives respect to the Ring Chairman, Stand straight after giving respect (Vanakkam) (fig 11 - 14)
5. The Red and Blue corner stand outside of the court after the Referees signal, they are allowed to enter the court, and take the sticks, respect to the Ring Chairman, Judge Referee and respect to opponent, after that has to keep stick in cross position.

Figure-11 - 14
Guruvanakkam by Referee

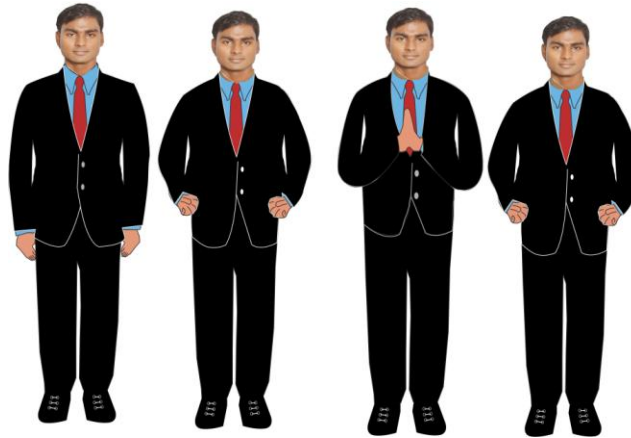
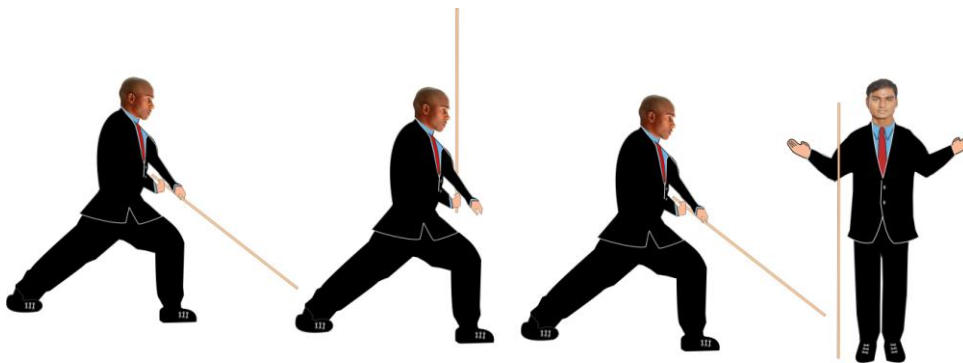


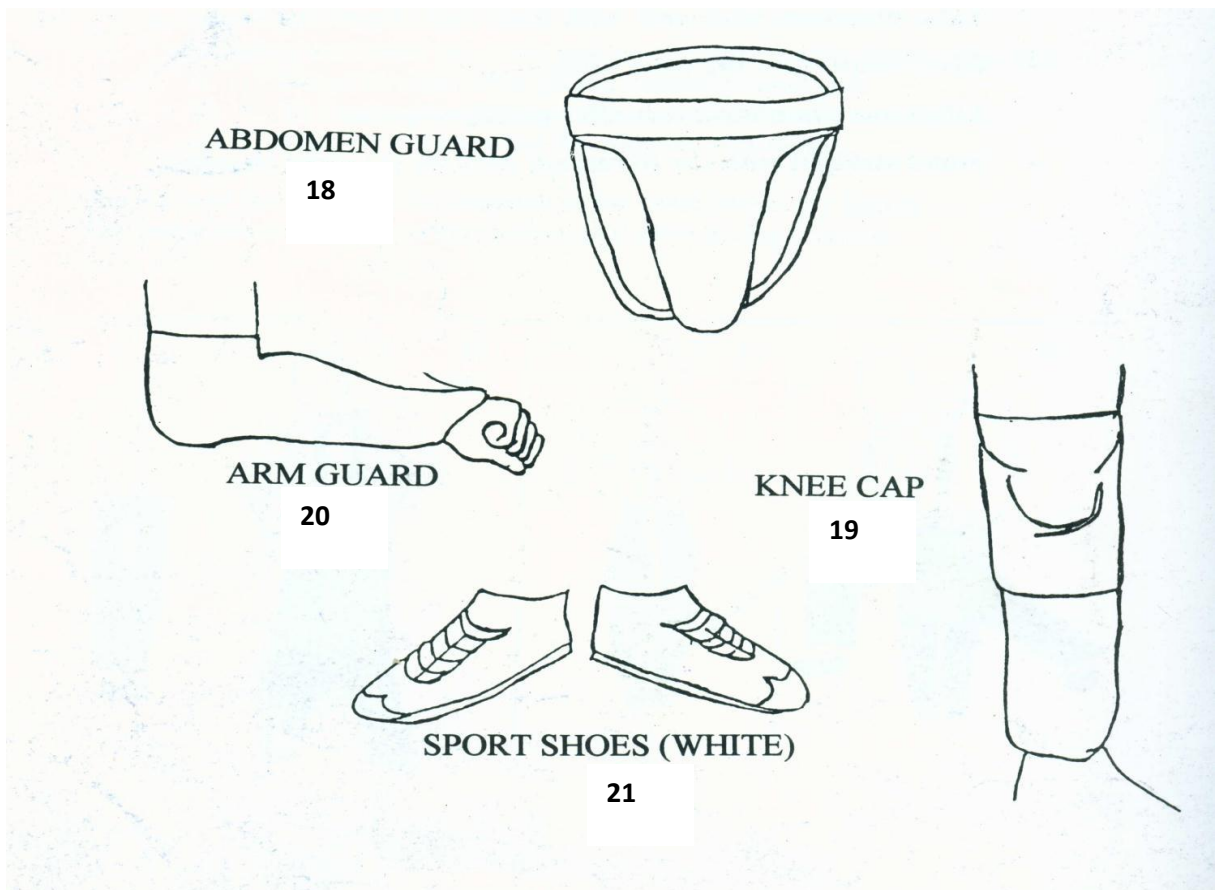
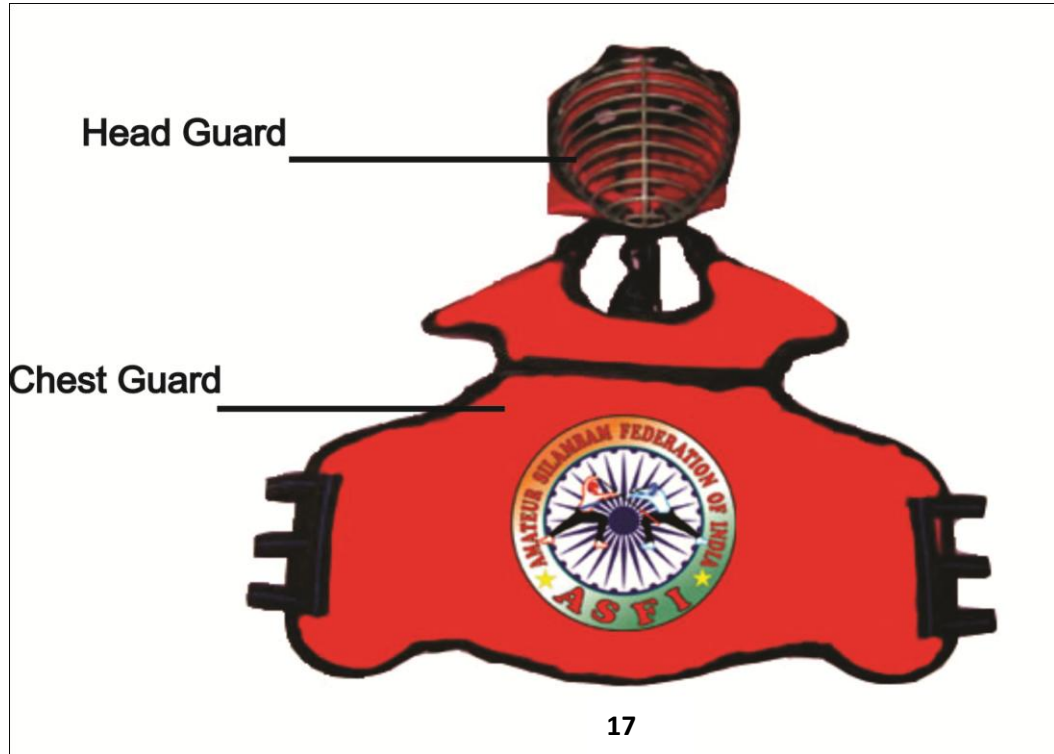
Figure -15-16
Salaam varisai by Referee



