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PENDAHULUAN	PREFACE
<p>Pertandingan Pencak Silat Antarabangsa dilakukan berdasarkan rasa persaudaraan dan jiwa kesatria dengan menggunakan unsur-unsur beladiri, seni dan olahraga Pencak Silat dan menjunjung tinggi IKRAR PERSILAT.</p> <p>Pertandingan dimainkan sesuai dengan ketentuan kategori yang diatur dalam peraturan pertandingan dan dipimpin oleh pelaksana teknis pertandingan bersertifikat yang sah dan masih berlaku.</p> <p>Kategori pertandingan Pencak Silat terdiri dari:</p> <ul style="list-style-type: none">I. Kategori TANDINGII. Kategori TUNGGALIII. Kategori GANDAIV. Kategori REGU <p>Untuk dapat melaksanakan pertandingan silat sesuai dengan maksud dan tujuannya, ditetapkanlah Peraturan Pertandingan sebagaiberikut:</p>	<p>International Pencak Silat Competitions are performed in principles of brotherhood and knightly soul by using elements of self defense, arts and Pencak Silat sports and by highly honoring PESILAT PLEDGE.</p> <p>The competitions are carried out in accordance with the category rules regulated in the competition regulations and conducted by certified legal and valid technical official of competitions</p> <p>Pencak Silat competition categories consist of:</p> <ul style="list-style-type: none">I. TANDING (Match) categoryII. TUNGGAL (Single) categoryIII. GANDA (Double) categoryIV. REGU (Team) category <p>In order to perform Pencak Silat competition as good as possible confirmed their purposes and objectives, the Pencak Silat Competition Regulation is established as follows:</p>



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<p style="text-align: center;">BAB I PERATURAN PERTANDINGAN Pasal 1 Pengertian Setiap Kategori</p> <p>1. Kategori TANDING adalah kategori yang menampilkan 2 (dua) orang Pesilat darisudut yang berbeda. Keduanya saling berhadapan menggunakan unsur pembelaan dan serangan yaitumenangkis/mengelak/mengena/menyerang pada sasaran dan menjatuhkan lawan, menggunakan teknik dan taktik bertanding, ketahanan stamina dan semangat juang, menggunakan kaidah dengan memanfaatkan kekayaan teknik dan jurus.</p> <p>2. Kategori TUNGGAL adalah kategori yang menampilkan seorang Pesilat memperagakan kemahirannya dalam Jurus Tunggal Baku secara benar, tepat dan mantap, penuh penjiwaan, dengan tangan kosong dan bersenjata serta tunduk kepada ketentuan dan peraturan yang berlaku untuk kategoritunggal.</p> <p>3. Kategori GANDA adalah kategori yang menampilkan 2 (dua) orang Pesilat dari tim yang sama, memperagakan kemahiran dan kekayaan teknik jurus serang bela yang direka.</p> <p>Gerakan serang bela ditampilkan secara terencana, efektif, estetik, mantap dan logis dalam sejumlah rangkaian siri yang teratur,yang dimulai dari tangan kosong dan dilanjutkan dengan bersenjata serta tunduk kepada ketentuan dan peraturan yang berlaku untuk kategori ganda.</p>	<p style="text-align: center;">CHAPTER 1 COMPETITION REGULATIONS Article 1 Definition of Each Category</p> <p>1. TANDING (Match) category is the category of Pencak Silat competition that confronts 2 (two) Pesilat from different teams. Both of them confront each other by using the elements of self-defence and attacking such as defending/ avoiding/ hitting/ attacking the target and dropping the opponent; the use of competition techniques and tactics, stamina and endurance, and fighting spirit, using the principles and using the richness of movement of techniques,</p> <p>2. TUNGGAL (Single) category is the category of Pencak Silat competition performed by one Pesilat that performs his skill in Jurus Tunggal Baku (Single Compulsary Movement), accurately and firmly, complete soulfully with empty hands and with weapons according to rules and regulations apply for Tunggal category.</p> <p>3. GANDA (Double) Category is the category of Pencak Silat competition which confronts two Pesilat of the same team that performs choreographed technical skills rich of attacking – defensive movement of Pencak Silat.</p> <p>The movement of the attacking–defensive movement is performed with a well planned, effective, aesthetical, powerful and in an orderly series, with empty hands or with weapon according to rules and regulations apply for Ganda category.</p>
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4. Kategori **REGU** adalah kategori yang menampilkan 3 (tiga) orang Pesilat dari tim yang sama memperagakan kemahirannya dalam Jurus Regu Baku secara benar, tepat, mantap, penuh penjiwaan dan kompak dengan tangan kosong serta tunduk kepada ketentuan dan peraturan yang berlaku untuk kategori regu.

4. **REGU** (Team) category is the category of Pencak Silat competition which is performed by 3 (three) Pesilat from the same team portraying their skills in a compulsory movements correctly, accurately, firmly, complete with expression, synchronize and compact with empty hands according to rules and regulations apply for Regu category



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<p style="text-align: center;">Pasal 2 Penggolongan Pertandingan dan Ketentuan Tentang Umur, Jantina dan Berat Badan</p>	<p style="text-align: center;">Article 2 Classification of Competitions and Regulation of Age, Gender and Weight</p>
<p>1. Penggolongan pertandingan Pencak Silat menurut umur, jantina dan berat badan untuk semua kategori terdiri atas:</p> <p>1.1. Pertandingan Golongan USIA DINI untuk Putra dan Putri, berumur lebih dari 10 tahun sampai 12 tahun.</p> <p>1.2. Pertandingan Golongan PRA REMAJA untuk Putra dan Putri, berumur lebih dari 12 tahun sampai 14 tahun.</p> <p>1.3. Pertandingan Golongan REMAJA untuk Putra dan Putri, berumur lebih dari 14 tahun sampai 17 tahun.</p> <p>1.4. Pertandingan Golongan DEWASA untuk Putra dan Putri, berumur lebih dari 17 tahun sampai 35 tahun.</p> <p>1.5. Pertandingan Golongan MASTER-I untuk Putra dan Putri, berumur lebih dari 35 tahun sampai 45 tahun (acara tersendiri).</p> <p>1.6. Pertandingan Golongan MASTER-II untuk Putra dan Putri, berumur lebih dari 45 tahun keatas (acara tersendiri)</p> <p>2. Kebenaran tentang umur dan kewarganegaraan (lihat lampiran) pesilat yang mengikuti pertandingan dibuktikan dengan Akta Kelahiran / Ijazah / Paspur yang asli atau dengan fotocopy yang sudah dilegalisir.</p> <p>3. Umur pesilat harus sesuai dengan penggolongan umur peserta (Usia Dini, Pra Remaja, Remaja, Dewasa, Master-I dan Master-II) dengan berpedoman kepada umur yang bersangkutan pada hari pertama pertandingan dimulai (berlaku untuk semua kategori).</p>	<p>1. The classifications of Pencak Silat competitions according to age, gender and weight for all categories consist of:</p> <p>1.1. Competition of PRE-TEEN for Male and Female aged over 10 to 12 years.</p> <p>1.2. Competition of PRE-JUNIOR for Male and Female aged over 12 to 14 years.</p> <p>1.3. Competition of JUNIOR for Male and Female aged over 14 to 17 years.</p> <p>1.4. Competition of SENIOR for Male and Female aged over 17 to 35 years.</p> <p>1.5. Competition of MASTER-I for Male and Female aged over 35 to 45 years (Single Event).</p> <p>1.6. Competition of MASTER-II for Male and Female aged over 45 years (Single Event).</p> <p>2. Confirmation of the age and citizenship (refer to annex) of a Pesilat participating in competition is proved by a birth certificate, diploma, original passport or certified true copy documents.</p> <p>3. The age of Pesilat must confirm with the classification of age of the participants (Pre-Teen, Pre-Junior, Junior, Senior, Master-I and Master-II) on the first day of the competition (regardless of any competition category).</p>



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<p>4. Pembagian kelas menurut berat badan hanya berlaku untuk kategori TANDING yang dilakukan dengan penimbangan badan.</p> <p>4.1. Tidak ada toleransi berat badan</p> <p>4.2. Penimbangan dilakukan 15 (lima belas) menit sebelum pesilat yang bersangkutan mengikuti pertandingan sesuai dengan jadwal yang ditentukan.</p> <p>4.3. Untuk penimbangan, pesilat harus berpakaian Pencak Silat yang digunakan untuk bertanding, kering, tanpa sabuk, tanpa pelindung kemaluan atau segala jenis pelindung sendi.</p> <p>4.4. Pesilat yang tidak dapat memenuhi ketentuan berat badan dalam penimbangan menurut kelas yang diikutinya, dikenakan sanksi diskualifikasi.</p> <p>4.5. Penimbangan hanya dilakukan satu kali dan wajib disaksikan oleh kedua official teknik dan seorang wasit-juri yang bertugas.</p> <p>4.6. Petugas penimbangan dan kedua official tim wajib menanda tangani formulir berat badan penimbangan, yang telah disediakan oleh Panitia Pelaksana. Apabila salah satu tim official tidak menanda-tangani maka penimbangan dinyatakan tetap sah.</p> <p>4.7. Petugas penimbangan ditunjuk dan ditugaskan oleh Panitia.</p> <p>5. Pemeriksaan Keterangan Kesehatan.</p> <p>5.1 Setiap peserta harus membawa surat keterangan sehat yang sah yaitu surat keterangan sehat yang dikeluarkan oleh dokter dari instansi Rumah Sakit yang berwenang, maksimal 1 bulan sebelum hari pertama pertandingan dimulai berlaku untuk semua kategori.</p>	<p>4. The classification of classes according to body weight is valid only for TANDING category which is performed by weighing in.</p> <p>4.1. No tolerance of body weight</p> <p>4.2. The weigh-in is carried out 15 (fifteen) minutes before the start of the match in one championship according to the schedule of the competition.</p> <p>4.3. During the weigh-in the Pesilat (contestant) must wear a Pencak Silat costume using for competition, dry, without sash, without groin guard or any joint guards.</p> <p>4.4. A Pesilat (contestant) whose weight fails to meet his/her class requirement during weigh-in will be disqualified from the competition.</p> <p>4.5. The weigh-in is only carried out once and must be witnessed by officials from both teams and a referee-jury on duty.</p> <p>4.6. It is mandatory for the weigh-in officials and officials from both teams to sign the weigh-in form which is provided by the Organizing Committee. When one of team official failed to endorse the form then weigh-in remains valid.</p> <p>4.7. The weigh-in officials are appointed by the Organizing Committee.</p> <p>5. Certification of Medical Checkup</p> <p>5.1. Every Pesilat (contestant) should produce a certified medical certificate, i.e. a letter to prove good health issued by authorized doctor or hospital/clinic, 1 month maximum before the first of competition regardless of competition category.</p>
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<p>5.2 Apabila sebelum penimbangan dimulai pesilat tidak dapat menunjukkan surat keterangan kesehatan akan dikenakan diskualifikasi.</p> <p>Panitia dapat merekomendasikan dokter/ rumah sakit tertentu untuk dilakukan check kesehatan di Negara tersebut dengan biaya di tanggung tim yang bersangkutan.</p>	<p>5.2. A Pesilat (contestant) who failed to show the medical certification before weighing-in will be disqualified from the competition.</p> <p>Organizing committee may recommend certain doctor/hospital in the hosting country/city where cost is borne by the team of Pesilat.</p>
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<p style="text-align: center;">Pasal 3 Kategori dan Kelas Pertandingan Usia Dini</p>	<p style="text-align: center;">Article 3 Categories and Classes of Pre-Teen Competition</p>
<p>Kategori dan kelas pertandingan untuk Usia Dini:</p>	<p>Categories and classes of Pre-Teen competition:</p>
<p>1. TANDING terdiri atas:</p>	<p>1. TANDING (Match) consists of:</p>
<p>1.1. Tanding Putra</p>	<p>1.1. Male Tanding</p>
<p>1.1.1. Kelas A 26 kg s/d 28 kg. 1.1.2. Kelas B diatas 28 kg s/d 30 kg. 1.1.3. Kelas C diatas 30 kg s/d 32 kg. 1.1.4. Kelas D diatas 32 kg s/d 34 kg. 1.1.5. Kelas E diatas 34 kg s/d 36 kg. 1.1.6. Kelas F diatas 36 kg s/d 38 kg. 1.1.7. Kelas G diatas 38 kg s/d 40 kg. 1.1.8. Kelas H diatas 40 kg s/d 42 kg. 1.1.9. Kelas I diatas 42 kg s/d 44 kg. 1.1.10. Kelas J diatas 44 kg s/d 46 kg 1.1.11. Kelas K diatas 46 kg s/d 48 kg 1.1.12. Kelas L diatas 48 kg s/d 50 kg 1.1.13. Kelas M diatas 50 kg s/d 52 kg 1.1.14. Kelas N diatas 52 kg s/d 54 kg 1.1.15. Kelas O diatas 54 kg s/d 56 kg 1.1.16. Kelas P diatas 56 kg s/d 58 kg 1.1.17. Kelas Bebas diatas 56 kg s/d 60 kg.</p>	<p>1.1.1. Class A 26 kg up to 28 kg 1.1.2. Class B over 28 kg up to 30 kg 1.1.3. Class C over 30 kg up to 32 kg 1.1.4. Class D over 32 kg up to 34 kg 1.1.5. Class E over 34 kg up to 36 kg 1.1.6. Class F over 36 kg up to 38 kg 1.1.7. Class G over 38 kg up to 40 kg 1.1.8. Class H over 40 kg up to 42 kg 1.1.9. Class I over 42 kg up to 44 kg 1.1.10. Class J over 44 kg up to 46 kg 1.1.11. Class K over 46 kg up to 52 kg 1.1.12. Class L over 48 kg up to 50 kg 1.1.13. Class M over 50 kg up to 52 kg 1.1.14. Class N over 52 kg up to 54 kg 1.1.15. Class O over 54 kg up to 56 kg 1.1.16. Class P over 56 kg up to 58 kg 1.1.17. Class Open over 56 kg up to 60 kg</p>
<p>1.2. Tanding Putri</p>	<p>1.2 Female Tanding</p>
<p>1.2.1. Kelas A 26 kg s/d 28 kg. 1.2.2. Kelas B diatas 28 kg s/d 30 kg. 1.2.3. Kelas C diatas 30 kg s/d 32 kg. 1.2.4. Kelas D diatas 32 kg s/d 34 kg. 1.2.5. Kelas E diatas 34 kg s/d 36 kg. 1.2.6. Kelas F diatas 36 kg s/d 38 kg. 1.2.7. Kelas G diatas 38 kg s/d 40 kg. 1.2.8. Kelas H diatas 40 kg s/d 42 kg. 1.2.9. Kelas I diatas 42 kg s/d 44 kg. 1.2.10. Kelas J diatas 44 kg s/d 46 kg 1.2.11. Kelas K diatas 46 kg s/d 48 kg 1.2.12. Kelas L diatas 48 kg s/d 50 kg 1.2.13. Kelas M diatas 50 kg s/d 52 kg 1.2.14. Kelas N diatas 52 kg s/d 54 kg 1.2.15. Kelas O diatas 54 kg s/d 56 kg</p>	<p>1.2.1. Class A 26 kg up to 28 kg 1.2.2. Class B over 28 kg up to 30 kg 1.2.3. Class C over 30 kg up to 32 kg 1.2.4. Class D over 32 kg up to 34 kg 1.2.5. Class E over 34 kg up to 36 kg 1.2.6. Class F over 36 kg up to 38 kg 1.2.7. Class G over 38 kg up to 40 kg 1.2.8. Class H over 40 kg up to 42 kg 1.2.9. Class I over 42 kg up to 44 kg 1.2.10. Class J over 44 kg up to 46 kg 1.2.11. Class K over 46 kg up to 52 kg 1.2.12. Class L over 48 kg up to 50 kg 1.2.13. Class M over 50 kg up to 52 kg 1.2.14. Class N over 52 kg up to 54 kg 1.2.15. Class O over 54 kg up to 56 kg</p>



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<p>1.2.16. Kelas P diatas 56 kg s/d 58 kg 1.2.17. Kelas Bebas diatas 56 kg s/d 60 kg.</p> <p>2. TUNGGAL terdiri atas : 2.1. Tunggal Putra 2.2. Tunggal Putri</p> <p>3. GANDA terdiri atas : 3.1. Ganda Putra 3.2. Ganda Putri</p> <p>4. REGU terdiri atas : 4.1. Regu Putra 4.2. Regu Putri</p> <p>Seluruh Kategori, Tanding, Tunggal, Ganda dan Regu dapat diikuti oleh seorang Pesilat sesuai dengan persyaratan.</p>	<p>1.2.16. Class P over 56 kg up to 58 kg 1.2.17. Class Open over 56 kg up to 60 kg</p> <p>2. TUNGGAL (Single) consists of: 2.1. Tunggal Putra (Male Single) 2.2. Tunggal Putri (Female Single)</p> <p>3. GANDA(Double) consists of: 3.1. Ganda Putra (Male Double) 3.2. Ganda Putri (Female Double)</p> <p>4. REGU(Team) consists of: 4.1. Regu Putra (Male Team) 4.2. Regu Putri (Female Team)</p> <p>All Tanding/Tunggal/Ganda/Regu categories can be participated by a pesilat (contestant) as long as he/she meets the requirement.</p>
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<p style="text-align: center;">Pasal 4 Kategori dan Kelas Pertandingan Pra Remaja</p>	<p style="text-align: center;">Article 4 Categories and Classes of Pre-Teen Competition</p>
<p>Kategori dan kelas pertandingan untuk Pra Remaja :</p> <p>1. TANDING terdiri atas :</p> <p>1.1. Tanding Putra</p> <p>1.1.1. Kelas A 30 kg s/d 33 kg 1.1.2. Kelas B diatas 33 kg s/d 36 kg 1.1.3. Kelas C diatas 36 kg s/d 39 kg 1.1.4. Kelas D diatas 39 kg s/d 42 kg 1.1.5. Kelas E diatas 42 kg s/d 45 kg 1.1.6. Kelas F diatas 45 kg s/d 48 kg 1.1.7. Kelas G diatas 48 kg s/d 51 kg 1.1.8. Kelas H diatas 51 kg s/d 54 kg 1.1.9. Kelas I diatas 54 kg s/d 57 kg 1.1.10. Kelas J diatas 57 kg s/d 60 kg 1.1.11. Kelas K diatas 60 kg s/d 63 kg 1.1.12. Kelas L diatas 63 Kg s/d 66 Kg 1.1.13. Kelas M diatas 66 Kg s/d 69 Kg 1.1.14. Kelas N diatas 69 Kg s/d 72 Kg 1.1.15. Kelas Bebas diatas 69 kg s/d 75 kg</p> <p>1.2. Tanding Putri.</p> <p>1.2.1. Kelas A 30 kg s/d 33 kg 1.2.2. Kelas B diatas 33 kg s/d 36 kg 1.2.3. Kelas C diatas 36 kg s/d 39 kg 1.2.4. Kelas D diatas 39 kg s/d 42 kg 1.2.5. Kelas E diatas 42 kg s/d 45 kg 1.2.6. Kelas F diatas 45 kg s/d 48 kg 1.2.7. Kelas G diatas 48 kg s/d 51 kg 1.2.8. Kelas H diatas 51 kg s/d 54 kg 1.2.9. Kelas I diatas 54 kg s/d 57 kg 1.2.10. Kelas J diatas 57 kg s/d 60 kg 1.2.11. Kelas K diatas 60 kg s/d 63 kg 1.2.12. Kelas L diatas 63 Kg s/d 66 Kg</p>	<p>Categories and classes of Pre-Teenager competition:</p> <p>1. TANDING(Match) category consists of:</p> <p>1.1. Male Tanding</p> <p>1.1.1. Class A 30 kg up to 33 kg 1.1.2. Class B over 33 kg up to 36 kg 1.1.3. Class C over 36 kg up to 39 kg 1.1.4. Class D over 39 kg up to 42 kg 1.1.5. Class E over 42 kg up to 45 kg 1.1.6. Class F over 45 kg up to 48 kg 1.1.7. Class G over 48 kg up to 51 kg 1.1.8. Class H over 51 kg up to 54 kg 1.1.9. Class I over 54 kg up to 57 kg 1.1.10. Class J over 57 kg up to 60 kg 1.1.11. Class K over 60 kg up to 63 kg 1.1.12. Class L over 63 Kg up to 66 Kg 1.1.13. Class M over 66 Kg up to 69 Kg 1.1.14. Class N over 69 Kg up to 72 Kg 1.1.15. Free Class over 69 kg up to 75 kg</p> <p>1.2. Female Tanding</p> <p>1.2.1. Class A 30 kg up to 33 kg 1.2.2. Class B over 33 kg up to 36 kg 1.2.3. Class C over 36 kg up to 39 kg 1.2.4. Class D over 39 kg up to 42 kg 1.2.5. Class E over 42 kg up to 45 kg 1.2.6. Class F over 45 kg up to 48 kg 1.2.7. Class G over 48 kg up to 51 kg 1.2.8. Class H over 51 kg up to 54 kg 1.2.9. Class I over 54 kg up to 57 kg 1.2.10. Class J over 57 kg up to 60 kg 1.2.11. Class K over 60 kg up to 63 kg 1.2.12. Class L over 63 Kg up to 66 Kg</p>



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<p>1.2.13. Kelas M diatas 66 Kg s/d 69 Kg 1.2.14. Kelas N diatas 69 Kg s/d 72 Kg 1.2.15. Kelas Bebasdiatas 69 kg s/d 75 kg</p> <p>2. TUNGGAL terdiri atas :</p> <p>2.1. Tunggal Putra 2.2. Tunggal Putri</p> <p>3. GANDA terdiri atas :</p> <p>3.1. Ganda Putra 3.2. Ganda Putri</p> <p>4. REGU terdiri atas :</p> <p>4.1. Regu Putra 4.2. Regu Putri</p> <p>Seluruh Kategori, Tanding, Tunggal, Ganda dan Regu dapat diikuti oleh seorang Pesilat sesuai dengan persyaratan.</p>	<p>1.2.13. Class M over 66 Kg up to 69 Kg 1.2.14. Class N over 69 Kg up to 72 Kg 1.2.15. Free Class over 69 kg up to 75 kg</p> <p>2. TUNGGAL (Single) consists of:</p> <p>2.1. Tunggal Putra (Male Single) 2.2. Tunggal Putri (Female Single)</p> <p>3. GANDA(Double) consists of:</p> <p>3.1. Ganda Putra (Male Double) 3.2. Ganda Putri (Female Double)</p> <p>4. REGU(Team) consists of:</p> <p>4.1. Regu Putra (Male Team) 4.2. Regu Putri (Female Team)</p> <p>All Tanding/Tunggal/Ganda/Regu categories can be participated by a pesilat (contestant) as long as he/she meets the requirement.</p>
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<p>Pasal 5 Kategori dan Kelas Pertandingan Remaja</p>	<p>Article 5 Categories and Classes of Junior Competition</p>
<p>Kategori dan kelas pertandingan untuk Remaja:</p> <p>1. TANDING terdiri atas:</p> <p>1.1. Tanding Putra</p>	<p>Categories and classes of Junior competition:</p> <p>1. TANDING (Match) category consist of:</p> <p>1.1. Male Tanding</p>



