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# **THANG-TA GAME RULE**

There are many unique styles of armed and unarmed form of fighting in the Thang-Ta Martial Arts. In the ancient times Thang-Ta game is performed by the Thang-Ta Sintakpurel (Guru) by using weapon and without weapon. There are two major game styles of Thang-Ta. They are : (i) **Khutlai Paiba** (armed) game and (ii) **Khutlai Paidaba** (unarmed) game. This game rule book is focused only on Khutlai Paiba (Armed Game). Khutlai Paiba means combat fighting with **Phunachei/Cheibee** (fighting with stick in the field of Thang-Ta game). In this game, a soft weapon known as **Phunachei /Cheibee** , as its name **Phuna** means fight and **Chei** means stick. It is used instead of sword in the learning of Thang-Ta beginners. Method of some techniques of Thang-Ta may be similar to other Martial Arts but this type of Game of Thang-Ta is not similar to any other game in the world!

## **Article No. 1 : Title of Competition / Championship**

The title of the games will be called Thang-Ta Competition / Championship.

## **Article No. 2 : Event of Competition / Championship**

There shall be two major categories of events in the game. They are :

- A. Phunaba (fighting)**
- B. Kanglon Chatpa (Individual performance with or without weapon)**
- A. Phunaba (Fighting) : There are two styles in Phunaba, e.g.**
  - (i) Phunaba Ama (This is performed with Phunachei/Cheibee and Chungoi)
  - (ii) Phunaba Anishuba (This is performed with Phunachei/Cheibee without Chungoi, however Kicking is allowed in this event).
- B. Kanglon Chatpa (Individual event of Kata) :**
  - (i) Thanglon
  - (ii) Khonglon-Khutlon
  - (iii) Taron
  - (iv) Leiteng-Haiba
  - (v) Cheishang-Cheiron

Note : Please see the Photo poses of the above mentioned events enclosed herewith.

## **Article No. 3 : Prize**

There shall be three (3) prizes for each event

- 1. Gold
- 2. Silver
- 3. Bronze

# THANG-TA GAME RULE

## And eight special prizes :

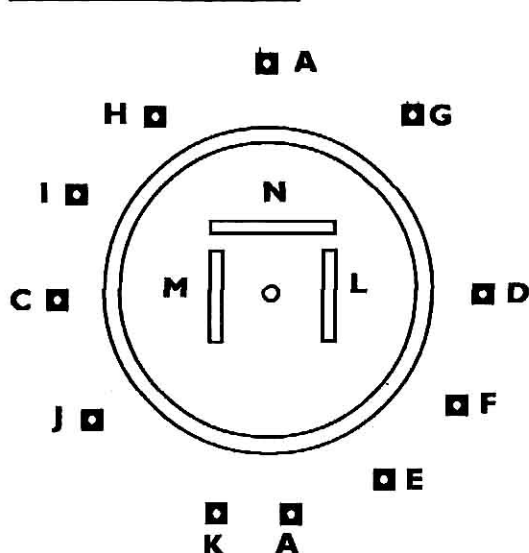
- i) Team Championship
- ii) Team Runners-up
- iii) Best fighter (for boys)
- iv) Best fighter (for girls)

## Article No. 4 : Weight group

Weight categories for event No. I and II of Article No. 2 will be as follows :

	Sub-Junior	Junior		Senior	
	(Under 14 years) Boys & Girls	Boys	Girls	Boys	Girls
1.	-25 Kg	-48 Kg	-44 Kg	-56 Kg	-50 Kg
2.	-29 Kg	-52 Kg	-48 Kg	-60 Kg	-54 Kg
3.	-33 Kg	-56 Kg	-52 Kg	-65 Kg	-58 Kg
4.	-37 Kg	-60 Kg	-56 Kg	-70 Kg	-62 Kg
5.	-41 Kg	-65 Kg	-60 Kg	-75 Kg	-66 Kg
6.	-45 Kg	-70 Kg	-75 Kg	-80 Kg	-70 Kg
7.	-49 Kg			Open	Open
8.	-53 Kg				

