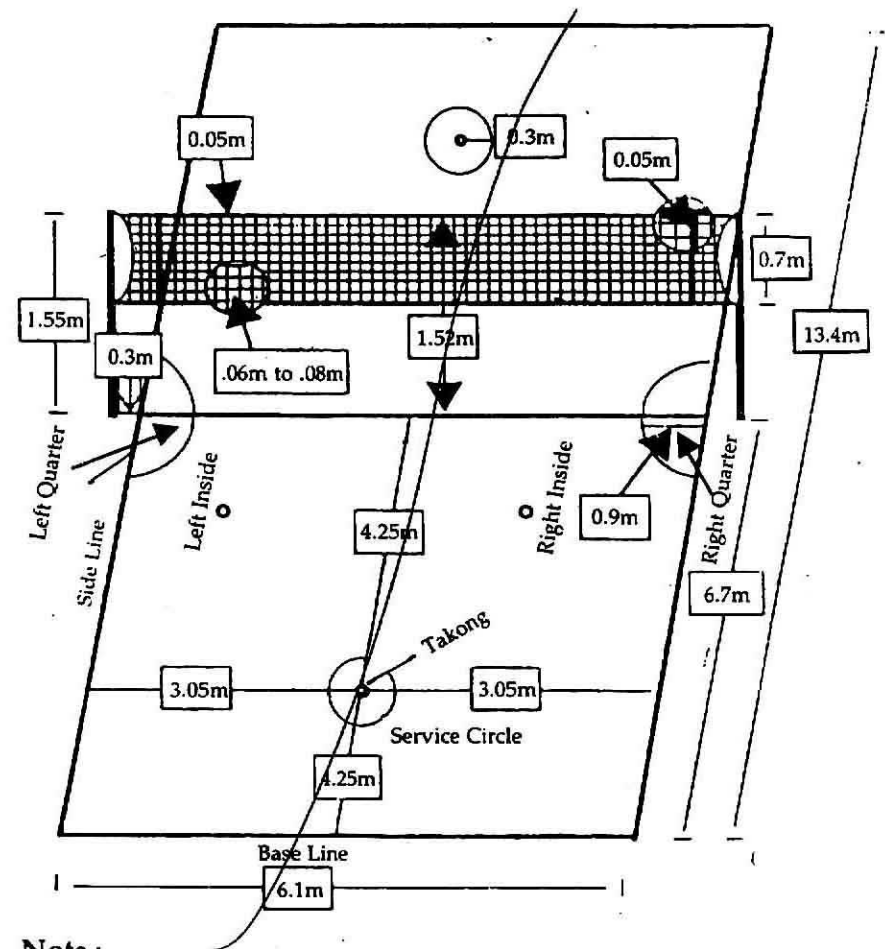


## The Court (MEN)



### Note :-

1. Thickness of Bounding Lines should be 0.04m measured inwards from edge of the court measurements.
2. Centre Line 0.02m equally dividing the court in two halves.
3. Thickness of all other lines [service and quarter circles] should be 0.04m measured outwards.
4. Height of posts and net for womens should be 1.45m. and 1.42m.

## I. RULES OF SEPAK TAKRAW GAME

### 1. THE COURT

- 1.1. Area of 13.4 m x 6.1 m free from all obstacles up to the height of 8 m measured from the floor surface (sand and grass court not advisable).
- 1.2. The width of the lines bounding the court should not be more than 0.04m measured and draw inwards from the edge of the court measurements. All the lines should be drawn at least 3.0 m away from all obstacles.
- 1.3. *The Centre Line*  
The Centre line of 0.02 m should be drawn equally dividing the right and left court.
- 1.4. *The Quarter Circle*  
At the corner of each at the Centre Line, the quarter circle shall be drawn from the Side Line to the Centre Line with a radius of 0.9 m. measured and drawn outwards from the edge of the 0.9 m radius.
- 1.5. *The Service Circle.*  
The Service Circle of 0.3 m radius shall be drawn on the left and on the right court, the center of which is 2.45 m from the back line of the court and 3.05 m from the Side Lines, the 0.04 m line shall be measured and drawn outward from the edge of the 0.3 m radius.

### 2. THE POSTS

- 2.1. The posts shall be 1.55 m (1.45 m for women) in height from the floor and shall be sufficiently firm to maintain high net tension. It should be made from very strong materials and shall not be more 0.04 m. radius.

### 2.2. Position of Posts

The posts shall be erected or placed firmly 0.3 m away from the Side Line and in line with the Center Line.

### 3. THE NET

- 3.1. The net shall be made of fine ordinary cord or nylon with 0.06 m to 0.08 m mesh. The net shall be 0.7 m in width and not shorter than 6.10 m in length and taped at 0.05 m from tape double at the top and Side Line, called boundary tape.
- 3.2. The net shall be edged with 0.05 m tape double at the top and bottom of the net supported by a fine ordinary cord or nylon cord that runs through the tape and strain over and flush with the top of the posts. The top of the net shall be 1.52 m (1.42 m for women) in height from the center and 1.55 m (1.45 m for women) at the posts.