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<p>1.1.1. Kelas A 39 kg s/d 43 kg 1.1.2. Kelas B diatas 43 kg s/d 47 kg 1.1.3. Kelas C diatas 47 kg s/d 51 kg 1.1.4. Kelas D diatas 51 kg s/d 55 kg 1.1.5. Kelas E diatas 55 kg s/d 59 kg 1.1.6. Kelas F diatas 59 kg s/d 63 kg 1.1.7. Kelas G diatas 63 kg s/d 67 kg 1.1.8. Kelas H diatas 67 kg s/d 71 kg 1.1.9. Kelas I diatas 71 kg s/d 75 kg 1.1.10. Kelas J diatas 75 kg s/d 79 kg 1.1.11. Kelas K diatas 79 kg s/d 83 kg 1.1.12. Kelas L diatas 83 kg s/d 87 kg 1.1.13. Kelas Bebas diatas 87 kg s/d 99 kg</p> <p>1.2. Tanding Putri.</p> <p>1.2.1. Kelas A 39 kg s/d 43 kg. 1.2.2. Kelas B diatas 43 kg s/d 47 kg. 1.2.3. Kelas C diatas 47 kg s/d 51 kg. 1.2.4. Kelas D diatas 51 kg s/d 55 kg. 1.2.5. Kelas E diatas 55 kg s/d 59 kg. 1.2.6. Kelas F diatas 59 kg s/d 63 kg. 1.2.7. Kelas G diatas 63 kg s/d 67 kg. 1.2.8. Kelas H diatas 67 kg s/d 71 kg. 1.2.9. Kelas I diatas 71 kg s/d 75 kg. 1.2.10. Kelas J diatas 75 kg s/d 79 kg. 1.2.11. Kelas Bebas diatas 79 kg s/d 91 kg.</p> <p>2. TUNGGAL terdiri atas :</p> <p>2.1. Tunggal Putra 2.2. Tunggal Putri</p> <p>3. GANDA terdiri atas :</p> <p>3.1. Ganda Putra 3.2. Ganda Putri</p> <p>4. REGU terdiri atas :</p> <p>4.1. Regu Putra 4.2. Regu Putri</p> <p>Seluruh Kategori, Tanding, Tunggal, Ganda dan Regu dapat diikuti oleh seorang Pesilat sesuai dengan persyaratan.</p>	<p>1.1.1. Class A 39 kg up to 43 kg 1.1.2. Class B over 43 kg up to 47 kg 1.1.3. Class C over 47 kg up to 51 kg 1.1.4. Class D over 51 kg up to 55 kg 1.1.5. Class E over 55 kg up to 59 kg 1.1.6. Class F over 59 kg up to 63 kg 1.1.7. Class G over 63 kg up to 67 kg 1.1.8. Class H over 67 kg up to 71 kg 1.1.9. Class I over 71 kg up to 75 kg 1.1.10. Class J over 75 kg up to 79 kg 1.1.11. Class K over 79 kg up to 83 kg 1.1.12. Class L over 83 kg up to 87 kg 1.1.13. Open Class over 87 kg up to 99 kg</p> <p>1.2. Female Tanding</p> <p>1.2.1. Class A 39 kg up to 43 kg 1.2.2. Class B over 43 kg up to 47 kg 1.2.3. Class C over 47 kg up to 51 kg 1.2.4. Class D over 51 kg up to 55 kg 1.2.5. Class E over 55 kg up to 59 kg 1.2.6. Class F over 59 kg up to 63 kg 1.2.7. Class G over 63 kg up to 67 kg 1.2.8. Class H over 67 kg up to 71 kg 1.2.9. Class I over 71 kg up to 75 kg 1.2.10. Class J over 75 kg up to 79 kg 1.2.11. Open Class over 79 kg up to 91 kg</p> <p>2. TUNGGAL (Single) consists of:</p> <p>2.1. Tunggal Putra (Male Single) 2.2. Tunggal Putri (Female Single)</p> <p>3. GANDA (Double) consists of:</p> <p>3.1. Ganda Putra (Male Double) 3.2. Ganda Putri (Female Double)</p> <p>4. REGU (Team) consists of:</p> <p>4.1. Regu Putra (Male Team) 4.2. Regu Putri (Female Team)</p> <p>All Tanding/Tunggal/Ganda/Regu categories can be participated by a pesilat (contestant) as long as he/she meets the requirement.</p>
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<p style="text-align: center;">Pasal 6 Kategori dan Kelas Pertandingan Dewasa</p>	<p style="text-align: center;">Article 6 Categories and Classes of Senior Competition</p>
<p>Kategori dan kelas pertandingan untuk Dewasa :</p> <p>1. TANDING terdiri atas :</p> <p>1.1. Tanding Putra</p> <p>1.1.1. Kelas A 45 kg s/d 50 kg 1.1.2. Kelas B diatas 50 kg s/d 55 kg 1.1.3. Kelas C diatas 55 kg s/d 60 kg 1.1.4. Kelas D diatas 60 kg s/d 65 kg 1.1.5. Kelas E diatas 65 kg s/d 70 kg 1.1.6. Kelas F diatas 70 kg s/d 75 kg 1.1.7. Kelas G diatas 75 kg s/d 80 kg 1.1.8. Kelas H diatas 80 kg s/d 85 kg 1.1.9. Kelas I diatas 85 kg s/d 90 kg 1.1.10. Kelas J diatas 90 kg s/d 95 kg 1.1.11. Kelas Bebas diatas 85 kg</p> <p>1.2. Tanding Putri.</p> <p>1.2.1. Kelas A 45 kg s/d 50 kg.</p>	<p>Categories and classes of Senior competition:</p> <p>1. TANDING(Match) category consists of:</p> <p>1.1. Male Tanding</p> <p>1.1.1. Class A 45 kg up to 50 kg 1.1.2. Class B over 50 kg up to 55 kg 1.1.3. Class C over 55 kg up to 60 kg 1.1.4. Class D over 60 kg up to 65 kg 1.1.5. Class E over 65 kg up to 70 kg 1.1.6. Class F over 70 kg up to 75 kg 1.1.7. Class G over 75 kg up to 80 kg 1.1.8. Class H over 80 kg up to 85 kg 1.1.9. Class I over 85 kg up to 90 kg 1.1.10. Class J over 90 kg up to 95 kg 1.1.11. Open Class over 85 kg.</p> <p>1.2. Tanding Putri</p> <p>1.2.1. Class A 45 kg up to 50 kg</p>



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<p>1.2.2.Kelas B diatas 50 kg s/d 55 kg. 1.2.3.Kelas C diatas 55 kg s/d 60 kg. 1.2.4.Kelas D diatas 60 kg s/d 65 kg. 1.2.5.Kelas E diatas 65 kg s/d 70 kg. 1.2.6.Kelas F diatas 70 kg s/d 75 kg. 1.2.7. Kelas Bebas diatas 65 Kg.</p> <p>2. TUNGGAL terdiri atas :</p> <p>2.1. Tunggal Putra 2.2. Tunggal Putri</p> <p>3. GANDA terdiri atas :</p> <p>3.1. Ganda Putra 3.2. Ganda Putri</p> <p>4. REGU terdiri atas :</p> <p>4.1. Regu Putra 4.2. Regu Putri</p> <p>Seluruh Kategori, Tanding, Tunggal, Ganda dan Regu dapat diikuti oleh seorang Pesilat sesuai dengan persyaratan.</p>	<p>1.2.2. Class B over 50 kg up to 55 kg 1.2.3. Class C over 55 kg up to 60 kg 1.2.4. Class D over 60 kg up to 65 kg 1.2.5. Class E over 65 kg up to 70 kg 1.2.6. Class F over 70 kg up to 75 kg 1.2.7. Open Class over 65 kg.</p> <p>2. TUNGGAL (Single) consists of:</p> <p>2.1. Tunggal Putra (Male Single) 2.2. Tunggal Putri (Female Single)</p> <p>3. GANDA(Double) consists of:</p> <p>3.1. Ganda Putra (Male Double) 3.2. Ganda Putri (Female Double)</p> <p>4. REGU(Team) consists of:</p> <p>4.1. Regu Putra (Male Team) 4.2. Regu Putri (Female Team)</p> <p>All Tanding/Tunggal/Ganda/Regu categories can be participated by a pesilat (contestant) as long as he/she meets the requirement.</p>
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<p>Pasal 7 Kategori dan Kelas Pertandingan Master I-II</p>	<p>Article 7 Categories and Classes of Master I-II Competition</p>
<p>Kategori dan kelas pertandingan untuk Pendekar :</p> <p>1. TANDING terdiri atas :</p> <p>1.1. Tanding Putra</p> <p>1.1.1. Kelas A 45 kg s/d 50 kg 1.1.2. Kelas B diatas 50 kg s/d 55 kg 1.1.3. Kelas C diatas 55 kg s/d 60 kg 1.1.4. Kelas D diatas 60 kg s/d 65 kg 1.1.5. Kelas E diatas 65 kg s/d 70 kg 1.1.6. Kelas F diatas 70 kg s/d 75 kg 1.1.7. Kelas G diatas 75 kg s/d 80 kg 1.1.8. Kelas H diatas 80 kg s/d 85 kg</p>	<p>Categories and classes of Master I-II competition:</p> <p>1. TANDING consists of:</p> <p>1.1. Male Tanding</p> <p>1.1.1. Class A 45 kg up to 50 kg 1.1.2. Class B over 50 kg up to 55 kg 1.1.3. Class C over 55 kg up to 60 kg 1.1.4. Class D over 60 kg up to 65 kg 1.1.5. Class E over 65 kg up to 70 kg 1.1.6. Class F over 70 kg up to 75 kg 1.1.7. Class G over 75 kg up to 80 kg 1.1.8. Class H over 80 kg up to 85 kg</p>



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<p>1.1.9. Kelas Idiatas 85 kg s/d 90 kg 1.1.10. Kelas Jdiatas 90 kg s/d 95 kg 1.1.11. Kelas Bebas diatas 85 kg</p> <p>1.2. Tanding Putri</p> <p>1.2.1. Kelas A 45 kg s/d 50 kg 1.2.2. Kelas B diatas 50 kg s/d 55 kg 1.2.3. Kelas C diatas 55 kg s/d 60 kg 1.2.4. Kelas D diatas 60 kg s/d 65 kg 1.2.5. Kelas E diatas 65 kg s/d 70 kg 1.2.6. Kelas F diatas 70 kg s/d 75 kg 1.2.7. Kelas Bebas diatas 65 Kg</p> <p>2. TUNGGAL terdiri atas :</p> <p>2.1. Tunggal Putra 2.2. Tunggal Putri</p> <p>3. GANDA terdiri atas :</p> <p>3.1. Ganda Putra 3.2. Ganda Putri</p> <p>4. REGU terdiri atas :</p> <p>4.1. Regu Putra 4.2. Regu Putri</p> <p>Seluruh Kategori, Tanding, Tunggal, Ganda dan Regu dapat diikuti oleh seorang Pesilat sesuai dengan persyaratan.</p>	<p>1.1.9. Class I over 85 kg up to 90 kg 1.1.10. Class J over 90 kg up to 95 kg 1.1.11. Open Class over 85 kg.</p> <p>1.2. Female Tanding</p> <p>1.2.1. Class A 45 kg up to 50 kg 1.2.2. Class B over 50 kg up to 55 kg 1.2.3. Class C over 55 kg up to 60 kg 1.2.4. Class D over 60 kg up to 65 kg 1.2.5. Class E over 65 kg up to 70 kg 1.2.6. Class F over 70 kg up to 75 kg 1.2.7. Open Class over 65 kg.</p> <p>2. TUNGGAL (Single) consists of:</p> <p>2.1. Tunggal Putra (Male Single) 2.2. Tunggal Putri (Female Single)</p> <p>3. GANDA(Double) consists of:</p> <p>3.1. Ganda Putra (Male Double) 3.2. Ganda Putri (Female Double)</p> <p>4. REGU(Team) consists of:</p> <p>4.1. Regu Putra (Male Team) 4.2. Regu Putri (Female Team)</p> <p>All Tanding/Tunggal/Ganda/Regu categories can be participated by a pesilat (contestant) as long as he/she meets the requirement.</p>
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<p>Pasal 8 Perlengkapan Gelanggang dan Pertandingan</p>	<p>Article 8 Arena and Competition Equipment</p>
<p>1. Gelanggang Gelanggang dapat dilantai atau di panggung dan dilapisi matras standar PERSILAT dengan ketebalan antara 3 cm sampai 5 cm, permukaan rata dan tidak memantul, berukuran 10 m X 10 m dengan warna dasar hijau terang dan garis berwarna putih sesuai dengan keperluannya. Seluruh peralatan disediakan oleh Komite Pelaksana.</p>	<p>1. Arena The arena can be on the floor layered with PERSILAT standard of mattress with maximum thickness of 3 cm up to 5 cm, flat and non-bouncing surface with a measurement of 10m x 10m, the base color must be bright green marked with white line. The Organizing Committee shall provide this requirement.</p>



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<p>1.1.1. Untuk kategori TANDING mengikuti ketentuan sebagai berikut :</p> <p>1.1.1.1. Gelanggang pertandingan. Bidang gelanggang berbentuk segi empat bujur sangkar dengan ukuran 10 m X 10 m. Bidang tanding berbentuk lingkaran dalam bidang gelanggang dengan garis tengah 8m.</p> <p>1.1.1.2. Batas gelanggang dan bidang tanding dibuat dengan garis berwarna putih selebar ± 5 cm kearah dalam.</p> <p>1.1.1.3. Pada tengah-tengah bidang tanding dibuat lingkaran dengan garis tengah 3m, lebar garis ± 5cm berwarna putih sebagai batas pemisah sesaat akan dimulai pertandingan.</p> <p>1.1.1.4. Sudut pesilat adalah ruang pada sudut bujur sangkar gelanggang yang berhadapan yang dibatasi oleh bidang tanding terdiri atas:</p> <p>a. Sudut berwarna biru yang berada disebelah ujung kanan meja pertandingan.</p> <p>b. Sudut berwarna merah yang berada diarah diagonal sudut biru.</p> <p>c. Sudut berwarna kuning yaitu kedua sudut lainnya sebagai sudut netral.</p> <p>1.2. Untuk kategori TUNGGAL, GANDA dan REGU mengikuti ketentuan sebagai berikut : Gelanggang penampilan untuk ketiga kategori tersebut adalah bidang gelanggang dengan ukuran 10m X 10m.</p> <p>2. Perlengkapan Gelanggang</p> <p>Perlengkapan gelanggang yang wajib disediakan oleh Komite Pelaksana terdiri dari:</p>	<p>1.1. For TANDING (Match) category, the specification should be as follow:</p> <p>1.1.1. The competition arena. The area of the arena is a square with measurement of 10m x 10m. Inside the arena is a circle-shaped match ground of 8m diameter.</p> <p>1.1.2. The border between arena and match ground is marked with white line of ± 5cm wide, drawn inwards.</p> <p>1.1.3. In the centre of the match ground a circle of 3m-diameter is drawn. The circles borderline is white and ± 5cm wide. This circle serves as a separating line at the start of a match.</p> <p>1.1.4. . The Pesilats (contestants) corners are the arena squares corners diagonally facing each other and separated by the match ground; these corners consist of:</p> <p>a. The blue corner located at the far right side of the competitions table.</p> <p>b. The red corner located diagonally across the blue corner.</p> <p>c. The yellow corners i.e. the two other corners, as neutral corners.</p> <p>1.2. For TUNGGAL (Single), GANDA (Double) and REGU (Team) categories, the following specification is applied: The performance arena of the three categories is an arena with a measurement of 10m x 10m.</p> <p>2. The Arena Equipment:</p> <p>The arena equipments which must be provided by the Organizing Committee consists of:</p>
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2.1. Meja dan kursi pertandingan.	2.1. Competition tables and chairs
2.2. Meja dan kursi Wasit Juri.	2.2. Referee-Jurys tables and chairs
2.3. Formulir pertandingan dan alat tulis menulis.	2.3. Competition forms and stationeries
2.4. Jam pertandingan, gong (alat lainnya yang sejenis) dan bel.	2.4. Competition stop watch, a gong (or any similar instruments) and a bell
2.5. Lampu babak atau alat lainnya untuk menentukan babak.	2.5. A bout light or any other signaling instrument, to determine a round.
2.6. Lampu isyarat berwarna merah, biru dan kuning untuk memberikan isyarat yang diperlukan sesuai dengan proses pertandingan yang berlangsung.	2.6. Red, blue and yellow signal lights to give signal when needed during the course of a competition.
2.7. Bendera warna merah dan biru, bertangkai, masing-masing dengan ukuran 30 cm X 30 cm untuk Juri Tanding dan bendera dengan ukuran yang sama warna kuning untuk Pengamat Waktu.	2.7. A red and blue flag with a pole, each measuring 30cm x 30 cm for the Jury of Tanding (Match) and another yellow flag with same measurements for the Timekeeper.
2.8. Papan informasi catatan waktu peragaan pesilat kategori Tunggal, Ganda dan Regu.	2.8. An information board displaying the duration time of Pesilats (contestants) performance in Tunggal, Ganda and Regu categories.
2.9. Tempat Senjata.	2.9 Weapon stand
2.10. Papan Nilai dan atau Alat system Penilaian Digital atau penilaian secara manual.	2.10. Scoring board and/or digital scoring board or manual system.
2.11. Timbangan.	2.11. Weighing scales
2.12. Perlengkapan pengeras suara (sound system).	2.12. Sound system
2.13. Ember, kain pel, kesat / keset kaki.	2.13. Bucket, a mop, and floor mat
2.14. Alat perekam suara / gambar, operator dan perlengkapannya (alat ini tidak merupakan alat bukti yang sah dalam menentukan kemenangan).	2.14. Audio-visual recording instruments and the operator (this instrument is not a legitimate evidence for decision of the winner of a competition).



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<p>2.15. Papan nama: Ketua Pertandingan, Dewan Wasit Juri, Sekretaris Pertandingan, Pengamat Waktu, Dokter Pertandingan, Juri sesuai dengan urutannya (1 sampai5). Bila diperlukan istilah tersebut dapat diterjemahkan kedalam bahasa lain yang dituliskan dibagian bawah.</p> <p>2.16. Perlengkapan lain yang diperlukan. Antara lain, dalam keadaan penonton terlalu ramai dan suara wasit tidak dapat didengar oleh Pesilat maka Wasit dapat menggunakan penguat / pembesar suara (wireless).</p>	<p>2.15. Signage for Competition Chairman, Council of Referee-Jury, Secretary of Competition, Time Keeper, Doctors of Competition, Jury with sequence accordingly (1 to 5). If needed, the translation/local terms can be written underneath of each title.</p> <p>2.16. Other equipment whenever deemed necessary. For example, in a certain condition where the audience are too noisy resulting in the contestants inability to hear referees voice clearly, the referee may use a wireless microphone.</p>
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<p>BAB II. KETENTUAN BERTANDING</p>	<p>CHAPTER II RULES OF THE GAME</p>
<p>Pasal 9 Kategori TANDING</p>	<p>Article 9 TANDING (Match) Category</p>
<p>1. Perlengkapan bertanding</p>	<p>1. TANDING Equipments:</p>
<p>1.1. Pakaian.</p>	<p>1.1. Attire:</p>
<p>Pesilat memakai pakaian Pencak Silat model standar warna hitam, baju lengan panjang hingga ke pergelangan tangan (+/- 1cm) dan celana panjang hingga ke pergelangan kaki (+/- 1cm), serta sabuk putih.</p>	<p>Pesilat (contestant) wears a standard black Pencak Silat attire, the sleeves up till the wrist (+/- 1cm) and the length of the pants up to the ankle (+/- 1cm) and a white sash.</p>
<p>Untuk pesilat wanita yang bertudung/mini telekong, hendaklah berwarna hitam mulus.</p>	<p>For ladies contestant with veil (head cover) it should be in plain black.</p>
<p>Pada waktu bertanding sabuk putih dilepaskan.</p>	<p>During the match white sash must be put off.</p>
<p>Boleh memakai badge badan induk di dada sebelah kiri serta diperkenankan memakai badge PERSILAT di dada kanan, bendera negara di lengan kanan dan mencantumkan logo sponsor yang posisinya di lengan kiri, yang besarnya tidak melebihi badge PERSILAT (tidak melebihi dari 10cm diameter).</p>	<p>It is allowed to have the badge of the contestant's main association on the left chest and PERSILAT badge on the right chest, the national flag on right arm and sponsor logo on left arm where the size of sponsor logo must not exceed the size of PERSILAT badge (not exceeding 10cm diameter).</p>
<p>Nama negara di cetak di bagian belakang atas baju. Semua disediakan oleh pesilat.</p>	<p>The name of the country may be printed at the top back of the attire. All attire must be provided by the individual Pesilat (contestant).</p>
<p>Tidak mengenakan / memakai aksesoris apapun selain pakaian Pencak Silat.</p>	<p>The Pesilat does not wear any other accessories except Pencak Silat Attire.</p>
<p>1.2. Pelindung badan dengan ketentuan sebagai berikut :</p>	<p>1.2. Body Protector with the following regulations:</p>
<p>1.2.1. Kualitas standard PERSILAT.</p>	<p>1.2.1. PERSILAT quality standard.</p>
<p>1.2.2. Warna hitam.</p>	<p>1.2.2. Black color.</p>



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<p>1.2.3. 5 (lima) Ukuran : Super Extra besar (XXL), Extra Besar (XL) Besar(L), Sedang (M) dan Kecil (S).</p> <p>1.2.4.Sabuk / bengkung merah dan biru untuk pesilat sebagai tanda pengenalan sudut. Ukuran lebar 10 cm dari bahan yang tidak mudah terlipat.</p> <p>1.2.5.Satu gelanggang memerlukan setidaknya 5 (lima) pasang pelindung badan yang disediakan oleh panitia Pelaksana. Pesilat diwajibkan memakai pelindung badan yang telah disediakan oleh panitia.</p> <p>1.3. Pesilat putra/putri diwajibkan menggunakan pelindung kemaluan dari bahan plastik, yang disediakan oleh masing-masing pesilat.</p> <p>1.4.Pelindung sendi(pergelangan tangan, bahu, lutut, pergelangan kaki), tungkai dan lengan diperkenankan satu lapis dengan ketebalannya tidak lebih dari 1cm dan terbuat dari bahan yang tidak keras.</p> <p>1.5. Diperbolehkan menggunakan Joint Taping.</p> <p>1.6. Diperbolehkan menggunakan pelindung gigi.</p>	<p>'1.2.3. Five sizes: Super Extra Large (XXL), Extra Large (XL), Large (L), Medium (M), and Small (S).</p> <p>'1.2.4. A red or blue sabuk/bengkung (belt/sash) for Pesilat's corner identification. Size 10 cm wide made from uneasy to fold material.</p> <p>'1.2.5. One arena should provide at least 5 (five) sets of body protectors of every size that is provided by the Organizing Committee. Mandatory for all athletes to put on the body protectors provided by the Organizing Committee.</p> <p>'1.3. Mandatory for all Male/Female contestant to wear a plastic groin guard provided Pesilat (contestant).</p> <p>'1.4. A joint guard (wrist, ankle, knee, shoulder and elbow), shin and arm guards are allowed to be used 1 layer with 1cm maximum thickness and made from non-hard materials.</p> <p>1.5 Joint Taping is allowed.</p> <p>1.6 Mouth Guard is allowed.</p>
<p>2. Sistem dan Tahapan pertandingan</p> <p>2.1. Pertandingan menggunakan sistem gugur. Sistem-sistem lainnya boleh ditentukan oleh PERSILAT bila perlu.</p> <p>2.2. Tahapan pertandingan mulai dari penyisihan, seperempat final, semi final dan final tergantung pada jumlah peserta pertandingan, berlaku untuk semua kelas.</p> <p>2.3. Setiap kelas diikuti minimal 2 (dua) peserta.</p>	<p>2. System and Competition Rounds</p> <p>2.1. Competition uses knock out system. Other systems may be adopted by PERSILAT as and when required.</p> <p>2.2. The competition stages are divided into elimination round, quarter final round, semifinal round and final round, depending on the number of participants. This competition stages shall apply to all classes.</p> <p>2.3. Each competing class should be participated by at least 2 (two) Pesilat (contestants).</p>