## Article No. 5 : Arena



- A = Chair and table of the Chief Jury.
- B = Chair of the Central Referee.
- C = Chair of the Player (Blue Corner)
- D = Chair of the Player (Red Corner)
- E = Chair of the Scorer for Blue Corner
- F = Chair of the Scorer for Red Corner
- G = Chair of the Scorer for Blue Corner
- H = Chair of the Scorer for Red Corner
- I = Chair of the Scorer for Blue Corner
- J = Chair of the Scorer for Red Corner
- K = Chair of the Time Keeper
- L = Starting line of the Player
- M = Starting line of the Player
- N = Referee line

# THANG-TA GAME RULE

- (i) The Arena must be circular shape. And its area of the Arena will be of 20 ft. (twenty feet) in diameter and 30 ft. diameter of outline.
- (ii) Referee line will be drawn at the distance of five (5) ft. from the centre of the arena in the direction of the Referee.
- (iii) Player line will be drawn at the distance of 5 ft. from the centre arena in the direction of each player.
- (iv) There will be 6 (six) chairs of scorers around the outline arena.
- (v) One table and chair for Chief Jury in opposite to the Referee's chair.
- (vi) One chair for Referee directly opposite to the Chief Jury.
- (vii) There will be two chairs for players on the edges of the outline arena opposite to each other. One chair will be for Red Corner and other chair for Blue Corner.
- (viii) One table and chair for the Time Keeper and programme conductor near to the left side of the Chief Jury.
- (ix) Area of the Arena must be flat and devoid of hazards.
- (x) Mats should be used in the arena for the safety of the players.

## **Article No. 6 : Duration of bout :**

There will be two (2) rounds of three (3) minutes each. In between the two rounds, the players will get one (1) minute interval.

The bout ends with the final signal of Time Keeper with calling bell. The Central Referee decides if and when the playing time is to be interrupted and where it can be restored.

## **Article No. 7 : Uniform**

### **(A) Official Uniform :**

- i) Score Judges and Referee must wear white trouser and white shirt.
- ii) A single breast dark blue coat.
- iii) Colour of the tie will be Red with blue strip.
- iv) Sports shoe and white socks.
- v) Female referees and score judges may use hair clip.
- vi) Judges/Referees (male) are not allowed to keep long hair.

**Note :** In the summer coat is not compulsory.

### **(B) Players' uniform :**

- i) Players should wear permanent black suit designed by the TECHNICAL COMMITTEE S 4F1
- ii) Prayers should use chest and head guard for safety provided by the Technical Committee of organizing committee
- iii) Players should wear wristlet and anklet for protection made of thick cloth
- iv) Players may wear any color belt in the competition

# THANG-TA GAME RULE

- (v) Players should use groin guard for safety which will not be provided by the Committee.

## **Notes:**

- (i) All the players are not permitted to wear any other dress except black uniform in the competition arena.
- (ii) Players are not allowed keep long hair and long nails.
- (iii) Players are not allowed to wear bangles, finger ring, necklace or any other ornaments during the bout.

## **(C) Coach Uniform :**

- (i) Coach may wear official uniform or track suit.
- (ii) Referees and Judges are not allowed to conduct the bout wearing track suit.

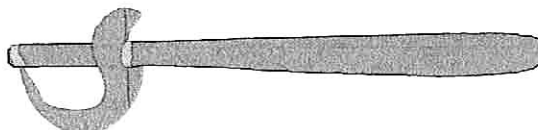
## **Article No. 8 :Trade Mark/Logo :**

- (i) Players must use trade mark of Thang-Ta of the International Head Quarter in the left side breast of shirt and back side.
- (ii) Players may advertise State \_\_\_\_\_ title in the back of the shirt.
- (iii) Logo of fighting pose holding Phunachei (fighting stick) and Chungoi (shield) can be used for Phunaba Ama (Style one). Logo is enclosed herewith.
- (iv) Logo of fighting pose showing kick with Phunachei (fighting stick) without Chungoi (Shield) can be use for Phunaba Ani (Style two). Logo is enclosed herewith.