### 4. THE SEPAK TAKRAW BALL

The Sepak Takraw ball shall be spherical of one woven layer having 12 holes, 20 intersections. It shall be made of synthetic fiber or natural rattan. If it is made of rattan, it shall consist of 9-11 strains. The circumference shall not be less than 0.42 m and not more than 0.44 m (0.43 m to 0.45 m for women). The weight before play shall not be less than 170 gm and not more than 180 gm (150 gm to 160 gm for women).

### 5. THE PLAYERS

- 5.1. A match is played by two Regus, each consisting of three players.
- 5.2. One of the three players shall be at the back and he is called a "Server (Tekong)".
- 5.3. The other two players shall be in front, one on the left and the other on the right. The player on the left is called a "Left Inside" and the player on the right is called a "Right Inside".

## 6. PLAYERS ATTIRE

- 6.1. The male players must wear Jerseys/T-shirts, and Sports Shoes (women: round neck T-shirts with sleeves, Shorts length at least at knee level for woman players); and Sports Shoes with rubber soles. It is forbidden for players to wear anything that endangers the opponents during the game. In case of cold weather, the players are permitted to use tracksuits.
- 6.2. The entire apparel of a player is regarded as part of his body. All Jerseys/T-shirts should be tucked in.
- 6.3. Anything that helps to speed the ball or that helps the movement of a player is not allowed.
- 6.4. The Captain of each Regu shall wear an armband on the left arm.
- 6.5. All Jerseys/T-shirts are to be numbered at the back. A player must be assigned with one permanent number throughout the tournament. Each participating team is allowed to use only number 1 to number 15. The size of the number shall not be less than 19 cm in height.

## 7. SUBSTITUTION

- 7.1. There shall be no repeat of the same player in any team competition involving more than one Regu.
- 7.2. Substitution of a player is allowed at any time on request made by the Team Manager to the Official Referee when the ball is not in play.
- 7.3. Each "Team" may nominate none to maximum of six reserve players, but can make only three substitutions (one each for 'Regu') in a match.
- 7.4. Each "Regu" may nominate none to maximum of two reserve players, but can make only one substitution in a match.
- 7.5. A Player who has been sent off by umpire during a match may be substituted, provided no substitution has been made.
- 7.6. Any "Regu" having less than 3 players will not be allowed to continue the game and will be considered as having lost.

## 8. OFFICIALS

The game shall be managed by the following officials:

- (i) 1 Official referee
- (ii) 2 Umpires
- (iii) 6 Linesmen (4 sidelines and 2 baselines)

## 9. THE COIN TOSS AND WARM UP.


Before commencing the game, the umpire will toss a coin or disc and the side winning the toss shall have the option of "Choosing Service" or "Choosing Side". The side winning the toss shall "warm-up" first for 2 minutes followed by the other "Regu". Only 5 persons are allowed to move freely in the court with the official ball.

## 10. POSITION OF PLAYERS DURING SERVICE

- 10.1. At the start of play, the players of both "Regus" must be in their respective courts in a ready position.
- 10.2. The Server (Tekong) shall have one of his feet inside the serving circle.
- 10.3. Both of the "Inside" players of the serving side must be in their respective quarter circles.
- 10.4. The opponent or receiving Regu is free to be anywhere within its court.

## 11. THE START OF PLAY AND SERVICE

- 11.1. The side that must serve first shall start the first set. The side that wins the first set shall have the options of "Choosing Service".
- 11.2. The throw must be executed as soon as the umpire calls the score. If either of the "Inside" players throws the ball before the umpire calls the score, it must be a re-throw and a warning will be given to the thrower.

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- 
- 11.3. During the service, as soon as the server kicks the ball, all the players are allowed to move about freely in their respective courts.
  - 11.4. The service is valid if the ball passes over the net, whether it touches the net or not, and inside the boundary of the two net tapes and boundary lines of the opponent's court.

## 12. FAULTS

### 12.1 The serving Side During Service

- 12.1.1. The "Inside" player who is making service throws, plays about with the ball (throwing up the ball, bumping, giving to other "Inside" player, etc.) after the call of score has been made by the umpire.
- 12.1.2. The "Inside" player lifts his feet or steps on the line or crosses over or touches the net while throwing the ball.
- 12.1.3. The "Server (Tekong)" jumps off the ground to execute the service.
- 12.1.4. The "Server (Tekong)" does not kick the ball on the service throw.
- 12.1.5. The ball touches his own player before crossing over the opponent court.
- 12.1.6. The ball goes over the net but falls outside the court.
- 12.1.7. The ball does not cross to the opponent side.

### 12.2. The Receiving Side During Service

- 12.2.1 Creating distracting manner or noise or shouting at his opponent.