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<p>3. Babak pertandingan dan waktu</p> <p>3.1. Untuk Usia dini dan Pra Remaja</p> <p>3.1.1. Pertandingan dilangsungkan dalam 3 (Tiga) babak.</p> <p>3.1.2. Tiap babak terdiri dari 1.5 (satu setengah) menit bersih.</p> <p>3.1.3. Diantara babak diberikan waktu istirahat 1 (satu) menit bersih</p> <p>3.1.4. Waktu ketika Wasit menghentikan pertandingan tidak termasuk waktu bertanding.</p> <p>3.1.5. Penghitungan terhadap pesilat yang jatuh karena serangan yang sah, tidak termasuk waktu bertanding.</p> <p>3.2. Untuk Remaja dan Dewasa</p> <p>3.2.1. Pertandingan dilangsungkan dalam 3 (Tiga) babak.</p> <p>3.2.2. Tiap babak terdiri dari 2 (dua) menit bersih.</p> <p>3.2.3. Diantara babak diberikan waktu istirahat 1 (satu) menit bersih</p> <p>3.2.4. Waktu ketika Wasit menghentikan pertandingan tidak termasuk waktu bertanding. (Penghitungan terhadap pesilat yang jatuh karena serangan yang sah, tidak termasuk waktu bertanding)</p> <p>3.3. Untuk Master I & II</p> <p>3.3.1. Pertandingan dilangsungkan dalam 3 (tiga) babak.</p> <p>3.3.2. Tiap babak terdiri atas 1.5 (satu setengah) menit bersih.</p>	<p>3. Match Rounds and Time</p> <p>3.1. For Pre-Teen and Pre-Junior</p> <p>3.1.1. A match is carried out in 3 (three) rounds.</p> <p>3.1.2. Each round takes exactly 1.5 (one and half) minutes net.</p> <p>3.1.3. Between rounds there is a one-minute net rest.</p> <p>3.1.4. Moments when the Referee stops the match are not included in the match time.</p> <p>3.1.5. The counting towards a Pesilat who is knock-downed due to a valid attack is not included in the match time.</p> <p>3.2. For Junior and Senior</p> <p>3.2.1. A match is carried out in 3 (three) rounds.</p> <p>3.2.2. Each round takes exactly 2 (two) minutes net.</p> <p>3.2.3. Between rounds there is a one-minute net rest.</p> <p>3.2.4. Moments when the Referee stops the match are not included in the match time. (The counting towards a Pesilat who is knock-downed due to a valid attack is not included in the match time)</p> <p>3.3. For Master I & II</p> <p>3.3.1. A match is carried out in 3 (three) rounds.</p> <p>3.3.2. Each round takes exactly 1.5 (one and half) minutes net</p>
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<p>3.3.3. Diantara babak diberikan waktu istirahat 1 (satu) menit bersih</p> <p>3.3.4. Waktu ketika Wasit menghentikan pertandingan tidak termasuk waktu bertanding. (Penghitungan terhadap pesilat yang jatuh karena serangan yang sah, tidak termasuk waktu bertanding.)</p> <p>4. Pendamping pesilat</p> <p>4.1. Setiap pesilat khusus untuk kategori Tanding, didampingi oleh Pendamping Pesilat sebanyak-banyaknya 2 (dua) orang yang memahami Peraturan Pertandingan PERSILAT</p> <p>4.2. Pakaian Pendamping Pesilat adalah pakaian Pencak Silat model standar warna hitam, baju lengan panjang hingga ke pergelangan tangan (+/- 1cm) dan celana panjang hingga ke pergelangan kaki (+/- 1cm) dengan badge lambang badan induk di dada sebelah kiri, serta diperkenankan memakai badge PERSILAT di dada kanan nama negara dibagian punggung dan mengenakan sabuk / bengkung warna oranye lebar 10 (sepuluh) cm.</p> <p>4.3. Pendamping pesilat hanya diperkenankan memberikan arahan pada waktu istirahat.</p> <p>4.4. Salah seorang Pendamping Pesilat harus berjenis kelamin sama dengan pesilat yang bertanding.</p> <p>5. Tata cara pertandingan</p> <p>5.1. Persiapan dimulainya pertandingan diawali dengan masuknya Wasit dan Juri ke gelanggang dari sebelah kanan Ketua Pertandingan. Sebelum memasuki gelanggang Wasit Juri memberi hormat dan melapor tentang akan dimulainya pelaksanaan tugas kepada Ketua Pertandingan.</p> <p>5.2. Sebelum pertandingan dimulai, Wasit akan</p>	<p>3.3.3. Between rounds there is a one-minute net rest.</p> <p>3.3.4. Moments when the Referee stops the match is not included in the match time (The counting towards a Pesilat who is knock-downed due to a valid attack is not included in the match time)</p> <p>4. The Pesilat's Coach</p> <p>4.1. Each Pesilat, particularly in TANDING (Match) category, is assisted by 2 (two) coaches maximum and understand the Rules and Regulations of Competition of PERSILAT</p> <p>4.2. The coach's attire is a PERSILAT standard black Pencak Silat attire, the sleeves up till the wrist (+/- 1cm) and the length of the pants up to the ankle (+/- 1cm) with badge of his/her main association on the left chest and is allowed to put PERSILAT badge on the right chest, name of the country on the back and wears an orange sash of 10-cm wide.</p> <p>4.3. The coach is allowed to give advice only during rest between rounds.</p> <p>4.4. One of the coaches must be of the same gender with the Pesilat (contestant).</p> <p>5. Competition Procedure</p> <p>5.1. The competition is commenced by the Referee and Jury entering the arena from the right side of the Competition Chairman. Before entering the arena Referee and Jury respect and report to the Competition Chairman that they are ready to carry out their duties.</p> <p>5.2. Referee shall check the athlete at their</p>
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<p>memeriksa setiap pesilat yang bertanding disudut masing-masing. Setiap pesilat yang akan bertanding setelah mendapat isyarat dari Wasit, memasuki gelanggang dari sudut masing-masing, kemudian memberi hormat kepada pendamping, Wasit dan Ketua Pertandingan, Selanjutnya pesilat diwajibkan melakukan rangkaian gerak jurus perguruan 5 (lima) sampai 10 (sepuluh) gerakan kemudian kedua pesilat kembali mengambil tempat di sudut yang telah ditentukan.</p> <p>5.3.Untuk memulai pertandingan, Wasit memanggil kedua pesilat, seterusnya kedua pesilat berjabat tangan, memberi peringatan tentang peraturan dan siap untuk memulai pertandingan.</p> <p>5.4.Setelah Wasit memeriksa kesiapan semua petugas dengan isyarat tangan kanan, Wasit memberi aba-aba kepada kedua pesilat untuk memulai pertandingan.</p> <p>5.5.Pada waktu istirahat antara babak, pesilat harus kembali ke sudut masing-masing.</p> <p>5.6.Selain Wasit dan kedua pesilat, tidak seorangpun berada dalam gelanggang kecuali atas permintaan Wasit.</p> <p>5.7.Setelah babak akhir selesai, kedua pesilat kembali ke sudut masing-masing atau wasit memanggil kedua pesilat pada saat keputusan pemenang yang akan diumumkan dan pemenang diangkat tangannya oleh Wasit, dilanjutkan dengan memberi hormat kepada Ketua Pertandingan.</p> <p>5.8.Selesai pemberian hormat, kedua pesilat saling berjabat tangan dan meninggalkan gelanggang diikuti oleh Wasit dan para Juri yang akan berkumpul dihadapan ketua pertandingan untuk memberi hormat dan melaporkan berakhirnya pelaksanaan tugas kepada Ketua Pertandingan.</p>	<p>individual corner before commencing the match. At Referee's signal, each Pesilat enters the arena from his/her corner, respecting to the Coaches, Referee and the Competition Chairman. Afterwards each Pesilat is mandatory to perform 5 (five) to 10 (ten) school's movement (jurus perguruan) before return to their respective corners.</p> <p>'5.3. The match will commence by the Referee calling both Pesilats. The Pesilats will then shake hands, reminding on the rules and be ready for the match.</p> <p>'5.4. After the Referee has checked the readiness of all officials by means of right hand signal, he commands both Pesilats to begin the match.</p> <p>'5.5. During break time, both Pesilats must return to their respective corners.</p> <p>'5.6. Beside the Referee and the two contestants, no one else may enter the arena unless otherwise upon the Referee's request.</p> <p>'5.7.at the end of the final round, both Pesilats return to their respective corners to wait for the decision of the winner. By the time to announce the winner, Referee calls both Pesilats to the center of arena. Upon announcement of winner, Referee will lift the winner's hand. After that both Pesilats respect the Competition Chairman.</p> <p>'5.8.After paying respect, both Pesilats shake hands and leave the arena. The Referee and Jury shall come forward in front of the Chairman and give respect, and report to the Competition Chairman about the completion of their duties.</p>
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<p>Wasit dan Juri, setelah melaporkan meninggalkan gelanggang dari sebelah kiri meja Ketua Pertandingan.</p> <p>6. Ketentuan bertanding</p> <p>6.1. Aturan bertanding</p> <p>6.1.1. Pesilat saling berhadapan dengan menggunakan unsur pembelaan dan serangan Pencak Silat yaitu menangkis/mengelak, mengenakan sasaran dan menjatuhkan lawan, menerapkan kaedah Pencak Silat serta mematuhi aturan-aturan yang ditentukan.</p> <p>Yang dimaksud dengan kaidah adalah bahwa dalam mencapai prestasi teknik, seorang pesilat harus mengembangkan pola bertanding yang dimulai dari sikap pasang, langkah serta mengukur jarak terhadap lawan dan koordinasi dalam melakukan serangan / pembelaan serta kembali ke sikap pasang.</p> <p>6.1.2. Pembelaan dan serangan yang dilakukan harus berpola dari sikap awal / pasang, pola langkah, serta adanya koordinasi yang baik dalam melakukan serangan dan pembelaan.</p> <p>Setelah melakukan serangan / pembelaan harus kembali pada sikap awal / pasang dengan tetap menggunakan pola langkah. Wasit akan memberikan aba-aba " LANGKAH " jika seorang pesilat tidak melakukan teknik Pencak Silat yang semestinya.</p> <p>6.1.3. Serangan beruntun yang dilakukan oleh satu orang pesilat harus tersusun dengan teratur dan berangkai dengan berbagai cara kearah sasaran sebanyak-banyaknya 6 (enam) teknik serangan. Pesilat yang melakukan rangkaian serang bela lebih dari 6 (enam) teknik serangan akan diberhentikan oleh Wasit.</p>	<p>The Referee and Jury leave the arena via the left side of Competition Chairman's table.</p> <p>6. The Rules of the Game:</p> <p>6.1. The Rules of the Game</p> <p>6.1.1. The Pesilats confront each other by applying the Pencak Silat defense and attack elements ie. repulsing, dodging, hitting the target, dropping the opponent; and complying to the Pencak Silat Rules and Regulations.</p> <p>By applying the 'Pencak Silat principle', it means to obtain technical scores, a Pesilat must apply a combative pattern which consists of on-guard position (sikap pasang), step pattern (pola langkah), maintaining the distance against the opponent, while performing the attack / defense, and finally return to the on-guard position (sikap pasang).</p> <p>6.1.2. Defense and/or attack must start from on-guard position (sikap pasang), followed by step pattern (pola langkah), with existence of good coordination in performing an attack/defense.</p> <p>After performing an attack/defense, Pesilat must return to the on-guard applying step pattern. The Referee will give command 'LANGKAH' if a Pesilat does not use proper technique of Pencak Silat.</p> <p>6.1.3. A series of attacks should be delivered in row, a combination of various techniques towards the target, with not more than 6(six) techniques of attacks, per exponent. A Pesilat who performs more than 6(six) techniques of attacks in a row will be stopped by the Referee.</p>
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<p>Serangan terus menerus dengan menggunakan teknik serangan tanganyang sama dinilai satu serangan.</p> <p>6.1.4.Serangan yang dinilai adalah serangan yang mengenai sasaran yang sah dengan menggunakan kaedah, mantap dan bertenaga.</p> <p>6.2. Aba-aba pertandingan</p> <p>6.2.1.Aba-aba "BERSEDIA" digunakan dalam persiapan sebagai peringatan bagi pesilat dan seluruh aparat pertandingan bahwa pertandingan akan segera dimulai. Aba-aba ini digunakan selama pertandingan.</p> <p>6.2.2.Aba-aba "MULAI" digunakan tiap pertandingan dimulai dan akan dilanjutkan dan disertai dengan isyarat.</p> <p>6.2.3.Aba-aba "BERHENTI"atau "TI" digunakan untuk menghentikan pertandingan.</p> <p>6.2.4.Aba-aba "PASANG", "LANGKAH" dan "SILAT" digunakan untuk pembinaan.</p> <p>6.2.5.Pada awal dan akhir pertandingan setiap babak ditandai dengan pemukulan gong.</p> <p>6.3. Sasaran</p> <p>Yang dapat dijadikan sasaran sah dan dinilai adalah "Badan" yaitu bagian tubuh kecuali leher keatas dan dari pusat ke kemaluan:</p> <p>6.3.1. Dada. 6.3.2. Perut (pusat ke atas). 6.3.3. Rusuk kiri dan kanan. 6.3.4. Punggung atau belakang badan (kecuali serangan langsung ke seluruh tulang belakang)</p> <p>Bagian bawah tungkai (pergelangan kaki kebawah) dapat dijadikan sasaran antara dalam usaha menjatuhkan tetapi tidak mempunyai nilai</p>	<p>Continuous attack with the hand using the same technique will only score 1 point.</p> <p>6.1.4.An attack that scores points is by hitting the target by applying the principles, stable and powerful.</p> <p>6.2. Competition Commands</p> <p>'6.2.1.The command 'BERSEDIA' (Get Ready) is used to alert both Pesilat and all competition officials to be ready as the match is about to begin. This command shall be used throughout the match.</p> <p>'6.2.2.The command 'MULAI' (Start) is used each time a match is started or continued. This command is used together with the hand signal.</p> <p>'6.2.3.The command 'BERHENTI' (Stop) or 'TI' is used to stop the match.</p> <p>'6.2.4.The command 'PASANG', 'LANGKAH' and 'SILAT' are used as guidance.</p> <p>'6.2.5.The start and the end of each round is marked by a strike on the Gong.</p> <p>'6.3. Target</p> <p>A valid attacking areathat awarded points is the body which covers the trunk area excluding the neck upwards and the navel to the groin:</p> <p>6.3.1. Chest 6.3.2. Abdomenal (navel upwards) 6.3.3. Left and right ribs 6.3.4. Back part of the trunk (except direct attack to the whole spinal cord)</p> <p>Lower Limb (Ankle and below) can be targeted for an intercepting attack while aiming to drop the opponent but are non-</p>
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<p>sebagai sasaran perkenaan.</p> <p>6.4. Larangan Larangan yang dinyatakan sebagai pelanggaran :</p> <p>6.4.1. Pelanggaran Berat</p> <p>`a. Menyerang bagian badan yang tidak sah yaitu leher, kepala serta bawah pusat/pusar hingga kemaluan, serangan langsung ke seluruh tulang belakang, peha dan tungkai bahagian atas.</p> <p>`b. Usaha mematahkan persendian secara langsung.</p> <p>`c. Sengaja melemparkan lawan keluar gelanggang.</p> <p>`d. Membenturkan / menghantukkan kepala dan menyerang dengan Kepala.</p> <p>`e. Menyerang lawan sebelum aba-aba "MULAI" dan menyerang sesudah aba-aba "BERHENTI" dari Wasit, menyebabkan lawan cedera.</p> <p>`f. Menggumul, menggigit, mencakar, mencengkeram dan menjambak (menarik rambut/jilbab).</p> <p>`g. Menentang, menghina, menyerang, mengeluarkan kata-kata yang tidak sopan, meludahi, memancing-mancing dengan suara berlebihan terhadap lawan ataupun terhadap Aparat pertandingan (Delegasi teknik, Ketua Pertandingan, Dewan Wasit Juri, Wasit Juri dan lain-lain petugas) serta kepada penonton.</p> <p>`h. Menghempas lawan dengan sengaja didalam atau diluar gelanggang dalam waktu pertandingan.</p> <p>`i. Memegang, menangkap atau merangkul sambil melakukan serangan.</p>	<p>scoring area.</p> <p>6.4 Prohibitions Prohibitions which are declared as violations:</p> <p>`6.4.1. Serious violations</p> <p>`a. Attack illegal parts of body ie. neck, head and navel downwards to groin, direct attack to the whole spinal cord, thigh and lower limbs shin area.</p> <p>`b. Direct attempts to break the joints.</p> <p>`c. Deliberately throw the opponent out of the arena.</p> <p>`d. Attack with head (Head Butt)</p> <p>`e. Attack the opponent before the 'MULAI' command or after the 'BERHENTI' command is given by the Referee, causing injury to the opponent.</p> <p>`f. Wrestle, bite, scratch, grip, and pull the opponent's hair/jilbab (pull hair/jilbab)</p> <p>`g. A Pesilat challenges, humiliates, hits, uttering vulgarities, spits, shouting to provoke opponent or Competition Officials (Technical Delegate, Competition Chairman, Council of Referee-Jury, Referee-Jury and all other officials on duty), and to all spectators.</p> <p>`h. Slamming down the opponent in or out of arena within the match period.</p> <p>`i. Gripping, grabbing or embrace while attacking.</p>
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<p>6.4.2. Pelanggaran Ringan</p> <p>a. Tidak menggunakan salah satu unsur kaedah (sikap pasang dan pola langkah)</p> <p>b. Keluar dari gelanggang (satu kaki keluar dari gelanggang) secara sengaja atau tidak disengaja, lebih dari 1 kali dalam 1 babak</p> <p>c. Merangkul lawan dalam proses pembelaan.</p> <p>d. Melakukan serangan dengan teknik sapuan depan/belakang, guntingan sambil merebahkan diri lebih dari 1 kali dalam 1 babak dengan tujuan untuk mengulur waktu;</p> <p>e. Berkomunikasi dengan orang luar atau pendamping dengan isyarat dan perkataan.</p> <p>f. Kedua pesilat pasif atau bila salah satu pesilat pasif lebih dari 5 detik.</p> <p>g. Berteriak yang berlebihan selama bertanding.</p> <p>h. Lintasan serangan yang salah.</p> <p>i. Mendorong dengan sengaja yang mengakibatkan pesilat/lawannya keluar garis bidang laga.</p> <p>j. Pesilat dengan sengaja membalikkan badan membelakangi lawan</p> <p>k. Taktik yang menghulur waktu (melepaskan ikatan sabuk, membuka / melepaskan ikatan rambut, mendapat hitungan dari wasit dll.)</p> <p>6.5 Kesalahan teknik pembelaan :</p> <p>6.5.1. Serangan yang sah dengan lintasan dengan serangan yang benar, jika karena kesalahan</p>	<p>6.4.2. Light violations:</p> <p>a. Does not use on-guard position and step pattern.</p> <p>b. Walk out of the arena (any one leg out of the arena) whether intentionally or unintentionally more than 1 (one) time in 1 (one) round</p> <p>c. Embrace the opponent in process of defending.</p> <p>d. Attack with front/back sweeping technique, scissoring while in lying position more than 1 (one) time in 1 (one) round to waste time.</p> <p>e. Communicate with outsider or coaches either by certain gesture/signals or by spoken words.</p> <p>f. Both Pesilats are passive or when one of Pesilat is passive more than 5 seconds.</p> <p>g. Shouting during competing.</p> <p>h. Wrong direction of attack.</p> <p>i. Intentionally push the opponent out from the arena.</p> <p>j. Athlete that turns his/her back against the opponent to waste time or prevent an attack.</p> <p>k. Time delaying tactics (releasing the body protector knot, untying of the hairband, was given the counting etc)</p> <p>6.5. Improper Defensive Technique:</p> <p>6.5.1. A valid attack with accurate direction but may cause injury to the opponent due to</p>
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<p>teknik pembelaan lawannya yang salah (elakan yang menuju pada lintasan serangan), tidak dinyatakan sebagai pelanggaran.</p> <p>6.5.2. Jika pesilat yang kena serangan tersebut cidera, maka Wasit segera memanggil dokter. Jika dokter memutuskan pesilat tersebut tidak fit, maka ia dinyatakan kalah teknik.</p> <p>6.5.3. Jika pesilat yang kena serangan tersebut menurut dokter fit dan tidak dapat segera bangkit, Wasit langsung melakukan hitungan teknik.</p> <p>6.6. Hukuman Tahapan dan bentuk hukuman :</p> <p>6.6.1. Teguran.</p> <p>'a. Diberikan apabila pesilat melakukan pelanggaran ringan yang diulangi dalam babak yang sama setelah melalui 1 (satu) kali pembinaan.</p> <p>'b. Teguran dapat diberikan langsung apabila pesilat melakukan pelanggaran berat yang tidak menyebabkan lawan cedera.</p> <p>6.6.2. Peringatan berlaku untuk seluruh babak untuk pelanggaran berat. Untuk pelanggaran ringan ia berakhir pada setiap akhir babak, terdiri atas:</p> <p>6.6.2.1. Peringatan I diberikan bila pesilat</p> <p>a. Melakukan pelanggaran berat yang mengakibatkan kecederaan kepada pihak lawan b. Mendapat tegoran yang ketiga akibat pelanggaran ringan.</p> <p>Setelah Peringatan I masih dapat diberikan tegoran terhadap jenis pelanggaran ringan yang lain dalam babak yang sama.</p>	<p>improper defensive technique (i.e. dodging towards the incoming attack direction) is not a violation.</p> <p>6.5.2. If the attacked Pesilat is injured, the Referee will call for the doctor immediately. If the doctor decides that the injured Pesilat is unfit to continue fighting, the Pesilat will be declared defeated by 'technical knock-out' (TKO).</p> <p>6.5.3. If the doctor declare that the injured Pesilat is fit to continue, but he/she fail to stand up at once, the Referee will immediately start the technical counting.</p> <p>'6.6. Penalties Level and types of penalties:</p> <p>6.6.1. Reprimand</p> <p>'a. Given when a Pesilat commits light violation after 1 (one) time verbal warning of the same violation within the same round.</p> <p>'b. Reprimand can directly be given when a Pesilat commits severe violation without causing injury to the opponent.</p> <p>6.6.2. Warning which shall be valid for all rounds, only for severe violation. For light violation, it ends at every round, consist of:</p> <p>'6.6.2.1. Warning I given when a Pesilat:</p> <p>a. Commits severe violation causing injury to opponent b. Given third Reprimand as the result of light violation.</p> <p>After Warning I is given, another reprimand will be given for another type of light violation within the same round.</p>
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<p>6.6.2.2 Peringatan II Diberikan bila pesilat kembali melakukan satu lagi pelanggaran berat setelah peringatan I</p> <p>Setelah Peringatan II masih dapat diberikan tegoran terhadap jenis pelanggaran ringan yang lain dalam babak yang sama.</p> <p>6.6.2.3. Peringatan III Diberikan bila pesilat kembali mendapat hukuman peringatan setelah peringatan II dan langsung dinyatakan diskualifikasi.</p> <p>Peringatan III harus diperlihatkan oleh wasit.</p> <p>6.6.2.4. Diskualifikasi Diberikan bila pesilat:</p> <p>'a. Mendapat peringatan setelah peringatan II</p> <p>b. Melakukan pelanggaran berat yang didorong oleh unsur-unsur kesengajaan dan bertentangan dengan norma sportivitas.</p> <p>c. Melakukan pelanggaran berat dengan hukuman peringatan I atau teguran I, namun lawan cedera dan tidak dapat melanjutkan pertandingan atas keputusan dokter pertandingan.</p> <p>d. Setelah penimbangan 15 menit sebelum pertandingan, berat badannya tidak sesuai dengan kelas yang diikuti.</p> <p>'e. Pesilat terkena Doping. Pesilat yang gagal dalam test doping akan di diskualifikasi. Medali, sertifikat, dan segala jenis penghargaan harus dikembalikan kepada Panitia Penyelenggara.</p> <p>'f. Pesilat tidak dapat menunjukkan surat keterangan sehat sebelum pertandingan pertama (untuk seluruh kategori) dimulai.</p>	<p>6.6.2.2. Warning II Warning II is given when a Pesilat commits another severe violation after Warning I.</p> <p>After Warning II is given, another reprimand will be given for another type of light violation within the same round.</p> <p>6.6.2.3. Warning III Warning III is given when a Pesilat commits another severe violation after Warning II and will be immediately disqualified.</p> <p>Warning III should be shown by the Referee.</p> <p>6.6.2.4. Disqualification Is given when a Pesilat:</p> <p>'a. A Pesilat commits another severe violation after Warning II.</p> <p>'b. A Pesilat commits serious violation deliberately and contradicts against the sportsmanship.</p> <p>'c. A Pesilat commits serious violation which receives Warning I or Reprimand I, and the injured opponent is unfit to continue the match as per officiating Doctor's decision.</p> <p>'d. Failing to meet the weight requirement during the weigh-in conducted 15 minutes before the match.</p> <p>'e. Pesilat fails on the doping-test. A pesilat that fails the Doping test will be disqualified. All medals, certificates and all other awards shall be returned to the Organising Committee</p> <p>'f. Pesilat is unable to show the letter of medical checkup before starting the first match (regardless of category) of the</p>
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<p>6.7. Penilaian</p> <p>6.7.1. Ketentuan Nilai:</p> <p>Nilai Prestasi Teknik</p> <p><i>Nilai 1</i> Serangan dengan tangan yang masuk pada sasaran tanpa terhalang.</p> <p><i>Nilai 1+1</i> Berhasil menggagalkan serangan lawan, diikuti dengan serangan balik dengan tangan.</p> <p><i>Nilai 2</i> Serangan dengan kaki yang masuk pada sasaran tanpa terhalang.</p> <p><i>Nilai 1+2</i> Berhasil menggagalkan serangan lawan, diikuti dengan serangan balik dengan kaki.</p> <p><i>Nilai 3</i> Teknik serangan langsung yang berhasil menjatuhkan lawan.</p> <p><i>Nilai 1+3</i> Berhasil menangkap serangan lawan, diikuti dengan keberhasilan menjatuhkan lawan.</p> <p>6.7.2. Kelayakan Teknik Nilai. (Pemberian nilai/mata)</p> <p>Pemberian nilai hanya ada pada perkara berikut:</p> <ul style="list-style-type: none"> A. Tangkisan/elakan/menahan yang disertai dengan serang balik/balas yang sah. B. Serangan dengan tangan yang sah C. Serangan dengan kaki yang D. Jatuhan yang sah. 	<p>competition.</p> <p>6.7. Scoring</p> <p>6.7.1. Scoring Rules:</p> <p>Technical Performance Score:</p> <p><i>Score 1</i> An attack by hand successfully hitting the target without being blocked.</p> <p><i>Score 1+1</i> Successfully voiding opponent's attack, and immediately followed by a successful counter attack by hand.</p> <p><i>Score 2</i> An attack by foot successfully hitting the target without being blocked.</p> <p><i>Score 1+2</i> Successfully voiding opponent's attack, and immediately followed by a successful counter attack by foot.</p> <p><i>Score 3</i> Direct attack that successfully drop the opponent.</p> <p><i>Score 1+3</i> Successfully grabbing the opponent's leg followed by a successful dropping technique.</p> <p>6.7.2. Qualifications of Technical Score: (valid scoring)</p> <p>Valid score shall be given to the followings:</p> <ul style="list-style-type: none"> A. Blocking or evading followed by an immediate valid counter attack. B. Valid hand attack C. Valid foot attack D. Valid dropping
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<p>A. Tangkisan/elakan/menahan – berhasilnya pesilat mengagalkan serangan lawan dengan teknik- teknik pembelaan ini yang segera diikuti dengan serangan balik yang masuk pada sasaran seperti serangan dengan tangan, serangan dengan kaki atau jatuhan yang bermula dengan tangkapan.</p> <p>Catatan : Nilai 1 untuk tangkisan / elakan /menahan, sedangkan serangan masuk dinilai sesuai dengan serangannya, serangan tangan = nilai 1, serangan kaki = nilai 2, jatuhan = nilai 3 (Nilai tidak diberikan untuk tangkisan/elakan/menahan sekiranya tidak ada serangan balik)</p> <p>B. Serangan tangan – segala bentuk serangan yang bertenaga, mantap dan masuk pada sasaran. (Pukulan depan /dari bawah/dari atas, sikuan) – nilai 1</p> <p>C. Serangan kaki – segala bentuk serangan yang bertenaga, mantap dan masuk pada sasaran (Tendangan depan/belakang/juring/sabit/sereng/tunjang) – nilai 2</p> <p>D. Jatuhan – segala cara menjatuhkan yang berjaya menjatuhkan lawan sehingga bahagian tubuh (dari lutut keatas) menyentuh matras dengan persyaratan berikut: - nilai 3</p> <p>D1. Menggunakan teknik serangan langsung seperti sapuan/ ungkitan / guntingan /tangkapan dan buangan yang sah.</p> <p>D2.. Menangkap anggota tubuh lawan sebagai langkah pembelaan semasa diserang dan</p>	<p>A. Blocking or evading – successfully void the opponent’s attack followed with immediate valid counter attack, either with the foot, hand or dropping attack.</p> <p>Note: The score of “1+” shall be given for successfully voiding the opponent’s attack followed with immediate valid counter attack, either with the foot, hand or dropping attack. Whereby a direct successful attack shall be given points as per its mode: 1point = hand attack, 2points = foot attack and 3 points = valid drop. (no points shall be given for any blocking or evading without counter attack)</p> <p>B. Valid hand attack – all types of hand attack which is direct and powerful. (punches from; front, spade, uppercut, side hook and elbow) – 1 point</p> <p>C. Valid foot attack - all types of foot attack which is direct and powerful. (kicking techniques; frontal, spinning back, side, half-turn and stomping) – 2 points</p> <p>D. Valid dropping – all applicable techniques to drop the opponent ensuring that the knee and above touches to floor: – 3 points</p> <p>D.1 Applying the direct attack such as sweeping, scissors and lifting with the leg.</p> <p>D.2 Applying indirect dropping technique by catching of opponent’s leg followed by a valid</p>
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<p>menjatuhkan dengan dorongan atau sapuan (tidak boleh menjatuhkan dengan serangan langsung).</p> <p>D3. Menjatuhkan lawan menggunakan teknik jatuhan dengan cara tidak ikut terjatuh</p> <p>D4. Tangkapan atau pegangan dibenarkan berlaku selama 5 detik, sebelum wasit memberhentikan pergelutan.</p> <p>D5. Teknik sapuan, ungkitan, kaitan dan guntingan tidak boleh didahului dengan menggumul tubuh lawan, tetapi dapat dibantu dengan dorongan atau sentuhan.</p> <p>D6. Serangan balas dibolehkan apabila usaha menjatuhkan melalui teknik sapuan gagal. Lawan yang dapat mengelakkan diri dari serangan boleh menyerang 1 kali pada sasaran yang sah dalam tempo 1 detik dengan tidak menggunakan berat badan. Nilai akan diberikan berdasarkan pada teknik serangan balik yang digunakan.</p> <p>E. Lain lain teknik dalam pertandingan.</p> <p>E.1 Serangan bersamaan/serentak - Cubaan menjatuhkan yang dilakukan oleh kedua-dua pesilat secara bersamaan di mana seorang atau kedua-dua pesilat terjatuh, jatuhan tersebut akan dinilai seperti berikut:</p> <p>E.1.1. Jika salah satu tidak dapat bangkit akan diadakan hitungan teknik</p> <p>E.1.2 Jika keduanya tidak segera bangkit, maka hitungan diadakan untuk keduanya.</p> <p>E.1.3. Jika kedua-duanya gagal bangkit setelah hitungan 10, kemenangan akan dikira mengikut nilai yang telah didapati.</p> <p>E.1.4. Jika berlaku pada awal babak, dimana nilai belum diperolehi atau catatan nilai sama banyak,</p>	<p>drop (no punching or kicking at this stage).</p> <p>D.3 Does not drop together with opponent while applying the valid drop technic.</p> <p>D.4 Dropping process is given duration of 5 seconds before the Referee stops the fight.</p> <p>D.5 It is not allowed to wrestle before the techniques; sweeping, side drop, lifting with the leg or scissors is used. However, pushing or touching is allowed within the body area.</p> <p>D.6 A counter attack is allowed when a failed sweeping technique occurs. The score for the counter attacks is determined by the technique applied, without using the body weight within one second period.</p> <p>E. Other factors in the competition</p> <p>E.1. Concurrent attack is an attack (whether valid or invalid, since those attacks happened accidentally) where one or both of Pesilat fall down, the dropping will be validated by the following criteria:</p> <p>E.1.1 If one of them is not able to get up, counting will be applied immediately.</p> <p>E.1.2 If both of them are not able to get up at once, counting will be applied immediately to both of them.</p> <p>E.1.3 If both Pesilats are not able to get up by count of 10 (ten), however, both had gained points, the winner will be the one with the highest score.</p> <p>E.1.4. If the incident occurs during the</p>
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<p>maka penentuan kemenangan akan dibuat mengikut ketetapan Bab II pasal 9 ayat 6.7.4.a2_iv and v (Tiada ulang tanding)</p> <p>F. Jatuh sendiri -Jika pesilat terjatuh sendiri bukan karena serangan lawan, jika tidak dapat bangkit, diberikan kesempatan dalam waktu sepuluh hitungan (10 detik) dengan hitungan. Jika tidak dapat melakukan pertandingan dinyatakan kalah teknik.</p> <p>G. Tangkapan</p> <p>G.1. Tangkapan sebagai proses jatuhan dinyatakan gagal jika:</p> <p>G.1.1. Proses jatuhan lebih dari 5 (lima) detik atau terjadi seret - menyeret atau gumul - menggumul.</p> <p>G.1.2. Ikut terjatuh waktu melakukan teknik jatuhan.</p> <p>G.1.3. Jika dalam proses tangkapan kaki, pesilat yang ditangkap melakukan pegangan pada bahu dan pesilat yang menangkap dapat menjatuhkan lawannya dalam waktu 5 (lima) detik sebelum Wasit memberikan aba-aba "BERHENTI", jatuhan dinyatakan sah.</p> <p>G.1.4. Jika rangkulan tersebut menyentuh leher, kepala atau badan yang menyebabkan keduanya jatuh, pesilat yang merangkul diberikan Teguran.</p> <p>H. Jatuhan.</p> <p>H.1. Teknik jatuhan yang berakibat lawannya jatuh, yaitu jika bagian tubuh menyentuh matras dari garis bidang tanding kedalam, jatuhan</p>	<p>beginning of the first round and neither of them gains a score, the decision of the winner according to Chapter II article 9 point 6.7.4 a.2_iv and v. (no rematch).</p> <p>F. Accidental Fall – When a Pesilat falls not because of the opponent's attack, and not able to get up, he will be given the chance to get up within 10 seconds counting. If the Pesilat is not able to continue the fight, will be declared as lost by 'TKO'.</p> <p>G. Catching</p> <p>G.1 Catching in a process of dropping an opponent is declared failed when:</p> <p>G.1.1 The dropping process takes more than 5 (five) seconds, or dragging/wrestling occurs.</p> <p>G.1.2 The attacking Pesilat falls down together in the dropping process.</p> <p>G.1.3 If during the dropping process, the caught opponent grabs the shoulder of the Pesilat trying to drop him/her down, and succeed to drop the him/her within 5 (five) seconds before the Referee gives the command 'BERHENTI' (stop); the dropping will be declared as valid.</p> <p>G.1.4 If the defending Pesilat touches the neck or head or tugging, causing both Pesilats to fall down, the tugging Pesilat will be given the 'Teguran' (reprimand).</p> <p>H. Dropping</p> <p>H.1 When a dropping technique is successful, at least part of the the body is inside the arena's boundary line, the dropping will be</p>
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<p>dinyatakan sah.</p> <p>H.2.Jika jatuhnya berada di dalam bidangtanding dan pesilat menggeser keluar dari bidangtanding, jatuhnya dinyatakan sah.</p> <p>H.3.Serangan sah yang menyebabkan lawan jatuh tidak dapat bangkit atau nanar yang dilakukan di dalam bidangtanding dan bergeser keluar gelanggang, jatuhnya dinyatakan sah dan pesilat diberi kesempatan dalam batas waktu 10 (sepuluh) detik untuk kembali melakukan pertandingan (maka wasit melakukan hitungan). Jika pesilat tidak dapat melanjutkan pertandingan maka dinyatakan kalah mutlak.</p> <p>H.4.Serangan sah yang dilakukan didalam bidang tanding, menyebabkan lawan jatuh diluar bidang tanding dan tidak bangkit atau nanar, maka Wasit melakukan hitungan hingga 10. Jika Pesilat tidak dapat melanjutkan pertandingan, maka Pesilat bersangkutan dinyatakan kalah teknik.</p> <p>H.5.Bila Lawan dapat melakukan antisipasi terhadap teknik tangkapan (menahan, memegang, menarik kaki yang tertangkap) atau melakukan serangan balik secara sah (menumbuk/memukul, menggunting, dan lain-lain) sehingga lawan yang menangkap jatuh, maka jatuhnya dinyatakan sah.</p> <p>6.7.3 Nilai hukuman</p> <p>Pengurangan nilai hukuman :</p> <p>'a. Nilai - 1 (kurang 1) diberikan bila pesilat mendapat Teguran I</p>	<p>declared 'valid'.</p> <p>H.2When a dropping technique is successful within the arena, and the dropped Pesilat shifts out of the arena, the dropping will be declared valid.</p> <p>H.3When a valid attack causes the opponent to fall, and unable to get up immediately, and within the arena, but the droppedPesilat shifted himself / herself out of the arena; valid drop signal shall be given immediately. The dropped Pesilat will be given chance to stand-up and be on-guard position within 10 (ten) seconds, failing which the dropped Pesilat is unable to continue the bout, he/she will be declared losing by TKO.</p> <p>H.4When a valid attack performed within the arena, but causing the opponent to fall outside the arena, invalid drop signal shall be given immediately. Should the Pesilat is unable to be on-guard, the fallen Pesilat will be given chance to stand-up and be on-guard position within 10 (ten) seconds, failing which the dropped Pesilat is unable to continue the bout, he/she will be declared losing by TKO.</p> <p>H.5 When the Pesilat that caught the leg of opponent for a dropping process, however, being countered by the opponent with a punch, scissors technique or any other valid techniques, causing the Pesilat that catch the opponent to fall, the dropping is declared valid.</p> <p>6.7.3Penalty</p> <p>The penalty of scores:</p> <p>'a. Score -1 (minus 1) is given when a Pesilat gets Reprimand I</p>
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<p>`b. Nilai - 2 (kurang 2) diberikan bila pesilat mendapat Teguran II</p> <p>`c. Nilai - 5 (kurang 5) diberikan bila pesilat mendapat Peringatan I</p> <p>`d. Nilai - 10 (kurang 10) diberikan bila pesilat mendapat Peringatan II</p> <p>6.7.4. Penentuan Kemenangan</p> <p>`a. Menang angka</p> <p>`a.1. Bila jumlah Juri yang terbanyak menentukan menang atas seorang pesilat lebih banyak dari pada lawan. Penentuan kemenangan dilaksanakan oleh masing-masing Juri.</p> <p>`a.2. Bila terjadi hasil nilai yang sama maka pemenang ditentukan berdasarkan urutan penilaian berikut:</p> <ul style="list-style-type: none">i. Pungutan nilai hukuman yang rendah.ii. Pungutan nilai teknik yang terbanyak mengikut urutan berikut: nilai 1+3, 3, 1+2, 2, 1+1, 1.iii. Tambahan satu babak penuh.iv. Pesilat yang lebih ringan (mengikut timbangan pada hasil timbang ulang, 15 minit sebelum pertandingan)v. Ketua Pertandingan membuat undian dengan melambungkan coin ke matras yang disaksikan oleh Deligasi Teknis dan kedua-dua pengurus pesilat.	<p>`b. Score -2 (minus 2) is given when a Pesilat gets Reprimand II</p> <p>`c. Score -5 (minus 5) is given when a Pesilat gets Warning I</p> <p>`d. Score -10 (minus 10) is given when a Pesilat gets Warning II</p> <p>`6.7.4. Victory Decision</p> <p>`a. Win by Points Score</p> <p>`a.1 When the number of Juries that decides for the winning of a Pesilat is more then the opponent. (The number of Juries that awarded the winning)</p> <p>`a.2 In the event where there is a tie, the winner will be determined base on the followings:</p> <ul style="list-style-type: none">i. With the least penalty scoreii. With the most technical score obtain as follows: 1+3, 3, 1+2, 2, 1+1, 1iii. An additional one roundiv. The Pesilat who is lighter (body mass) referring to the weight taken at the re-weighing process, 15 minutes before the game.v. Toss coins process that to be carried out by the chairman of competition and witnessed by the Technical Delegate and both team managers.
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'a.3. Hasil penilaian Juri diumumkan pada papan nilai, setelah babak terakhir / penentuan kemenangan selesai dilaksanakan kecuali menggunakan penilaian dengan sistem digital. (hasil penilaian sudah dapat langsung terlihat di layar penilaian).

