

WORLD GATKA FEDERATION (REGD.)
(INTERNATIONAL APEX GATKA ORGANISATION) International Gatka Rules &
Regulations
(2nd edition-Amended, February, 2016)

World Gatka Federation
(International apex organisation to manage, standardise,
Promote and popularise Gatka as a game)
International Gatka Rules & Regulations
(2nd Edition February)
(1st Edition August, 2009)

In the loving memory of Major Kartar Singh Akali, Physical Director,
RSD College, Ferozpur who was author of the first ever Gatka rules
Book "The Art of Gatka Fighting" published in June 1936 for Panjab
University of Lahor. (2nd Edition)
(A complete Rules & Reference book to
Become an expert Gatkabaz)

GATKA FEDERATION OF INDIA

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INTRODUCTION

Gatka is an Indian ancient martial art associated with Sikh history and an integral part of traditional Sikh Shastar Vidiya. This self-defensive historical art developed more vigourously after receiving patronage during the 16th century from the sixth Guru, Sri Guru Hargobind Ji.

Gatka is a style of stick fighting between two or more practitioners, with wooden sticks (called Soti) intended to simulate swords. The present sports form developed in the 19th century and is being played in two sub-styles called Rasmi (traditional) and Khel (sport) from the 1920s. This great art form had almost reached the point of extinction due to some major changes that took place in the social setup during the last few centuries in India. But the World Gatka Federation (WGF) and Gatka Federation of India (GFI) have taken major initiatives to revive, standardize and recognize this ancient martial art and created a relevant niche for the promotion of Gatka game amongst other duly recognized games in India and the diaspora. The appropriate recognition, due status and development of Gatka as a game at National and International Level, is the sole objective of the sports Federations.

The prescribed detailed International Rules for Gatka game have been legally and officially formulated by the Federations in joint coordination with and under the able guidance and advice of well-known Gatka masters including sports and legal luminaries and other existing martial art experts.

WGF and GFI are thankful to Punjab Gatka Association (PGA) for extending full support and cooperation in the compilation of Gatka Rules Book (2nd edition) for playing Gatka as a systematised sport. The International Gatka organisations of WGF i.e Commonwealth Gatka Federation, Asian Gatka Federation and their all affiliated National Gatka Federations/Associations are bound to implement and adhere to this International Gatka Rules Book-2016 in entirety during sports competitions as well as Virsa Sambhal (traditional) tournaments.

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SECTION – 1 GATKABAAZ

A Gatka player also called **Gatkabaaz** is the one who voluntarily competes in Gatka competitions solely for sports, self-defence and physical, mental and social benefits he derives from the game. The WGF has laid down certain conditions for all Gatka players. A Gatkabaaz;

1. Shall not participate in unauthorized functions as declared by the WGF or by its affiliated International/National/State Associations.
2. Cannot sign a business contract as a professional player or professional coach in any sport, nor hold position as a business player.
3. Can allow his name, game and or records to be used for publicity only if permitted by its affiliated International/National/State Associations.
4. Cannot refuse being photographed, telecasted etc. for media/multimedia or sports publicity/sponsorship as arranged by the Gatka Federations/Associations.
5. Shall be under the full authority of the WGF or its affiliated International/National/State Associations with his/her smart identity card during all competitions.
6. Shall strictly adhere to all the terms & conditions prescribed by the WGF or its affiliated International/National/State Associations.
7. Shall face de-recognition or other punishments as mentioned in the rules and regulations if he contravenes/offends/breaches the above stated conditions and prescribed rules of the WGF or its affiliated International/National/State Associations.

SECTION – 2

TERMS & CONDITIONS FOR AFFILIATED UNITS

1. All affiliated GFI or their State units/Associations shall maintain suitable facilities for Gatka players and sufficient number of active members.
2. Each affiliated and registered unit of **WGF/GFI** shall be furnished with a copy of **prescribed** Rules of competition and they shall be bound **to implement them** thereby. The International Gatka Council or its any National unit shall have power to take disciplinary or punitive action against any affiliated Federation/Association or person connected with it for not conforming to the Rules and Regulations of **WGF**.
3. Each affiliated National Federation or their State unit/Association shall intimate dates of their annual national, state or district **calendars/championships** in writing **to WGF** and forward the results thereof to their National Federation. Each National Federation shall also furnish a copy of their annual report and accounts to the WGF and State Associations to their National Federations.
4. The players and Officials i.e coaches, referees, judges, scorers and other technical assistants of the affiliated Federations/Associations shall not take part in any unauthorized Gatka exhibitions, competitions and contests.
5. No affiliated Federation/Association/unit is empowered to participate or arrange Gatka exhibitions, competitions or send Gatkebaaz outside their territorial jurisdictions or boundaries of their country without prior written permission/sanction of the WGF or its affiliated National Federations/State Associations.
6. No affiliated Federation/Association/unit shall hold any Gatka competitions/exhibitions of International/**National** category without prior written approval/sanction of WGF or affiliated International/National Federation/**Association**. The Officials for the conduct of such competitions shall be duly approved by the WGF or concerned **affiliated** National Federation/**Association**. The Federation shall also depute an Observer for the Competition. TA/DA of such Officials shall be borne by the National Federation/Association/State unit.
7. No National Federation/State Association or Regional Unit shall be permanently affiliated to the WGF/National Federation unless it has been recognized/affiliated to its National/State Olympic Association. Temporary affiliation may be granted till such approval.
8. Only one International/National/Regional Unit/Association from a particular Country/Region/State shall be affiliated to the WGF or National Federation as the case may be. Any other Federation/

Association/Unit (may be men/women) from the same Country/State,
will not be affiliated to the WGF/National Federation.

SECTION – 3

MISCELLANEOUS

1. The Federation may sue or be sued in the name of the President/Honorary Secretary and lawsuit if any, shall only be filled at the Headquarters of the Federation.
2. No decision taken in the meeting of General Council or Executive Committee shall be reopened, modified or cancelled within a period of six months thereof.
3. WGF and GFI possesses sole privilege of Copyright, Patent, IPR laws imposition on this **prescribed** Gatka Rules Book and it can only be amended by the expert technical committee constituted by the WGF and GFI including their office bearers as they deem fit at any stage but after a span of one year from its publication, with one month prior written notice served to all the concerned members by the President/Secretary of WGF/GFI.

SECTION – 4

DEFINITIONS (TECHNICAL TERMS)

1. **Ground:** The Gatka sports ground, where Gatka tournaments shall be organized.
2. **Play Area:** Circular ground with diameter of 30 feet (radius 15 feet) where two Gatkebaaz shall compete with each other.
3. **Play Domain:** Circular (Peripheral Region) outside the play area (**approx 4 feet**) 30+4.
4. **Reserved Space:** Region outside the Play Domain for keeping the equipment & seating of the officials.
5. **Fatehnama** aiqhnwmw: The **necessary** rite (ceremony) to begin and end a combat fight in which the two opponents show mutual respect and sportsmanship.
6. **Soti (stick):** A wooden stick for Combat Gatka tournaments.
7. **Technique:** Usage of Soti for attack and defence.
8. **Soti-Farri:** Substitute of Sword and Shield for Combat Gatka tournaments.
9. **Officiating Committee: Official** Joint Committee consisting of Referee Council, Technical Table and Judgment Desk.
10. **Referee Council:** A group of four (4) **certified senior** Referees to make sure that each fight is clean and flawless according to the prescribed rules.
11. **Technical Table:** Technical table consists of two **senior** Technical Advisors.
12. **Judgement Desk:** Judgement Desk consists of one Judge, one Scorer and one Time Keeper one extra.

SECTION – 5

LIST OF WEAPONS (SHASTARS) FOR GATKA DEMONSTRATION

1. **Individual Event:**

Sword (qlvwr), Shield-Sword (Fwl qlvwr), Bow Staff (brCw)
(one sided or two sided- iek mUphW jW do mUhw), Safa-Jung/Gandaasi
(sPwjug/gMfwsI), Kamand Toda (kmMd qoVw), Daang/Laathi (fWg/
lwTI), Shield-Kataar Dagger (Fwl-ktwr), Gurj/Gada (gurJ jW gdw),
Two-Swords (do qlvwrW), Khanda(KMfw), Tega (HeavySword- qygw),
Jamdarh (jmdwV).

2. **Team Event:**

Khanda, Sword, Shield & Sword, Two Swords, Bow-Staff, Safa-
Jung, Gandaasi, Kamand Toda, Daang/Laathi, Shield-Kataar
Dagger, Marhati (mrhTI), Double Marhati (do mrhTI), Chakar
(jwl), Soti, Soti-Farri.