## **Article No. 9 : Khutlai (weapon) :**

- (i) Players should hold **Phunachei/Cheibee** (fighting stick) and **Chungoi** (shield) in the Phunaba Ama of Article No. 2 A(i). Another name of **Phunachei** is known as **Cheibee**.
- (ii). In the **Phunaba Anishuba** of Article No. 2 A(ii), players should use only **Phunachei/Cheibee**.
- (iii) Players should use ornamental sword in the event of Article No. 2 B(i) & (iv) and ornamental spear in the Article No. 2 B (iii).
- (iv) **Length of Phunachei/Cheibee (fighting stick) :**

For Senior Player	-	2.6 ft. long
For Junior Player	-	2.3 ft. long
For Sub-junior Player	-	2.0 ft. long



(Phunachei/Cheibee)

## THANG-TA GAME RULE

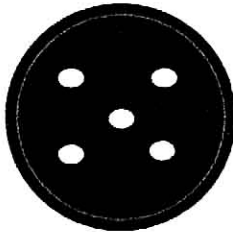
(v) **Weight of the Phunachei/Cheibee :**

For Senior player	350 gram
For Junior player	300 gram
For Sub-junior player	250 gram

(vi) The top and bottom of the Phunachei must be dome shape and cylindrical.

(vii) **Chungoi** (Shield) should be diameter of 12 to 13 inches.

(Chungoi (Shield))



**Notes :**

(i) **Phunachei/Cheibee :**

**Phunaba = fighting,**

**Chei = Stick**

**(Phunachei = fighting stick).**

(ii) **Phunachei/Cheibee** is made of cane stick covered with soft leather. It is a kind of weapon used instead of sword in the sports of **Thang-Ta Martial Arts Games**.

(iv) **Chungoi (shield)** is made of thick leather and is used instead of iron shield for sports.

(v) Phunachei and Chungoi should be approved by the Technical Committee. <sup>ok SGF)</sup>

**Notes:**

(i) To maintain good discipline of Thang-Ta competitions,

# THANG-TA GAME RULE

- (iii) Unruly and indisciplined players are liable to be punished and can be expelled from SGFI & State Competent Authority.
- (iv) Unregistered players should register their names to I.H.Q. before the championship, in their arrival to the competition place.

## **Article No. 11 : Call-up of players to the Arena:**

- (i) The players will be called before 3 (three) minutes ahead of bout time to be ready for the next bout by the officials.

## **Article No. 12 : Commands of the Central Referee :**

Chango	=	Come in
Leppo	=	Stop
Khuramu	=	Bow
Khuramnou	=	Bow to each other
Paikhatlu	=	Hold the weapon
Thammu	=	Put down the weapon
Phirep	=	Call for players to be in position
Houro	=	Start
Chei Tare	=	Phunachei/Cheibee has fallen
Chei Tade	=	Phunachei has not fallen
Cheirak	=	Warning
Thok-o	=	Out
Matam Lepkho	=	Time off
Cheining Sure	=	Hitting by handle
Khong Kaore	=	Using Kick
Leithok-u	=	Turn around
Leishillu	=	Turn about
Tanthokle	=	Disqualified

## **Notes:**

- (i) Both players should bow to the Central Referee as soon as they reach the Player line of the Arena.
- (ii) Player will stand at ease "**Chumlep**" before command.
- (iii) Player must make fighting position when the Referee commands with word "**Phirep**".
- (iv) Referee will command the players to start with the word "**Houro**".

## **Article No. 13 : Scoring System:**

### **In the bout of Phunaba Ama :**

- (i) Strike/hit to all the part of the body above the upper belt +1 mark
- (ii) If Chungoi (shield) has fallen or is dropped -3 marks
- (iii) If Funachei (fighting stick) has fallen or is dropped -3 marks
- (iv) If the player steps out from the outline of the Arena -1 mark
- (v) If both the players gets equal marks, one who has been given warning will be defeated.