### 12.3. For Both Sides During The Game

- 12.3.1. Any player who touches the ball on the opponent side.
- 12.3.2. Any part of player's body crosses over into opponent's court whether above or under the net except during the follow-through of the ball.

- 
- 
- 12.3.3. Playing the ball more than 3 times in succession.

- 12.3.4. The ball touches the arm.

- 12.3.5. Stopping or holding the ball under the arm, between the legs or body.

- 12.3.6. Any part of the body or player's outfits e.g. Shoes, Jersey, Head band etc., touches the net or the post or the umpire's chairs or falls into the opponent's side.

- 12.3.7. The ball touches the ceiling, roof or the wall (any objects).

## 13. SCORING SYSTEM

- 13.1. When either serving side or receiving side commits a fault, a point is awarded to the opponent side including making next service.

- 13.2. The winning point for a set is 21 points, unless the point is tied at 20-20; then the set shall be decided on a difference of two points, up to a ceiling of 25 points. When the score is tied at 20-20, the Referee announces "Setting up to 25 points".

- 13.3. The game is played in 2 sets with 2-minute rest in between.

- 13.4. If each "Regu" wins one set, the game shall be decided in the third set called "Tiebreak" with 15 points unless the point is tied at 14-14, then the set shall be decided on a difference of two points, up to a ceiling of 17 points. When the score is tied at 14-14, the Referee announces "Setting up to 17 points".

- 13.5. Before the tiebreak set takes place, the umpire shall toss a disc or coin, and the side winning the toss shall have the option of "Choosing Service". The change of sides take place when one "Regu" reaches 8 points.

## 14. TIME-OUT

Each "Regu" can request for one time-out of one-minute rest by team manager or official coach per set when the ball is not in play. Only 5 persons are allowed at the base line.

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## 15. TEMPORARY SUSPENSION OF PLAY

- 15.1. The umpire can suspend play temporarily in the event of obstructions, disturbances or any injury to a player who needs immediate treatment, for not more than 5 minutes.
- 15.2. An injured player is allowed up to 5 minutes injury time-out. If after 5 minutes, the player is unable to continue, a substitution must be made. If the injured player's team has already made a substitution, the match will be declared a forfeit in favour of the opposing team.
- 15.3. In the course of such suspension, all players are not allowed to leave the court to receive drinks or any form of assistance.

## 16. DISCIPLINE

- 16.1. Every player must abide by the rules of the game.
- 16.2. Only the Captain of the "Regu" is allowed to approach the umpire during the game.

## 17. PENALTY

Fouls and misconduct are penalized as follows:

Disciplinary Sanctions -

### 17.1. Cautionable Offences

A player is cautioned and shown the yellow card if he commits any of the following six offences:

- 17.1.1. Is guilty of unsporting behavior
- 17.1.2. Shows dissent by word or action
- 17.1.3. Persistently infringes the Laws of the Game
- 17.1.4. Delays the restart of play
- 17.1.5. Enters or re-enters the court without the referee's permission
- 17.1.6. Deliberately leaves the court without the referee's permission

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## 17.2. Sending-off Offences

A player is sent off and shown the red card if he commits any of the following five offences:

- 17.2.1. Is guilty of serious foul play
- 17.2.2. Is guilty of violent conduct, including an act executed with deliberate intent to cause injury to his opponent
- 17.2.3. Spits at an opponent or any other person
- 17.2.4. Using offensive or insulting or abusive language and or gestures.
- 17.2.5. Receives a second caution (Yellow Card) in the same match.
- 17.3. A player who commits a cautionable or sending-off offence, either on or off the court, whether directed towards an opponent, a team-mate, the referee, an assistant referee or any other person, is disciplined according to the nature of the offence committed.

## 18. MISCONDUCT OF TEAM OFFICIALS

Disciplinary action will be taken against Team Officials or his team for any misconduct or disturbances committed by the official or team during a tournament whether in or outside the court.

## 19. GENERAL

In the event of any question or any matter arising out of any point, which is not expressly provided for in any of the rules of the game, the decision of the official Referee shall be final.

**NATIONAL SEPAK TAKRAW CHAMPIONSHIP**  
**(MEN & WOMEN / BOYS & GIRLS)**  
**SUBSTITUTION FORM**

MATCH No. :  
 EVENT  
 STATE

DATE :  
 REGU

TIME :  
 TEAM, REGU  
 GROUP

JERSEY No.	PLAYER IN	TIME
JERSEY No.	PLAYER IN	TIME
Manager / Official (Name)		Signature

**NATIONAL SEPAK TAKRAW CHAMPIONSHIP**

(MEN & WOMEN / BOYS & GIRLS)  
 REGU SHEET (REGISTRATION OF PLAYERS)

FROM \_\_\_\_\_  
 AT \_\_\_\_\_

STATE  
 MATCH No. :

DATE  
 GROUP

TIME :  
 VENUE :