- I. The ways of giving respect to all by Silambam stick.
- II. Take Silambam stick with Nilai position.
- III. A Referee must give respect to the Ring Chairman.
- IV. Stand straight with the Silambam stick on the right shoulder.

Safety Equipment:

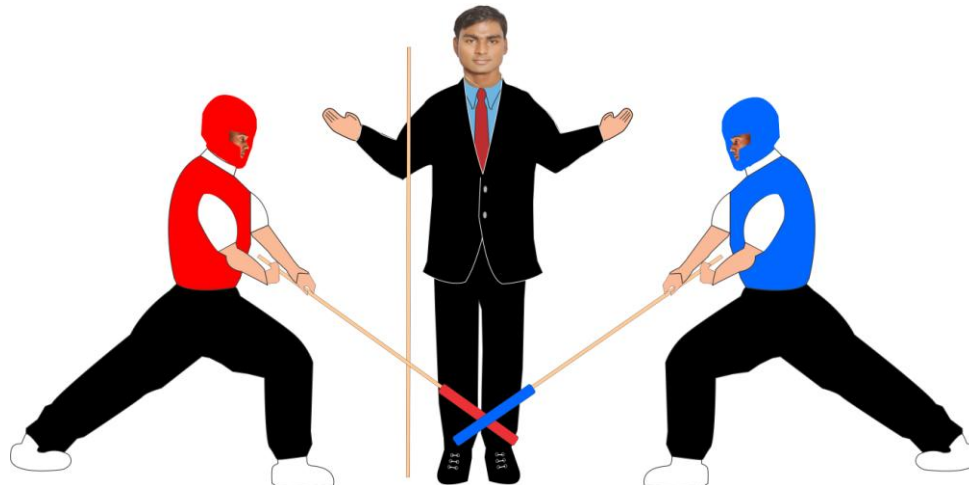
Figure – 17 - 21



Signals and Reactions:

(Calling the participants into the court)

Figure-22



The ways of calling the participants into the court (signal)-

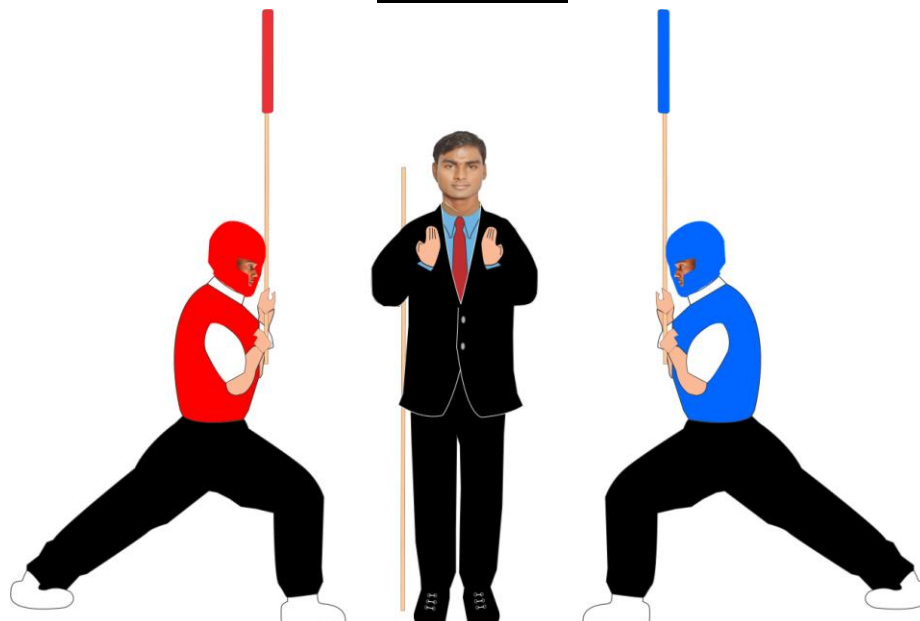
- Referee move both hands out side and then inside.