SECTION – 6

EVENTS (MEN & WOMEN)

Sub-Section 1

1. **Weapons Demonstration (Individual):** One participant representing one Country/State/Unit shall perform with weapons from the list mentioned in Section-5 (1). **The time limit for this event/bout is specified as under Section-12, sub-section (1) and (2).**

2. **Weapons Demonstration (Team):** A team of 5 to 8 participants representing their Country/State/unit shall perform together and demonstrate their **skills** and usage of different weapons from the list mentioned in Section-5 (2). **The time limit for this event/bout is specified as under Section-12, sub-section (1) and (2).**

3. **Single Stick/Soti-Farri {Combat} (Individual):** One competitor representing his/her Country/State/Unit shall compete in Individual Combat. **The time limit for this event/bout is specified as under Section-7, sub-section-9 (1) and (2).**

4. **Single Stick/Soti-Farri {Combat} (Team):** A team of 3+1 Competitors representing their Country/State/Unit shall compete in Team Combat. **The time limit for this event/bout is specified as under Section-7, sub-section 9 (1) and (2)**

Sub-section 2: Different events of Combat (Men & Women)

1. Single Soti (Men and Women)

1. Free style (Team and Individual)

2. Soti-Farri (Men and Women)

1. Free style (Team and Individual)

Sub-section 3 Details of events, medals count and tournaments are specified as under Section-15. Various Events according to Age Groups for Men & Women and Veterans are as follow:

Sr.

No. Group Age Limit Events

1. Tufang (quPMg) 10-14 yrs (U-14) Weapons Demo-Team & Individual

2. Sool (sUl) 14-17 yrs (U-17) Combat & Weapons Demo-Both Team & Individual

3. Saif (sYP) 17-19 yrs (U-19) same as above

4. Sipar (ispr) 19-25 yrs (U-25) Team & Individual Combat, Individual Weapons

5. Siprar (isprwr) 25-28 yrs (U-28) same as above

6. Amateur 28-35, 35-40 Same as above

7. Veterans

(bIr gruzp)

45-55, 55-65, 65-75, Individual Combat

& Weapons

NOTE:

1. The Age group of a player shall be determined by his/her actual age as per records as on July 01 of the same year/session in which the competition is to take place.
2. Age of the player shall be determined by prescribed scientific methods.
3. A player can participate either in Single Soti or Soti-Farri (Individual). He/She can also take part in any one event of Single Soti or Soti-Farri Team event. It means a player can only participate in two events of his/her age group or **higher age group** i.e one from individual and one from team event.
4. Besides this, a player can also demonstrate his/her skills in weapons demonstration in individual or team event as the case may be.
5. The offending player not adhering to age groups, **indulging in deceitful means in disclosing factual age** or disobeying the governing rules of any event, may be censured or debarred/scratched/expelled from the undergoing tournament/competition and his/her medal/position may be withdrawn as the case may be.

SECTION 7

GENERAL RULES APPLICABLE TO COMBAT

(SINGLE SOTI & SOTI-FARRI)

Sub-section 1: Ground (Men & Women) - (Team & Individual)

1. The ground shall consist of the following three parts:

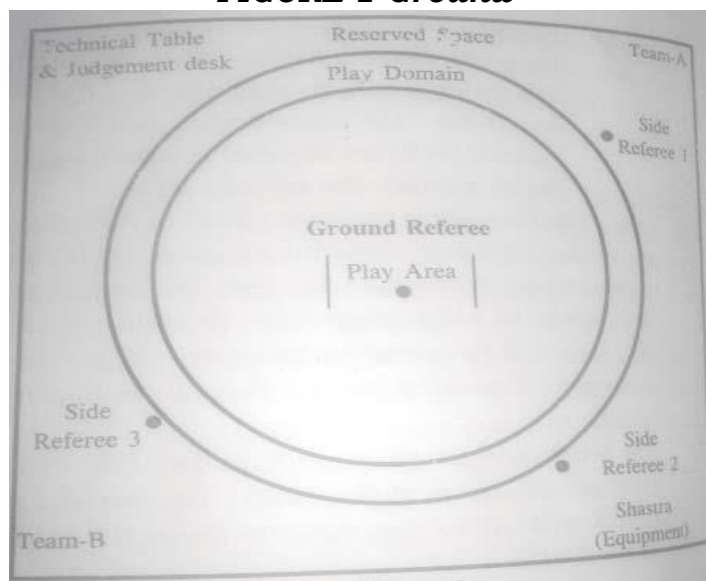
1.1 **Play Area:** A Circular ground of 30 feet diameter (360 inch, 900 cm), in which the two competitors shall compete. **This circumference cannot be increased or decreased in any case.**

1.2 **Play Domain:** Circular (Peripheral Region) outside the play area. The play domain should be atleast 4 feet wide 34 (30+4).

1.3 **Reserved Space:** Region outside the Play Domain for keeping the equipment and provision for seating of officials. The reserved space should be a square of 50x50 feet (alterable) in which the play domain and play area are to be drawn.

2. The ground (consisting the above 3 parts) can be indoor or outdoor. If indoor or under a tent, then roof of the ground should be atleast 15 feet high. The ground can also be built on a stage atleast 2-3 feet

FIGURE-1 Ground



above the ground. The ground or mat can be synthetic also with clear demarcations on it.

3. The surface of the ground can be grassy, soil, wooden, mat or concrete. It should be plain and should not be slippery or wet.

4. The Markings of the ground shall be done with white paint/tape/coloured tape or chalk powder. The lines should be 5 cm wide. All the lines should be clearly visible and distinguishable.

5. Two straight lines on each side of the centre point of the ground shall mark the starting position of the players. These lines can be drawn in red and blue

colours or may be white. These lines should be at a distance of 3 feet from the centre point.

6. The boundary lines of the play area shall always be included in the 30 feet diameter **and in case of permanent or readymade ground the boundary line may have indicator sensors for detection of fouls.**

7. The side referees and officials shall sit outside the play domain at appropriate positions.

8. No one except the official committee and the playing teams shall enter the ground without permission from the organisers.

9. The usage of reserved space shall depend on the Referee Council.

Sub-section 2: Soti (Stick) - (Single Handed)

(Men & Women) (Team & Individual)

1. Definition: Stick is a woody piece or part of a tree. In gatka a stick is used in combat.

2. Design:

2.1 Stick shall be made of Bamboo or Baint (bYxq) **or Fibre and may have embedded digital chips for accurate recording of touches/strikes.**

2.2 It shall be straight, 39 inch (100 cm) long.

2.3 Its weight shall not exceed 500 Gms.

2.4 Its thickness is $\frac{3}{4}$ inch approximately.

2.5 Its uncovered surface shall be covered with a cloth/tape/ribbon.

2.6 For better grip and safety of the hand the stick shall have a fixed cushion at one end to hold it. **The cushion may have the inscribed logo of Federation or Sponsor only.**

2.7 The stick shall contain the Perj (prj) as shown in the figure which is responsible to retain the original technique of the sword.

2.8 The 2 feet mark from the top of the stick shall be distinguished clearly with a coloured tape or paint **or marking.**

3. Usage/Technique

The technique of Stick and Farri is exactly similar to Sword and Shield.

4. Fatehnama (Ceremony to begin & end a fight)

Fatehnama (aiqhnwmw) is meant as an act of respect and sportsmanship. Fatehnama means that both the players will play the game with true spirit, sportsmanship and with virtuous state of mind and will ensure to follow all the laid down rules and regulations properly. Fatehnama is must for every player in the beginning and end of each fight. A player, who does not carry out Fatehnama in a fight, shall be automatically disqualified on disciplinary grounds.

5. The competitors shall be called by the officials three (3) minutes ahead of bout to start to get ready for their fight/bout and wear the necessary articles in advance. The concerned ground referee shall call both the competitors on the ground by the following commands;

1. Come in
2. Stop here
3. Take Fatehnama
4. Get Ready

5. Start/Fight
6. Stop/Hold
7. Re-fight
8. Foul (show card or warning)

FIGURE-2 (Soti)



6. To Carry Out Fatehnama

- a) First of all, both the players shall stand in front of each other in stance and carry out a strike of the ear (by moving their stick over the head from left to right) simultaneously and shall hit each other's stick. The players shall then move their sticks in the same direction as it was moving before the hit.
- b) Then, both the players carry out a strike of the knee directly from their left shoulder (without moving the stick around the head) simultaneously and again hit each other's stick.
- c) After this both the players (continuing the motion of the stick in the same direction up to their own right shoulder) carry

FIGURE-3



FIGURE-4



- d) Out a strike of the left ear (without moving the stick around the head) simultaneously and hit each other's stick. This completes the Fatehnama to begin a fight.
- e) After finishing the fight, both the players shall carry out (repeat) the same Fatehnama of three steps and then shake hands as shown in figure 6.

**Sub-section 3: Soti-Farri (Double handed)
(Stick and Leather Shield) (Men & Women) - (Team & Individual)**

1. Definition - As the stick is a substitute of sword for Gatka combat, similarly Soti-Farri (Stick and leather shield) is a substitute of sword and shield.

FIGURE-5



FIGURE-6



2. Usage of stick is similar as stated earlier in sub-section 2. The use of Farri (azri) is same as the use of the shield i.e. for defence. The use of both stick and Farri simultaneously as well as independently during combat shall be essential for a Gatkabaaaz. The Referee can intervene during fight and instruct the player to fully use his/her Farri for defence.

3. Design - The design of the stick shall be the same as stated in subsection 2.

3.1 The Farri shall be made up of Leather or Rexene **or Fibre.**

3.2 It shall be of 8 to 10 inches (20-25 cm) diameter.

3.3 Its weight shall be from 350 to 500 gm.

3.4 It may have inscribed logo of Federation or Sponsor only.

4. To carry out Fatehnama

4.1 First of all both the players shall stand in front of each other in stance holding their Sticks & Farri straight as shown in figure 8.