MATCH	NAME OF PLAYERS	C	NRIC / COMP. CO.
1st REGU			
RESERVE			
MANAGER			
COACH			

**NOTE :-**

1. No changes will be permitted after the Team Line-up has been submitted to the Tournament Official Referee.
2. This Team Sheet must be submitted to the presiding Official 45 minutes before the scheduled time to match.
3. Players NRIC / Registration Card must be produced for identification purposes.
4. Indicate "C" for Captain of each regu.
5. Substitute of players - Team Manager must complete the prescribed form and submit it to the Tournament Official / Official Referee

Manager / Official (Name)

Signature



## NATIONAL SEPAK TAKRAW CHAMPIONSHIP

(MEN & WOMEN / BOYS & GIRLS)

TEAM SHEET (REGISTRATION OF PLAYERS)

FROM \_\_\_\_\_  
AT \_\_\_\_\_

MATCH No. : \_\_\_\_\_  
STATE \_\_\_\_\_

GROUP DATE \_\_\_\_\_

VENUE : \_\_\_\_\_  
TIME : \_\_\_\_\_

MATCH	NAME OF PLAYERS	C	NRIC / COMP. CO.
1st REGU			
2nd REGU			
3rd REGU			
RESERVE			
MANAGER			
COACH			
COACH			

**NOTE :-**

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Manager / Official (Name) \_\_\_\_\_

Signature \_\_\_\_\_



## REGU EVENT SCORSHEET

NAME OF TOURNAMENT \_\_\_\_\_

Date \_\_\_\_\_ Match No. \_\_\_\_\_ Court No. \_\_\_\_\_

TEAM A :		vs	TEAM B :																										
UMPIRE		SERVE : A / B		Time Start : to		Winner : A / B																							
CAMPIRE																													
Players' Jersey Number	1	2	3	4	5	6	7	1st REGU 1st SET	1	2	3	4	5	6	7	Players' Jersey Number													
	8	9	10	11	12	13	14	Timeout Time	8	9	10	11	12	13	14														
1	15	16	17	18	19	20	21								1	15	16	17	18	19	20	21	1						
2	22	23	24	25					22	23	24	25					2												
3																													
S.	1	2	3	4	5	6	7	2nd SET	1	2	3	4	5	6	7	S.													
	8	9	10	11	12	13	14	Timeout Time	8	9	10	11	12	13	14														
	15	16	17	18	19	20	21									15	16	17	18	19	20	21							
	22	23	24	25					22	23	24	25																	
Service		Timeout Time :		TIE BREAK SET		Service		Timeout Time :																					
	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8													
	9	10	11	12	13	14	15		9	10	11	12	13	14	15														
	16	17																16	17										
RESERVES PLAYERS																													
RESULTS		1st SET		2nd SET		TIE BREAK																							
		A	B	A	B	A	B																						
REGU																													
WINNING TEAM										Final Results		Duration																	
										Occurrence's																			
Name / Signature of Chief Umpire																													

TEAM A					TEAM B				
Jersey No.	Capt	PLAYERS NAME			Jersey No.	Capt	PLAYERS NAME		

## TEAM EVENT SCORSHEET

NAME OF TOURNAMENT \_\_\_\_\_ Date \_\_\_\_\_ Match No. \_\_\_\_\_ Court No. \_\_\_\_\_

TEAM A : _____														vs		TEAM B : _____																	
UMPIRE _____														SERVE : A / B		Time Start : _____ to _____														Winner : A / B			
Players' Jersey Number														1st REGU 1st SET		Timeout Time														Players' Jersey Number			
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UMPIRE _____														SERVE : A / B		Time Start : _____ to _____														Winner : A / B			
Players' Jersey Number														2nd REGU 1st SET		Timeout Time														Players' Jersey Number			
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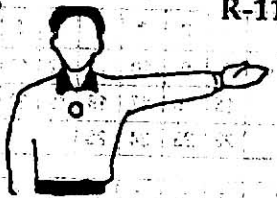
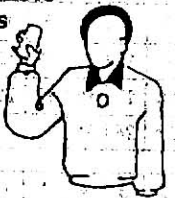
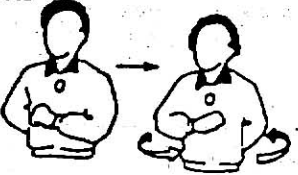




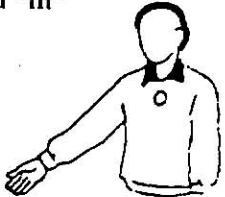
UMPIRE _____														SERVE : A / B		Time Start : _____ to _____														Winner : A / B			
Players' Jersey Number														2nd REGU 1st SET		Timeout Time														Players' Jersey Number			
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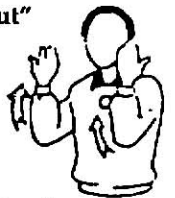
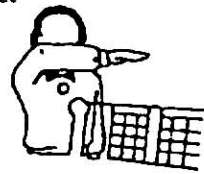