Participant's Reaction-

- Enter the court after receiving the instructions.
- Prepare their own style before picking Silambam stick.
- Pick the Silambam stick and place their left leg at the back.

(Salaam)

Figure -23 - 25



Referee's signal to the participants for giving respect to themselves and to the Judges:

- Referee moves his both palms in side {palms facing to the judge}.

(Respect to the Ring chairman & Judges)

Figure-26



Referee signal to the participants to give respect to the ring chairman & Judges:

- Right leg of the judge must be placed back.
- The referee will move both of his hands to and fro.

Participant's Reaction-

- Turn towards the ring chairman and give respect.
- Left leg still at the back.

(Ready position)

Figure- 27



Referee signal for ready position:

- Referee will move his both hands forward.

- Referee right leg still at the back.

Participants Reaction-

- Lift UP Silambam stick after giving respect.
- Left leg still at the back, Silambam stick

(Referee signal to the participants to cross their Silambam stick.)

Figure-28



Judge will cross both of his hand and right leg still at the back.

(Judge and participants are ready to start the Competition)

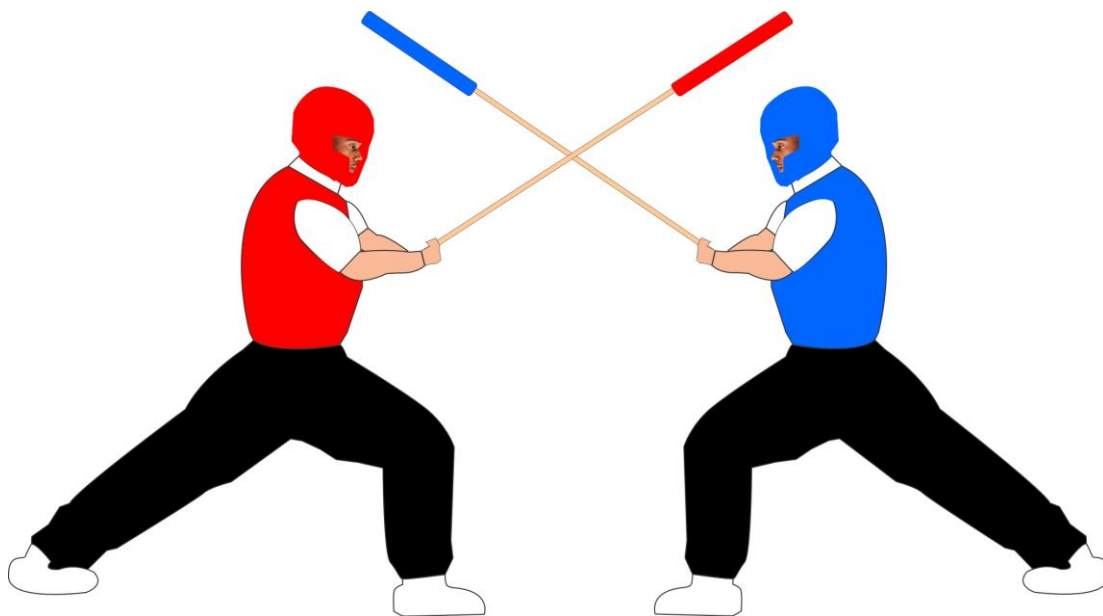
Figure-29



The participants should bring the left leg forward and cross the Silambam stick then referee keep the stick under their sticks. (Refer figure-29)

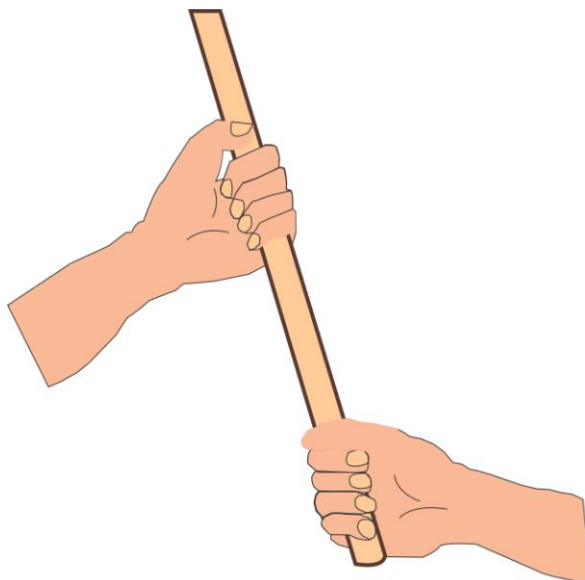
(Correct Position of Silambam Stance)

Figure - 30



(Correct position of holding the stick)

Figure - 31



Permitted Targets:

Figure 32-34

Permitted Targets

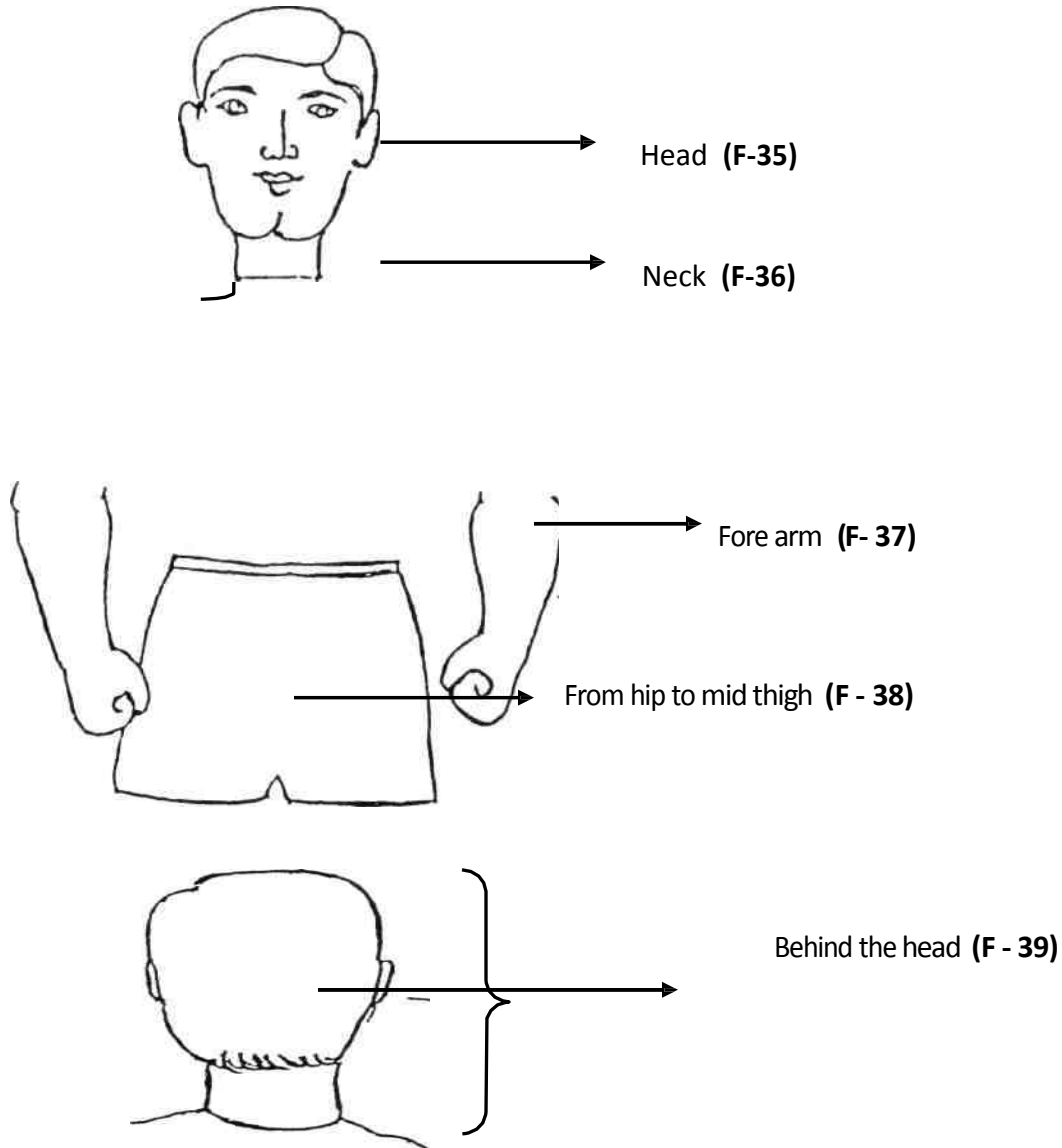


PROHIBITED TARGETS.

1. Head part (head, neck and face)
2. from hip to mid thigh (above part)
3. from end of the finger until elbow.

(Prohibited Targets)

Figure-35-39



Parts that shown above are not allowed hitting. If it was purposely done, the participant will be disqualified.

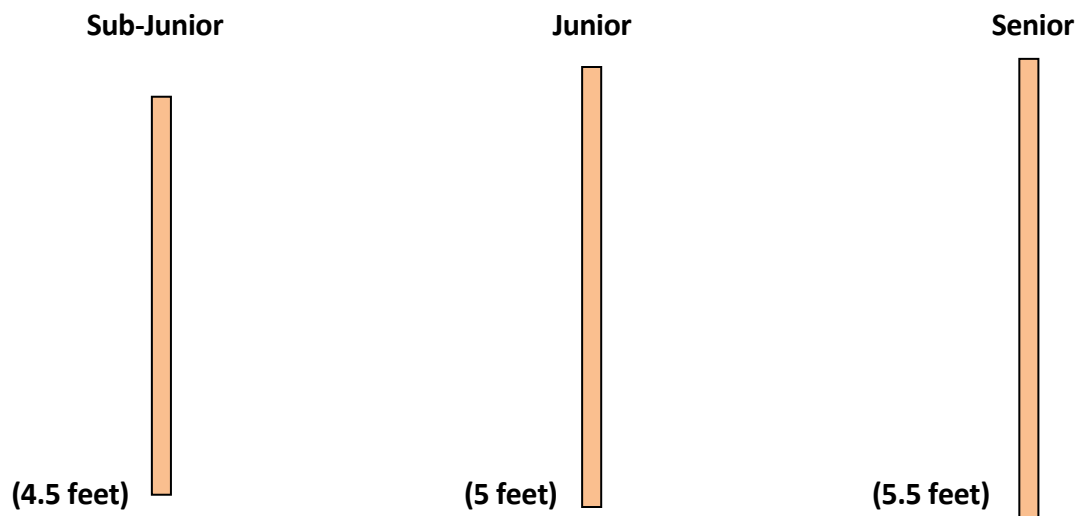
Equipments and measurement

1. Measurement of sticks for stick fight.
 - i. Sub-junior - 4.5 feet/ 5 feet. (Circumference 2.75 to 3 inches, weight 300 to 350 grams) including 1 feet covered with paunch.
 - ii. Junior - 5 feet / 5.5 feet. (Circumference 2.75 to 3 , weight 350 to 400 grams) including 1 feet covered with paunch.
 - iii. Senior - 5.5 feet / 6 feet. (Circumference 2.75 to 3 inches, weight 400 to 450 grams. including 1 foot covered with paunch.
2. Measurement of the stick for stick swing.

It should be forehead level of the player.