4.2 Then both the players move their sticks towards their left shoulder and farri towards their right shoulder as shown in figure 9.

4.3 Then both the players move their stick from left to right and farri from right to left as directed in figure 10.

4.4 Then both the players bring their stick and farri to their front simultaneously and touch each others' Farri as shown in figure 11.

This completes the Fatehnama of the beginning.

After the completion of fight, both the players shall shake hands in the same way as shown earlier in sub-section 2.

FIGURE-7



FIGURE-8



FIGURE-9



FIGURE-10



FIGURE-11



NOTE:

1. Only the prescribed/**certified** Sticks and Farris approved by the WGF/National Federations shall be used in all type of competitions.
2. The Stick and Farri for combat Gatka shall be provided by the Organisers. Players cannot use their own Sticks/Farris during combat Gatka competitions but the equipment and weapon should be submitted to the organizers minimum one day before the competition.
3. In case of damage to Stick/Farri, then it shall be changed immediately e.g. if its cover unwinds, its Perj (prj) breaks or strap of the Farri breaks or cushion of the stick gets separated or loosened.
4. The Stick/Farri chosen by a player from the available stock shall not be replaced unless it is damaged.

Sub-section 4: Dress (Men & Women)

The team/competitor shall be dressed in accordance with the prescribed costume for Sports competition but during Virsa Sambhal/Traditional Gatka competition, the competitors shall adorn conventional clothes (Bana) that will be described in another section.

1. Clothing:

Competitors shall play in light shoes (without any spikes or heels), socks/shorts and a Vest/T-Shirt covering the shoulders, chest and back

(sleeved or sleeveless). The competitors shall wear a Singlet/Jacket (red or blue) **and may have inscribed logo/insignia of Federation or sponsors** as determined by the officials. The singlet shall be provided by the organizers and the players shall wear it over the vest. To clearly indicate the belt line, a Belt (kmrkzsw) can be tied around the waist but it is not mandatory. It shall be provided by the organizers.

2. Protection:

2.1 Faceguard shall be mandatory. If any player wears a Dastar/Turban/Dumaala then he shall have to wear the WGF approved Face guard. The Dastar/Turban/Dumaala does not need to be removed while wearing faceguard and it shall be provided by the organizers.

2.2 A player can wear spectacles or contact lenses at the time of fight/weapons demonstration.

2.3 A player can wear rubber/leather gloves (not to be provided by the organizers).

2.4 For all the male competitors a groin supporter or inner guard shall be mandatory (not to be provided by the organizers).

2.5 A player may wear such a knee guard, elbow guard etc. without spikes/ridges (not to be provided by the organizers) that cannot harm the opponent.

3. Prohibited Objects:

- No other objects (excluding Kara and Kangha) may be worn during the competition (except for the Kirpan/Sri Sahib of Amritdhari players).
- The Kirpan/Sri Sahib if carried by any player should be at the most 6 inches long. The misuse of that Kirpan/Sri Sahib **during the bout** shall result in penal action against the player.
- A player cannot use any kind of product/object/ornament likely to be harmful to the opponent **or causes inconvenience to himself/herself**. A player cannot wear any kind of revealing dress/**costume**. The **sports costume**/dress should be proper and strictly according to the **prescribed** rules.

4. Dress Infractions:

- A referee shall exclude from competing any player who does not wear Faceguard and inner guard (for male participants only) or who is not properly dressed. The women can wear chest guard **for safety** (not to be provided by the organizers).
- In the event of a player's equipment or dress getting undone during a fight, a referee shall stop the contest to have it attended to. Wet or damaged dress may be changed with the permission of the referee. It is mandatory that the changed dress/**costume** should be the same as the old one **worn by the team**.
- It is mandatory for the **team**/competitors to wear **prescribed/official** logos of the concerned Gatka Federation/Association and Gatka event or sponsor **on the dress/costume** as allowed by the organisers as the case may be. The players cannot wear/display any logo/advertisement other

than the specified during the event without prior permission of Gatka Federation/organisers.

NOTE:

1. Each participating player shall carry his/her smart identity card during the competition and get endorsement slips from computer for entry to events as a competitor. Without such endorsement slip no player can take part in any event.

2. A player who does not follow the above rules shall be disqualified.

3. A player shall have to return articles like Singlet, Jacket, Belt (kmrkzsw), Faceguard, Stick, Farri; inner guard etc. immediately after the bout is over.

4. Any player carrying a Kirpan/Sri Sahib (Amritdhari only) shall have to cover/tie it in such a manner that it does not interrupt the bout.

5. The player shall tie/tie his/her belt (kmrkzsw), shoes, faceguard and all the other mentioned equipment/articles properly before the fight. Any kind of interruption in the bout owing to malfunctioning of the above objects in the play area, the referee may stop the fight for its correction.

Sub-section 5: Ground Equipment

The following ground equipment shall be available:

1. Sufficient amount of chalk powder or tape to draw the ground.

2. A measuring meter tape atleast 50 feet long.

3. Four tables and eight chairs for officials, referees etc.

4. Gong (with striker) or bell.

5. Two stop watches.

6. Five (5) whistles.

7. One first-aid kit.

8. Notepads for Judgement/Result sheets conforming to the pattern drawn up by WGF.

9. Two (2) cordless microphones connected to PA system.

10. Sticks and Farris (at least ten each).

11. At least six faceguards (three Red and three Blue).

12. Singlets/Jackets at least six (three red and three blue).

13. Belts (kmrkzsy) at least six (white/yellow/blue or different colour except red).

14. On stretcher, one ambulance (as close to the ground as possible).

15. Plain papers, file covers (20), pens, staplers (2) and carbon papers.

16. Red and Blue flags tied properly on a 1½ foot long stick (at least 3 each).

17. In case of computerisation of results management system, then there shall be;

(a) Five computers, two printers with UPSs, five extension boards.

(b) One coloured printer.

(c) Scoreboard

(d) At least two LCDs

(e) Three HD video cameras

(f) Uninterrupted/backup power supply

(g) Fast speed internet connection with router

Sub-section 6: Medical Examination

1. A competitor has to be declared fit by the Doctor appointed by the Executive Committee/Organizing Committee **before the tournament/selection trails.**
2. **In case of age dispute, each player shall confirm his/her age by MRI from a certified doctor. A separate age determination/confirmation proforma has been attached in the book or can be downloaded from the website of WGF/GFI.**
3. At the time of medical examination, the player shall produce his/her competition record book, which must be signed by the Secretary of his State/Unit Association, where the requisite entries shall be made by the Officials in-charge.
4. a player declared unfit during medical examination he/she cannot take part in that tournament/**selection trials/camp.**
5. NADA/WADA may take dope test of players at any time during or before the tournament/**selection trails.** A player found positive under the dope test, shall be banned from taking part in any competition for three (3) years or as per guidelines of NADA/WADA.
6. Medical examination/dope test of the players can be taken before the beginning or during the competition/**selection trails.**
7. Any player who falls ill or gets injured before or during the competition, shall not continue to participate unless declared fit for participation by the Doctors appointed by the Organizing Committee.
- Prohibited conditions for **regular** combat Gatka competition:
 - A player having one eyed sight **or very low vision,**
 - Deaf and Epileptic players; and
 - A player declared unfit by the official Doctor, shall be prohibited from taking part in **regular** Combat Gatka Competitions but children with special needs can take part in demonstrations **or special tournaments** if declared fit by the doctors.

Sub-section 7: Team Participation in

Combat Gatka Competitions (Men & Women)

1. A combat team shall consist of at least four (4) members (3 players and one substitute)
2. Three participants from a team shall participate in the combat Gatka competitions, which shall remain same throughout the competition unless a player falls ill or gets injured and is unable to fight. A player may be replaced in the case of illness or injury with the permission of the Officiating Committee.
3. The players shall participate in their own age groups or higher age groups. Different endorsements or entry forms should have to be filled for each event in which the player is participating.
4. Only those participants can play, whose names have been submitted/enlisted in the endorsements or Entry Forms submitted

before the expiration of entry date. No team or player shall be entertained after the expiry of entry date of that tournament. No player shall be substituted/included, unless a player is unable to fight. This substitution depends solely upon the discretion of Officiating Committee.

5. A player can participate either in Single Soti or Soti-Farri (Individual) or mixed combat event. He/She can also take part in any one event of Single Soti or Soti-Farri Team event. It means a player can only participate in two events of his/her age group or higher age group i.e one from individual and one from team event.
6. There shall be one Captain of the team whose name shall be clearly indicated on the Entry Form.
7. A Team Manager/In-charge/Coach is mandatory for each team. Without Team Manager, the team shall not be allowed to enter into the competition. He shall submit team details and eligibility proformas of all players and ensure players participation in the requisite bouts in time.
8. There can be an Assistant Coach/Trainer or Physician with the team who will not be considered as the Team Manager.
9. The Team Manager must produce a duty letter (for authentication) signed by the Secretary of the State/Unit Association or Institution. If he fails to produce the duty letter, his team shall not be entertained in the tournament.
10. The prescribed dress/costume of the team must be clean and proper.
11. The Team Officials (Coach, Manager, Physician etc.) shall not be considered as team members.
12. The Team Officials shall be appointed by the National/State/Unit Association.
13. If the Captain of the Team needs to be substituted due to injury or illness, then another Captain chosen by the Team/Coach should be appointed immediately and the same brought to the notice of the Officiating Committee.
14. A player once substituted shall not play in any event until he/she is declared fit for participation by the Doctors appointed by the Organizing Committee.
15. Only players and the Coaches of participating teams during a bout shall sit inside the reserved space at the determined side of the ground. Rest of the team members and officials shall sit outside the reserved area. No interference/indication/provocation by the team members will be allowed.
16. There shall be only one Manager of all the Teams of a Nation/State/Unit.
17. Different entry forms should be filled and submitted for different events before expiry of entry date. No team or player shall be included or entertained into the competition after the expiry of entry date of that tournament.