  

RESERVES' PLAYERS																																															
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Name / Signature of Chief Umpire _____																																															



# REFEREE'S OFFICIAL HAND SIGNALS

<p><b>Team to serve</b> R-11</p>  <p>Extend the arm to the side of team that will serve</p>	<p><b>Cautionable offences</b> R-17</p>  <p>Show a yellow card for penalty</p>
<p><b>Change to courts</b> R-13.5</p>  <p>Raise the forearms front and back and twist them around the body</p>	<p><b>Sending off offences</b> R-17.2</p>  <p>Show a red card for expulsion</p>
<p><b>Time-out</b> R-14</p>  <p>Place the palm of one hand over the fingers of the other, held vertically (forming a T)</p>	<p><b>End of set for match</b> R-13.2 R-13.4</p>  <p>Cross the forearms in front of the chest, hand open.</p>
<p><b>Substitution</b> R-7</p>  <p>Circular motion of the forearms around each other</p>	<p><b>Ball "in"</b> R-11.4</p>  <p>Point the arm and fingers towards the floor</p>

<p><b>Ball "out"</b> R-7</p>  <p>Raise the forearms vertically, hands open, palms towards the body</p>	<p><b>Reaching beyond the net</b> R-12.3.1 R-12.3.4</p>  <p>Place a hand above the net, palm facing downwards.</p>
<p><b>Stopping or holding</b> R-12.3.5</p>  <p>Slowly lift the forearm, palm of the hand facing upwards.</p>	<p><b>Ball touch</b> R-</p>  <p>Brush with the palm of one hand the fingers of the other, held vertically</p>
<p><b>Playing more than 3 times</b> R-10.3.1</p>  <p>Raise for fingers, spread open</p>	<p><b>Ball "in" Lineman Signal</b> R-9.3</p>  <p>Point down</p>
<p><b>Net touched by a player</b> R-12.36</p>  <p>Touch the top of the net or its side, according to the fault.</p>	<p><b>Ball "out" Lineman Signal</b> R-9.4.1</p>  <p>Vertically.</p>

## II. RULES OF COMPETITION

All national championships will be conducted under the rules of **SGFI** as modified from time to time.

### (1) Organisers :

The national championships will be organised by the **UNIT** affiliated to the **SGFI** and on dates and places formally approved by it.

### (2) Venue and Dates :

The venue and dates for holding the championships shall be decided by the **SGFI** in consultation with state unit. Members wanting to host these Championships must hold their State level meets at the same venue and inform the **SGFI** to depute an Observer.

The affiliated units desirous of Organising the Championships will submit their applications with the Secretary **SGFI** on the prescribed form. These applications will be considered by the **SGFI** at the Annual General Meeting/Executive Committee. The venue will then be decided for the next competitions. It is essential that the **App. unit** applying for permission to organise the championship should send full details of the facilities available with them and also depute their representative to attend the **SGFI** meeting in which the venue is to be decided.

### (3) Conditions for Organising National Championships :

- (a) ~~.....~~
- (b) (i) The Organising Committee of National Championship shall provide free lodging, boarding and transport facilities to the players and team officials.
- (ii) The Organising Committee of the State Association shall provided free Lodging, Boarding, Transport and pay Train / Air fare to the office bearer of the **SGFI**

- (c) The Organising Committee shall invite two Technical delegates nominated by the **SGFI**. These delegates will supervise and assist organiser in smooth conduct of the championship. They will arrive at the venue at least 2 days prior to the commencement of the meet. They will be provided 1st class train fare, free boarding, lodging and transport facilities plus Rs. 200/- per day as incidental allowance. After the completion of the championships within allotted days they will submit their report on the conduct of the championships (along with detailed results) to the Secretary General, **SGFI**

### (4) Failure to hold the Championship :

In case the Association which is allotted any championship cannot organise the same due to some unavoidable reasons, it shall inform the Secretary General, atleast 3 months before the allotted dates. The date and venue cannot be changed without the prior permission of the **SGFI**

In case the **unit** is unable to organise the Championship as agreed before, the General Secretary **SGFI** in consultation with President will allot the Championship to any other **unit**

### (5) Control :

The **SGFI** shall supervise and control the entire organisation of the All-India Championships and International competitions in India. For this purpose the **SGFI** will depute two representatives from amongst members of **SGFI** to attend the meetings of the organising committee. They will be provided first class Rail fare, free boarding, lodging and transport facilities by the organisers available at the venue. These representative will inspect the various facilities and submit the report to Secretary General, **SGFI** immediately, after attending the Organising Committee meeting. The first such meeting should be held atleast 3 months in advance of championship dates. ~~Board of Control for Cricket in India of these final dates. permitted to monitor.~~

**(6) Registration of Players and issue of Identity Cards :**

All players participating in the National Championships must be registered with his/her State unit. They also must possess an Identity Card, showing his/her photograph, date of birth and address. Registration number must be indicated on the entry forms. Without registration and Identity card players will not be allowed to take part in the National Championships.