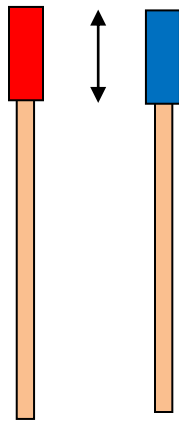
- i. Sub-junior - 4.5 feet. (Circumference 2.75 to 3 inches, weight 300 to 350 Grams).
 - ii. Junior - 5 feet. (Circumference 2.75 to 3 inches, weight 350 to 400 grams).
 - iii. Senior - 5.5 feet. (Circumference 2.75 to 3 inches, weight 400 to 450 grams)
3. Measurement of the Double stick for stick swing.
It should be fore head level of the player.
- i. Sub-junior - 4.5 feet. (Circumference 2.75 to 3 inches, weight 300 to 350 Grams).
 - ii. Junior - 5 feet. (Circumference 2.75 to 3 inches, weight 350 to 400 grams).
 - iii. Senior - 5.5 feet. (Circumference 2.75 to 3 inches, weight 400 to 450 grams)
4. Measurement of the sward for Vall Veechu.(it should be flexible or stiff)
- i. Sub-junior - 22 inches with 4 inches handle and width 2.5 to 3 cm.
 - ii. Junior - 24 inches with 4 inches handle and width 2.5 to 3 cm.
 - iii. Senior - 26 inches with 4 inches handle and width 2.5 to 3 cm.
5. Measurement of the spear for Vel Kambu Veechu.(it should be stiff)
- i. Sub-junior - 4.5 feet. (Circumference 2.75 to 3 inches, weight 550 to 600 Grams) including 6 inches length+ 3 inches width steel spear.
 - ii. Junior - 5 feet. (Circumference 2.75 to 3 inches, weight 600 to 650 grams) including 6 inches length+ 3 inches width steel spear.
 - iii. Senior - 5.5 feet. (Circumference 2.75 to 3 inches, weight 650 to 700 grams. including 6 inches length+ 3 inches width steel spear.
6. Measurement of the steel wipe .(it should be flexible)
- i. Sub-junior - 3.5 feet length + width 1 inches including handle 4 inches.
 - ii. Junior - 4 feet length + width 1 inches including handle 4 inches.
 - iii. Senior - 4.5 feet length + width 1 inches including handle 4 inches.

Single Stick Rotation (Otrai Kambu Veechu) or it should be fore head level of the player.



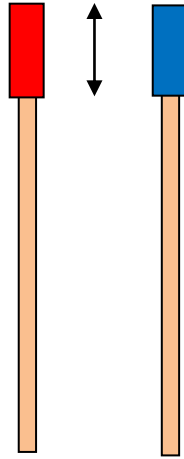
Stick fight (Kambu Sandai)

Sub-Junior



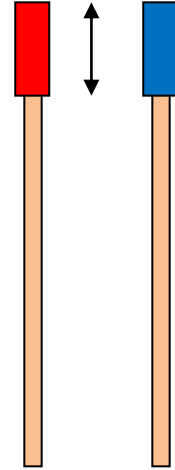
(4 / 4.5 feet)

Junior



(4.5 / 5 feet)

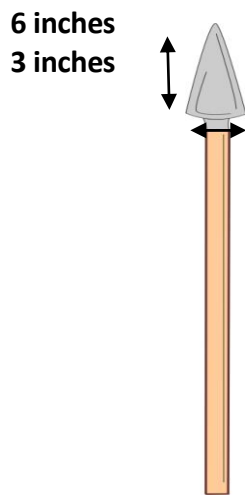
Senior



(5 / 5.5 feet)

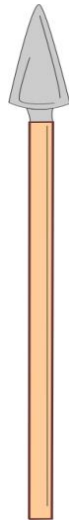
Spear (Vel Kambu Veechu)

Sub-Junior



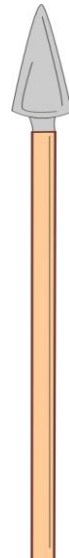
(4.5 feet)

Junior



(5 feet)

Senior



(5.5 feet)

Sword (Vall Veechu)

**Sub-Junior
(22 inches)**

**Junior
(24 inches)
(+ 4 inches handle for all category)**

**Senior
(26 inches)**

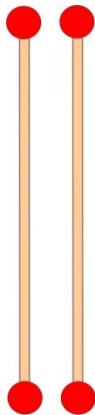


Double Stick (Erattai Kambu Veechu)

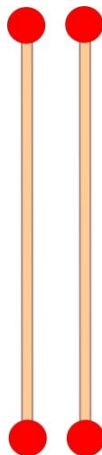
Sub-Junior

Junior

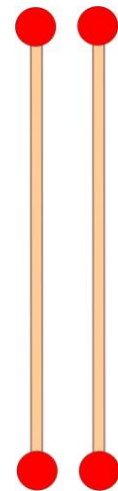
Senior



(4 / 4.5 feet)



(4.5 / 5 feet)



(5 / 5.5 feet)

Steel Whip (Surul Vall Veechu)



With of the Blade is 01 inch

Length Sub-junior 3.5 ft, Junior – 4.0 ft Senior- 4.5 ft

Fouls & Misconducts:

The Referee or Ring chairman shall have power to warn/declare point against the player / disqualify from the match for any of the following fouls:

1. A Player shall attempt to power hit the Opponent.
2. For going out of the court.
3. To attack the opponent head, Neck mid thigh and below elbow.
4. Participants disobey to the Referee/Judges instructions and if it continues.
5. To attack the opponent with force cut, punch wrong swing.
6. Outside coaching should not be given to the player while playing.
7. Coach will not be allowed inside the mat during course of the event.

Referee has right to show following cards and their meaning are as follows:

Yellow Card : Warning (size of the foul card 10cm x 7 cm)

Red Card : Loses 2 points (size of the foul card 10 cm x 7 cm)

Black Card : Disqualified with the discussion of Judges and Ring Chairman. (Size of the foul card 10 cm x 7 cm)

Duties of the Referee:

1. The Referee will start, restart and stop the event.
2. Referee will judge the competition inside the court.
3. He is the only persons to decide participant's behaviour and take out yellow card, or red card and deducting marks, the black card for disqualification.
4. The Referee will be the full in-charge of inside the court.
5. Any misbehaviour from coach the Referee can give the yellow card to the coach and send the coach outside of the court. The coach yellow card is applicable for the player.

Duties of Judges:

1. The Judges must be seated their respective places.
2. The Judges will have the list of competitors and score sheet,
3. The event will start as per the norms and they will provide the marks for red and blue corner.
4. The score will be recorded in special score card.
5. After the event is over, the judges finalize the scores and send the result to the ring chairman.
6. During disqualification, they can give their suggestion.

Scoring method:

1. The five Judges will send the score card to the Ring chairman.
2. Total score is 20 points (refer score card)
3. The ring chairman will remove highest point score card and lowest point score card.
4. The remaining score card will be added an average of points will be calculated.