18. After the entry of all players in the eventwise the sequence of participation will remain to be same as it was at the time of entry. All players will compete in same sequence. If any player broke this sequence, the player and team will be disqualified. The sequence of players should be submitted to the officials before every match.

Sub-section 8: Individual Participation in Combat Gatka Competition (Men & Women)

1. Only one player shall participate from a Nation/State/Unit in an Individual event and be a member of the Combat team.
2. A player can participate either in Single Soti or Soti-Farri (Individual). He/She can also take part in any one event of Single Soti or Soti-Farri Team. It means a player can only participate in two events of his/her age group **or higher age group** i.e one from individual and one from team event.
3. A player shall participate in his/her own age group or higher age Group. Different endorsements or entry forms should have to be filled for each event in which the player is participating.
4. The Manager appointed by the Country/State/Unit Association shall act as the Manager/Coach of all individual participants.
5. No participant/team shall enter into the tournament without a Manager/Coach.
6. No player shall be substituted in any individual combat event. If a player gets injured or is unable to fight then he/she cannot continue to participate in any further bouts and the competition shall be over for that player.
7. A player can fight only after passing the fitness/medical test by medical examiners.
8. During the bout the coach/manager of the player shall not enter the reserved space unless called in by the Officials.
9. The dress of all the team members/individual players from one country/State/Unit shall be same **and in conformity with the rules. Team cannot wear or display any sign/logo/advertisement during the competition except those of Federation or sponsor.**

Sub-section 9: Time limit for a Bout (Men & Women)

1. Team bout:

- I. A team bout shall consist of three fights. Each of the three team members shall compete in only one fight. No team member shall compete in more than one fight in a single bout.
- II. The players shall be given one minute for warm up. The players shall come to the centre of the play area at the call of the referee and the fight shall start at the referee's commands as mentioned earlier in Section 7, sub-section 2 (5).
- III. The duration of one fight shall be of three minutes divided into two equal rounds.

- IV. A 30 seconds break shall be given after 1.30 Minutes (one and half min.) round during each fight to the players to take rest and get instructions from their respective coaches.
- V. The end of first round of 1.30 Minutes shall be indicated by the time keeper and scoreboard and the same bell shall indicate the beginning of the 30 second break.
- VI. At the end of these 30 seconds break, the time keeper or Gatka management system shall again ring the bell to indicate to the players to resume fight for the 2nd round. The players shall come to the centre of the play area immediately and the fight shall resume at the referee's commands as mentioned earlier.
- VII. The time keeper or system shall start the next remaining 1.30 seconds of the 2nd round at the referee's command.
- VIII. The time keeper shall indicate the start & end of the time by striking the gong or ringing the bell.
- IX. The time during bout shall be paused when the referee signals timeout. After such time-out, when the fight resumes, the time shall be continued therefrom.
- X. The next fight shall start immediately after the first has finished.
- XI. The time keeper or system shall start the time immediately after the referee gives signals to start the fight.
- XII. Fatehnama (at the start and finish) shall not be included in the fight time.
- XIII. If both the teams score same number of points in the bout, then a tie-breaker of one minute shall take place. One player from each playing team shall compete in this tie-breaker.
- XIV. If the tie-breaker does not produce any result then the time will be extended till one player scores a Golden Point or commits foul. Sudden death rule can also be implied at that time.
- XV. Any player can exercise his/her right to surrender through referee during the bout if he/she feels or cannot play due to some inconvenience.
- XVI. If any dispute of points arises during the bout, a replay of bout can decide the score earned by competitor and scoreboard shall display the results.

2. Individual bout

As only one player shall be the competitor in one individual bout, therefore, the duration of one fight of the team bout shall be the duration of the individual bout.

In the three (3) minutes individual bout, all the time specifications mentioned above for one fight of team bout shall be applicable including the Tie-Breaker, Golden Point and Sudden Death.

Sub-section 10:

Table for drawing Bouts and Byes

No. of Entries Bouts Byes

3 1 1

4 2 -

5 1 3
6 2 2
7 3 1
8 4 -
9 1 7
10 2 6
11 3 5
12 4 4
13 5 3
14 6 2
15 7 1
16 8 -
17 1 15
18 2 14
19 3 13
20 4 12
21 5 11
22 6 10
23 7 9
24 8 8
25 9 7
26 10 6
27 11 5
28 12 4
29 13 3
30 14 2
31 15 1
32 16 -
33 1 31
34 2 30
35 3 29
36 4 28
37 5 27
38 6 26
39 7 25
40 8 24

NOTE:

- I. Any participant sustaining any kind of injury/hurt/stroke during the **bout**/tournament shall be **solely** responsible for it. The Federation/Association or Organizers have no responsibility for any mishap to the participants/**competitors**.
- II. Any kind of objection/appeal to be made by a team/Gatkabaaz shall be given in writing during the bout or within 15 minutes of completion of the bout, at the Technical Table/Committee along with a fee of Rs. 500 (**non-refundable**). The decision taken by the Officiating Committee on such objections if any will be final and binding upon the appellants.

SECTION – 8

TOURNAMENT OFFICIATING COMMITTEE

1. Technical Table:

- A.** The technical table shall consist of one or two technical advisors and one or two Chief Referees for an event. They shall wear the official dress.
- B.** It will draw bouts for all the rounds in the competition. If there is Gatka Management system, then the computer program shall decide the draw of bouts.
- C.** It will maintain the record of each bout, all the teams and individual participants in the competition separately
- D.** It will be responsible for clearing any kind of confusion of the participant/team regarding the application of rules and regulations.
- E.** It will declare results of all bouts and final result also of the competition.

2. Judgement Desk:

- A.** It shall consist of one Judge, two Scorers and one Time Keeper. **They shall wear the official dress.**
- B.** The Time Keeper shall keep record and regulate the time during the bouts and competition.
- C.** The Scorer shall mark the points/scores and fouls of the players as signalled by the Referee.
- D.** The Scorer cannot add or deduct any point of the player himself.
- E.** The Scorer shall inform the Time Keeper to ring the bell (To end fight) before time if the maximum limit of fouls has been crossed by a player or if a condition of one sided fight is met.
- F.** The Scorer shall be seated right next to the Judge. The Time Keeper shall be seated next to the Scorer.
- G.** The Judge may also act as chief referee and Scorer shall sign the score sheets after completion of each bout.

3. Jury/Referee Council

For combat Gatka competitions, the Referee Council may consist of four (4) Referees. **They shall wear prescribed official dress that can have inscribed logo of Federation or sponsor. Three referees will perform their duties as Side Referees and one as Ground Referee but they shall perform field duties by turns. The General Secretary or President of the concerned Organizing/Association may act as the 5th member of the Jury/Referee Council to decide any dispute arising out of scores etc.**

3.1 Duties of the Jury/Referee Council

- A.** The primary concern of the Referee Council is to ensure fully preparedness in ground area, its markings, better judgement, and safety of the Gatkabaz during the bout.
- B.** The Referee Council may instruct/advice the ground referees if it deems so.
- C. The Ground Referee shall:**
 - 1. Notice that the rules and regulations are being strictly observed,
 - 2. Maintain proper control and conduct of the contest at all stages,

3. Check the proper dress, precautions and safety guards of players,
4. Inspect the ground before starting a fight,
5. Check Faceguard, Chest guard, lower guard, Sticks, Farries and other required equipment of contestants before starting the bout.
6. Indicate fouls by showing penalty cards (green/yellow, red) to players,
7. Take care of any external interference/shouting during the fight,
8. Command the players to enter and leave the play area,
9. Sign the Judgement sheets after finish of every fight.
10. Not indicate the winner by raising the stick or otherwise until the final announcement of result has been made. When the winner of a fight is announced, the ground referee shall raise the stick/hand of the winning Gatkabaaz.
11. When the ground referee has disqualified a player, he/she shall show him the red card and inform the Judges about the reason for which he has stopped the fight so as to enable the Judges and scorer to instruct the announcer to make the decision correctly known to the public.
12. If the ground referee is not sure about a point/score or foul committed by a player, then he shall stop the fight, signal a time out, ask the players to go to their respective corners in the playground and call in the side referees for consultation about **the foul or** awarding the exact score. In this situation Chief Referee/Chief Judge may **declare a foul or** grant a point if he/she is clear about particular strike/point.
13. Use the following words for command:
 - a) **Come in**-To call the players in the playground area.
 - b) **Stop here**-To take positions at the marking points in ground.
 - c) **Take Fatehnama**- To command the players to carry out Fatehnama (at the beginning and end of each bout).
 - d) **Get Ready**-To get ready to fight.
 - e) **Start/Fight**-To re-starts the fight.
 - f) **Stop/Hold**-For ordering the players to stop fight.
 - g) **Re-fight**-to restart the fight.
 - h) **Foul** (show card or warning)

3.1.4 The Side Referees shall:

1. Be seated at earmarked positions around the ground so that no score or foul committed by a player may be missed.
2. Raise the flags (red or blue) in accordance with which a player has been granted the point by the ground referee.
3. Take care of any outside interference or disturbance.
4. Stop the fight from outside when the ground referee may have missed a point or foul of the player and consult the other referees and the Judge (if necessary) about the situation.