**(7) Medical :**

All Junior and Sub-Junior players are liable for Medical Check-up during the Championships for verification of their age. Dope Control and Feminity Control tests may also be carried out as and when considered necessary. The mode of Medical Check-up and number of players to be cheked up will be decided by the medical committee. Medical Committee's decesion will be final and binding.

**(8) Officials :**

Only qualified officials of SGFA as per grading shall officiate during the National championships. The Key officials will be appointed by SGFA

The organisers will provide reasonably good lodging and boarding facilities to all out-station officials and pay train fair and TA/DA/remuneration as fix by SGFA from time to time.

**(9) Official Clinic and Dress :**

All officials should appear on the Court in Nevy blue pant and sky blue T-shirt. The blazers are optional.

The officials shall attend the official's clinic which will be held a day earlier to the commencement of the Championship, where all officials assemble to discuss rules and their interpretations etc. Change in the rules if any will also be announced in this clinic. The clinic shall be conducted by the Chairman, Referee Board, SGFA. Attendance at the clinic will be compulsory.

**(10) Official Coaches :**

(a) Official the team coaches / manager shall not be appointed as officials / referee for the competition.

(b) The affiliated state unit will have to fill up the names of the official / team coaches / manager in their entry forms.

**(11) Age limit for juniors and sub juniors :**

Junior Boys and Girls should be under <sup>17</sup> years and Sub-Junior Boys and Girls should be under 14 years on the 1st January of the year in which the Championship takes place. They must submit Bio-data form duely attested by first class Magistrate / Headmaster / Principal.

**(12) Discipline :**

The competitors protesting against the decision of the officials on duty either in writing or verbally by using Indecent language will be debarred from for the participation in competitions for a period to be determined by the Disciplinary Action Committee of SGFA, according to the merits of the case. The names of such players will be circulated to all States and will be announced in the Press so that they may not take part in any championship.

**(13) Awards : Trophies and Prizes.**

The Organising Committee shall award the following Trophies to the winning teams and individual prizes to the winning players.

(1) (a) Gold Plated Trophies for first place.

(b) Silver Plated Trophies for second place.

(c) Bronze Trophies for third place.

(2) Merit certificates will be issued by the SGFA for which state unit has reimburse the amount to SGFA

**(14) Appeals :**

No appeal will be entertained by the **SCF** against these rules.

**(15) Protests**

- (1) Protests concerning the result or conduct of a match shall be made within 30 minutes of the official announcement of the result of that match.
- (2) A protest must be in writing, signed by a responsible official on behalf of the players, and must be accompanied by a deposit of Rs. 1000/- , which will be forfeited if the protest is not upheld.
- (3) The Jury of Appeal shall consult, if necessary, all relevant persons, including the Referee and Co-umpire. If the Jury of Appeal is in doubt, other available evidence may be considered. If such evidence is not conclusive, the decision of the Referee shall be upheld.

**Tournament Procedure**


1. The competition will be played on league cum knock-out basis or as decided by the technical committee of **STFI**.
2. All the Participating teams will be divided in four pools (if required more or less pools will be made).
3. Each team will play league matches in their respective pool & two teams i.e., winner and runners-up from each pool will qualify for quarter final matches.

5. The semi final matches will be played between, Winner of Ist Quarter final and Winner of IInd Quarter final, and Winner of IIIrd Quarter final v/s Winner of IVth Quarter final. (As per above diagram).

**Note :**

In case of less number of team reported, then two or three pools are made and the matches will be conducted on league cum league / knock-out system. The system will be decided by technical committee of **SCF**

6. Each team / regu must be prepared to play more than once in a day.
7. Competitors must report their arrival to the Official Referee and be on the court ready to play, at least 45 minutes ahead of the scheduled start of the match, failing which the Official referee may, at his discretion, scratch the defaulting team.
8. 3 points shall be awarded for a win and a zero for a loss. If two or more teams obtained equal number of points, the tie shall be broken in the following order :

- 
- 
- i) The regu difference of the matches played by each of the team shall be decisive.
  - ii) The set difference of the matches played by the teams shall be decisive.
  - iii) The total points difference, obtained by deducting the points "against" from the points "for", shall be decisive.
  - iv) If those three alternatives are all found to be the same, then a toss of the disc / coin shall be decisive.
  - v) If one team involved in the "tie" has a walkover win, the other team involved in the "tie" will nullify the score obtained during the match played against the team that gave the walkover to the other team.