Announcer's Duties

1. Winner will be announced after the score card where checked. Before that, both participants will be called at the middle of the court and their hands are hold by the Referee.
2. When the score card has been checked, the announcer will announce the winner while the Referee will raise up the winner's hand.
3. Both participants will be asked to shake hands by the Referee and then let them go.

Ring Chairman Duties:

1. Ring chairman is over all in-charge of the court.
2. Ring chairman will distribute the score card to all the Judges.
3. After the event is over, the Ring Chairman collects the entire score card from the Judges.
4. After the whistle from the Ring Chairman, the Referee will start the event.
5. During disqualification the Ring Chairman can give his suggestion.
6. The Ring chairman will remove highest point score card and lowest point score card.
7. The remaining score card will be added and average the points will be calculated. Then result will be announced.

Recorder Duties:

1. To record the score, once the event is over.
2. To enter the score in the record score book.

Time Keeper Duties:

1. The time keeper will start the time while the Referee starts the event.
2. The time is over; the time keeper will blow the whistle.

CHAPTER – 5

SELF SKILL COMPETITION

General Instructions:

1. Each event is assigned for 2 minutes.
2. When the participants are ready, the time keeper will blow the whistle.
3. The participants will show skills according to their techniques learned.
4. Participants are required to display the following stated skills.
 - i. Salam Varisai, Padai Veechu (Nedungkambu) all which consists of 10 unique skills. Each skill carries 0.5 points; the overall marks will be 5 point.
 - ii. Alangara Veechu (Nedungkambu) all which consist of minimum 10 unique skills. Each skill carries 0.5 point; the overall marks will be 5 point.
 - iii. Kaaladi varisai (Leg Steps) all which consist of minimum 10 skills. Each carries 0.3 marks, the overall marks will be 3 point.
 - iv. Karanam the best movement will get maximum 0.5 point.
 - v. The pointed steps will get each 1 point like Style, speed, skill, variety, power/discipline. The overall marks 5 point.
 - vi. Tholil varisai consists of 5 skills. Each skill carries 0.3 point. the overall marks will be 1.5 point.

Skills (i),(ii),(iii)

- | | | |
|--------------|---------------|---------------|
| a.. Sendippu | e. Kirukki | i. Kintal |
| b. Udaan | f. Pirallai | j. Thirumandy |
| c. Baski | g.. Pammal | |
| d. Takki | h.. Patunggal | |

Skill (iv)

- | | |
|-----------|----------|
| a. Vaaral | d.Aruppu |
| b. Vettu | e.Kuthu |
| c. Veechu | |

- vii. The total of score is 20 points will be prepared at the grand total column.
 - a. The Judges will reduce the marks for the following fouls,
 - b. If the participant will come out of the court, each time one marks will be deducted, three times allowed but fourth time will be disqualified from the event.
 - c. If the participants drop the Silambam stick, 1 mark will be deducted. Two times allowed but fourth time will be disqualified from the event.

5. After the event for this category ends, Ring Chairman will paste the marks list at the score board for reference of the management and coach.
6. Ring chairman will receive the entire category's form after the event over.
7. Chief official will fill up the result card and paste it at the score board.

Erattai Kambu Veechu - Double Swing :

- Double Hands Middle Stick Swing

These four competitions are based on their individual traditional different performance.

Each of the following items carry maximum of one mark.

- Style
- Speed
- Skill
- Variety
- Power/Discipline

Marks Calculation:

i)	Style-20%	iv)	Power -20%
ii)	Speed-20%	v)	Variety-20%
iii)	Skill -20%	vi)	Total-100%

The total of score will be prepared at the score card.

This same method of scoring will be followed for Vel Kambu Veechu, Vaal Veechu, Surul Vaal Veechu and Otrai Kambu Veechu.

CHAPTER - 6

COMPETITION RULES

Individual Event (Tanithiramai) Competition:

1. In this event, the participant must show their own talent with one stick.
2. In this event if the stick falls, it can be picked up twice from right or left hand. If the stick falls, but if it is caught up before the stick reaches the floor, it will not be considered as a fall.

Team Championship:

1. Each weight category gold medal winners will be awarded 5 marks, the Silver medal winners will be awarded 3 marks and bronze medal winners will be awarded 1 marks.
2. For each unit, the total marks obtained in all the body weight categories will be clubbed with the marks obtained in Group Competition.
3. The highest scorer will be the winner for the Team Championship and the next best scorer will be declared as runners up.

Periodicity of the Competition:

1. The National championships of all categories may be conducted every year.
2. However, the School Games Federation of India is the ultimate authority to decide when and where it will be conducted.

CHAPTER – 7

QUALIFICATIONS OF OFFICIALS AND COACHES COACH:

1. Must be a ex-national/state player, be patient and can control his / her emotion,
2. Must be honest and fair.
3. If the coach is not satisfied he can make a report to the judges with polite in writing (In the specified format).
4. Should not scream or use rude words.
5. Must respect the judge's decision and their duty.
6. Coach should not hold a Silambam stick while in the court, when his students are in competition.
7. Must wear sports attire as track suit which signifies his unit.
8. Understanding Silambam Techniques when participant performs.
9. Understand technical status and always giving motivation to the participants.
10. Must attend coach course which is conducted by ASFI at regular intervals.

District Level Judge:

1. Must be a ex-state player for 1 year.
2. State level judges must know following basic rules:
 - i. Chart of ranking
 - ii. Fixture preparation
 - iii. Court
 - iv. Measurement.
 - v. Time keeping.
 - vi. Writing marks.
 - vii. Commentating
 - viii. Sketch the competition's chart (sign board)
 - ix. First aid (modern / traditional)
3. 5 times experience in organizing competition for zonal level.
4. Must attended referee course for at least 2 times
5. Judge decision should be based on honesty.