3.2 Powers of the Jury/Referee Council:

The Jury/Referee Council is empowered:

1. To terminate/finish a contest at any stage if all the referees consider it one-sided,
2. To terminate/finish the contest at any stage if one of the Players has received an injury on account of which the Referee Council decides/concludes that he could not continue,
3. To disqualify a player, who fails to comply with the Commands/orders of the ground referee or behaves towards Him in an offensive or aggressive manner during the bout or at any time,
4. To disqualify a contestant for committing a foul with or without previous warning,
5. To interpret the rules as applicable or relevant to the actual Contest or to decide and take action in any circumstance during the contest which is not covered by the rule/discipline,
6. The decision of the Referee Council shall be final and binding during a fight,
7. Only the Referee Council has the power to grant points and Fouls during a fight,
8. All the decisions during a fight shall be governed by the Referee Council.
9. The decision of the chief referee shall be the final.

3.3 Punishments for Officials:

1. If technical table or Judgement officials are found guilty or commits any wrong doing or shows any favours or inclined to any individual player/team, willfully or knowingly before or after draw of bouts, maintenance of records/results, entry of scores/points, time keeping, they shall be punished accordingly and can be expelled/banned from the event or tournament and penalty may be imposed or blacklisted from the future tournaments as decided by the Federation.
2. Concerned tournament organisers shall immediately inform/intimate in writing to the Gatka Federation/Association about such corrupt practises of Gatka officials and the WGF/GFI/national Federation shall intimate disciplinary action and record the action taken against the guilty officials. Such information shall be disseminated to all the Federations/Associations and put on their websites.
3. If any aggrieved player/team lodges any complain against the officials the tournament organising Federation/Association may constitute a fact finding committee on the spot and decide the matter accordingly by informing the WGF/GFI/National Federation.

REFEREE SIGNALS

FIGURE-12 Start fight



FIGURE-13 ONE POINT



FIGURE-14 TWO POINT



FIGURE-15 THREE POINT



FIGURE 16 Simultaneous Attack (sWJw vwr) NO POINT



FIGURE 17 TIME OUT



4. Dress for sports competition

1. All the Officials (men & women) shall be judiciously dressed i.e Light grey trousers, white shirt, sports shoes and Navy blue turban/cap during Gatka sports competition but they shall wear traditional dress during Virsa Sambhal/Traditional Gatka tournament. They shall wear official logos of the Federation/Association including of sponsor also if decided by the organisers.
2. A blazer/coat (navy blue) with tie shall be worn during winter season.
3. **Female officials can also wear white Salwar-Suit, sports shoes with navy blue official blazer.**

SECTION – 9

SPECIFIC RULES APPLICABLE TO COMBAT

SOTI/SOTI FARRI - FREESTYLE

Sub-section 1: Awarding the points

1. If a player succeeds in hitting the upper part of the belt of his/her opponent with Soti, then two (2) points shall be awarded. For hitting below the belt, one (1) point shall be awarded (only on account of a clean and clear strike).
2. If a player, with the help of skill and good use of footwork, succeeds in hitting at the back of the opponent with the Soti, then three (3) points shall be awarded.
3. If a player clearly hits (not a gentle hit) the clothes of the opponent with Soti, then points may be awarded after discussion by the Officiating Committee.
4. However, simultaneous hitting/attacking without blocking the attack of the opponent, shall result in a foul against the name of the player who makes such an attack.
5. Points shall be awarded only if a player hits with proper technique and the foremost two feet part of defence.
6. If players hit the cushion of the opponent's stick, it shall be considered as a defence.
7. A player shall not carry out a double or continuous attack. He/she shall attack only after defending him/her after each hit.
8. The player cannot hold the stick and wrist of the opponent player.
9. If a player blocks the stick wrist/ cushion of the opponent's stick. It will be considered as a foul.
10. At the time of Bhidant (iBVµq) (close fight), when both the players charge at each other swiftly, the player who strikes the first clear hit, shall be awarded points as per rules. The player, who strikes afterward, shall not be given any point.
11. A player can hit the opponent's stick (as a measure of defence) any number of times before targeting a body part of the opponent.
12. A simulated strike (JkwnI vwr) shall not be considered a double attack and the player shall be awarded points for it as per rules.
13. A player may use both the half and full strike techniques in the freestyle event.
14. If a player displays remarkable skill and footwork, then he/she may be awarded one (1) bonus point by the Judge at the end of the fight and the Scorer shall mention this bonus point in judgement sheet.

Sub-section 2: Decisions

1. Team Event

- 1.1 All the points of the three players of each team shall be added/ Aggregated at the end of the bout and the team scoring more points shall be declared as the winner.
- 1.2 If a player of a team is disqualified during a fight, then his/her scores shall be reduced to zero.
- 1.3 If a player leaves the play area by his/her own wish, then he/she shall be disqualified.
- 1.4 If a player drops his/her stick, farri or farri during a fight, then he/she shall be disqualified.
- 1.5 If a player falls down on the ground and afterwards his/her stick touches the ground, then he/she shall be disqualified. If the stick of the player does not touch the ground, but the player balances himself/herself with the free hand or knees or falling on the back etc., then he/she shall not be disqualified and the fight shall resume after player's to continue the fight.
- 1.6 Owing to an injury if a player is unwilling to continue the fight, then he/she shall be substituted immediately and the fight shall resume with the advice of Jury/Referee Council from that point and not be restarted. The points of the injured player and the substituted player shall be added/aggregated at the end of the fight.
- 1.7 If both the teams score equal number of points at the end of the bout, then the result shall depend upon the tie-breaker. For the tie-breaker one player from each team shall fight for one minute, the player who scores more points in the tie breaker, his/her team shall be declared the winner.
- 1.8 If both the players score equal number of points in the tiebreaker then the one who has committed less number of fouls in the tie-breaker, shall be the winner and hence his/her team shall be the winner of the bout.
- 1.9 A player can be disqualified in a tie-breaker. If a player is disqualified in a tie-breaker, then automatically his/her team shall lose the bout.
- 1.10 If both the players score equal number of points and commit equal number of fouls in the tie-breaker, then the extra time may be extended for one minute more, until a player strikes a Golden Point or commits a foul. In this situation Sudden Death opportunity may be provided and who scores one point first shall be declared as winner.
- 1.11 The Golden Point shall be a clear and proper strike and the player who strikes the Golden Point shall be the winner.
- 1.12 If a player commits even a single foul in the extended time, then he/she shall lose the fight and the other player and hence his/her team shall be the winner of the bout.
- 1.13 If any dispute arises on awarding of Score/Point/Foul during a bout, Referee council may allow/ask for replay of fight and can decide that Score/Point/Foul.
- 1.14 The ring side Medical Officer/Committee has the right to request the organisers to suspend bout if he thinks so, on medical grounds, the

bout should not be allowed to continue. The MO/Committee must first inform the Judge/Chief Referee and the latter shall inform the Ground Referee. The time shall be paused and not reset. The suspension shall last for a maximum of one minute to examine the fitness of the player by the Medical Officer. At the time of examination, only the groundreferee and the Medical Officer shall be in the play area or play domain (Medical Officer means the Doctor appointed by the organizing Federation/Association).

- 1.15 If the Medical Officer declares the player as fit, then the fight shall continue. If the Medical Officer declares the player as unfit, then the player shall be substituted and the fight shall continue from the same point of time.
- 1.16 **Win on Walk-over-** Where a Gatkabaaz presents himself in the play area in full attire for the fight after being called in by the ground referee and his/her opponent fails to appear after his/her name has been called out by the public address system, the bell sounded and maximum period of two (2) minutes has elapsed, the Ground Referee shall declare the first player as winner with the permission of Judge/Chief Referee and the player shall be awarded ten (10) points in this case.
- 1.17 If a bout is stopped due to any circumstance which is beyond the control of Referee or players, such as exceptional weather conditions, failure of light, damage to ground etc., then the result shall be declared on the basis of the points scored by the players till that time.

2. Individual Event:

- 2.1 In an individual bout, the player scoring more points shall be the winner.
- 2.2 Owing to injury, if a player cannot continue to fight, then the bout shall be stopped and the decision will be taken by the Officiating Committee according to the rules.
- 2.3 If a player succeeds in building up a difference of fifteen (15) points at any stage of the first round of the bout, then the bout shall be stopped by the Judge/chief Referee and the player shall be declared as the winner.
- 2.4 If both the players score equal number of points at the end of the bout, then the decision shall depend upon the tie-breaker.
- 2.5 If both players score equal number of points in one minute tiebreaker, then the one who has committed less number of fouls in the tie breaker shall be the winner.
- 2.6 If both the players score equal number of points and equal number of fouls in the tie-breaker, then the time shall be extended until one player scores a Golden Point or commits a foul.
- 2.7 Rule number 1.3, 1.4, 1.5, 1.6, 1.10, 1.11, 1.12, 1.13 & 1.14 of Sub Section 2 shall be applicable to the Individual Events also.
- 2.8 Rule number 1.16 (win by walk over) shall also be applicable to the individual event.