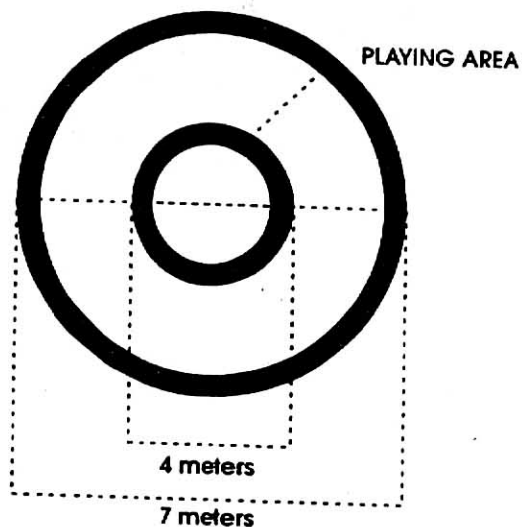
## IV. RULES OF SEPAKTAKRAW

### CIRCLE GAME

#### 1. The Court

- 1.1 The court shall be constructed with two concentric circles of 4 meters diameter circle which shall be called "The Inner Circle" and 7 meters diameter circle which shall be called "The Outer Circle" on any open ground, indoor or outdoor with leveled surface.
- 1.2 The court must have a **minimum** clear space from any obstacle 8 meters up from the ground and 3 meters from the outer circle. The area between "The Outer Circle" and "The Inner Circle" is the playing area.
- 1.3 The width of the markings shall be more than 4 cm. thick.

Court and Playing Area



#### 2. The Takraw Ball

- 2.1 The ball shall be a spherical of one woven layer with 12 holes and 20 intersects. It shall be made of synthetic fiber. For the men's event, the ball circumference shall not be less than 0.42m and not more than 0.44m. (0.43m. to 0.45m. for women's event) The weight before play shall not be less than 170 gm, and not more than 180 gm. (150 gm. to 160 gm. for women's event).

2.2

#### 3. The Players

- 3.1 Circle Game composes of 5 players
- 3.2 The team, which has less than 5 players will not be allowed to continue play. The latest consolidated scores will be considered as the total scores of the team.
- 3.3 Each team is allowed only one player substitution before each set. Substitution must be informed to the Umpire by team manager.
- 3.4 Substitution during the play is allowed only in case of the injured player cannot continue the play.
- 3.5 Reserve player must use the same bib number as the one substituted.

#### 4. Player Attire

- 4.1 The man player must wear Jersey/T-shirt, Shorts and Sports Shoes with rubber soles. (women round neck T-shirt with sleeves and Short or Track-suit pants and Sports Shoes with rubber soles for woman player) A player may not wear any clothing or item that endangers him self or herself or teammates. In case of cold weather, players may wear warm-up suits.



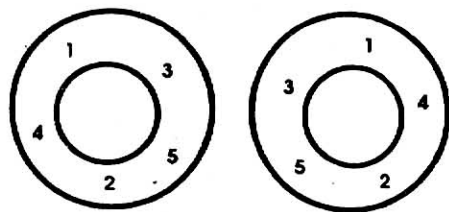
- 4.2. The entire apparel of a player is regarded as part of the body. All Jersey/T-shirts must be tucked into the pants.
- 4.3. Head and shoulder protections are allowed but any equipment that affects the speed of the ball is not allowed.
- 4.4. The captain of each team shall wear an armband on the left arm.
- 4.5. The Jersey/T-shirt of the team shall be numbered from No. 1 to No. 18 on the front and back.
- 4.5.1. The size of the number screened or embroiled on the front of T-shirt is :
  - not less than 8 cm. in height
  - not less than 6 cm. in width
  - 1 cm bold
- 4.5.2. The size of the number screened or embroiled on the middle back of T-shirt is :
  - not less than 19 cm. in height
  - not less than 15 cm. in width
  - 4 cm. bold
- 4.6. All players must wear the same colour and style of uniform (Jersey/T-shirt and Shorts).
- 4.7. The organizer must prepare the bib numbered 1 to 5.

**5. Position of Players**

Before the start of each set, all five (5) players must Stand in the playing area and face the inner circle in sequential order of 1,3,5,2,4 clockwise or counter clockwise. There is no position change during the game.



**Position of Players**



- 6. **Playing the game**
  - 6.1. Each player may use any part of the body (e.g. foot, knee, head, etc.) to kick or pass the ball, except arms.
  - 6.2. Each pass or kick must be played in sequence. The game shall begin with the number one (1) player throwing the ball to number two (2) player. The number two (2) player must use a front use a front kick of Degree 1 Difficulty to pass the ball to number three (3); number three (3) to number four (4), number four (4) to number five (5), and number five (5) to number one (1). All kick must be made in the above stated order or sequence.
  - 6.3. If a player kicks or passes out of the correct sequence, the Umpire will call a Fault and stop play. The offending player shall retrieve the ball, return to his or her legal position, and resume play by tossing the ball to the next player in the sequence.
  - 6.4. The player must pass the ball crossing the "The Inner Circle" line and point will be awarded according to the Degree of Difficulty.
  - 6.5. One player can control the ball not more than 3 times before passing to the next player.
  - 6.6. Player can play outside the playing area and control the ball back to the playing area before passing the ball to the next player in sequence within 3 times, points will be awarded.