State Level Judge:

1. Must be an ex-state player.
2. At least have an experience of taking part in state level competitions.
3. 5 times experience in organizing competition for district level.
4. Must attended referee course for at least 4 times

5. Excellent result in coach test.
6. Must do the duties with full confident and patient.
7. Judge decision should be based on honesty.
8. Judge decision should not be influenced by omission
9. State level judges must know following basic rules:
 - i. Chart of ranking
 - ii. Fixture preparation
 - iii. Court
 - iv. measurement
 - v. Time keeping.
 - vi. Writing marks.
 - vii. Commentating
 - viii. Sketch the competition's chart (sign board)
 - ix. First aid (modern / traditional)

National Level Judge:

1. Must be an ex-national level player.
2. Must have conducted class for at least 3 years.
3. Must have knowledge on new technique and should be a Silambam exponent.
4. Experience in taking part in state, national and international level competitions.
5. Must have attended national level coach course for 4 times.
6. Excellent result in coach test.
7. Experience in organizing state level competition for 5 times. Should have high level stamina and a healthy body.
8. Having Responsibility and high motivation.
9. Having knowledge about unique techniques performed by participants.
10. Must have capacity to differentiate the players status based upon their performance.
11. Should have understanding capacity and calibre in solving any problems.

International Level Judge:

1. Must be a ex-national level player, preferably ex-international player.
2. Must have conducted class for at least 3 years.
3. Must have knowledge on new technique and be a Silambam exponent.
4. Experience in taking part in state, national and international level competitions.
5. Must attended national level coach course for 4 times.
6. Excellent result in coach test.

7. Experience in organizing state level competition for 5 times.
8. Should have high level stamina and a healthy body.
9. Experience in organizing national level competitions at least once.
10. Having high responsibility and high motivation.
11. Having knowledge about unique techniques performed by participants.
12. Can give explanation on individual skills.
13. Person who can give respect to coach, judge and ability performed by participants.
14. Experience in participating and conducting international level competition at least once.
15. Can speak, write and understand English.
16. Can differentiate the player status based upon their performance.
17. Must be a callipered person and can solve any problem.
18. Must be patient and responsible person in their duties.

Judge :

1. Must concentrate on the competition from the beginning till end.
2. Should be an expert in giving explanations to any complaint letter from coach, team manager or judge.
3. Expert in Silambam arts competitions sector and solving problems.
4. Honest and generous.
5. Judge competition and marking for certain competition because they are the one who give judgment on participant, judge, coach and manager.
6. Must be a coach for 5 years.
7. Polite and speak well in English language.
8. Must have excellent qualification in judge test.
9. Judge will work under Ring Chairman and Technical Director.

Referee:

1. Must be a judge for 5 years.
2. Must know the all rules and regulation.

Ring Chairman:

1. Must be a referee for 10 years.
2. Must know rules and regulations.

Technical Directors:

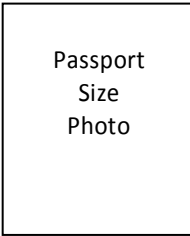
1. Total 7 events, for each event one technical director will be nominated; the technical director has work under referee council chairman.

Referee Council Chairman:

1. The referee council chairman in the full in charge of the tournament, he will work under the technical council chairman.

Technical Council Chairman:

1. The Technical council chairman is the final deciding authority of the game.



DECLARATION FORM

Full name (Capital letter) :

Address

I/C No :

Date of Birth :

Training centre :

Branch :

Height **cm**

Weight **kg**

Age **year**

Sex

I declare here by that all the information given above is true to best of my knowledge.

**(Parents / Guardian Sign)
for participant under 18 yrs only**

(Participant sign)

SELF SKILL SCORE CARD

Name: State:

Category: Weight

VANAKKAM MURAI

0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5

TOTAL

/
5 Points

**(ALANGGARA VEECHU)
NADUKKAMBU VARISAI**

0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5

TOTAL

/
5 Points

KARANAM

[KUTTI KARANAM MUN/ PIN/	0.5	
KAI UNRI KARANAM MUN/ PCS/ PAKKAM	0.4	
KAMBU UNTRJ KARANAM	0.3	
ANTHAR KARANAM MUN/PIN/PAKKAM	0.2	

HIGHEST TOTAL

/
0.5 Points

STYLE	01		
SPEED	01		
SKILL	01		
VARIETY	01		
POWER /DISIPLINE	01		

Total

/
5 Points

GRAND TOTAL

/
20 Points

KALADI VARISAI

SENDIPPU	0.3		
UDAAN	0.3		
BASKI	0.3		
TAKKI	0.3		
KERUKKI	0.3		
PIRALAI	0.3		
PAMMAL	0.3		
PATUNCGAL	0.3		
KINTAL	0.3		
THIRUMANDI	0.3		

/
3 Points

VARAL	0.3		
VETTU	0.3		
KUTHU	0.3		
ARUPPU	0.3		
VEECHU	0.3		

/
1.5 Points

Name of Judge: _____
Signature: _____
Name of Ring Chairman: _____
Signature: _____

INDIVIDUAL SKILL SCORE CARD**Parampariya Silambam Seimurai (Traditional Silambam):**

1. Erattai Kambu Veechu, 2. Vel Kambu Veechu, 3. Vall Veechu, 4. Surul Vall Veechu, 5. Otrai Kambu Veechu,

Sex _____ Category _____

Event _____

S.No.	Name	State	Score
1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
9.			
10.			
11.			
12.			
13.			
14.			
15.			
16.			

Name _____ State _____ JUDGE SIGNATURE _____

Referee Name:

Ring Chairman Name:

(Signature)

(Signature)

KAMBU SANDAI/ STICK FIGHT – SCORE CARD

Event _____ Event _____

Fight Number _____ Fight Number _____

Name _____ Name _____

State _____ State _____

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

Remarks when points equal

Red

Blue

Veliye/ Exit :

1	2	3
1	2	3
1	2	

1	2	3
1	2	3
1	2	

Stick fall down

Neekkudhal/ Disqualify :

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Silambam Pavala/ style :

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Decision

Winner	State

Name _____ State _____ JUDGE SIGNATURE _____

Referee Name :