2.9 2.9 Rule number 1.17 shall also be applicable to the individual event.

NOTE:

Rule number 1.17 shall not apply to the final bout of any team or individual event.

Sub-section 3: Fouls

1. Hitting or attacking deliberately with any part of the stick other than the foremost two (2) feet part of Stick or any part of body, hands, arms, legs or Farri, to harm the opponent. (Yellow Card)
2. Holding the Stick or Farri of the opponent. (Yellow card)
3. Carry out a simultaneous attack (Sanjha Vaar) deliberately/ intentionally. (First warning)
4. Attacking without defending or blocking the attack of the opponent. (Yellow card)
5. Hitting/attacking on the face (eyes, nose, lips, and cheeks), private parts of the opponent or attempting to do so. (Yellow card)
6. Clear use of Hool (hUl), Cheer (cIr), and Gurj (gurj). (Yellow card)
7. Becoming offensive towards any official, the opponent or audience/ Organizers, argumentation with any official or organizers. (Red card)
8. Trying to injure or hitting hard (uncontrolled attack) to harm the opponent intentionally. (Yellow Card)
9. Carrying out a double attack or continuous attack without defence. (First warning)
10. Moving out of the play area (feet should have completely crossed the ground line). (Red Card)
11. Pushing the opponent deliberately. (Yellow card)
12. Playing in passive defence and not attacking at all. (Caution)
13. Hitting the opponent after referee gave a command to "Stop" the fight/bout. (Yellow Card)
14. If a player falls down on the ground with the stick/farri touch the ground. (Yellow card)
15. If a player repeat the foul after shown the yellow card than the referee can show him red card.

Sub-section 4: Disqualifications

1. A player can commit only one yellow card fouls and shall be disqualified immediately after committing the 2nd yellow card foul from the above mentioned and prescribed fouls.
2. Shall be disqualified if both his/her feet touch the ground out of the play area. When one foot of the player is on the ground outside the play area and the other is in the air, then he/she shall be disqualified. In this case doubt may be cleared by replay of bout.
3. Shall be disqualified if he/she drops the stick or farri.
4. Shall be disqualified if he/she attacks the opponent while carrying Out the Fatehnama (in the beginning and at the end), before the Prescribed commands of the referee to Start or Stop.

Sub-section 5: Warnings

1. Arguing with referee
2. Committing fouls prescribed as under Sub-section 3
3. Arguing repeatedly with referee/offi cials is a serious warning.
4. Acting against the laid down conditions of tournament, Gatka rules and regulations of WGF/National/State Association.

Sub-section 6: Declaration of Winner

1. Team/Player who gets higher marks between the competitors.
2. If both the players/teams got equal number, the one who gets warnings/fouls will be a defeated player/team.
3. If both the players/teams got equal number, without any foul, then there shall be extra time of one minute. If again it equals, the Sudden Death rule shall follow.

Sub-section 7: The Penalty Cards

1. **Green Card:** A Green card shown to a player means a **warning only**.
2. **Yellow Card:** The yellow card shown twice to the same player's means him /her repeating the same offence. If this offence seem to be serious in nature the red card can be shown immidetly. Two times production of yellow card also means considered as red card.
3. **Red Card:** Red card means **disqualification**. The use of the Penalty cards depends solely upon the ground referee. The referee can show any card to a player at any time in accordance with rules and regulations and seriousness of the circumstances.

Sub-section 8: BAN (Applicable to all type of combat & weapons events)

1. National Federation/Association can ban a player/team for any length of time on disciplinary grounds on the recommendation of the concerned Disciplinary/Offi ciating Committee.
2. Positive result of dope test shall lead to a three (3) years ban on the player or Referee.
3. A player/team when banned cannot take part in any kind of event/ tournament relating to Gatka game for a defi nite time period for which the player/team has been banned. All National/State organizations without any delay, shall inform to WGF about such players who are banned. The WGF shall circulate orders to all its members/affiliated Organisations/Associations.

Sub-section 8: Match Fixing

- i. During any combat/fi ght/bout if Jury or Referee Council presumes/ believes or fi nds/resolves or anybody complains regarding an alleged illegal act that the players fighting in the ground/fi eld are playing pre-judiciously, it shall be called or referred to as Match Fixing. In this case both the players may be disqualified after preliminary investigations during or after the bout by Jury/Referee Council.
- ii. The Federation/Association may also withdraw/take back Awards/ Certifi cates and cash prizes from such players indulging in such malpractices and may debar such players for at least 5 years or fine up to fi ve thousand or both. The accused players have to approach

with clean hands to the Federation/Association after expiry or revocations of such punishment, with written request.

- iii. Match fixing may include dropping of stick wilfully or laying down on the ground or un-defending the opponent, Un-shielding or De-guarding himself/herself, committing extra fouls wilfully or skipping out of ground wilfully.

SECTION 10

SPECIFIC RULES APPLICABLE TO SOTI/SOTI-FARRI FULL STRIKE

Sub-section 1: Definition – Full Strike

When a Gatkabaaz attempts to hit the opponent by moving the stick backward around or over the head, at least to the point parallel to the back of the neck and then bringing it to the front from the same or the other side of the head, and strikes with a straight arm, such strike is called a full strike.

Explanation:

A full strike is completed in the following steps:

1. First the player stands in the stance with his stick straight and arm stretched.

FIGURE 18



2. Then the player brings his stick near to his shoulder. **(Figure 19)**
3. Then the player moves his stick further backwards towards the back of the neck. **(Figure 20)**
4. Then the player moves the stick towards the other shoulder in the same continuous motion, i.e. from the back side. **(Figure 21)**

FIGURE 19



FIGURE 20



5. Then the player hits the target area of the opponent's body with stretched arm. (**Figure 22**)

- This completes the full strike in one direction. The same process shall be repeated in the opposite direction to complete a full strike in the other direction.

The following figures illustrate the full strike in the other direction:

FIGURE 21



FIGURE 22



FIGURE 23



FIGURE 24



FIGURE 25



FIGURE 26



FIGURE 27



Sub-Section 2: Awarding the points

1. All rules of Sub-Section-1 of Section-9 shall be applicable except rule 13.
2. A player shall be awarded points only for a full strike as defined earlier in Sub-Section-1.
3. The simulated strike (JkwnI vwr) and the palt (plt) shall be considered as full strikes.

Sub-Section 3: Decisions

All the rules (Team event and Individual event) of Sub-Section-2 of Section-9 shall be applicable including the Note.

Sub-Section 4: Fouls, Disqualification & Penalty Cards:

1. All the rules of Sub-Section 3, Sub-Section 4, Sub-Section 5 of Section 9, shall be applicable.
2. If a player hits the opponent without bringing the stick from over or around the head, then he/she shall be given a foul.
3. If a player carries out a half strike, in the full strike Combat event, then he/she shall be given a foul.

SECTION 11

SPECIFIC RULES APPLICABLE TO SOTI/SOTI FARRI – HALF STRIKE (MEN & WOMEN)

Sub-Section 1:

Definition: When a Gatkabaz attempts to hit the opponent by moving the stick close to a shoulder and then hitting the target area of the opponent directly without moving the stick over/around the head, the strike is called a half-strike.

Illustration

The following figures illustrate the completion of a half-strike.

FIGURE 28



FIGURE 29



FIGURE 30



FIGURE 31



FIGURE 32



FIGURE 33



Sub-section 2: Awarding the points

1. All rules of Sub-section 1 of Section 9 shall be applicable except Rule 13.

2. A player shall be awarded points only for half-strike attacks as defined earlier in Sub-section 1.
3. In half-strike event the hand of the player should not go behind the shoulder or over the back of the hand.

Sub-section 3:

All the rules (Team event & Individual event) of Sub-section 2 of Section 9 shall be applicable including the Note.

Sub-section 4:

Fouls, Disqualification and Penalty Cards

1. All the rules of Sub-section 3, Sub-section 4 & Sub-section 5 of Section 9 shall be applicable.
2. If a player hits the opponent by bringing the stick from over/around the head then he/she shall be given a foul.
3. If a player carries out a full strike in the half strike event, then he/she shall be given a foul. However while moving around in the play area (when not attacking the opponent), the player may move his stick over/around the head but at the time of the strike the stick should not be moved over/around the head.