**'b. Menang Teknik
Pemenang diumumkan sebagai menang teknik jika:**

b.1. Lawan tidak dapat melanjutkan pertandingan atas permintaan sendiri.

b.2. Keputusan Dokter Pertandingan. Dokter Pertandingan diberi waktu maximum 120 (seratus dua puluh) detik untuk memutuskan apakah Pesilat bersangkutan dinyatakan layak/mampu "fit" atau Tidak layak/mampu "Unfit" termasuk waktu rawatan.

b.3. Atas permintaan Pendamping Pesilat.

b.4. Atas keputusan Wasit (setelah mendapat hitungan kesepuluh)

c. Menang Mutlak

Penentuan Menang Mutlak ialah bila lawan jatuh karena serangan yang sah dan tidak dapat bangkit segera dan atau nanar, maka setelah hitungan Wasit ke 10 dan tidak dapat berdiri tegak dengan sikap pasang.

d. Menang W.M.P /

Wasit Menghentikan Pertandingan karena pertandingan tidak seimbang.

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e. Menang Undur Diri

Lawan tidak muncul di gelanggang setelah

a.3. The Jury's scores shall be displayed on the scoring board, at the end of the final round, after the winners decision was announced, except if digital scoring system is used (where the scores will be shown in the screen automatically).

**'b. Win by Technical Knock Out (TKO)
Opponent's is declared winning by
Technical Knock Out:**

'b.1 Opponent's request not to continue the fight.

'b.2. Competition Doctor's decision. Competition Doctor is given 120 (One hundred and twenty) seconds to decide whether Pesilat is declared 'Fit' or 'Unfit' to continue the fight and to give medical help.

'b.3. Coach's request (throw in towel)

'b.4. Referee's decision. (Upon counting of Pesilat to the count of 10.)

'c. Win by Absolute Victory

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 immediately and or feels dizzy or unable to stand upright with 'sikap pasang' after Referee's counting up to 10.

**'d. Win by RSC (Referee Stop
Contest).**

Winning as the referee valued the bout is unbalanced.

'e. Win by WO (Walk Over)

The opponent did not show up in the



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<p>mendapat panggilan yang ketiga dengan interval selama 30detik setiap panggilan. Kecuali ada pemberitahuan dari Tim Manager tentang pengunduran pesilat.</p> <p>f.Menang Diskualifikasi :</p> <p>f.1.Lawan mendapat Peringatan III setelah Peringatan II.</p> <p>f.2.Lawan melakukan pelanggaran berat yang diberikan hukuman langsung Diskualifikasi.</p> <p>f.3.Melakukan pelanggaran yang mencederakan lawan sehingga lawan tidak dapat melanjutkan pertandingan atas keputusan Dokter Pertandingan. Pesilat yang menang Diskualifikasi karena keputusan Dokter Pertandingan, diperbolehkan bertanding untuk babak selanjutnya jika mendapat ijin / rekomendasi dari Dokter Pertandingan sebelum pertandingan seterusnya.</p> <p>f.4.Pada saat penimbangan berat badan tidak <u>bertepatan</u> dengan ketentuan kelas / katogari.</p> <p>f.5 Pesilat tidak dapat menunjukkan surat keterangan kesehatan sebelum pertandingan dimulai.</p>	<p>arena after the third call, with the interval of 30 seconds at each call. Unless the Team Manager had informed the withdrawal of the pesilat.</p> <p>f.Win by Disqualification:</p> <p>f.1. The opponent gets Warning III after Warning II</p> <p>f.2 the opponent commits serious violation and is directly punished with disqualification</p> <p>f.3. The opponent commits severe violation injuring the opponent hence not able to continue, and to be decided by the competition's doctor. A Pesilat who won by disqualification by this rule, will only be allowed to compete in the next match, with the permission and recommendation from competition's doctor before the next match.</p> <p>f.4. During re-weighing, the Pesilat's weight does not meet the weight requirement.</p> <p>f.5.Pesilat <u>failed</u> to show the medical certification before competition started.</p>
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<p align="center">Pasal 10 Kategori TUNGGAL</p>	<p align="center">Article 10 TUNGGAL (Single) Category</p>
<p>`1. Perlengkapan bertanding</p>	<p>`1. Competition Equipment</p>
<p>`1.1. Pakaian</p>	<p>`1.1. Attire:</p>
<p>Pakaian Pencak Silat model standar PERSILAT, warna bebas dan polos (celana dan baju boleh dengan warna yang sama atau berbeda). Memakai ikat kepala (Jilbab/mini telekong, tidak boleh menutup muka, bukan merupakan ikat kepala) dan kain samping warna polos atau bercorak. Pilihan dan kombinasi warna diserahkan kepada peserta. Boleh memakai lambang badan induk di dada sebelah kiri dan diperkenankan memakai lambang PERSILAT di dada kanan, bendera Negara di lengan kiri. Nama Negara di belakang baju.</p>	<p>A standard Pencak Silat attire of any color and plain (The top and bottom pieces may be of the same or different color). A headband (a veil not covering face, is not consider as a headband) and 'kain samping' of plain color or patterned. The color choice and combination are entirely at the discretion of the Contestant. It is allowed to have the badge of the contestant's main association on the left chest and PERSILAT badge on the right chest. The national flag on the left arm and the name of the country at the upper back of the attire.</p>
<p>`1.2. Senjata</p>	<p>`1.2. Weapons</p>
<p>`1.2.1. Untuk Usia Dini dan Pra remaja, golok atau parang terbuat dari logam atau kayu, tidak tajam dan tidak runcing dengan ukuran antara 20 cm hingga 30 cm. Ukuran lebar 2cm hingga 3.5 cm.</p>	<p>`1.2.1. For Pre-Teen and Pre-Junior, golok or parang is made of metal or wood, non-sharp pointed with length between 20 cm up to 30 cm. With the width of between 2 cm to 3.5 cm.</p>
<p>Tongkat/toya terbuat dari rotan dengan ukuran panjang antara 100 cm hingga 150 cm dengan garis tengah 1.5 cm hingga 2.5 cm</p>	<p>'Tongkat' (rod), made of rattan with the length of between 100-150 cm and diameter of between 1.5-2.5 cm.</p>
<p>`1.2.2. Untuk Remaja, Dewasa dan Pendekar, golok atau parang terbuat dari logam, tidak tajam dan tidak runcing dengan ukuran antara 30 cm hingga 40 cm dan ukuran lebar 2.5 cm hingga 4 cm. Tongkat terbuat dari rotan dengan ukuran</p>	<p>`1.2.2. For Junior, Senior and Master, golok or parang is made of metal or wood, non- sharp pointed with length between 30 cm up to 40 cm. With a width of between 2.5 cm to 4 cm. 'Tongkat' (rod), made of rattan with the length of between 150-180 cm and diameter</p>