# THANG-TA GAME RULE

## **In the bout of Phunaba Anishuba :**

- (i) Same scoring system as of Phunaba Ama +1 mark
- (ii) Kick above the upper belt +2 marks
- (iii) Cut to leg of the opponent while being kicked +2 marks

## **Notes :**

- (i) Player should hit maximum of three (3) targets from “**Houro**” to “**Leppo**”.
- (ii) Any kick is allowed except jumping kick.
- (iii) No marks of any strike/hit after the Central Referee stops the bout with the word “**Leppo**”

## **Article No. 14 : Surrender :**

Player have the right to surrender to his/her opponent through the referee if he/she cannot fight due to some inconveniences.

## **Article No. 15 : Faults of Player :**

- (i) Hits by the handle of weapon (**Phunachei/Cheibee**) directly.
- (ii) Thrust by the Phunachei.
- (iii) Over hit/kick.
- (iv) Kicking in Phunaba Ama.
- (v) Catching the Phunachei/Cheibee of the opponent by hand.
- (vi) Hitting when the opponent is falling or is imbalanced.
- (vii) To hit in a falling position.
- (viii) Hit to the groin.
- (ix) Hitting with the Chungoi/edge of the Chungoi (shield).
- (x) Hitting after the Referee stops the bout with the word “**Leppo**”.

## **Article No. 16 : Warning (Cheirak) :**

- (i) If the players argue with the referee.
- (ii) If the player threatens the opponent who is falling or is imbalanced.
- (iii) If the player commits the faults of article no. 15.

## **Article No. 17 : Disqualification :**

- (i) If the player throws the Funachei/Cheibee or Chungoi directly.
- (ii) If the player disobey the commands of the Referee.
- (iii) If the player gets warning three times during the same bout.
- (iv) If the players uses direct kick in Phunaba Ama event.
- (v) If the player argue repeatedly.
- (vi) If the player acts against the rules of the Federation.

## **Article No. 18 : Declaration of Winner :**

- (i) The player getting higher scores will be declared as the winner of the bout.
- (ii) If both players have equal scores one who has been issued warning will be defeated.
- (iii) There will be a round of extra time of one minute if both players have the same score and if no warning has been issued to either player or if both player have same number of warning. The final round will decide the winner.
- (iv) Lastly, even after the extra time round/s a decision couldn't be reached, then a Toss will decide the winner with the consent of the players.



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### **Article No. 19 : Power and Duty of Score Judges :**

- (i) Six score judges will be seated around the Arena. 3-3 score judges for each players.
- (ii) They should wear official dress.
- (iii) They should record the scores of the players of their given corner.
- (iv) At the end of the bout, the scorers must hand over their score sheets to the Central Referee.