SECTION 12

RULES FOR GATKA WEAPONS DEMONSTRATION

Sub-section 1: TEAM (Men & Women)

1. The team shall consist of 5 to 8 members. Only one team in one age group shall participate from a **Country**/State/Unit.
2. The team shall perform for 5 to 8 minutes. After the completion of 8 minutes the team shall have to clear the stage/ground within 30 seconds, otherwise **two** marks of the team shall be deducted.
3. Time for arrangement of weapons and stage setting shall be included in the 8 minutes limit. No extra time shall be given for the same.
4. For Gatka Weapons demonstration competition, the teams shall bring their own weapons. A list of weapons carried by the team as prescribed in the Rules book **Section-5** shall be submitted along with the entry form. The team shall itself be responsible for their weapons/material it carries.
5. No weapons or any other material should be provided to a team by the Organizers.
6. The team shall perform with only those weapons which have been enlisted in Section 5. The usage of any other weapon without the permission of the Officiating Committee/Judges shall result in deduction of two marks of the team.
7. The team shall be awarded marks by three (3) Judges/Scorers. Each Judge/Scorers shall award marks out of 10 to each team on the basis of six skills like Footwork, Uniform, Speed, Technique (usage of weapons), Accuracy and Synchronization (FUSTAS). The total marks of the team out of 30 shall be the final score of the team.
8. Marks will be awarded to a team only for proper Martial moves. Performing anything other than the proper Martial Art moves shall result in deduction of five marks of the team. The team may even be disqualified if the Judges consider so.
9. The team shall have to perform in the specified ground measuring approximately 50 meters diameter provided by the Organizers.
10. **During demonstrations stunts, bazigiri acts, breaking of ice, bricks, firing, mouth fires, burning rods, cutting of fruits (Banana, Apple, and Coconut), etc. are strictly prohibited. Despite that if any team/individual does so, the whole team shall be disqualified.**
11. The decision of the Judges shall be final and binding upon the teams.
12. The team shall not use a whistle and recite a swaiya.
13. If any player drops a weapon during the performance then two marks of the team shall be deducted.
14. If any player falls down during the performance, then one (1) mark of the team shall be deducted.
15. The deduction shall be done after adding the marks/scores of all the three Judges.

16. A drummer (Dholi) may accompany the team, but it is not compulsory.
17. There must be a Manager with the team.
18. Players must cover their heads and may wear face guards.
19. Time shall not be paused during the performance.
20. If belt (kmrksw) loosens or unfolds, no point shall be deducted from the team scores. The player may fasten his/her belt during the demonstration.
21. All players shall perform alone in the ground. Assistant/helper is not allowed during demonstration.

Sub-section 2: Individual weapons demonstration

1. The various types of age groups shall be as follows:

Sr. No. Group Age Limit Events

1. Tufang (quPMg) 10-14 yrs (U-14) Weapons Demo-Team & Individual
2. Sool (sUl) 14-17 yrs (U-17) Combat & Weapons Demo-Both Team & Individual
3. Saif (sYP) 17-19 yrs (U-19) Same as above
4. Sipar (ispr) 19-25 yrs (U-25) Team & Individual Combat, Individual Weapons
5. Siprar (isprwr) 25-28 yrs (U-28) Same as above
6. Amateur 28-35, 35-40 Same as above
7. Veterans (bIr gruzp) 45-55, 55-65, 65-75 Individual Combat & Weapons

RULES FOR GATKA WEAPONS DEMONSTRATION 55

2. Duration of Performance:

Tufang - 60 seconds to 90 seconds (Boys & Girls)

Sool - 2 to 2½ minutes (Boys), 1½ to 2 minutes (Girls)

Saif - 2½ to 3 minutes (Men), 2 to 2½ minutes (Women)

Sipar - 2½ to 3 minutes (Men), 2 to 2½ minutes (Women)

Amateur

&Veterans-

2½ to 3 min (Men), 2 to 2½ minutes (Women)

4. The player shall be awarded points on the basis of six skills like Speed, Footwork, Accuracy, Flexibility, Technique (usage of weapons) and proper Martial Arts moves.
5. The marks shall be given by 3 Judges out of 30 (10 marks for each Judge).

6. The individual participant may be a member of the team participating in the team event or other than the team. A player can participate in both team and individual events of the same age group.
7. There shall be only one individual participant in one age group participating from a Country/State/Unit.
8. The participants are not allowed to recite Swaiyya.
9. Player shall perform alone on the stage. Assistant/helper is not allowed.
10. There must be a Manager accompanying the player.
11. The player shall choose a weapon from the prescribed list mentioned in the Gatka Rules book Section-9. The player shall bring his/her own weapons. Weapons may be provided by the Organizers to a player on prior written request.
12. If a player drops his/her weapon then maximum two numbers shall be deducted from his/her score. If his/her weapon breaks during the performance, then he/she shall not be provided a new weapon.
13. If a player falls down during the performance but not his/her weapon then maximum one point shall be deducted from his/her score.
14. To cover the head or wear face guard is mandatory for all players.
15. If any player is found positive under the dope test then he/she shall be banned for any length of time as decided by the WGF/National Federation.
16. Time shall not be paused/stopped during the performance.
17. Marks will be awarded to a player only for proper Martial moves. Performance of anything other than the proper Martial Art moves shall result in deduction of five marks of the player. Even the player may be disqualified if the Judges considers so.

SECTION 13

GRADING/RANKING

All players who wish to participate in the competition organized by the Federation/Association must sign up admission/entry forms manually or electronically on website as competing members. All competing players shall participate in the competition/event as determined by the organising Committee/Federation. The grading committee constituted by WGF may grade a player upon his/her admission/participation in the national level competitions and gradation shall be determined by his/her qualification, achievements or experience as an amateur Gatkabaaz with proofs to the satisfaction of the Committee. The Gatka Federation grading committee may recommend international and national rankings/grading of the players after each international or National Gatka Cup/Championship/tournament on the basis of following criterion;

- Number of competitions played
- Positions in competitions
- Participation in national/international competitions
- Experience as an active player
- Refresher/training courses/clinics attended
- Contribution towards Gatka game
- Educational qualifications
- Character and discipline

The top Gatkabaaz based on their rankings/grading may be selected to represent their country in the national/international competitions without any selection trials. The rankings shall be known as:-

Ranking Designation Colours

10th Degree Grand Master Blue
9th Degree Chief Master do
8th & 7th Degree Master Orange
6th Degree Chief Instructor do
5th Degree Senior Instructor do
4th Degree Instructor Black
3rd Degree Senior Trainee do
2nd Degree Junior Trainee do
1st Degree Trainee do

And in lieu of or additions to such grading/ranking, the concerned committee shall from time to time determine and consider/reconsider grading/ranking to a player if any anomaly/correction is recommended by the World Gatka Council.

Modifications: These Gatka rules may be amended by the expert technical committee, including office bearers, constituted by the WGF/GFI if it deems fit at any stage but after a gap of one year with prior written notice of one month **by the WGF/GFI**, served to all the office bearers of WGF/GFI. The amended sections/clauses shall be distributed to the registered Referees, Coaches,

technical officials etc. and be regulated at international level in all the countries/affiliated Federations/Associations/Units.

SECTION 14

AWARDS AND HONOURS

1. The winner of a final bout shall be the Gold Medallist of that Event/ Championship.
2. The loser of the final bout shall be Silver Medallist/Runner-up.
3. The two losers of the semi-final bouts shall be the Bronze Medallists.
4. The team/player scoring highest marks in a tournament shall be the Gold Medallist of that Event/overall Championship.
5. The team/player scoring second highest marks in the tournament shall be the Silver Medallist/overall Runner-up.
6. The team/player scoring third highest marks in tournament shall be the Bronze Medallist.

Fair Play Award:

1. The purpose of the Fair Play award is to encourage good understanding and friendship and to promote fair play among the participants during the National Championships.
2. The Fair Play Award shall be awarded to a team showing good understanding, sincere friendship and fair play among the teams participating in the Championships and not necessarily taking into consideration the results of the Competition.

Weapons Master Award:

Weapons Master Award shall be awarded to a player in the Competition on the basis of his/her overall achievement, dress and behaviour.

Shastreshar Award:

Shastreshar Award shall be given to a player in National Competition on the basis of his/her overall best achievements and behaviour. This award shall be bestowed to the player as “Pursh Shastreshar” and “Mehla Shastreshar” for woman player.