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<p>panjang antara 150 cm hingga 180 cm, dengan garis tengah 2.5 cm hingga 3.5 cm</p> <p>'2. Tahapan pertandingan</p> <p>'2.1. Bila pertandingan diikuti oleh lebih dari 7 (Tujuh) peserta maka dipergunakan sistem pool.</p> <p>'2.2. Tiga peraih nilai tertinggi dari setiap pool ditampilkan kembali untuk mendapatkan penilaian ditahap berikutnya. <u>kecuali tahap pertandingan berikutnya adalah babak final.</u></p> <p><u>Peserta tingkat final adalah 3 (tiga) pemenang menurut urutan perolehan nilai dari tahapan pool pertandingan sebelumnya.</u></p> <p>'2.3. Jumlah pool ditetapkan oleh rapat antara Delegasi Teknik, Ketua Pertandingan dan Dewan Juri serta disampaikan kepada peserta dalam Rapat Teknik.</p> <p>'2.4. Pembagian pool peserta dilakukan melalui undian dalam Rapat Teknik. Cara pengundian sama ada manual dan atau Digital akan ditentukan pada rapat teknik dengan cara voting.</p> <p>'2.5. <u>Kategori Tunggal, minimal harus diikuti oleh 2 (dua) peserta, dan langsung babak Final.</u></p> <p>'3. Waktu pertandingan Waktu penampilan adalah 3 (tiga) menit.</p> <p>4. Tatacara Pertandingan</p> <p>4.1 Permulaan pertandingan: a. Para Juri masuk melapor bertugas kepada Ketua Pertandingan melalui</p>	<p>of between 2.5-3.5 cm.</p> <p>'2. Competition Stages</p> <p>'2.1. When a competition is participated by more than 7 (seven) contestants, a pool system will be implemented.</p> <p>'2.2. Three Contestants with the highest scores from each pool will compete again in the next round. unless the following round is the final.</p> <p>The participants of the final round will be the best 3 (three)—in terms of gaining scores—from the previous competition pool stages.</p> <p>'2.3. The number of pool is decided in a meeting attended by International Technical Delegates, Competition Chairman and Council of Jury. The decision will be announced to the participants at the Technical Meeting.</p> <p>'2.4. The pool division for contestants are determined by drawing of lots during the Technical Meeting. Voting method, i.e either manually or digitally will be decided through voting at the Technical Meeting.</p> <p>'2.5. <u>Each category should be participated by minimum 2 (two) participants and directly goes to final round.</u></p> <p>'3. Duration of Competition The performance duration is 3 (three) minutes.</p> <p>4.Competition Procedure</p> <p>4.1 The beginning of competition: a. Juries reporting for duty to the</p>
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<p>sebelah kanan Ketua Pertandingan.</p> <p>b. Memberi hormat dan melapor untuk memulakan tugas</p> <p>c. Mengambil tempat yang ditentukan.</p> <p>4.2 Senjata yang telah diperiksa oleh Ketua Pertandingan diletak ditempat pengasingan senjata yang disediakan oleh penganjur.</p> <p>Pesilat/jurulatih dibenarkan untuk mengambil senjata masing-masing sejurus sebelum membuat peragaan (setelah nama mereka diumumkan)</p> <p>4.3 Peserta</p> <p>a. Memasuki gelanggang dari sebelah kiri Ketua Pertandingan.</p> <p>b. Berjalan mengikuti etika ke titik tengah gelanggang</p> <p>c. Hanya pesilat yang akan menempatkan senjata ditempatnya (Jurulatih tidak diperbolehkan)</p> <p>d. Memberi hormat kepada Ketua Pertandingan dan berpusing kebelakang memberi hormat pada Juri.</p> <p>4.4 Ketua Pertandingan memberikan isyarat kepada para Juri, Pengamat Waktu dan Aparat Pertandingan lainnya agar bersiap untuk bertugas.</p> <p>4.5 Penampilan</p> <p>a. Mempamerkan salam PERSILAT.</p> <p>b. Gong dibunyikan sebagai tanda mula. Peserta memulakan peragaan dengan</p> <p>c. Gerak tangan kosong</p> <p>d. Bersenjatakan golok</p> <p>e. Bersenjatakan tongkat/toya.</p> <p>f. Gong dibunyikan sebagai tanda</p>	<p>Competition Chairman from the right side of the Competition Chairman</p> <p>b. Show respect and readiness to perform duty</p> <p>c. Taking the allocated seats.</p> <p>4.2 The weapons that were certified by the Competition Chairman will be placed at the weapon quarantine station as prepared by the organizing committee.</p> <p>Pesilat/coach will be allowed to collect the weapons just before he/she enter the arena (immediately after his/her name was announced)</p> <p>4.3 Pesilat</p> <p>a. Entering the arena from the left side of the Competition Chairman</p> <p>b. Walk towards the centre of arena.</p> <p>c. Pesilat is to place the weapon on the weapon stand (no assistance from coach)</p> <p>d. Show respect to the Competition Chairman and turning back to show respect to the Juries.</p> <p>4.4 Competition Chairman will signal the Juries, time keeper and other Competition official to alert them that duty is about to begin.</p> <p>4.5 The showcase</p> <p>a. Showcase the Opening PERSILAT greeting</p> <p>b. The gong will be strike to mark the beginning of performance time Contestant to begin the showcase</p> <p>c. Bare hand movement</p> <p>d. With the Long knife / Golok</p> <p>e. With the long stick / Toya (rod)</p>
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<p>waktu peragaan tamat.</p> <p>4.6 Waktu peragaan berakhir</p> <ol style="list-style-type: none"> Pesilat memberi hormat kepada para Juri dan Ketua Pertandingan dari titik tengah. Meninggalkan gelanggang dari arah sebelah kiri Ketua Pertandingan. Berjalan menurut etika. <p>4.7 Penjagaan waktu</p> <ol style="list-style-type: none"> Ketua Pertandingan akan memerhatikan/memastikan waktu peragaan Pengamat waktu akan memastikan ketepatan waktu peragaan 3 menit Ketua pertandingan akan mengumumkan waktu peragaan (sekiranya menggunakan digital, penjagaan waktu akan mengikut yang terpancar/terpampang) <p>5. Ketentuan bertanding</p> <p>'5.1. Aturan bertanding</p> <p>'5.1.1. Peserta menampilkan Jurus Tunggal Baku selama 3 (tiga) menit terdiri atas tangan kosong dan selanjutnya menggunakan senjata golok / parang dan dilanjutkan dengan tongkat.</p> <p>Toleransi kelebihan atau kekurangan waktu adalah 10 (Sepuluh) detik untuk usia dini, pra remaja dan pendekar, 5 (lima) detik untuk remaja dan dewasa.</p> <p>Bila penampihan lebih dari batas toleransi waktu yang diberikan akan dikenakan hukuman.</p> <p>'5.1.2. Jurus Tunggal Baku diperagakan</p>	<p>f. The gong will be strike to mark the end of performing time.</p> <p>4.6 At the end of the performance</p> <ol style="list-style-type: none"> Contestant to show respect to the Juries and Competition Chairman from the centre of the arena To leave the arena by the left side of the Competition Chairman <p>4.7 Time Keeping</p> <ol style="list-style-type: none"> The competition chairman will make sure/take charge of the showcase time. The time keeper will keep track of the 3 minutes showcase. Competition Chairman will announce the actual showcase time. (Should the digital scoring is in used, the time tracking will be as displayed on the screen) <p>5. Competition Rule</p> <p>'5.1. Rules of the game</p> <p>5.1.1 Contestant showcase the Jurus Tunggal Baku (Single Compulsory Movement) in three (3) minutes, begin with bare hand followed with weapon movement follow with long knife (golok) followed by the long stick (toya).</p> <p>A tolerance period of +/-10 seconds is allowed for Pre-teen and Pre-Junior categories while +/-5 seconds for the Junior, Senior and Masters categories.</p> <p>Should the tolerance period go beyond the limit, penalty will be imposed accordingly.</p>
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<p>menurut urutan gerak, kebenaran rincian teknik jurus tangan kosong dan bersenjata, irama gerak, kemantapan dan penjiwaan yang ditetapkan untuk jurus ini.</p>	<p>5.1.2 Jurus Tunggal Baku is showcase according to the sequential movement, such as the movement sequence, precise techniques of with and without weapon, rhythmic movement, firmness and expression.</p>
<p>'5.1.3. Bila pesilat tidak dapat melanjutkan penampilannya karena kesalahannya, peragaan dihentikan oleh Ketua Pertandingan dan pesilat yang bersangkutan dinyatakan Diskualifikasi.</p>	<p>5.1.3 If the contestant failed to continue his/her performance due to whatever reason, the Competition Chairman will declare he / she as being disqualified.</p>
<p>'5.1.4. Mengeluarkan suara diperbolehkan.</p>	<p>5.1.4 Uttering of voice is allowed.</p>
<p>'5.2.Hukuman</p>	<p>5.2 Penalties</p>
<p>'5.2.1. Pengurangan nilai dijatuhkan kepada peserta karena kesalahan terdiri atas:</p>	<p>5.2.1 Deduction of points will be imposed as such:</p>
<p>'a.Faktor kesalahan dalam rincian gerakan dan jurus.</p>	<p>a. Mistake in movement sequence and techniques.</p>
<p>a1. - kurangan nilai 1 (satu) setiap kali i. melakukan kesalahan dalam rincian gerak ii. kesalahan dalam rincian gerak iii. Setiap gerakan yang tertinggal (tidak ditampilkan) iv. Sekiranya pesilat terlepas pegangan pada senjata, namun senjata tidak jatuh ke matras, kurangan 1 mata bagi setiap pergerakan yang salah atau tambahan pada gerak.</p>	<p>a.1 Deduction of one (1) point each time i. mistake in movement sequence details ii. Mistake in movement techniques iii. Any missing movement (not done) iv. Should a Pesilat lost grip of the weapon, as long as it does not touches the ground, a total of 1 point penalty for each wrong and/or additional movement incurred.</p>
<p>b. Faktor waktu b.1. Melebihi waktu toleransi,</p>	<p>b. Time factor b.1. beyond the tolerance period.</p>
<p>b.1.1 sepuluh (10) hingga limabelas (15) detik – kurangan nilai 10 bagi Usia Dini, Pra-Remaja dan pendekar dan lima (5) hingga sepuluh (10) detik bagi Remaja dan Dewasa</p>	<p>b.1.1 ten (10) to fifteen (15) seconds – deduction of 10 points for Pre-teen and Pre-Junior catogaries and five (5) to ten (10) seconds for Junior, senior and masters catogaries.</p>



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<p>Apabila melebihi masa toleransi ini peragaan di batalkan dan dikira diskualifikasi.</p> <p>c. Faktor lain-lain</p> <p>c.1 Keluar dari gelanggang (10 m x 10 m) – kurang nilai 5</p> <p>c.2 Senjata terjatuh dari pegangan – kurangan nilai 5</p> <p>c.3 memakai pakaian yang tidak mengikut ketetapan – kurangan nilai 5 (memakai assesories, ikat kepala dan/atau samping terlepas)</p> <p>c.4 senjata patah atau terlepas dari gagangnya, tongkat pecah atau patah akan di disqualifikasi. Peragaan langsung diberhentikan.</p> <p>5.3 Keputusan lain-lain.</p> <p>5.3.1 'Dewan Juri berhak mengesahkan atau membatalkan hukuman. Dimana pengurangan nilai boleh disahkan sekiranya 3 dari 5 juri memberikan pengurangan, dan membatalkan pengurangan nilai jika hanya 2 atau 1 juri yang memberikan pengurangan nilai.</p> <p>5.3.2 Apabila pertandingan tidak bisa dilanjutkan kerana sebab-sebab berikut:</p> <ul style="list-style-type: none"> i. Juri gagal melanjutkan (jatuh sakit/cedera/ pingsan) ii. Factor teknikal (gangguan lestri/terjadi keributan) iii. Faktor luaran (bencana alam dan lain lain) <p>Maka ketua pertandingan akan</p>	<p>Should the showcase go beyond these tolenrance period the showcase will be stopped and declared disqualified.</p> <p>c. Other factors</p> <p>c.1 Exceed the arena limit (10m x 10m) – Deduction of 5 points</p> <p>c.2. Drop of Weapon – Deduction of 5 points</p> <p>c.3 Attire is not according to prescription – Deduction of 5 points (eg. Extra accessories, head gear or samping fall off)</p> <p>c.4 Weapon came out loose from the handle or breaking of the long stick .Showcase will be stopped and declaired disqualified.</p> <p>5.3 Other Decisions</p> <p>5.3.1 The Referee Jury Council has the right to request for amendments of the penalties (impose penalty or withdraw penalty) following 3 or more Jury views and decision. Penalty imposed will be denied if it is only be given by 2 or 1 Jury.</p> <p>5.3.2 When competition is unable to continue due to:</p> <ul style="list-style-type: none"> i. Juries failed to function (fall sick / injured / unconscious) ii. Non-Technical factors (Electrical breakdown / disturbance / etc) iii. External factors (something that is beyond human control, natural disaster etc) <p>Competition chairman will stop the</p>
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<p>menghentikan pertandingan dengan ketentuan berikut:</p> <p>a.1. Pesilat yang terlibat (selain nomor undian terakhir) akan dibenarkan memulai peragaannya dari semula (dalam pool atau tahap mana pertandingan diberhentikan) dengan juri yang sama, setelah pesilat nomor undian terakhir menyelesaikan peragaannya.</p> <p>a.2. Apabila ia melibatkan pesilat nomor undian terakhir, akan dibenarkan memulai peragaannya dari semula, selambat-lambatnya sepuluh (10) menit setelah teratasinya kendala non teknis.</p> <p>a.3. Juri yang tidak bisa melaksanakan tugasnya akan diganti.</p> <p>5.3.3 Pertandingan tidak bisa dilanjutkan karena Juri tidak bisa melaksanakan tugasnya akibat kecelakaan yang disebabkan oleh Pesilat (senjata lepas mengenai Juri atau penonton), maka Pesilat bersangkutan dinyatakan Diskualifikasi, dan Ketua Pertandingan mengganti Juri yang bersangkutan setelah berkonsultasi dengan Delegasi Teknik dan pertandingan dilanjutkan dengan nomor undian berikutnya.</p> <p>'5.4 Undur Diri.</p> <p>Pesilat dinyatakan undur diri apabila setelah 3 (tiga kali) pemanggilan oleh Sekretaris Pertandingan tidak memasuki gelanggang untuk memperagakan kategori Tunggal.</p> <p>Setiap pemanggilan dengan tenggang waktu 30 detik.</p> <p>'5.5. Diskualifikasi.</p>	<p>competition with following guidelines:</p> <p>a.1. contestant involve (unless the last contestant) will be allowed to showcase the performance again right from the beginning (at whichever round he is contesting) with the same Juries, right after the last contestant completing his/her showcase.</p> <p>a.2. If it is during the last contestant showcase, contestant will be allowed to re-showcase his performance from the beginning, at the latest 10 minutes after the technical problem is solved.</p> <p>a.3. The Jury that could not carry out duty is to be replaced.</p> <p>5.3.3 Competition could not proceed due to any accident caused by the contestant (collision with Juries / Jury was hurt due to weapon flung to them, etc) Contestant will be disqualified. Competition Chairman will replace the injured Jury (after consultation with Technical delegate) and competition will resume with the next contestant.</p> <p>5.4 Walk-over</p> <p>Participation will be declared as Walk-over should contestant failed to report to Competition's Secretary after being call for the 3rd time.</p> <p>The interval between the call outs will be at thirty (30) seconds each.</p> <p>5.5. Disqualification</p>
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<p>`a. Penilaian terhadap peserta menjadi batal, bila setelah berakhirnya penampilan didapati bahwa ada satu jurus yang tidak diperagakan atau memperagakan urutan Jurus yang salah, oleh peserta. Dalam hal ini peserta dikenakan hukuman diskualifikasi.</p> <p>`b. Pesilat yang memakai pakaian dan atau senjata yang menyimpang dari ketentuan pertandingan dinyatakan diskualifikasi (pakai T-shirt atau tombak).</p> <p>`c. Pesilat tidak dapat melanjutkan penampilannya, karena kesalahannya sendiri.</p> <p>`d. Perkara-perkara yang telah ditetapkan dalam 5.1.3, 5.2.1 (b1.1), 5.2.c4 dan 5.3.3</p> <p>`e. Tidak dapat menunjukkan surat keterangan kesehatan sebelum pertandingan di mulai.</p>	<p>a. Points given to contestant will be withdrawn should it was realized (at the end of the showcase) that the contestant failed to showcase the whole package or had perform the package sequence not in proper order.</p> <p>b. Putting on a totally non-proper attire (not as stipulated) or using a wrong weapon (eg. Tombak instead of toya)</p> <p>`c. Pesilat is unable to continue the showcase due to his own fault</p> <p>`d. Matters that are stated at point 5.1.3, 5.2.1 (b1.1), 5.2.c4 dan 5.3.3</p> <p>`e. Pesilat is unable to show the letter of medical checkup before starting the first match (regardless of category) of the competition.</p>
<p>`6. Penilaian</p>	<p>`6. Scoring</p>
<p>`6.1. Penilaian terdiri atas :</p>	<p>`6.1. Scoring consists of:</p>
<p>`6.1.1. Nilai Kebenaran yang mencakup unsur :</p>	<p>`6.1.1. Accuracy score includes the following elements:</p>
<p>`a. Kebenaran gerakan dalam setiap jurus; `b. Kebenaran urutan gerakan `c. Kebenaran urutan jurus.</p>	<p>`a. The accuracy of movement in each Jurus `b. The accuracy of movement sequence `c. The accuracy of jurus sequence</p>
<p>Nilai diperhitungkan dari jumlah gerakan Jurus Tunggal Baku (100 gerakan) dikurangi nilai kesalahan.</p>	<p>Score is obtained from the total number of movements in Jurus Tunggal (100 movements) deducted by the penalty points.</p>
<p>`6.1.2. Nilai Kemantapan yang mencakup unsur :</p>	<p>`6.1.2. Firmness scores include the following elements:</p>
<p>`a. Kemantapan gerak; `b. Kemantapan irama gerak; `c. Kemantapan penghayatan gerak;</p>	<p>`a. The firmness of movements `b. The firmness of movement rhythm</p>



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<p>`d. Kemantapan tenaga dan stamina. Pemberian nilai antara 50 (lima puluh) dengan 60 (enam puluh) angka yang dinilai secara total / terpadu diantara keempat unsur Kemantapan.</p> <p>`7. Penentuan dan pengumuman pemenang</p> <p>`7.1. Pemenang adalah peserta yang mendapat nilai tertinggi untuk penampilannya dari tiga (3) dari lima (5) juri. Nilai yang tertinggi dan terendah dicoret.</p> <p>`7.2. Bila terdapat nilai yang sama, pemenangnya akan dinilai mengikut aturan berikut:</p> <ul style="list-style-type: none">i) Peserta dengan jumlah Nilai Kebenaran Teknik tertinggi dari 3 (tiga) juri seperti keputusan 7.1.ii) Peserta yang mempunyai nilai kemantapan, penghayatan dan stamina tertinggi dari 3 (tiga) juri seperti keputusan 7.1iii) Peserta dengan waktu peragaan lebih atau kurang yang terkecil mendekati kepada ketepatan waktu 3 (tiga) menit.iv) Peserta dengan jumlah nilai hukuman terkecil.v) Bila nilai masih tetap sama, pemenangnya akan diundi dengan lambungan coin langsung ke matras, oleh Ketua Pertandingan disaksikan oleh Delegasi Teknik, Dewan Juri dan Tim Manajer pesilat bersangkutan. <p>`7.3. Pengumuman nilai perolehan peserta setiap kategori disampaikan setelah para Juri menyelesaikan tugasnya menilai seluruh peserta pada setiap kategori.</p>	<p>`c. The firmness of movement soulfulness `d. The firmness of power and stamina Score ranges from 50 to 60 points which is the accumulated score of the four firmness elements.</p> <p>`7. Decision and announcement of the winner</p> <p>`7.1. The winner is the contestant who gains the highest score for his/her performance from 3 (three) out of 5 (five) jurors with elimination of the highest and the lowest score.</p> <p>`7.2. If the scores are equal, the winner will be determined accordingly:</p> <ul style="list-style-type: none">i) The contestant who gains the total highest Technique points from the 3 (three) jurors as decided in para 7.1.ii) The contestant who gains the highest points in firmness, soulfulness and stamina from 3 (three) jurors as decided in para 7.1.iii) The contestant whose duration of performance is the closest to precise time of 3 (three) minutes.iv) The winner is the contestant who gains the least penalty points.v) If the result remains the same, the Competition Chairman will do a toss coin on to the matras witnessed by Technical Delegate, Council of Juror and Team Managers of respective Contestant. <p>`7.3. The score of each contestant is announced after the Jury has finished their task in giving score to all contestants of every Jurus Tunggal (Single) category.</p>
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<p>Hasil Total perolehan nilai ditampilkan pada papan nilai bersamaan dengan pengumuman perolehan nilai yang dilakukan oleh Ketua Pertandingan kecuali dengan menggunakan system penilaian digital, dimana perolehan nilai dari masing-masing juri dan total perolehan nilainya sudah terlihat langsung di layar penilaian.</p>	<p>Total obtained scores will be shown in scoring board while announced by Competition Chairman except when using digital scoring board where the scores from each Jury and total scores are displayed in the screen instantly.</p>
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<p align="center">Pasal 11 Kategori GANDA</p>	<p align="center">Article 11 GANDA (Double) Category</p>
<p>`1. Perlengkapan bertanding</p> <p>`1.1. Pakaian : Pakaian Pencak Silat model standar PERSILAT warna bebas dan polos (celana dan baju boleh dengan warna yang sama atau berbeda). Memakai ikat kepala (Jilbab/mini telekong, tidak boleh menutup muka, bukan merupakan ikat kepala) dan kain samping warna polos atau bercorak. Pilihan dan kombinasi warna diserahkan kepada peserta. Warna pakaian, corak ikat kepala / kain samping kedua pesilat kategori Ganda boleh sama atau berbeda.</p> <p>Boleh memakai badge badan induk di dada sebelah kiri serta diperkenankan memakai badge PERSILAT di dada kanan, bendera Negara di lengan kiri. Nama Negara di belakang baju.</p> <p>`1.2. Senjata :</p> <p>`1.2.1. Jenis, ukuran dan jumlah senjata yang dipakai adalah seperti berikut: Senjata wajib: golok/parang dan toya</p> <p>Senjata pilihan : Wajib memilih satu daripada senjata senjata ini: Pisau, Keris, Clurit dan Trisula.</p> <p>Penggunaan senjata wajib dan senjata pilihan diberikan kebebasan dalam urutan penggunaannya.</p> <p>`1.2.1.a Untuk Usia Dini dan Pra remaja, golok atau parang terbuat dari logam atau kayu, tidak tajam dan tidak runcing dengan ukuran antara 20 cm hingga 30 cm. Ukuran lebar 2cm hingga 3.5 cm.</p> <p>Tongkat/toya terbuat dari rotan dengan</p>	<p>`1. Competition Equipment</p> <p>`1.1. Attire: A standard Pencak Silat costume of any color and plain (the top and bottom pieces may be of different color). Use a headband (a veil not covering face, is not consider as a headband) and 'kain samping' of plain color or decorated. The color choice and combination are entirely at the discretion of the contestant. The costume color and the headband/'kain samping' pattern of the pairing contestants of Ganda category may be of similar or different uniformity.</p> <p>It is allowed to have the badge of the contestant's main association on the left chest and PERSILAT badge on the right chest, the national flag on left arm. The name of the country at the upper back of the attire.</p> <p>`1.2. Weapon:</p> <p>`1.2.1. The types, size and number of weapons to be used are as follows: Compulsary weapon : a golok/parang and toya (long stick) Selected Weapon: It is compulsory to choose either one of these weapons: Keris, Pisau, Clurit and Trisula.</p> <p>The sequence of using compulsory and additional weapon is in discretion of Pesilat.</p> <p>`1.2.1. a. For Pre-Teen and Pre-Junior, golok or parang is made of metal or wood, non-sharp pointed with length between 20 cm up to 30 cm. With the width of between 2 cm to 3.5 cm.</p> <p>Toya (long stick), made of rattan with the</p>