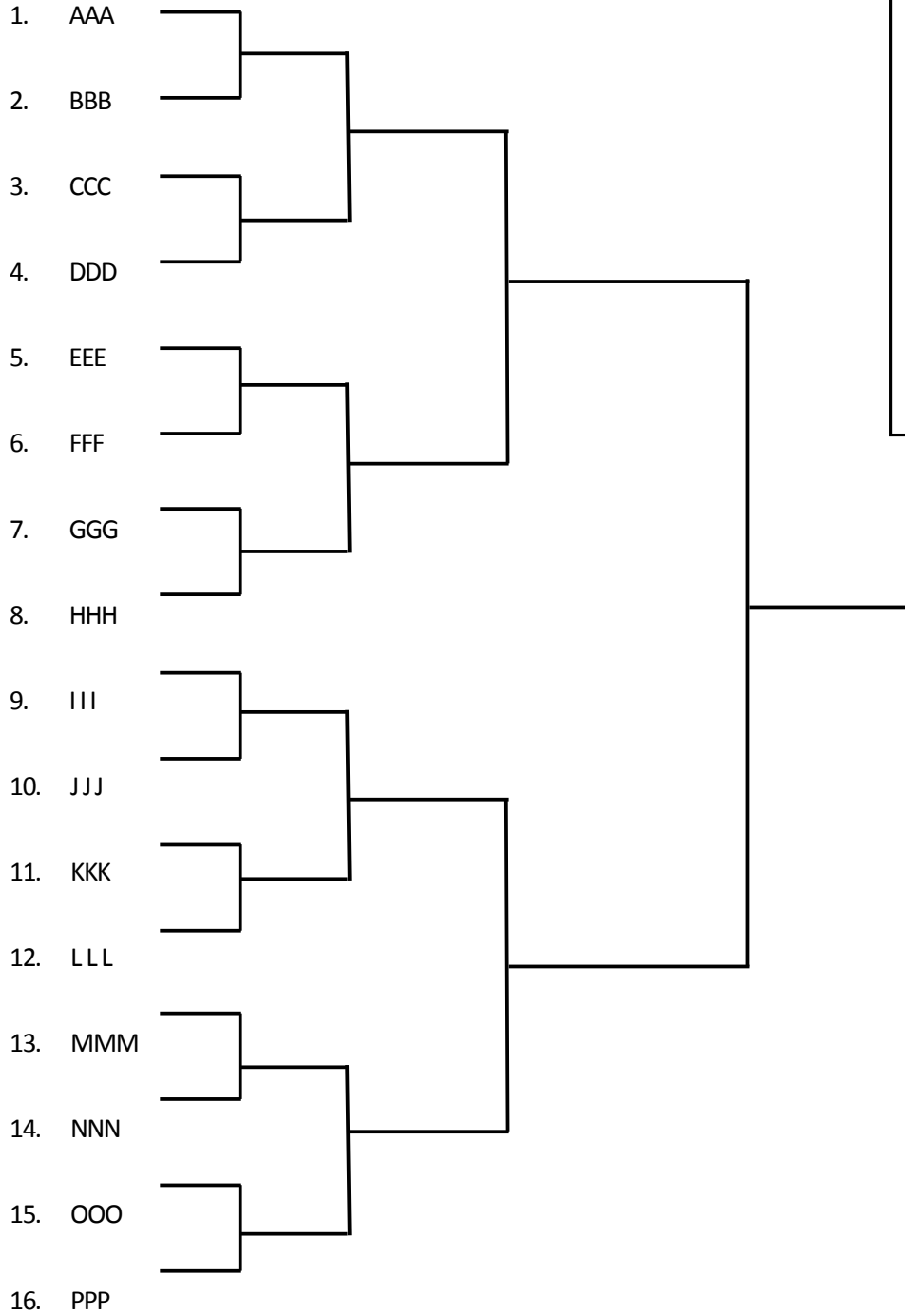
Ring Chairman Name:

(Signature)

(Signature)

Fixture Sheet

Formula = 4, 8, 16, 32, 64, 128



<u>List of Rankers</u>	
1)
2)
3)
4)
5)
6)
7)
8)
9)
10)
11)
12)
13)
14)
15)
16)

JUDGES: -

- 1. _____
- 2. _____
- 3. _____
- 4. _____

SIGN

REFREE

SIGN

- 1. _____

RING CHAIRMAN

- 1. _____

REFREE COUNCIL CHAIRMAN

- 1. _____

THANITHIRAMAI(INDIVIDUAL EVENT) - FINAL ENTRY FORM

For junior, sub –junior (Boys -Girls) Senior (Men-Women)

Name of the State / Unit : _____

Officials: All Names in CAPITAL LETTERS

Team Manager : _____

Team Coach : _____

Category : _____

COMPETITORS: (Please fill in the number of competitors)

S.N	Competitors Name	Father Name	D.O.B	Events Name				
				E.K.V	V.V	V.K.V	S.V.V	O.K.V
1								
2								
3								
4								
5								

(EVK Stands for Erattai Kambu Veechu , VV for Vall Veechu, VKV for Vel Kambu Veechu, SVV for Surul Vall Veechu, and OKV for Otrai Kambu Veechu.)

(DSR Stands for Double Stick Rotating, SR stands for Sword Rolling, SS Stands for Spear Swing, SW Stands for Steel Whip, SSR stands for Single Stick Rotating.)

We declare that we understand and agree to the Rules and Regulations declared by School Games Federation of India (SGFI).

Sign of President / General Secretary (With Unit Seal)

Signature of the
Organizing Secretary

Note Please : Make a Xerox copy of this form separately for each category.

KAMBU SANDAI FINAL ENTRY FORM

For Junior, Sub-Junior (Boys-Girls) Senior (Men-Women)

Name of the State / Unit : _____

Officials: All Names in CAPITAL LETTERS

Team Manager : _____

Team Coach : _____

Category : _____

COMPETITORS: (Please fill in the number of competitors)

Sr.No	Weight Kg.	Competitor's Name	Father's Name	D.O.B
1				
2				
3				
4				
5				

We declare that we understand and agree to the Rules and Regulations declared by School Games Federation of India (SGFI)

Sign of President / General Secretary (With Unit seal)

Signature of the
Organizing Secretary

Note Please : Make a Xerox copy of this form separately for each category.

COMPLAINT / PROTEST FORM

From,
Team Manager,
State.

To,
The Referee Council Chairman,
School Games Federation of
India.

Sir,

(Sub : - reg)

State / country :

Name of group's manager :

Date :

Competition between :

Category :

Complaint :

Name & Sign _____

(Manager)

(Coach)

**JUDGE
REPORTS**

Complaints

Form :

State

Date

Competition between

Category

Report

()

() :