6.7. When passing the ball, player's support foot must be in playing area to be awarded point.

## 7. Format of Competition

7.1. For preliminary round, each participating team will play a set of 10 minutes. The result of preliminary round will be ranked and used to divide participating teams into groups according to odd and even principle to compete in the second round.

7.2. In second round, each team will play 3 sets of 10 minutes each with two minute-rest between sets, the best two teams of each group will be nominated for the final round.

7.3. In final round, each team will play 3 sets of 10 minutes each with two minute-rest between sets, and total scores will be ranked for the medals.

7.4. The Co-umpire for timekeeping times each set and signals the end of each set.

7.5. Once the game begins, the clock shall not be stopped unless so ordered by the Umpire.

7.6. The whistle shall signal the start and end of each set as follows:

7.6.1. The Umpire signals to start the game. The Co-umpire for timekeeping blows the first whistle to start the game and clock. The second whistle will blow at the end of each set.

7.6.2. Before starting the game, players can have one minute warm up with the official ball.

## 8. Faults

8.1. The Umpire will not call Fault and not stop the game but no point will not be awarded when

8.1.1. Player's foot steps on any circle line or is outside playing area during the game.



8.1.2. Player does not stand in playing area during the game.

8.2. The Umpire will call fault and stop the game but not stop the time when

8.2.1. A player passes the ball not according to the passing sequence.

8.2.2. A player does not pass the ball with the first Degree of Difficulty after receiving the tossing ball.

8.2.3. The player who is tossing the ball steps on any circle marking or is outside playing area.

8.2.4. A player passes the ball not crossing the line of "The Inner Circle"

8.2.5. A player controls the ball more than 3 times before passing.

8.2.6. The ball falls to the ground or touches any obstacle.

8.2.7. The ball touches a player's arm.

8.2.8. A player stops the ball or holds the ball between his/her legs or by his/her body.

8.2.9. A player plays the ball again after the Umpire has announced his/her first playing score.

## 9. Injury Time


In case of injury, up to 5 minutes time out is allowed. If the injured player cannot continue after five (5) minutes, a substitution must be made. No other substitution will be allowed. If another player is injured and unable to play after five (5) minutes, the score at the time play is stopped and shall be the final score for the round or match.

## 10. Penalty

10.1. In case of player intentionally touch the ball by hand or arm, the umpire will give him yellow card punishment immediately. If same player makes the same fault, the Umpire will give red card punishment immediately.



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10.2. Giving red card punishment is considered the end of game. The final total score is the score from beginning till the end of the game.

10.3. The time will not be stopped in case of penalty.

## 11. Scoring

11.1. A kick or pass from one player to another shall be scored as follows:

11.1.1. Degree I = 1 point

- One pass by head
- One kick from the front foot
- One kick from the lower leg
- One pass from the knee
- One pass from the shoulder
- One kick from inside of foot
- One kick from outside of foot

11.1.2. Degree II = 3 points

- One jumping behind/leg cross kick
- One "blind" pass off the sole or foot

11.2. The following circumstances, the point will not be awarded:

11.2.1. Player's foot steps on any circle line or is outside playing area during the game.


11.2.2. Player does not stand in playing area during the game.

11.3. Points will be awarded only for legal kicks or passes performed in the correct sequence.

## 12. Umpire/Co-umpires

The game shall be officiated as follows:

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12.1. One umpire will be seated in elevated position performing duties as follows :

- Inspect the readiness for starting and restarting
- Signal for start playing
- Calling Fault
- Judge and control the correct sequence of passing between players.
- Stop the play in case of injury.
- Announce the total scores after the end of all sets

12.2. Three Co-umpires for score-announcing move freely 3 meters away surrounding the playing area and perform duties a follows:

- Announce score based on difficulty degree.
- The First Co-umpire for score-announcing announces score for player number 1 and 4.
- The Second Co-umpire for score-announcing announces score for player number 3.
- The Third Co-umpire for score-announcing announces score for player number 2 and 5.

12.3. One Co-umpire for timekeeping performs the duties as follows :

- Start timing when the Umpire signals for starting play and blow whistle at the end of each round.

12.4. One Co-umpire for score-keeping will be seated in elevated position and records all the scores which are announced by the Co-umpires for score-announcing and submits to the Umpire after the end of all sets.





# SEPAKTAKRAW CIRCLE GAME

## TOTAL SCORE SHEET

COUNTRY \_\_\_\_\_

DATE \_\_\_\_\_ MONTH \_\_\_\_\_ YEAR \_\_\_\_\_

KICK				TOTAL SCORE
	SET 1	SET 2	SET 3	
DEGREE 1				
DEGREE 2				
TOTAL SET SCORE				

Signature \_\_\_\_\_

( \_\_\_\_\_ )

Team Manager