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<p>ukuran panjang antara 100 cm hingga 150 cm dengan garis tengah 1.5 cm hingga 2.5 cm</p> <p>`1.2.1.b Untuk Remaja, Dewasa dan Pendekar, golok atau parang terbuat dari logam, tidak tajam dan tidak runcing dengan ukuran antara 30 cm hingga 40 cm dan ukuran lebar 2.5 cm hingga 4 cm. Tongkat terbuat dari rotan dengan ukuran panjang antara 150 cm hingga 180 cm, dengan garis tengah 2.5 cm hingga 3.5 cm</p> <p>`1.2.2. Senjata pilihan untuk usia Dini dan Pra Remaja.</p> <p>`a. Pisau terbuat dari logam atau kayu, tidak tajam dan tidak runcing dengan ukuran antara 10 cm s/d 15 cm.</p> <p>`b. Keris, clurit, trisula terbuat dari logam atau kayu, tidak tajam dan tidak runcing dengan ukuran panjang antara 20 cm s/d 30 cm</p> <p>`1.2.3. Untuk Remaja, Dewasa dan Pendekar.</p> <p>`a. Pisau terbuat dari logam, tidak tajam dan tidak runcing dengan ukuran antara 15 cm s/d 20 cm.</p> <p>`b. Keris, clurit, trisula terbuat dari logam, tidak tajam dan tidak runcing dengan ukuran panjang antara 30 cm s/d 40 cm.</p> <p>`1.2.4. Penggunaan senjata pilihan boleh menggunakan satu atau dua senjata dalam satu jenis. Teknik penggunaan dan jenis senjata pilihan bebas menurut aliran masing-masing.</p> <p>`1.2.5. Peragaan bermula seperti berikut</p> <p>`a. Diawali dengan menggunakan jurus tangan kosong;</p>	<p>length of between 100-150 cm and diameter of between 1.5-2.5 cm.</p> <p>`1.2.1.b For Junior, Senior and Master, golok or parang is made of metal or wood, non-sharp pointed with length between 30 cm up to 40 cm. With a width of between 2.5 cm to 4 cm. Toya (long stick), made of rattan with the length of between 150-180 cm and diameter of between 2.5-3.5 cm.</p> <p>`1.2.2. For Pre-Teen and Pre-Junior (additional weapon).</p> <p>`a. Knife made of metal or wood, blunt and non sharp-pointed with size between 10 cm up to 15 cm.</p> <p>`b. Keris, sickle, sai made of metal or wood, blunt and non sharp-pointed with size between 20 cm up to 30 cm.</p> <p>`1.2.3. For Junior, Senior and Master.</p> <p>`a. Knife made of metal or wood, non sharp-pointed with size between 15 cm up to 20 cm.</p> <p>`b. Keris, sickle, sai made of metal or wood, non sharp-pointed with size between 30 cm up to 40 cm.</p> <p>`1.2.4. The usage of selected weapon may be One or two pieces of a kind. Usage Technic and type of selected weapons is up to the respective Silat Schools.</p> <p>`1.2.5. The showcase is to begin as follows:</p> <p>`a. To begin with bare-hand movement.</p>
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<p>Bebas meneruskan: `b.Salah satu pesilat bersenjata, yang satu tangan kosong atau kedua pesilat menggunakan senjata; `c.Berganti senjata dalam peragaan / senjata beralih tangan; `d.Melepaskan/menjatuhkan senjata sesuai dengan deskripsi peragaan.</p> <p>`2. Tahapan pertandingan</p> <p>`2.1. Bila pertandingan diikuti oleh lebih dari 7 (Tujuh) peserta maka dipergunakan sistem pool. `2.2. Tiga peraih nilai tertinggi dari setiap pool ditampilkan kembali untuk mendapatkan penilaian ditahap berikutnya. Kecuali tahap pertandingan berikutnya adalah babak final.</p> <p>Peserta tingkat final adalah 3 (tiga) pemenang menurut urutan perolehan nilai dari tahapan pool pertandingan sebelumnya.</p> <p>`2.3. Jumlah pool ditetapkan oleh rapat antara Delegasi Teknik, Ketua Pertandingan dan Dewan Juri serta disampaikan kepada peserta dalam Rapat Teknik.</p> <p>`2.4. Pembagian pool peserta dilakukan melalui undian dalam Rapat Teknik. Cara pengundian sama ada manual dan atau Digital akan ditentukan pada rapat teknik dengan cara voting.</p> <p>`2.5.Setiap kategori ganda, minimal harus diikuti oleh 2 (dua) peserta, dan langsung babak final.</p>	<p>Free to continue: `b.One Pesilat using weapon while the other bare-handedly, or both Pesilat using weapon. `c.During performance the weapon moves (transfer) from one Pesilat to the other. `d. Release or drop weapon in accordance with the performance description.</p> <p>`2.Competition Stages</p> <p>`2.1. When a competition is participated by more than 7 (seven) contestants, a pool system will be implemented. `2.2. Three Contestants with the highest scores from each pool will compete again in the next round. unless the following round is the final.</p> <p>The participants of the final round will be the best 3 (three)—in terms of gaining scores— from the previous competition pool stages.</p> <p>`2.3. The number of pool is decided in a meeting attended by International Technical Delegates, Competition Chairman and Council of Jury. The decision will be announced to the participants at the Technical Meeting.</p> <p>`2.4. The pool division for contestants are determined by drawing of lots during the Technical Meeting. Voting method, i.e either manually or digitally will be decided through voting at the Technical Meeting.</p> <p><u>`2.5. Each category should be participated by minimum 2 (two) participants and directly goes to final round.</u></p>
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<p>'3. Waktu Pertandingan Waktu penampilan adalah 3 (tiga) menit</p> <p>'4. Tata cara pertandingan 4.1 Permulaan pertandingan:</p> <ul style="list-style-type: none"> d. Para Juri masuk melapor bertugas kepada Ketua Pertandingan melalui sebelah kanan Ketua Pertandingan. e. Memberi hormat dan melapor untuk memulakan tugas f. Mengambil tempat yang ditentukan. <p>4.2 Senjata yang telah diperiksa oleh Ketua Pertandingan diletak ditempat pengasingan senjata yang disediakan oleh penganjur.</p> <p>Pesilat/jurulatih dibenarkan untuk mengambil senjata masing-masing seurus sebelum membuat peragaan (setelah nama mereka diumumkan)</p> <p>4.3 Peserta</p> <ul style="list-style-type: none"> e. Memasuki gelanggang dari sebelah kiri Ketua Pertandingan. f. Berjalan mengikuti etika ke titik tengah gelanggang g. Pesilat yang akan menempatkan senjata ditempatnya (Jurulatih tidak diperbolehkan) h. Memberi hormat kepada Ketua Pertandingan dan berpusing kebelakang memberi hormat pada Juri. <p>4.4 Ketua Pertandingan memberikan isyarat kepada para Juri, Pengamat Waktu dan Aparat Pertandingan lainnya agar bersiap untuk bertugas.</p> <p>4.5 Penampilan</p> <ul style="list-style-type: none"> g. Mempamerkan salam PERSILAT. h. Gong dibunyikan sebagai tanda mula 	<p>'3. Duration of Competition The performance duration is 3 (three) minutes.</p> <p>'4. Competition Procedure 4.1 The beginning of competition:</p> <ul style="list-style-type: none"> d. Juries reporting for duty to the Competition Chairman from the right side of the Competition Chairman e. Show respect and readiness to perform duty f. Taking the allocated seats. <p>4.2 The weapons that were certified by the Competition Chairman will be placed at the weapon quarantine station as prepared by the organizing committee. Pesilat/coach will be allowed to collect the weapons just before he/she enter the arena (immediately after his/her name was announced)</p> <p>4.3 Pesilat</p> <ul style="list-style-type: none"> e. Entering the arena from the left side of the Competition Chairman f. Walk towards the centre of arena. g. Pesilat is to place the weapon on the weapon stand (no assistance from coach) h. Show respect to the Competition Chairman and turning back to show respect to the Juries. <p>4.4 Competition Chairman will signal the Juries, time keeper and other Competition official to alert them that duty is about to begin.</p> <p>4.5 The showcase</p> <ul style="list-style-type: none"> g. Showcase the Opening PERSILAT greeting h. The gong will be strike to mark the
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<p>Peserta memulakan peragaan.</p> <p>i. Gong dibunyikan sebagai tanda waktu peragaan tamat.</p> <p>.</p> <p>4.6 Waktu peragaan berakhir</p> <p>d. Pesilat memberi hormat kepada para Juri dan Ketua Pertandingan dari titik tengah.</p> <p>e. Meninggalkan gelanggang dari arah sebelah kiri Ketua Perntandingan.</p> <p>4.7 Penjagaan waktu</p> <p>d. Ketua Pertandingan akan memerhatikan/memastikan waktu peragaan</p> <p>e. Pengamat waktu akan memastikan ketepatan waktu peragaan 3 menit</p> <p>f. Ketua pertandingan akan mengumumkan waktu peragaan (sekiranya menggunakan digital, penjagaan waktu akan mengikut yang terpancar/terpampang)</p> <p>'5. Ketentuan bertanding</p> <p>'5.1. Aturan bertanding</p> <p>'5.1.1. Peserta menampilkan kekayaan teknik serang bela Pencak Silat yang dimiliki selama 3 (tiga) menit dengan tangan kosong dan bersenjata.</p> <p>Toleransi kelebihan atau kekurangan waktu adalah 10 (Sepuluh) detik untuk usia dini, pra remaja dan pendekar, 5 (lima) detik untuk remaja dan dewasa.</p> <p>Bila penampihan lebih dari batas toleransi waktu yang diberikan akan dikenakan hukuman.</p> <p>5.1.2 Mengeluarkan suara diperbolehkan</p>	<p>beginning of performance time</p> <p>i. The gong will be strike to mark the end of performing time.</p> <p>4.6 At the end of the performance</p> <p>c. Contestant to show respect to the Juries and Competition Chairman from the centre of the arena</p> <p>d. To leave the arena by the left side of the Competition Chairman</p> <p>4.7 Time Keeping</p> <p>d. The competition chairman will make sure/take charge of the showcase time.</p> <p>e. The time keeper will keep track of the 3 minutes showcase.</p> <p>f. Competition Chairman will announce the actual showcase time. (Should the digital scoring is in used, the time tracking will be as displayed on the screen)</p> <p>'5.Competition Rule</p> <p>'5.1. Rules of the game</p> <p>'5.1.1.For 3 (three) minutes the participant performs the richness technique of jurus attack-defense with bare hands and with weapons.</p> <p>A tolerance period of +/-10 seconds is allowed for Pre-teen and Pre-Junior catagories while +/-5 seconds for the Junior, Senior and Masters catagories.</p> <p>Should the tolerance period go beyond the limit, penalty will be imposed accordingly.</p> <p>5.1.2 Uttering of sound is allowed.</p>
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<p>'5.2. Hukuman</p> <p>'5.2.1.Hukuman pengurangan nilai dijatuhkan karena kesalahan peserta terdiri atas :</p> <p>a. Faktor waktu</p> <p>a.1. Melebihi waktu toleransi,</p> <p>sepuluh (10) hingga limabelas (15) detik – kurangan nilai 10 bagi Usia Dini, Pra-Remaja dan pendekar dan lima (5) hingga sepuluh (10) detik bagi Remaja dan Dewasa</p> <p>Apabila melebihi masa toleransi ini peragaan di batalkan dan dikira diskualifikasi.</p> <p>'b. Faktor lain-lain.</p> <p>Pengurangan nilai 5 (lima) dikenakan kepada peserta setiap kali melakukan yang berikut:</p> <ul style="list-style-type: none"> i. Setiap kali keluar keluar dari gelanggang (10 m X 10 m). ii. setiap kali peserta, jatuh senjatanya diluar yang ditentukan dalam deskripsi iii. peserta yang senjatanya tidak jatuh sesuai yang ditentukan dalam deskripsi. iv. Senjata yang ditetapkan jatuh (dalam deskripsi), jatuh diluar gelanggang, dan pesilat keluar gelanggang untuk mengambilnya (kerana akan digunakan semula) v. dalam penampilannya didapati senjata yang tidak sempurna (senjata golok patah/ lepas dari gagangnya, tongkat retak / pecah/patah). <p><i>Adapun ikat kepala dan kain samping jatuh tidak dikenakan hukuman pengurangan nilai.</i></p>	<p>'5.2. Penalties</p> <p>'5.2.1.Deduction of score is imposed each time contestant performs the following faulty:</p> <p>a. Time factor</p> <p>a.1. beyond the tolerance period.</p> <p>a.1.1 ten (10) to fifteen (15) seconds – deduction of 10 points for Pre-teen and Pre-Junior catogaries and five (5) to ten (10) seconds for Junior, senior and masters catogaries.</p> <p>Should the showcase go beyond these tolenrances period the showcase will be stopped and declared disqualified.</p> <p>'b. Other factors</p> <p>Deduction of 5 (five) points penalty will be imposed to the following :</p> <ul style="list-style-type: none"> i. contestant crosses the arena borderline (10m x 10m). ii. each time the weapon drop against prescription. iii. weapon did not drop as prescribe in the prescription. iv. The weapons that was prescribe as drop (in the prescription), drop outside the arena and pesilat crosses the arena to pick the weapon (as it is still needed for the showcase) v. using not fully proper weapon according to the regulation, or broken golok, broken toya, golok loose from its head. <p>No deduction of score for accessories falls.</p>
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<p>'5.2.2. Undur Diri</p> <p>Pesilat dinyatakan undur diri apabila setelah 3 (tiga kali) pemanggilan oleh Sekretaris Pertandingan tidak memasuki gelanggang untuk memperagakan kategori Tunggal.</p> <p>Setiap pemanggilan dengan tenggang waktu 30 detik.</p> <p>'5.2.3. Diskualifikasi</p> <p>'a. Pesilat yang memakai pakaian dan atau menggunakan senjata (memakai T-shirt, Tombak) yang menyimpang dari ketentuan pertandingan dinyatakan diskualifikasi;</p> <p>'b. Perkara yang ditetapkan dalam 5.2.1a</p> <p>'c. Tidak dapat menunjukkan surat keterangan sehat sebelum bertanding.</p>	<p>'5.2.2. Walk-Out</p> <p>Participation will be declared as Walk-over should contestant failed to report to Competition's Secretary after being call for the 3rd time.</p> <p>The interval between the call outs will be at thirty (30) seconds each.</p> <p>'5.2.3. Disqualification</p> <p>'a. Pesilat wears wrong costume or uses wrong weapon not according to competition regulation is disqualified.</p> <p>'b. As stated in 5.2.1a</p> <p>'c. Pesilat is unable to show the letter of medical health before competition started</p>
<p>'6. Penilaian</p> <p>'6.1. Penilaian terdiri atas :</p> <p>'6.1.1. Nilai teknik serang bela. Nilai teknik serang bela tangan kosong maupun bersenjata mencakup penggunaan berbagai bentuk teknik serang bela dengan tangan dan kaki, seperti : pukulan, tendangan, sapuan, jatuhan, tangkisan, hindaran / elakan, tangkapan, kuncian dan lainnya.</p> <p>Sasaran penilaian ditujukan kepada factor :</p> <p>'a. Kualitas teknik serang bela baik tangan kosong maupun bersenjata; 'b. Kekayaan bentuk teknik serang bela baik tangan kosong maupun bersenjata;</p> <p>'c. Ketrampilan dan kreativitas teknik serang bela; 'd. Logika pelaksanaan teknik serang bela.</p>	<p>'6. Scoring</p> <p>'6.1. Scoring consist of:</p> <p>'6.1.1. Score of attack-defense technique: The score of attack-defense technique—bare-handed or armed, includes various attack-defense techniques by hands or foot such as: hitting, kicking, sweeping, dropping, parrying, dodging/evading, catching, locking, etc.</p> <p>Scoring shall focus on the following elements:</p> <p>'a. The quality of attack-defense techniques in barehanded as well as using weapon. 'b. The richness of attack-defense techniques in barehanded as well as using weapon. 'c. The skill and creativity of attack-defense techniques 'd. The logic in executing attack-defense</p>



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<p>Pemberian nilai diantara 60 (Enam puluh) s/d 80 (delapan puluh) angka yang dinilai secara terpadu / total diantara keempat unsur nilai teknik.</p> <p>`6.1.2.Nilai Kemantapan. Nilai kemantapan terdiri atas faktor kemantapan, kekompakan, keberanian kedua pesilat dalam penampilannya.</p> <p>Sasaran penilaian ditujukan kepada faktor :</p> <p>`a. Kemantapan dan ketegasan gerak; `b. Kekompakan / soliditas kedua pesilat; `c. Keberanian memainkan senjata; `d. Tenaga dan stamina.</p> <p>Pemberian nilai antara 50 (lima puluh) hingga 60 (enam puluh) angka yang dinilai secara total / terpadu diantara keempat unsur Kemantapan.</p> <p>`6.1.3.Nilai penghayatan yang mencakup factor. `a. Keserasian ekspresi penghayatan gerakan; `b. Keserasian irama gerakan. Pemberian nilai antara 50 (lima puluh) hingga 60 (enam puluh) angka yang dinilai secara total / terpadu diantara kedua unsur penghayatan.</p> <p>`7.Penentuan dan pengumuman pemenang</p> <p>`7.1.Pemenang adalah peserta yang mendapat nilai tertinggi untuk penampilannya dari tiga (3) dari lima (5) juri. Nilai yang tertinggi dan terendah dicoret.</p> <p>`7.2.Bila terdapat nilai yang sama, pemenangnya akan dinilai mengikut aturan berikut:</p>	<p>technique</p> <p>Score ranges from 60 (sixty) to 80(eighty) points which is the total score of the above four elements of technique.</p> <p>`6.1.2. Firmness Score: Firmness score consists of elements of firmness, harmony, courage of both Pesilats during performance.</p> <p>Scoring shall focus on the following elements: ` a. Firmness and strictness of movement `b. Harmony/solidity of both Pesilats `c. Courage in weapon skill `d. Power and stamina</p> <p>Score ranges from 50 to 60 points which is the integrated score of the above four elements of firmness.</p> <p>`6.1.3. Soulfulness score includes the following elements: `a. The harmony of expression of movement soulfulness `b. The harmony of movement rhythm Score ranges from 50 (fifty) to 60 (sixty) points which is the integrated score of both elements of soulfulness.</p> <p>`7. Decision and announcement of the winner</p> <p>`7.1. The winner is the contestant who gains the highest score for his/her performance from 3 (three) our of 5 (five) jurors with elimination of the highest and the lowest score.</p> <p>`7.2. If the scores are equal, the winner will be determine accordingly:</p>
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<p>vi) Peserta dengan jumlah Nilai Kebenaran Teknik tertinggi dari 3 (tiga) juri seperti keputusan 7.1.</p> <p>vii) Peserta yang mempunyai nilai kemantapan, penghayatan dan stamina tertinggi dari 3 (tiga) juri seperti keputusan 7.1</p> <p>viii) Peserta dengan waktu peragaan lebih atau kurang yang terkecil mendekati kepada ketepatan waktu 3 (tiga) menit.</p> <p>ix) Peserta dengan jumlah nilai hukuman terkecil.</p> <p>x) Bila nilai masih tetap sama, pemenangnya akan diundi dengan lambungan coin langsung ke matras, oleh Ketua Pertandingan disaksikan oleh Delegasi Teknik, Dewan Juri dan Tim Manajer pesilat bersangkutan.</p>	<p>vi) The contestant who gains the total highest Technique points from the 3 (three) jurors as decided in para 7.1.</p> <p>vii) The contestant who gains the highest points in firmness, soulfulness and stamina from 3 (three) jurors as decided in para 7.1.</p> <p>viii) The contestant whose duration of performance is the closest to precise time of 3 (three) minutes.</p> <p>ix) The winner is the contestant who gains the least penalty points.</p> <p>x) If the result remains the same, the Competition Chairman will do a toss coin on to the mattress witnessed by Technical Delegate, Council of Juror and Team Managers of respective Contestant.</p>
<p>7.3. Pengumuman nilai perolehan peserta setiap kategori disampaikan setelah para Juri menyelesaikan tugasnya menilai seluruh peserta pada setiap kategori.</p>	<p>7.3. The score of each contestant is announced after the Jury has finished their task in giving score to all contestants of the category.</p>
<p>Hasil Total perolehan nilai ditampilkan pada papan nilai bersamaan dengan pengumuman perolehan nilai yang dilakukan oleh Ketua Pertandingan kecuali dengan menggunakan system penilaian digital, dimana perolehan nilai dari masing-masing juri dan total perolehan nilainya sudah terlihat langsung di layar penilaian.</p>	<p>Total obtained scores will be shown on scoring board while announced by Competition Chairman except when using digital scoring board where the scores from each Jury and total scores are displayed in the screen instantly.</p>



Pasal 12
Kategori REGU

Article 12
REGU (Team) Category

1. Perlengkapan bertanding

1.1. Competition Equipment

Pakaian :