### **Article No. 20 : Power and Duty of Referee :**

- (i) Only one Referee will conduct the bout inside the Arena
- (ii) Referee should wear official dress.
- (iii) Referee should know the rules and strictly observe fair play.
- (iv) Maintain the conduct of the contest at all stages.
- (v) To check the dress, phunachei (fighting stick), chungoi (shield), head guard, chest guard, groin guard and other required equipment before starting the bout.
- (vi) At the end of bout he should collect score sheets from the scorers and he/she should hand over the score sheets to the respected Chief Jury.
- (vii) Declare the winner as per the indication of the Chief Jury by lifting the hand of the winner.
- (viii) If the Phunachei/Cheibee (fighting stick), Chungoi (shield), Head guard, Chest guard and groin guard breaks, slips off or has got any other defects, the Referee can intervene and replace the defective equipments.
- (ix) He should indicate to a player by suitable explanatory sign or gestures with a official language, any infringement of the Rules and which punishment should be issued or not.
- (x) The Central Referee have the powers to conduct the bout including commanding start, suspend and end.
- (xi) To impose penalties and to issue warning during the bout. Rule no.17 (disqualification) can be applied by the Central Referee.
- (xii) If both players infringes the Rule and fails to comply immediately with Referee's orders or fight in an aggressive manner at any time and neglect the third warning of the Referee, he/she can disqualify both players.
- (xiii) To terminate a contest at any stage if the Referee considers the players are not in earnest, in such cases he/she can disqualify one or both players.
- (xiv) To terminate a contest at any stage if one of the player is injured, the Referee may take the opinion of the injured player whether he/she can continue the bout or not and declare the opponent as the winner
- (xv) If a player drops the Phunachei/Cheibee (fighting stick) or Chungoi (shield) up to three times the Central Referee can disqualify the player and directly declare the winner of the bout to the opponent.
- (xvi) If a player commits a direct fault by hitting with the handle of Phunachei (fighting stick) or Chungoi (shield) to the opponent and direct hit to the groin injuring the opponent, the Central Referee can disqualify the player and declare the injured player as the winner of the bout.

# **THANG-TA GAME RULE**

## **Article No. 21 : Status of Judges and Referee :**

Score Judges and Referees should be the persons/Instructors/Diploma holders who were already recognised or identified by the Huyel Langlon

## **Article No. 22 : Status and Power of Chief Jury :**

- (i) He/She should be a person who is approved by the Huyel Langlon Thang-Ta Academy,
- (ii) There should be one chair of Chief Jury outside the arena about 6 (six) feet away from the outline boundary.
- (iii) He/She should check the scores in the score sheets and declare the winner.
- (iv) Chief Jury have the power to disqualify any defaulting players.
- (v) He/She can settle the problem arising out of any dispute during the bout.
- (vi) The decision of Chief Jury will be last and final for the bout.

## **Article No. 23 : Time Keeper :**

- (i) The main duty of time keeper is to regulate the duration of the first half and second half and the interval between the halves.
- (ii) He/She should operate the Stop Watch and Calling Bell.
- (iii) He/She should take off time for temporary stoppages or when instructed to do so by the Referee.
- (iv) He/She should regulate all periods of time and counts by a watch or a clock.
- (v) He must be ready to follow the instructions of the Central Referee.

## **Article No. 24 : Decision :**

- (i) If a player is unfit because of injury in the bout or any other physical reason, the Referee can stop the bout and opponent will be declared the winner with the permission of Chief Jury.
- (ii) (a) If a player fails to respond or attend to the calls for playing the bout during the maximum period of 3 minutes given, the Referee can declare the present player as the winner of the bout by **“walk-over”**.  
(b) If both players fails to respond or attend to the calls for playing the bout during the maximum period of 3 minutes given, the Referee can disqualify both the players.
- (iii) If a player is disqualified, his/her opponent shall be declared the winner.
- (iv) A disqualified player will not be entitled to any prize, medal, trophy, honourable award or grading relating to any stages of competition in which he/she has been disqualified, even in any exceptional case.
- (v) The decision of Chief Jury will be last and final for the bout.

## **THANG-TA GAME RULE**

- (vi) If a player is given warning three times, he/she will be disqualified from the bout by the Central Referee after consultation and as per the instructions of the Chief Jury.
- (vii) The period of disqualification will be fixed by the Technical Committee according to the seriousness of the fault committed by the player.

### **Article No. 25 : Protest :**

Any Player may check his/her scores in the score sheets with a payment of Rs.1000/- to the Technical Committee within half an hour after the bout and can protest any irregularities.

### **Article No. 27 : Injuries and Accidents in Competition / Championship :**

- (i) Central Referee shall inform to the Chief Jury, the causes of injury.
- (ii) Any injured player cannot be declared winner without the permission of the Chief Jury.
- (iii) Seriously injured players are not allowed to continue the bout without the advice of the team doctor. Players with simple injury can continue the bout with his/her consent.
- (iv) In case of serious injury, the team doctor should be prepared for special treatment.