PERATURAN PERTANDINGAN TAHUN 2012, Ver. 30-8-2013

1.1. Attire:



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<p>Pakaian Pencak Silat model standar PERSILAT, warna HITAM dengan sabuk / bengkung warna putih lebar 10 Cm yang dipakai tanpa disimpul dan juga tidak terurai serta tanpa aksesoris.</p> <p>Wajib memakai badge lambang badan induk organisasi di dada sebelah kiri serta memakai badge PERSILAT di dada kanan.</p> <p>Boleh memakai lambang badan induk di dada sebelah kiri dan diperkenankan memakai lambang PERSILAT di dada kanan, bendera Negara di lengan kiri. Nama Negara di belakang baju.</p> <p>2. Tahapan pertandingan</p> <p>2.1. Bila pertandingan diikuti oleh lebih dari 7 (Tujuh) peserta maka dipergunakan sistem pool.</p> <p>2.2. Tiga peraih nilai tertinggi dari setiap pool ditampilkan kembali untuk mendapatkan penilaian ditahap berikutnya. <u>kecuali tahap pertandingan berikutnya adalah babak final.</u></p> <p><u>Peserta tingkat final adalah 3 (tiga) pemenang menurut urutan perolehan nilai dari tahapan pool pertandingan sebelumnya.</u></p> <p>2.3. Jumlah pool ditetapkan oleh rapat antara Delegasi Teknik, Ketua Pertandingan dan Dewan Juri serta disampaikan kepada peserta dalam Rapat Teknik.</p> <p>2.4. Pembagian pool peserta dilakukan melalui undian dalam Rapat Teknik. Cara pengundian sama ada manual dan atau Digital akan ditentukan pada rapat teknik dengan cara voting.</p> <p>2.5. <u>Kategori Regu, minimal harus diikuti</u></p>	<p>A standard black Pencak Silat attire, with a white belt of 10 cm which is wrapped not tied nor loosely, and without accessories.</p> <p>It is compulsory to have the badge of the contestant's main association on the left chest and the badge of PERSILAT in the right chest</p> <p>It is allowed to have the badge of the contestant's main association on the left chest and PERSILAT badge on the right chest. The national flag on the left arm and the name of the country at the upper back of the attire.</p> <p>2. Competition Stages</p> <p>2.1. When a competition is participated by more than 7 (seven) contestants, a pool system will be implemented.</p> <p>2.2. Three Contestants with the highest scores from each pool will compete again in the next round. unless the following round is the final.</p> <p>The participants of the final round will be the best 3 (three)—in terms of gaining scores—from the previous competition pool stages.</p> <p>2.3. The number of pool is decided in a meeting attended by International Technical Delegates, Competition Chairman and Council of Jury. The decision will be announced to the participants at the Technical Meeting.</p> <p>2.4. The pool division for contestants are determined by drawing of lots during the Technical Meeting. Voting method, i.e either manually or digitally will be decided through voting at the Technical Meeting.</p> <p>2.5. <u>Each category should be participated by</u></p>
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<p>oleh 2 (dua) peserta, dan langsung babak Final.</p> <p>'3. Waktu pertandingan Waktu penampilan adalah 3 (tiga) menit</p> <p>'4. Tata cara pertandingan</p> <p>4.1 Permulaan pertandingan:</p> <ul style="list-style-type: none"> g. Para Juri masuk melapor bertugas kepada Ketua Pertandingan melalui sebelah kanan Ketua Pertandingan. h. Memberi hormat dan melapor untuk memulakan tugas i. Mengambil tempat yang ditentukan. <p>4.2 Peserta</p> <ul style="list-style-type: none"> i. Memasuki gelanggang dari sebelah kiri Ketua Pertandingan. j. Berjalan mengikuti etika ke titik tengah gelanggang k. Memberi hormat kepada Ketua Pertandingan dan berpusing kebelakang memberi hormat pada Juri. <p>4.3 Ketua Pertandingan memberikan isyarat kepada para Juri, Pengamat Waktu dan Aparat Pertandingan lainnya agar bersiap untuk bertugas.</p> <p>4.4 Penampilan</p> <ul style="list-style-type: none"> j. Mempamerkan salam PERSILAT. k. Gong dibunyikan sebagai tanda mula l. Peserta memulakan peragaan m. Gong dibunyikan sebagai tanda waktu peragaan tamat. <p>4.5 Waktu peragaan berakhir</p> <ul style="list-style-type: none"> f. Pesilat memberi hormat kepada 	<p><u>minimum 2 (two) participants and directly goes to final round.</u></p> <p>'3. Duration of Competition The performance duration is 3 (three) minutes.</p> <p>'4. Competition Procedure</p> <p>4.1 The beginning of competition:</p> <ul style="list-style-type: none"> g. Juries reporting for duty to the Competition Chairman from the right side of the Competition Chairman h. Show respect and readiness to perform duty i. Taking the allocated seats. <p>4.2 Pesilat</p> <ul style="list-style-type: none"> i. Entering the arena from the left side of the Competition Chairman j. Walk towards the centre of arena. k. Show respect to the Competition Chairman and turning back to show respect to the Juries. <p>4.3 Competition Chairman will signal the Juries, time keeper and other Competition official to alert them that duty is about to begin.</p> <p>4.4 The showcase</p> <ul style="list-style-type: none"> j. Showcase the Opening PERSILAT greeting k. The gong will be strike to mark the beginning of performance time Contestant to begin the showcase l. Pesilat will perform the showcase m. The gong will be strike to mark the end of performing time. <p>4.5 At the end of the performance</p>
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<p>para Juri dan Ketua Pertandingan dari titik tengah.</p> <p>g. Meninggalkan gelanggang dari arah sebelah kiri Ketua Pertandingan.</p> <p>4.6 Penjagaan waktu</p> <p>g. Ketua Pertandingan akan memerhatikan/memastikan waktu peragaan</p> <p>h. Pengamat waktu akan memastikan ketepatan waktu peragaan 3 menit</p> <p>i. Ketua pertandingan akan mengumumkan waktu peragaan (sekiranya menggunakan digital, penjagaan waktu akan mengikut yang terpancar/terpampang)</p> <p>'5. Ketentuan bertanding</p> <p>'5.1. Aturan bertanding</p> <p>'5.1.1. Peserta menampilkan Jurus Wajib Regu selama 3 (tiga) menit. Toleransi kelebihan atau kekurangan waktu adalah 10 (Sepuluh) detik untuk usia dini, pra remaja dan pendekar, 5 (lima) detik untuk remaja dan dewasa.</p> <p>Bila penampihan lebih dari batas toleransi waktu yang diberikan akan dikenakan hukuman.</p> <p>'5.1.2. Jurus Wajib Regu diperagakan menurut urutan gerak dan kebenaran teknik jurus, kekompakan irama gerakan, kemantapan dan penjiwaan yang ditetapkan untuk jurus ini.</p> <p>'5.1.3. Mengeluarkan suara diperbolehkan .</p> <p>'5.2. Hukuman</p> <p>'5.2.1. Hukuman pengurangan nilai dijatuhkan kepada peserta karena kesalahan terdiri atas :</p>	<p>e. Contestant to show respect to the Juries and Competition Chairman from the centre of the arena</p> <p>f. To leave the arena by the left side of the Competition Chairman</p> <p>4.6 Time Keeping</p> <p>g. The competition chairman will make sure/take charge of the showcase time.</p> <p>h. The time keeper will keep track of the 3 minutes showcase.</p> <p>i. Competition Chairman will announce the actual showcase time. (Should the digital scoring is in used, the time tracking will be as displayed on the screen)</p> <p>'5. Competition Rule</p> <p>'5.1. Rules of the game</p> <p>'5.1.1. The participants perform Jurus Wajib Regu for 3 (three) minutes. A tolerance period of +/-10 seconds is allowed for Pre-teen and Pre-Junior categories while +/-5 seconds for the Junior, Senior and Masters categories.</p> <p>Should the tolerance period go beyond the limit, penalty will be imposed accordingly.</p> <p>'5.1.2. Jurus Wajib Regu is performed according to sequence of movements and the accuracy of jurus, rhythm, firmness and soulfulness designated for the jurus.</p> <p>'5.1.3. Uttering of sound is allowed</p> <p>'5.2. Penalties</p> <p>'5.2.1. The score deduction penalty imposed</p>
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<p>`a.Faktor kesalahan dalam jurus dan rincian gerakan</p> <p>`a.1.Pengurangan nilai 1 (satu) dikenakan kepada peserta setiap kali melakukan gerakan yang salah, yaitu :</p> <p>a.1.1. Kesalahan dalam rincian gerak. a.1.2. Kesalahan urutan rincian gerak.</p> <p>`a.2. untuk setiap gerakan yang tertinggal (tidak ditampilkan)</p> <p>`a.3.setiap kali yang bersangkutan menampilkan gerakan tidak kompak diantara peserta.</p> <p>`b.Faktor Waktu.</p> <p>` b.1. Melebihi waktu toleransi,</p> <p>b.1.2 sepuluh (10) hingga limabelas (15) detik – kurangan nilai 10 bagi Usia Dini, Pra-Remaja dan pendekar dan lima (5) hingga sepuluh (10) detik bagi Remaja dan Dewasa</p> <p>Apabila melebihi masa toleransi ini peragaan di batalkan dan dikira diskualifikasi.</p> <p>`c.Faktor lain-lain.</p> <p>`c.1.Pengurangan nilai 5 (lima) setiap kali pesilat keluar dari gelanggang (10 m X 10 m) – Menjejakkan walaupun hanya satu kaki keluar gelanggang.</p> <p>`c.2.Pengurangan nilai 5 (lima) dikenakan kepada peserta yang memakai pakaian yang tidak sepenuhnya menurut ketentuan yang berlaku.</p>	<p>due to contestants' fault consists of:</p> <p>`a. Errors in the movement and movement details</p> <p>`a.1.Deduction of 1 (one) point penalty is imposed each time contestant performs faulty movement i.e.:</p> <p>`a.1.1. Errors in the movement details `a.1.2. Errors in movement sequence</p> <p>`a.2. every missing movement (not performed)</p> <p>`a.3. each time movement is not performed in team-harmony.</p> <p>`b. Time factor</p> <p>` b.1. Beyond the tolerance period.</p> <p>b.1.1 ten (10) to fifteen (15) seconds – deduction of 10 points for Pre-teen and Pre-Junior catogaries and five (5) to ten (10) seconds for Junior, senior and masters catogaries.</p> <p>Should the showcase go Beyond these tolenrances period the showcase will be stopped and declared disqualified.</p> <p>`c. Other factors</p> <p>`c.1.Deduction of 5 (five) points penalty will be imposed to the contestant each time they crosses the arena borderline (10m x 10m). – To step out of the arena with even only one foot.</p> <p>`c.2.Deduction of 5 (five) points penalty will</p>
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<p>'5.2.2. Undur Diri</p> <p>Pesilat dinyatakan undur diri apabila setelah 3 (tiga kali) pemanggilan oleh Sekretaris Pertandingan tidak memasuki gelanggang untuk memperagakan kategori Tunggal.</p> <p>Setiap pemanggilan dengan tenggang waktu 30 detik.</p> <p>'5.2.3. Diskualifikasi</p> <p>'a. Pesilat yang tidak menampilkan salah satu jurus dan atau memperagakan urutan jurus yang salah</p> <p>'b. Pesilat yang memakai pakaian yang menyimpang dari ketentuan pertandingan (Warna pakaian selain warna hitam, sabuk selain warna putih dan lain-lain).</p> <p>'c. Perkara yang ditetapkan dalam 5.2.1b1.1.</p> <p>'d. Tidak dapat menunjukkan surat keterangan kesehatan sebelum bertanding.</p> <p>'6. Penilaian</p> <p>'6.1. Penilaian terdiri atas :</p> <p>'6.1.1. Nilai Kebenaran yang mencakup unsur :</p> <p>'a. Kebenaran gerakan dalam setiap jurus</p> <p>'b. Kebenaran urutan gerakan</p> <p>'c. Kebenaran urutan jurus</p> <p>Nilai diperhitungkan dari jumlah gerakan Jurus Wajib Regu (100 gerakan) dikurangi nilai kesalahan.</p> <p>'6.1.2. Nilai kekompakan, kemantapan dan soliditas yang mencakup unsur :</p> <p>'a. Kekompakan, kemantapan dan soliditas gerakan</p>	<p>be imposed to the contestant not properly dressed according to rules.</p> <p>'5.2.2. Walk-Out</p> <p>Participation will be declared as Walk-over should contestant failed to report to Competition's Secretary after being call for the 3rd time.</p> <p>The interval between the call outs will be at thirty (30) seconds each.</p> <p>'5.2.3. Disqualification</p> <p>'a. Some Jurus were not performed or wrong sequence of Jurus were performed by the contestant.</p> <p>'b. Pesilat wears wrong attire or uses wrong weapon not according to competition regulation (custome other than black color, band other than white, etc)</p> <p>'c. Matters stated in 5.2.1b1.1.</p> <p>'d. Pesilat is unable to show the letter of health before competition started.</p> <p>'6. Scoring</p> <p>'6.1. Scoring consists of:</p> <p>'6.1.1. Accuracy score includes the following elements:</p> <p>'a. The accuracy of movement in each Jurus</p> <p>'b. The accuracy of sequence of movement</p> <p>'c. The accuracy of sequence of jurus</p> <p>Score is obtained from the total number of movements in Jurus Tunggal (100 movements) deducted by the penalty points.</p>
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<p>'b.Keserasian irama gerak 'c.Kesamaan penghayatan gerak 'd.Tenaga dan stamina</p> <p>Pemberian nilai antara 50 (lima puluh) s/d 60 (enam puluh) angka yang dinilai secara total / terpadu diantara keempat unsur kekompakan dan kemantapan.</p> <p>'7.Penentuan dan pengumuman pemenang</p> <p>'7.1.Pemenang adalah peserta yang mendapat nilai tertinggi untuk penampilannya dari tiga (3) dari lima (5) juri. Nilai yang tertinggi dan terendah dicoret.</p> <p>'7.2.Bila terdapat nilai yang sama, pemenangnya akan dinilai mengikut aturan berikut:</p> <ul style="list-style-type: none"> xi) Peserta dengan jumlah Nilai Kebenaran Teknik tertinggi dari 3 (tiga) juri seperti keputusan 7.1. xii) Peserta yang mempunyai nilai kemantapan, penghayatan dan stamina tertinggi dari 3 (tiga) juri seperti keputusan 7.1 xiii) Peserta dengan waktu peragaan lebih atau kurang yang terkecil mendekati kepada ketepatan waktu 3 (tiga) menit xiv) Peserta dengan jumlah nilai hukuman terkecil. xv) Bila nilai masih tetap sama, pemenangnya akan diundi dengan lambungan coin langsung ke matras, oleh Ketua Pertandingan disaksikan oleh Delegasi Teknik, Dewan Juri dan Tim Manager pesilat 	<p>'6.1.2. The score of harmony, firmness and solidity includes the following elements:</p> <ul style="list-style-type: none"> 'a.The harmony, firmness and solidity of movement 'b. Rhythm harmony of movement 'c.Soulfulness harmony of movement 'd. Power and stamina <p>Score ranges from 50 (fifty) to 60 (sixty) points which is the total score of the above four elements.</p> <p>'7. Decision and announcement of the winner</p> <p>'7.1. The winner is the contestant who gains the highest score for his/her performance from 3 (three) out of 5 (five) jurors with elimination of the highest and the lowest score.</p> <p>'7.2. If the scores are equal, the winner will be determine accordingly:</p> <ul style="list-style-type: none"> xi) The contestant who gains the total highest Technique points from the 3 (three) jurors as decided in para 7.1. xii) The contestant who gains the highest points in firmness, soulfulness and stamina from 3 (three) jurors as decided in para 7.1. xiii) The contestant whose duration of performance is the closest to precise time of 3 (three) minutes. xiv) The winner is the contestant who gains the least penalty points. xv) If the result remains the same, the Competition Chairman will do a
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<p>bersangkutan.</p> <p>'7.3. Pengumuman nilai perolehan peserta setiap kategori disampaikan setelah para Juri menyelesaikan tugasnya menilai seluruh peserta pada setiap kategori</p> <p>Hasil Total perolehan nilai ditampilkan pada papan nilai bersamaan dengan pengumuman perolehan nilai yang dilakukan oleh Ketua Pertandingan kecuali dengan menggunakan system penilaian digital, dimana perolehan nilai dari masing-masing juri dan total perolehan nilainya sudah terlihat langsung di layar penilaian.</p>	<p>toss coin on to the matress witnessed by Technical Delegate, Council of Juror and Team Managers of respective Contestant.</p> <p>'7.3. The score of each contestant is announced after the Jury has finished their task in giving score to all contestants of every Jurus Tunggal (Single) category.</p> <p>Total obtained scores will be shown in scoring board while announced by Competition Chairman except when using digital scoring board where the scores from each Jury and total scores are displayed in the screen instantly.</p>
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<p align="center">Pasal 13 Pengajuan Keberatan</p>	<p align="center">Article 13 Protest Procedure</p>
<p>Pengajuan keberatan berlaku untuk semua kategori pertandingan dilakukan dengan ketentuan tata cara sebagai berikut:</p> <p>'1. Tim Manajer bersangkutan diwajibkan menyampaikan keberatannya dengan mengisi formulir yang tersedia pada Sekretaris Pertandingan.</p> <p>Pengambilan formulir pengajuan keberatan untuk semua kategori harus dilakukan dalam masa 10 menit dari pengumuman keputusan pemenang: dan borang yang telah diisi dengan lengkap harus dikembalikan dalam masa 20 menit kepada Sekretaris Pertandingan dengan disertakan yuran protes sebanyak USD200.00 tunai.</p> <p>'2. Dalam pengajuan keberatan harus dicantumkan uraian keberatannya dengan jelas.</p> <p>Keputusan atas keberatan tersebut pada tingkat pertama diselesaikan oleh Ketua Pertandingan bersama Dewan Wasit Juri, dan disampaikan kepada Tim Manejer bersangkutan selambat-lambatnya 2 (dua) jam sejak diterimanya pengajuan keberatan.</p> <p>'3. Bila keputusan tingkat pertama tetap tidak bisa diterima oleh yang bersangkutan, maka yang bersangkutan dapat mengajukan Banding. Banding disampaikan dalam waktu 20 menit setelah putusan tingkat pertama diserahkan kepada yang mengajukan keberatan.</p> <p>'4. Pengadil tingkat Banding terdiri atas Delegasi Teknik Internasional sebagai Ketua dan Ketua Pertandingan serta Dewan Wasit Juri sebagai anggota, yang akan meninjau kembali</p>	<p>For all competition categories, procedure of protest shall be governed by the following rules:</p> <p>'1. The Team Manager must file a protest by filling in a form provided by Competition Secretary.</p> <p>A request for the 'protest form' for all categories must be made within 10 minutes after result of the competition has been announced; and within the following 20 minutes, the completed form must be returned to the Competition Secretary including the protest fee of USD200.00 in cash.</p> <p>'2. In filing a protest, objections must be clearly described.</p> <p>At the first level, the protest will be handled by the Competition Chairman together with the Council of Referee-Jury. The decision will be conveyed to the Team Manager within 2 (two) hours after the protest is submitted.</p> <p>'3. If the decision made at first level is not accepted, the Team Manager may make an appeal. The appeal should be made within 20 minutes after the first-level decision is received.</p> <p>'4. The Appeal Committee shall consists of the International Technical Delegate as the Chairman, and Competition Chairman & Council of Referee-Jury</p>



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<p>masalahnya dan membuat keputusan selambat-lambatnya 3 (tiga) jam setelah Banding diajukan. Keputusan pada tingkat Banding bersifat final.</p> <p>'5. Pengajuan keberatan hanya dapat diterima bila disampaikan atas dasar dan cara yang sesuai dengan nilai budi luhur dan etika Pencak Silat.</p> <p>'6. Setiap pengajuan keberatan dikenakan biaya sebesar uang USD200 kecuali ditentukan lain oleh PERSILAT. Pemasukan uang yang berasal dari pengajuan keberatan diserahkan kepada Ketua pertandingan melalui Sekretaris Pertandingan dan dipergunakan untuk kepentingan Aparat Pertandingan (Delegasi Teknik, Ketua Pertandingan, Dewan Wasit Juri, Wasit dan Juri).</p>	<p>Council as members. They will review the case and make decision within 3 (three) hours after the appeal is received. At this level, the decision is final.</p> <p>'5. A protest may be reviewed only if it is submitted properly according to the noble values and ethics of Pencak Silat.</p> <p>'6. Every protest will be imposed with USD200 fee, unless PERSILAT stipulate otherwise. The protest fee is given to Competition Chairman through Competition Secretary and will be used for Competition Officials (International Technical Delegate, Competition Chairman, Council of Referee-Jury and Referee-Jury).</p>
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<p style="text-align: center;">Pasal 14 Rapat Teknik</p> <p>'1. Rapat Teknik wajib diselenggarakan sebelum pertandingan dimulai.</p> <p>'2. Rapat Teknik dipimpin oleh Ketua Pertandingan didampingi oleh Delegasi Teknik antarabangsa dan/ atau Asisten Delegasi Teknik, Dewan Wasit Juri dan Pimpinan / wakil dari panitia Pelaksana.</p> <p>'3. Dihadiri oleh Tim Manejer dan/atau Pelatih kontingen peserta.</p> <p>'4. Acara Rapat Teknik pada dasarnya adalah penjelasan umum tentang pelaksanaan pertandingan dan undian pertandingan.</p> <p>'5. Bila diperlukan panitia Pertandingan dapat menyelenggarakan rapat konsultasi dengan Tim Manejer sewaktu-waktu selama pertandingan berlangsung.</p>	<p style="text-align: center;">Article 14 Technical Meeting</p> <p>'1. A Technical Meeting must be held before the start of the competition.</p> <p>'2. The meeting is presided by Competition Chairman accompanied by the ITD and/or ATD, the Council of Referee-Jury and the Chairman/representative of the Organizing Committee.</p> <p>'3. Attended by Team Managers and/or Team Coaches.</p> <p>'4. The meeting agenda is a general explanation on competition matters and balloting process.</p> <p>'5. If necessary, the Competition Committee may conduct a consultative meeting with the Team Managers at any time during the championship.</p>
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<p style="text-align: center;">BAB III PANITIA PERTANDINGAN</p> <p style="text-align: center;">Pasal 15 Susunan dan Penunjukan Panitia Pertandingan</p> <p>\1. Susunan Komite Pertandingan terdiri dari:</p> <p>\1.1. Delegasi Teknik Antarabangsa</p> <p>\1.2. Asisten Delegasi Teknik.</p> <p>1.3. Ketua Pertandingan Dalam melaksanakan tugasnya dapat dibantu oleh:</p> <p>\1.3.1. Dewan Wasit Juri 1.3.2 Sekretaris Pertandingan \1.3.3 Pengamat Waktu sekaligus sebagai penabuh gong dan pemberi isyarat. \1.3.4. Pembantu gelanggang sesuai keperluan. 1.3.5 Petugas timbang badan.</p> <p>\1.4. Dewan Wasit Juri terdiri atas seorang Ketua dan 2 orang anggota. Dalam melaksanakan tugasnya dibantu oleh sejumlah Wasit dan Juri sesuai keperluan. (Satu gelanggang memerlukan 15 orang Wasit – Juri)</p> <p>\1.5. Apabila menggunakan system penilaian digital, Tim Teknologi Informasi (TI), satu gelanggang maksimal 2 (dua) orang.</p> <p>\1.6. Dokter Pertandingan dan Tim Kesehatan</p> <p>Bila diperlukan lebih dari satu gelanggang, maka jumlah pelaksana teknis pertandingan akan disesuaikan, kecuali Delegasi Teknik dan Asisten Delegasi Teknik.</p> <p>\2. Penunjukan Panitia Pertandingan Dalam pertandingan tingkat Regional dan</p>	<p style="text-align: center;">CHAPTER III COMPETITION COMMITTEE</p> <p style="text-align: center;">Article 15 Structure and Appointment of Competition Committee</p> <p>\1. Competition Committee consists of:</p> <p>\1.1. International Technical Delegate (ITD)</p> <p>\1.2. Assistant Technical Delegate (ATD).</p> <p>\1.3. Competition Chairman To perform his duty, a Competition Chairman may be assisted by:</p> <p>1.3.1 Referee Jury Council \1.3.2. Competition Secretary \1.3.3. Time Keeper who also acts as Gong striker and Signal giver. \1.3.4. Arena Assistants as required. 1.3.5 Weighing in Official</p> <p>\1.4. Council of Referee-Jury consisting of a Chairman and 2 Members. To perform the duty is assisted by a number of Referee-Jury. (A total of 15 Referee-Jury is required per arena.)</p> <p>1.5. IT Team (if digital scoring system is used). Maximum 2 people per arena.</p> <p>1.6. Competition's Doctor and Medical Team.</p> <p>If more than one arena is needed, the number of competition officials may be modified accordingly, except the ITD and ATD.</p> <p>\2. Appointment of Competition Committee:</p>
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<p>Internasional, penunjukan Delegasi Teknik, Asisten Delegasi Teknik, Ketua Pertandingan, Dewan Wasit Juri dan anggota Wasit Juri dilakukan oleh PERSILAT yang dipersetujui oleh negara masing-masing.</p>	<p>For Regional and International championships, the appointment of Technical Delegate, Assistant Technical Delegate, Competition Chairman, Council of Referee-Jury and Referee-Jury should be given by PERSILAT upon agreement from individual countries.</p>
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<p align="center">Pasal 16 Kriteria, Tugas dan Tanggung Jawab Panitia Pertandingan</p>	<p align="center">Article 16 Criteria, Duties and Responsibilities of Competition Committee</p>
<p>`1.Delegasi Teknik Antarabangsa.</p> <p>`1.1.Delegasi Teknik Antarabangsa untuk pertandingan tingkat Regional dan Internasional ditunjuk oleh PERSILAT.</p> <p>Seorang yang ditunjuk tersebut haruslah yang telah menguasai semua ketentuan dan peraturan yang ditetapkan pada umumnya, terutama ketentuan dan peraturan tentang pertandingan Pencak Silat Antarabangsa.</p> <p>`1.2. Kehadiran Delegasi Teknik sepenuhnya menjadi tanggung jawab pihak penyelenggara pertandingan seperti biaya transportasi udara, akomodasi dan konsumsi, transpor lokal, uang saku serta keperluan lain berkaitan dengan pelaksanaan tugas, kecuali ditentukan lain oleh PERSILAT.</p> <p>`1.3.Tugas dan tanggung jawab</p> <p>`1.3.1.Sebagai pendamping dan pengarah Panitia Pelaksana pada umumnya dan Panitia Pertandingan khususnya, sejak tahap kegiatan persiapan penyelenggaraan termasuk kesiapan Panitia Pelaksana, sarana, prasarana, serta bertanggung jawab atas kelancaran penyelenggaraan pertandingan sampai dengan berakhirnya kejuaraan.</p> <p>`1.3.2.Menyelesaikan masalah yang timbul menyangkut masalah umum maupun teknis penyelenggaraan pertandingan dimana keputusan Delegasi Teknik mempunyai kekuatan mengikat.</p> <p>Termasuk dalam hal ini kewenangan untuk menghentikan / menunda / membatalkan pertandingan dan / atau mengganti petugas</p>	<p>`1.The International Technical Delegate (ITD).</p> <p>`1.1. The International Technical Delegate (ITD) for international championship is appointed by PERSILAT.</p> <p>An ITD must have mastered all PERSILAT General Rules and Regulations, particularly the Rules and Regulations of International Pencak Silat Competition.</p> <p>`1.2. The Organizing Committee of the competition is fully responsible to ensure the presence of the ITD at the competition by facilitating return air tickets, appropriate lodging, local transportation, pocket money etc; unless PERSILAT stipulate otherwise.</p> <p>`1.3. Duties and responsibilities:</p> <p>`1.3.1. 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.</p> <p>`1.3.2. To resolve any problems concerning general issues as well as technical matters, of which decision of the ITD has binding force.</p> <p>The right including to stop, postpone, cancel championship and or replace the Competition Committee if deemed</p>



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<p>Panitia Pertandingan bila diperlukan.</p> <p>Seluruh tindakan yang diambil harus bertujuan untuk menyelamatkan jalannya pertandingan, pelaksana teknis dan peserta pertandingan serta citra Pencak Silat.</p> <p>`1.3.3.Mengisi dan menandatangani Buku Lisensi Wasit dan Juri.</p> <p>`1.3.4.Menyampaikan laporan pelaksanaan tugas selambat-lambatnya 1 (satu) bulan sejak berakhirnya kejuaraan bersangkutan kepada PERSILAT.</p> <p>`2.Asisten Delegasi Teknik</p> <p>`2.1.Asisten Delegasi Teknik mempunyai tugas untuk membantu Delegasi Teknik Antarabangsa.</p> <p>`2.2.Asisten Delegasi Teknik ditunjuk oleh PERSILAT berasal dari pihak penyelenggara pertandingan dengan kriteria menguasai dan memahami Peraturan PERSILAT umumnya dan Pertandingan Pencak Silat khususnya.</p> <p>`2.3.Bila dari pihak penyelenggara tidak tersedia, maka Asisten Delegasi Teknik akan ditunjuk oleh PERSILAT.</p> <p>`2.4.Dalam melaksanakan tugasnya bertanggung jawab kepada Delegasi Teknik Antarabangsa.</p> <p>`3.Ketua Pertandingan</p> <p>`3.1.Ketua Pertandingan berasal dari unsur Wasit Juri Antarabangsa senior (Kelas I atau II)</p> <p>`3.2.Tugas dan tanggung jawab:</p> <p>`3.2.1.Mengatur dan bertanggung jawab atas</p>	<p>necessary.</p> <p>Those actions should be taken to secure the championships, technical execution of championships, and the shake of good image of pencak silat.</p> <p>`1.3.3. To fill in and to sign the Record Book of Referee and Jury.</p> <p>`1.3.4. To submit duty report to the Board of PERSILAT within 1 (one) month after the championship ends.</p> <p>`2. Assistant Technical Delegate (ATD)</p> <p>`2.1. The duty of Assistant Technical Delegate is to assist the ITD.</p> <p>`2.2. The ATD who comes from the Organizing Committee of the competition is appointed by PERSILAT based on the criteria of mastering and comprehending PERSILAT general rules and regulations and particularly regulations of international Pencak Silat competitions.</p> <p>`2.3. If from the Organizer's side such person is not available, PERSILAT will appoint ATD.</p> <p>`2.4.In performing his duty, the ATD is responsible to the ITD.</p> <p>`3. Competition Chairman</p> <p>`3.1. The Competition Chairman should be International Referee-Jury of Senior Level (Grade 1 or Grade 2)</p> <p>`3.2. Duties and responsibilities:</p>
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<p>kelancaran jalannya pertandingan.</p> <p>'3.2.2. Memimpin Rapat Teknik dengan pimpinan kontingen peserta pertandingan sebelum pertandingan dimulai, didampingi oleh Delegasi Teknik antarabangsa dan atau Asisten Delegasi Teknik, Ketua Dewan Wasit – Juri dan Ketua Panitia Pelaksana</p> <p>'3.2.3. Untuk mengingatkan dan kalau diperlukan mengganti petugas teknik lainnya setelah berkonsultasi dengan Delegasi Teknik Antarabangsa, bila petugas bersangkutan tidak menjalankan tugasnya dengan semestinya sesuai dengan penugasan dan tanggung jawab yang dibebankan kepadanya.</p> <p>'3.2.4. Menghentikan jalannya pertandingan jika diperlukan.</p> <p>'3.2.5. Mengeluarkan pendamping pesilat bila pendamping pesilat mengganggu kelancaran jalannya pertandingan.</p> <p>'3.2.6. Memutuskan masalah pertandingan di tingkat pertama setelah meminta pertimbangan dari Dewan Wasit – Juri.</p> <p>'3.2.7. Meneruskan / mengajukan masalah pertandingan kepada Delegasi Teknik Antarabangsa.</p> <p>'3.2.8. Memberi isyarat kepada Juri dalam kategori Tunggal, Ganda dan Regu bila peragaan peserta melewati garis batas gelanggang (10 m X 10 m) yang berada dimuka Ketua Pertandingan.</p> <p>'3.2.9. Ketua Pertandingan bertanggung jawab kepada Delegasi Teknik Antarabangsa.</p> <p>'3.2.10. Ketua Pertandingan bertanggung jawab masalah waktu penampilan pada Kategori Tunggal, Ganda dan Regu.</p> <p>'4. Sekretaris Pertandingan</p> <p>'4.1. Sekretaris Pertandingan adalah seorang yang berpengalaman dan menguasai</p>	<p>'3.2.1. To manage and to be responsible for the smooth running of the competition.</p> <p>'3.2.2. To chair a technical meeting with all team managers before the start of competition accompanied by the ITD (International Technical Delegate) and/or ATD, Chairman of the Council of Referee-Jury, and Chairman of the Organizing Committee.</p> <p>'3.2.3. To warn and if necessary, to replace any technical official after consulting the ITD, if the pertinent person does not properly carry out his duty and responsibility.</p> <p>'3.2.4. To stop the course of a contest, if necessary.</p> <p>'3.2.5. To expel the coach of Pesilat if he/she disturb the competition.</p> <p>'3.2.6. To resolve any competition problem at first level after consulting the Council of Referee-Jury.</p> <p>'3.2.7. To forward competition problems to the ITD.</p> <p>'3.2.8. To signal Jury in Tunggal, Ganda and Regu categories when contestant is shifting outside the arena borderline (10m x 10m) in front of Competition Chairman.</p> <p>'3.2.9. The Chairman of Competition is responsible to the ITD.</p> <p>'3.2.10. Competition Chairman is responsible to the performance time of Tunggal Ganda Regu categories.</p> <p>'4. Competition Secretary</p> <p>'4.1. The Competition Secretary is someone</p>
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<p>masalah administrasi pertandingan yang ditunjuk oleh Panitia Pelaksana kejuaraan.</p> <p>'4.2. Bertugas membantu Ketua Pertandingan dalam penataan dan pengelolaan masalah administrasi pertandingan. Dalam melaksanakan tugasnya dapat dibantu oleh seorang Asisten Sekretaris.</p> <p>'4.3. Sekretaris Pertandingan bertanggung jawab kepada Ketua Pertandingan sedangkan Asisten Sekretaris bertanggung jawab kepada Sekretaris.</p> <p>'5. Dewan Wasit - Juri</p> <p>'5.1. Dewan Wasit-Juri adalah pimpinan Wasit Juri yang ditetapkan dan ditugaskan oleh PERSILAT. Terdiri atas tiga orang sekiranya menggunakan kaedah digital dan cukup dengan dua orang jika menggunakan kaedah manual.</p> <p>'5.2.1. Membantu Ketua Pertandingan, dengan menyusun dan mengatur penugasan Wasit Juri.</p> <p>'5.2.2. Meneliti hasil penilaian para Juri dan berhak memanggil Juri melalui Ketua Pertandingan bila diperlukan.</p> <p>'5.2.3. Menandatangani hasil penilaian Juri setelah diperiksa kebenarannya dan menyerahkannya kepada Ketua Pertandingan.</p> <p>'5.2.4. Memberikan pertimbangan bila terjadi pengajuan keberatan tentang hasil pertandingan oleh peserta.</p> <p>'5.3. Dewan Wasit Juri bertanggung jawab secara teknis kepada Delegasi Teknik Antarabangsa dan secara administratif kepada Panitia Pelaksana.</p> <p>'6. Wasit dan Juri</p> <p>'6.1. Penugasan Wasit dan Juri:</p>	<p>with experience and knowledgeable in administration of competition and is appointed by the Organizing Committee.</p> <p>'4.2. His task is to assist the Competition Chairman in managing any competition administrative matters. In carrying out his duties, he may also be assisted by a Secretary Assistant.</p> <p>'4.3. The Competition Secretary is responsible to the Competition Chairman whereas the Secretary Assistant is responsible to the Competition Secretary.</p> <p>'5. Council of Referee-Jury</p> <p>'5.1. The Council of Referee-Jury is the leader of Referee-Jury, appointed and assigned by PERSILAT. The Council consists of a Chairman and 2 (two) Members.</p> <p>'5.2. The authoritative and responsibility of Council of Referee-Jury is:</p> <p>'5.2.1. To assist the Competition Chairman in arranging the assignment of Referee-Jury.</p> <p>'5.2.2. To review the Jury's scoring results and when needed, has the right to call the Jury via the Competition Chairman.</p> <p>'5.2.3. After the review, to approve the Jury's scoring results, sign and submit the results to the Competition Chairman.</p> <p>'5.2.4. To give consideration when a contestant protests the competition result.</p> <p>'5.3. The Council of Referee-Jury is technically responsible to the ITD (International Technical Delegate), and administratively responsible to Organizing Committee.</p> <p>'6. The Referee and Jury</p>
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<p>6.1.1. Wasit dan Juri yang akan bertugas dalam suatu pertandingan Pencak Silat tingkat Regional dan Internasional ditunjuk dan ditugaskan oleh PERSILAT.</p> <p>6.1.2. Wasit dan Juri yang akan bertugas adalah mereka yang telah mengikuti penataran Wasit Juri Antarabangsa dan berhasil mendapatkan sertifikat Wasit Juri Antarabangsa PERSILAT serta layak untuk ditugaskan.</p> <p>6.1.3. Penugasan Wasit dan Juri oleh PERSILAT didasarkan kepada prestasi dan catatan Buku Lisensi yang bersangkutan.</p> <p>6.1.4. Setiap Wasit dan Juri harus memiliki kemampuan untuk menilai seluruh kategori pertandingan Pencak Silat.</p> <p>6.2. Jumlah Wasit dan Juri yang bertugas dalam satu kejuaraan pencak silat adalah 15 (lima belas) orang untuk satu gelanggang ditambah 2 orang ketua pertandingan dan 3 orang Dewan Wasit Juri.</p> <p>6.2.1. Dalam pertandingan kategori Tanding, dipimpin oleh seorang Wasit dan dibantu oleh 5 (lima) orang Juri.</p> <p>6.2.2. Dalam kategori Tunggal, Ganda dan Regu dinilai oleh 5 (lima) orang Juri. Nilai tertinggi dan nilai terendah yang diberikan oleh Juri dicoret (tidak diperhitungkan). Penjumlahan dari nilai yang diberikan oleh ketiga orang Juri yang tidak dicoret adalah merupakan hasil nilai yang diperoleh peserta.</p> <p>6.3. Tugas Wasit (khusus untuk kategori TANDING)</p> <p>6.3.1. Memeriksa kesiapan gelanggang dan pesilat</p> <p>6.3.2. Memimpin pertandingan berdasarkan</p>	<p>6.1. The assignment of Referee and Jury:</p> <p>6.1.1. Referee and Jury who will be in charge of a Pencak Silat competition of international level are appointed and assigned by PERSILAT.</p> <p>6.1.2. The Referee and Jury who will be in charge of a competition should have attended the course for International Referee-Jury, obtained PERSILAT Certificates for the International Referee-Jury and eligible for the tasks.</p> <p>6.1.3. The assignment of Referee and Jury is made by PERSILAT based on their performance record and License Book.</p> <p>6.1.4. Each Referee and Jury must be competent to judge in all categories of Pencak Silat competition.</p> <p>6.2. At an international competition, the maximum number of Referees and Jury is 15 (fifteen) persons for one arena and 2 Competition Chairman and 2 Council Referee-Jury.</p> <p>6.2.1. Competition of Tanding category is conducted by 1 (one) Referee and scored by 5 (five) Jurors.</p> <p>6.2.2. Competition of Tunggal, Ganda and Regu category is scored by 5 (five) Jurors. The highest score and the lowest score given by 2 (two) Jurors is not counted or deleted. Sum up score given by 3 (three) remaining Jurors is the final score of the contestant.</p> <p>6.3. The tasks of Referee (for Tanding category only):</p> <p>6.3.1. To inspect the readiness of arena and</p>
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<p>ketentuan pertandingan</p> <p>`6.3.3.Menjaga keselamatan pesilat</p> <p>`6.3.4. Menghentikan pertandingan bila :</p> <p>`a.Pesilat membuat pelanggaran</p> <p>`b.Pesilat bergeser keluar gelanggang</p> <p>`c.Pesilat terjatuh</p> <p>`d.Pesilat bergumul</p> <p>`e.Pertandingan tidak seimbang</p> <p>`f.Memberi Pembinaan, tegoran, peringatan atau hukuman</p> <p>`g.Memeriksa luka-luka / cedera</p> <p>`h.Situasi pertandingan terganggu</p> <p>`i.Pesilat mengundurkan diri</p> <p>`j.Diminta oleh Ketua Pertandingan atau Delegasi Teknik Antarabangsa (ITD)</p> <p>`k.Dan lain-lain.</p> <p>`6.3.5.Menjaga kualitas pertandingan.</p> <p>`6.3.6.Memberi teguran , peringatan dan hukuman kepada pesilat.</p> <p>`6.3.7.Memberikan isyarat kepada Juri mengenai pelanggaran dan hukuman kepada pesilat serta pengesahan serangan jatuhan.</p> <p>`6.3.8.Menanyakan kepada para Juri bila terjadi keraguan dalam mengambil keputusan. Pemanggilan para Juri oleh Wasit untuk menanyakan suatu keputusan dilaksanakan ditengah gelanggang dan disaksikan oleh salah seorang Dewan Wasit-Juri, setelah menempatkan kedua pesilat disudut netral.</p> <p>`6.3.9.Melaksanakan keputusan pemenang.</p> <p>`6.4.Tugas Juri (untuk semua kategori) :</p>	<p>contestants</p> <p>`6.3.2. To direct a contest in compliance with the competition stipulated rules.</p> <p>`6.3.3. To ensure the safety of the contestants.</p> <p>`6.3.4. To stop the contest when:</p> <p>`a. The contestant commits a violation</p> <p>`b. The contestant shifts outside of the arena.</p> <p>`c. The contestant falls down</p> <p>`d. The contestants wrestle</p> <p>`e. The match is unbalanced</p> <p>`f. Issuing Reprimand (Teguran), Warning (Peringatan) or Penalty (Hukuman)</p> <p>`g. Examining contestant's wounds/injury</p> <p>`h. The course of the contest is disturbed</p> <p>`i. The contestant withdraws from the competition.</p> <p>`j. Requested by the Competition Chairman or the International Technical Delegate (ITD).</p> <p>`k. Etc.</p> <p>`6.3.5. To maintain the quality of the contest.</p> <p>`6.3.6 To give the reprimand, warning and penalty to pesilat.</p> <p>`6.3.7. To give signal to the Jury on violation and penalty imposed to a Pesilat, and on the validity of a dropping attack.</p> <p>`6.3.8. To consult the Jury when any doubt occurs in decision-making. The Jury will be called by Referee to ask for decision in the centre of the arena witnessed by one Council of Referee-Jury, after the Pesilats are sent to the neutral corners.</p> <p>`6.3.9. To execute winning decision.</p>
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<p>`6.4.1. Memberi penilaian terhadap pesilat dalam suatu pertandingan</p> <p>`6.4.2. Mencatat pelanggaran-pelanggaran</p> <p>6.4.3. Menentukan pemenang berdasarkan jumlah nilai</p> <p>`6.4.4. Menandatangani formulir yang telah diisi</p> <p>`6.4.5. Menjawab pertanyaan Delegasi Teknik Antarabangsa, Ketua Pertandingan, Dewan Wasit-Juri dan Wasit bila diperlukan.</p> <p>`6.5. Dalam melaksanakan tugasnya Wasit Juri secara teknis bertanggung jawab pada tingkat pertama kepada Dewan Wasit-Juri dan Ketua Pertandingan dan pada tingkat akhir kepada Delegasi Teknik Antarabangsa.</p>	<p>`6.4. The tasks of Jury (for all competition categories):</p> <p>`6.4.1. To assess contestants in a competition</p> <p>`6.4.2. To record violations</p> <p>`6.4.3. To decide the winner based on score</p> <p>`6.4.4. . To decide the winner based on score</p> <p>`6.4.5. To answer any question which may come from ITD, Competition Chairman, Council of Referee-Jury or Referee.</p> <p>`6.5. On duty, the Referee-Jury is technically responsible to the Council of Referee-Jury, and subsequently also responsible to the Competition Chairman and finally responsible to the ITD appointed by PERSILAT.</p>
<p>`7. Pengamat Waktu.</p> <p>`7.1. Pengamat Waktu ditunjuk dan ditugaskan oleh Panitia Pelaksana dari mereka yang menguasai tugas tersebut, diutamakan berasal dari unsur Wasit Juri.</p> <p>`7.2. Pengamat Waktu berkewajiban</p> <p>`7.2.1. Menghidupkan dan mematikan waktu pertandingan sesuai dengan waktu pertandingan yang ditentukan atau berdasarkan aba-aba Wasit dalam kategori TANDING.</p> <p>`7.2.2. Memberi isyarat kepada wasit saat perhitungan terhadap pesilat yang mengalami knock down dalam kategori TANDING.</p>	<p>`7. Time Keeper.</p> <p>`7.1. The Time Keeper is appointed and assigned by the Organizing Committee to those who are able to do the task preferably from Referee-Jury.</p> <p>`7.2. Tasks of the Time Keeper:</p> <p>`7.2.1. To start and stop the competition clock according to the designated time or based on the Referee's signal in the event of TANDING category.</p> <p>`7.2.2. To give signal to the Referee during the counting towards a Pesilat 'knock down' in TANDING category.</p>
<p>`8. Dokter Pertandingan</p> <p>`8.1. Setiap pertandingan yang diselenggarakan harus dihadiri, disaksikan dan dijaga oleh Dokter dan Tim Kesehatan yang ditunjuk oleh Panitia Pelaksana.</p> <p>`8.2. Dokter pertandingan dimaksud adalah</p>	<p>`8. Competition's Doctor</p> <p>`8.1. Every competition must be attended, witnessed and supervised by a doctor and a medical team appointed by the Organizing Committee.</p>



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<p>dokter olahraga (baik jika yang mempunyai kefahaman ringkas tentang sukan silat) Tim Kesehatan harus dilengkapi dengan ambulance dan kelengkapan paramedic.</p> <p>'8.3.Dokter pertandingan harus menyaksikan pertandingan pertama hingga pertandingan terakhir selesai dilaksanakan.</p> <p>'8.4.Atas permintaan Wasit, Dokter memeriksa pesilat yang cedera di gelanggang, diberi waktu 120 (seratus dua puluh) detik untuk menyatakan pesilat fit atau unfit beserta waktu rawatan.</p> <p>'8.5.Hasil pemeriksaan Dokter, menentukan dapat atau tidaknya meneruskan pertandingan. Termasuk menentukan apakah pesilat boleh meneruskan bertanding untuk pertandingan selanjutnya atau tidak (bagi kasus pesilat yang menang atas dasar diskualifikasi terhadap lawannya). Keputusan Dokter adalah mutlak dan tidak dapat diganggu gugat.</p> <p>'8.6.Dalam hal adanya pernyataan keberatan terhadap suatu hasil pertandingan, kehadiran / keterangan Dokter Pertandingan dapat diminta bila diperlukan.</p> <p>'8.7.Dalam melaksanakan tugasnya Dokter Pertandingan bertanggung jawab secara prosedur teknis pertandingan kepada Ketua Pertandingan, secara umum kepada Ketua Panitia Pelaksana dan secara kedokteran kepada instansi kedokteran / kesehatan yang berwenang.</p>	<p>'8.2. The competition Doctor should be a Sport Doctor who has an expertis in sports health. The medical team must be facilitated with ambulance and oxygen tanks.</p> <p>'8.3.Competition Doctor must witness the contest from the beginning of first contest until completion of the last contest.</p> <p>'8.4. At the request of the Referee, the Doctor examines an injured Pesilat in the arena.</p> <p>'8.5. The result of Doctor's examination shall determine whether or not the Pesilat can continue the contest. Its include to decide whether or not the pesilat could continue to participate in the coming round (for cases where pesilat won a disqualification over his/her opponent). The decision of Doctor is final and unchanged.</p> <p>'8.6. In the event that objection towards a result of contest occurs, the Competition Doctor's opinion may be asked, if needed.</p> <p>'8.7.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.</p>
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<p style="text-align: center;">Pasal 17 Pakaian Aparat Pertandingan</p>	<p style="text-align: center;">Article 17 Costume of the Competition Committee</p>
<p>'1. Ketua Pertandingan Ketua Pertandingan memakai pakaian Pencak Silat model standard PERSILAT, warna hitam, bersamping/kain samping, sabuk berwarna kuning (lebar 10cm) dan bersongkok hitam.</p> <p>Pada dada sebelah kiri dipasang lambang Wasit Juri Antarabangsa menurut kelasnya.</p> <p>'2. Dewan Wasit Juri Dewan Wasit Juri Kategori Tanding dan Tunggal, Ganda dan Regu memakai pakaian Pencak Silat model standard PERSILAT, warna PUTIH, sabuk/bengkung warna kuning lebar 10 cm. Pada dada sebelah kiri dipasang lambang Wasit Juri Antarabangsa menurut kelasnya.</p> <p>'3. Wasit dan Juri Wasit dan Juri kategori Tanding, Tunggal, Ganda dan Regu. Memakai pakaian Pencak Silat model standard PERSILAT, warna PUTIH, sabuk / bengkung warna kuning lebar 10 cm. Pada dada sebelah kiri dipasang lambang Wasit Juri Antarabangsa menurut kelasnya.</p> <p>'4. Sekretaris, Pengamat Waktu, Timbang Badan, Pembantu Gelanggang dan pembawa acara/juru acara. Memakai pakaian seragam yang dianjurkan oleh panitia.</p>	<p>'1. Competition Chairman Competition Chairman shall wear standard black Pencak Silat costume, with "samping" with a yellow sash of 10 cm wide with a black head gear (songkok)</p> <p>At the left side of the chest is the badge of International Referee-Jury of PERSILAT according to its class.</p> <p>'2. The Council of Referee-Jury The Council of Referee-Jury of Category Tanding, Tunggal, Ganda and Regu shall wear standard white Pencak Silat costume, with a yellow belt/'bengkung' of 10 cm wide. At the left side of the chest is the badge of International Referee-Jury of PERSILAT according to its class.</p> <p>'3. Referee and Jury Referee and Jury Tanding, Tunggal, Ganda and Regu Category. Shall wear PERSILAT standard Pencak Silat costume, WHITE color, with a yellow belt/'bengkung' of 10 cm wide. At the left side of the chest is the badge of International Referee-Jury of PERSILAT according to its class.</p> <p>'4. The Secretary, Assistant Secretary, Time Keeper and Arena Assistants. Shall wear custom recommended by the Organizing Committee.</p>



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<p style="text-align: center;">IV KEJUARAAN PENCAK SILAT ANTARABANGSA</p> <p style="text-align: center;">Pasal 18 Tingkat Kejuaraan Pencak Silat</p> <p>\1. Tingkat kejuaraan di lingkungan PERSILAT terdiri atas:</p> <p>\1.1. Kejuaraan Dunia. \1.2. Kejuaraan Regional. \1.3. Kejuaraan lainnya yang diselenggarakan di lingkungan PERSILAT seperti Kejuaraan Invitasi, Pertandingan Terbuka, Eksibisi dan lainnya.</p> <p>\2. Kejuaraan Khusus Kejuaraan Pencak Silat lainnya yang diselenggarakan oleh suatu badan diluar PERSILAT yang menggunakan Peraturan Pertandingan Pencak Silat Antarabangsa ini dan diselenggarakan melalui koordinasi dengan PERSILAT.</p>	<p style="text-align: center;">CHAPTER IV INTERNATIONAL PENCAK SILAT CHAMPIONSHIPS</p> <p style="text-align: center;">Article 18 Level of Pencak Silat Championship</p> <p>\1. The level of PERSILAT championship consists of:</p> <p>\1.1. World Championship. \1.2. Regional Championship. \1.3. Other championship arranged by PERSILAT organization such as Invitation Championship, Open Tournament, Exhibition, etc.</p> <p>\2. Special Championship Other Pencak Silat championships which are arranged by an organization outside PERSILAT. These special championships may apply the International Pencak Silat Competition Regulations and shall be held under PERSILAT coordination.</p>
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<p style="text-align: center;">BAB V P E N U T U P</p> <p style="text-align: center;">Pasal 19 P e n u t u p</p> <p>'1. Peraturan Pertandingan Pencak Silat initerkait dengan Pedoman Pelaksanaan Tugas Wasit dan Juri, Pedoman Penyelenggaraan Pertandingan, atau pedoman lainnya yang ditetapkan oleh PERSILAT yang berhubungan dengan pertandingan Pencak Silat.</p> <p>'2. Hal-hal lain yang belum tercakup di dalam peraturan ini akan diputuskan oleh Delegasi Teknik pada saat pertemuan teknik penyelenggaraan pertandingan.</p> <p>'3. Ditetapkan dalam Rapat Teknik Negara Pendiri PERSILAT (Indonesia, Malaysia, Singapura dan Brunei Darussalam) tanggal 1-3 April 2012 di Jakarta, Disempurnakan tanggal 30 Agustus 2013 di Jakarta.</p> <p style="text-align: center;">PERSILAT INTERNATIONAL PENCAK SILAT FEDERATION PERSEKUTUAN PENCAK SILAT ANTARABANGSA</p>	<p style="text-align: center;">CHAPTER V CONCLUSION</p> <p style="text-align: center;">Article 19 Conclusion</p> <p>'1. These International Pencak Silat Competition Regulations prevail in conjunction with Guideline of Duty of Referee-Jury, Guideline of Organizing Committee, or other guideline set up by PERSILAT with regard to Pencak Silat championships.</p> <p>'2. Any other matters which are not sufficiently governed in these regulations, will be resolved by the ITD (International Technical Delegates) at the time when the competition is being carried out.</p> <p>'3. These Regulations were stipulated at PERSILAT Founder's Technical Meeting (Indonesia, Malaysia, Singapura and Brunei Darussalam) on 1st-3rd April, 2012, in Jakarta, perfected on 30 August 2012 in Jakarta.</p> <p style="text-align: center;">PERSILAT INTERNATIONAL PENCAK SILAT FEDERATION PERSEKUTUAN PENCAK SILAT ANTARABANGSA</p>
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