### **Article No. 28 : Panel of Judge and Referee :**

International/National/State Referee and Score Judges should be appointed by the Technical Committee of the World Thang-Ta Federation/regional Federations /State Associations.

### **Article No. 29 : Part of the Article no. 2 (Thanglon & Khonglon-Khutlon Competition) :**

Thanglon & Khonglon-Khutlon of Huyel Langlon Thang-Ta Academy I.H.Q. should be performed during the competition and Judges must strictly observe :

- (i) Clear demonstration and understanding of the principle of Thanglon & Khonglon-Khutlon by the players.
- (ii) Maintenance of correct posture and movement of Thanglon & Khonglon-Khutlon.
- (iii) Maintenance of Power, Rhythm, Speed and Balance.
- (iv) Breathing of players.
- (v) Correct point to blow/hit/defence/offence.
- (vi) Players who cannot fulfil their performance will be disqualified.

# THANG-TA GAME RULE

## **Notes :**

- (i) Thanglon, Khonglon-Khutlon are the techniques of Huyel Langlon Thang-Ta Academy and other recognised styles.
- (ii) Players are not allowed to perform mix-up techniques during the competition of Thanglon, Khonglon-Khutlon.
- (iii) Necessary weapon will be provided by the Technical Committee.

## **Article No. 30 :Thang Haiba :**

Thang-Haiba is a unique and interested event of the championship. Thang-Haiba is original Thang-Ta performance, it is similar to a dance performance with a sword. Judges should strictly observe :

- (i) Rhythm
- (ii) Step
- (iii) Hand art
- (iv) Body movement
- (v) Speed

## **Notes :**

- (i) Sword will not be provided by Committee for performing **Thang-Haiba**.
- (ii) Punctuality is a must.

## **Article No. 31 :Taron (Vocabulary of spear)**

In Thang-Ta martial arts there are two major techniques of spear usage. They are :

- (i) Taron (vocabulary of spear).
- (ii) Khoustaba (techniques of anatomy exercise with meaningful idea).

In the Competition there shall be performance of (i) Taron. Judges should strictly observe :

- (i) Correct performance of Taron.
- (ii) Rhythm
- (iii) Step
- (iv) Speed

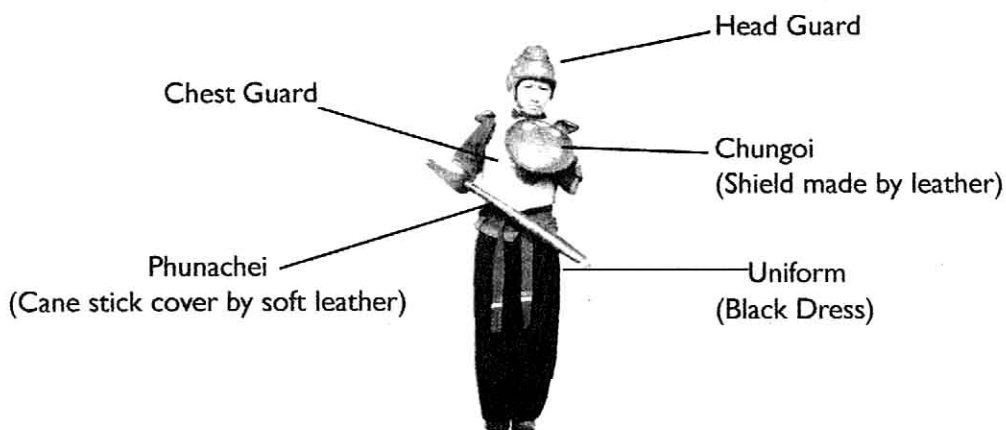
## **Note :**

“Taron” is a part of Thang-Ta martial arts. Taron means spear art. Player should demonstrate the recognised style of Taron & styles .

## **Article No. 32 Modification :**

Thang-Ta game rule can be amended by the Technical Committee of the World Thang-Ta Federation, Huyel Langlon Thang-Ta Academy I.H.Q. and World Thang-Ta Council.

# THANG -TA GAME RULE



**Uniform & Sports Weapons**



**Photo pose of Phunaba Ama with Logo**



**Photo pose of Phunaba Anishuba with Logo**

## THANG -TA GAME RULE SIGNAL OF REFEREE

1. Khurumba (Bow)

The Referee will bow to the chief jury, His two arms bending in front of chest with touching of palms and right leg bending at front.



2. Changlak-U (Come in)

He say "Changlak-u (Come in) to players by lifting arms upwards from pointing towards the players.



3. Leppo (Stop):

The Referee say the word "Leppo" (Stop) to the player for standing to the player line, his finger indicating downward.



4. Khurumu (to bow):

The Referee say the word "Khurumu" (to bow) to the player for salute to chief jury with extend his two arms with upward plam.



5. Khurumnou (to bow each other):

The Referee command with the word "Khurumnou" (to bow to each other),his arms bending in front of chest with palms downward of in straight line.



## THANG -TA GAME RULE SIGNAL OF REFEREE

6. Saktakpa (Identification):  
Referee introuduce the players.



7. Paikhatlu (Pick up)  
The Referee will command to the players to pick up the Phunachei (Fighting stick) with the word "Paikhatlu".



8. Phirep (Position):  
The Referee will commnands the players to be in position with the word "Phirep"his left arm extend forward and right arm moving upword.



9. Houro (Start):  
From the ealier Phirep position the Referee will put his right leg forward and bent, right hand will move to downward with the word "Houro" to start the match.



10. Leppo (Stop):  
The Referee will commnand "Leppo" (Stop the fight) when he wants to intervene or end the match. His two arm will move upward in front of players.



## THANG -TA GAME RULE SIGNAL OF REFEREE

11. **Thok-o (Go out):**  
When the match is ended or interrupted the Referees's two arm will move outward with the word "Thok-O" (Go out) indicating players to move out of the arena.
12. **Matam Lepkho (Time off):**  
In case of inconvenience of the players during the bout he will announce "Matam Lepkho" (Time off) with his left arm up with arm downward and right hand finger will move upward and touch his left palm.
13. **Cheining Sure (Hitting with handle):**  
If a player hit by the handle of "Phunachei" to his opponent, Referee will say "Cheining Sure" and point with index finger to the player showing the fist of other hand.
14. **Khong-Kaore (Using kick):**  
If competitors use kick in the bout of Phunaba Ama, he announce "Khong Kaore" by pointing left or right finger to the player and the other hand's finger will indicate the leg.
15. **Tanthokle (Disqualify):**  
Referee will say "Tanthokle" (Disqualify), when the player gets warning three (3) times in a bout. Referee's hand point to the player and the other arm will be moved outward.
16. **Chei-Tare (falling of the Phunachei):**  
Referee says "Chei-Tare" when the phunachei (fighting stick) falls and is dropped. The Referee will point to the direction of the player and the other arm finger will indicate downward.





## THANG -TA GAME RULE SIGNAL OF REFEREE

17. Chei-Tade (No fall):  
Referee say "Chei-Tade" when the Phunachei (fighting stick) does not falls and is not dropped after the announcement "Leppo"(Stop). Referee point to the direction of the player and the other arm's palm will indicate upward.
18. Cheirak (Warning):  
The Referee will say "Cheirak Ama" (1st Warning) by pointing with the index finger towards the player and other arm raised, showing one finger upwards, "Cheirak Ani" (2nd Warning) showing two fingers upwards and "Cheirak Ahum" (3rd Warning) showing three fingers upwards.
19. Piba (Hand over):  
Referee will hand over the score sheet to the respected chief jury after collecting from the scorers.
20. Laothokpa (Declaration):  
Referee will declare the winner by holding the player's hand and lifting it upwards.
21. Manare (Draw):  
He say "Manare" when both player's scores are same or equal.