SECTION 15

GATKA EVENTS IN A TOURNAMENT

There shall be three events in one age group namely Single Soti, Fari-Soti and Weapon Demonstrations. Each event is played as individual and team event. Hence there shall be six events in some age groups. As sub-junior players are under 14 years, that is why the Federation has allowed only four events i.e. Single Soti (Individual), Farri-Soti (Individual) and Weapon demonstrations in individual & team event only. Whereas from junior level, there are six events in all age groups which are as follows:-

Sub-section 1: AGE GROUPS:

In all types of Gatka tournaments, there shall be six age groups having six events i.e

1. Sub-Junior: U-14,
2. Junior: U-17,
3. Senior: U-19, U-22, U-25, U-28
4. Veteran: Above 28: 28-35, 35-45, 45-55, 55-65, 65-75, 75-90

Sub-section 2: GATKA EVENTS IN A TOURNAMENT:

1. Single Soti (Individual)-one to one fight
2. Single Soti (team event)-3 players play & one extra
3. Farri-Soti (Individual) - one to one fi ght
4. Farri-Soti (team event) - 3 players play & one extra
5. Weapon demonstrations (Individual)-one player displays his skills
6. Weapon demonstrations (team event)-Five to Eight players team displays skills

Sub-section 3: NUMBER OF MEDALS IN THE TOURNAMENTS

1. Sub-Junior (boys & girls): (Total *medals* 66 i.e 22 gold, 22 silver & 22 bronze)
2. Junior (boys & girls): (*Total Medals* 114, i.e 38 gold, 38 silver & 38 bronze)
3. Seniors (men & women): (*Total: 456, i.e 152 gold, 152 silver & 152 bronze*)
4. Veteran (men & women): (*Total: 456, i.e 152 gold, 152 silver & 152 bronze*)

Sub-section 4:

DETAILS OF GATKA EVENTS, CATEGORIES & NUMBER OF MEDALS

A. Sub-Junior U-14 (boys & girls): (medals 66 i.e 22 gold, 22 silver & 22 bronze)

1. Single Soti (Individual)-one to one fi ght (Medals: Three i.e 1 gold, 1 Silver & 1 Bronze)
2. Farri-Soti (Individual)- one to one fi ght (Medals: Three i.e 1 Gold, 1 Silver & 1 Bronze)
3. Weapon demonstrations (Individual)-one player displays his skills (Medals: Three i.e 1Gold, 1 silver & 1 Bronze)

4. Weapon demonstrations (team event)-Five to Eight players (Medals: Fifteen/Twenty four i.e 5/8 Gold, 5/8 Silver & 5/8 Bronze)

Total Number of medals in a sub-junior tournament is 66, medals i.e 22 gold medals , 22 silver & 22 bronze. (In boys category total 33 medals, i.e 11 Gold, 11 Silver & 11 Bronze and in girls category there are also 33 medals, i.e 11 Gold, 11 Silver & 11 Bronze)

GATKA EVENTS, CATEGORIES & NUMBER OF MEDALS

B. Junior U-17 (boys & girls): (Total Medals 114, i.e 38 gold, 38 silver & 38 bronze)

1. Single Soti (Individual)-one to one fight (Medals: Three i.e 1 Gold, 1 Silver & 1 Bronze)
2. Single Soti (team event)-3 players plays & one extra (Medals: Twelve i.e 4 Gold, 4 Silver & 4 Bronze)
3. Farri-Soti (Individual)- one to one fight (Medals: Three i.e 1 Gold, 1 Silver & 1 Bronze)
4. Farri-Soti (team event)- 3 players plays & one extra (Medals: Twelve i.e 4 Gold, 4 Silver & 4 Bronze)
5. Weapon demonstrations (Individual)-one player displays his skills (Medals: Three i.e 1 Gold, 1 Silver & 1 Bronze)

6. Weapon demonstrations (team event)-Five to Eight players (Medals: Fifteen/Twenty four i.e 5/8 Gold, 5/8 Silver & 5/8 Bronze)

In junior age group of boys & girls in six events, the total number of medals would be 114, i.e 38 gold medals, 38 silver & 38 bronze. It means in boys group, the total number of medals count is 57, i.e 19 gold medals, 19 silver & 19 bronze & in the women group the total number of medals would be 57, i.e 19 gold, 19 silver & 19 bronze.

GATKA EVENTS, CATEGORIES & NUMBER OF MEDALS:

C. Senior (men & women): U-19, U-22, U-25, U-28 (Total medals: 456, i.e 152 gold, 152 silver & 152 bronze)

1. Single Soti (Individual)-one to one fight (Medals: Three i.e 1 Gold, 1 Silver & 1 Bronze)
2. Single Soti (team event)-3 players play & one extra (Medals: Twelve i.e 4 Gold, 4 Silver & 4 Bronze)
3. Farri-Soti (Individual)- one to one fight (Medals: Three i.e 1 Gold, 1 Silver & 1 Bronze)
4. Farri-Soti (team event)- 3 players plays & one extra (Medals: Twelve i.e 4 Gold, 4 Silver & 4 Bronze)
5. Weapon demonstrations (Individual)-one player displays his skills (Medals: Three i.e 1 Gold, 1 Silver & 1 Bronze)
6. Weapon demonstrations (team event)-Five to Eight players (Medals: Fifteen/Twenty four i.e 5/8 Gold, 5/8 Silver & 5/8 Bronze)

In one age group of men in six events, the total number of medals count is 57, i.e 19 gold, 19 silver & 19 bronze & in the same age group of

women the total number of medals would be 57, i.e 19 gold, 19 silver & 19 bronze. It means in one age group (men & women), the total number of medals would be 114, i.e 38 gold, 38 silver & 38 bronze. Therefore, in four age groups (men & women) in six categories, the total number of medals would be 456, i.e 152 gold, 152 silver & 152 bronze.

Sub-section 5: TYPES OF TOURNAMENTS:

Sub-Junior, Junior & Senior level tournaments by the Gatka Associations/Federations

1. Block & District level Gatka tournaments- (Sub-Junior, Junior & Senior level)
2. Inter-District Gatka tournaments-(Sub-Junior, Junior & Senior level)
3. Inter-State Gatka championship-(Sub-Junior, Junior & Senior level)
4. Asian Gatka championship-(Junior & Senior level)
5. Commonwealth Gatka championship-(Junior & Senior level)
6. World Gatka championship-(Junior & Senior level)
7. Veteran Gatka championship at State/National level
8. Virsa Sambhal Gatka tournaments at District/State/National level-

(Sub-Junior, Junior & Senior level) Sub-Junior, Junior & Senior level tournaments by the SGFI/Education Deptts

1. Block & District level Gatka tournaments-(Sub-Junior, Junior & Senior level)
2. Inter-District Gatka tournaments-(Sub-Junior, Junior & Senior level)
3. Inter-State Gatka championship-(Sub-Junior, Junior & Senior level)
4. Asian School Gatka championship-(Sub-Junior, Junior & Senior level)
5. Commonwealth School Gatka championship-(Sub-Junior, Junior & Senior level)
6. World School Gatka championship-(Sub-Junior, Junior & Senior level)

Cultural competition by Punjab School Education Board, Ajitgarh

1. Zonal level Gatka demonstration competitions
2. Inter-Zonal (State) Gatka demonstration competition

Senior level tournaments by the AIU/Universities/Colleges

1. Inter-College Gatka tournaments-(Senior Levels)
2. Inter-University Gatka championship-(Senior Levels)
3. World University Gatka championship-(Senior Levels)

Ek Onkar Charitable Trust Seechewal, Jalandhar

National Ek Onkar Gatka Cup in May-(Junior & Senior level)

Sub-section 6: Minimum Requirements for a tournament

1. VIP stage atleast 20×15×10 size, Lecture stand, atleast seven seater Sofas for VIPs, Carpet, Flower decoration on stage, badges for VIPs
2. Atleast 25 delux chairs with covers on VIP stage, Approx 400 chairs for public with covers
3. Backdrop at the VIP stage: size 10×8 -as per VIP stage size
4. Sound system, 4 cordless mikes, CD player, and generator
5. Two Gatka grounds: size 50 ft radius each-may be on stages 50×50feet, 3 judgement tables, 2 tables for weapons with covers, Victory stand, Flags

- with different colours, 3 flag poles for GFI, PGA and POA flags, trained person for flag hoisting, band party,
6. Entry gate and 2 hoarding in the grounds,
 7. Drinking water for players and public (water tanker), mineral water bottles for VIP, tea/coffee and snacks and dry fruits on stage,
 8. Langar for players and public if possible,
 9. Lohis and Siropas for honouring VIPs and Referees
 10. If more than one day event, then comfortable night stay arrangements,
 11. Invitation for press and their seating arrangement, press note preparation and emailing
 12. Photographer and Videographer for coverage
 13. Medals and certificates of PGA/GFI

SECTION 16

OATH OF DISCIPLINES

SUB-SECTION 1: PLAYER'S OATH

At the start of each official Gatka Championship, every Gatka player shall make promise to play fairly, judiciously and obey all of the rules, regulations and conditions of tournament and Gatka Federation of India. One Gatkebaaz from the host District/State/Country shall take this oath at the opening ceremonies on behalf of all Gatka competitors. The chosen Gatka player shall hold a corner of the Gatka Federation/Gatka Association's Flag while reading the oath.

Oath: "In the name of all Gatka competitors, I swear that we will take part in the -----Gatka tournament in loyal competition, respecting and abiding by the rules, regulations and conditions which govern this tournament, committing ourselves to a sport without doping and without drugs, and desirous of participating in the national event in the true spirit of sportsmanship and standards of discipline, for the honour of our Nation and for the glory of Gatka sport".

SUB-SECTION 2: REFEREES, JUDGES AND OFFICIAL'S OATH

At the start of each official Gatka Championship, Gatka officials shall promise to do refereeship and judgement fairly, judiciously and in transparent manner by observing and implementing all of the rules, regulations and conditions of tournament and WGF/Gatka Federation. One official from the host District/State/Country shall take the oath at the opening ceremonies on behalf of all Gatka officials. The chosen official shall hold a corner of the Gatka Federation/Gatka Association's Flag while reading the oath.

Oath: "In the name of all Referees, Judges and officials, I swear that we will officiate in the ----- Gatka tournament with complete impartiality, respecting and abiding by the rules which govern this tournament, in the true spirit of sportsmanship".

SUB-SECTION 3: "SEVEN OATHS" FOR THE GATKA TRAINEES/PRACTITIONERS

1. A Gatka trainee may not abandon his training half-way through.
2. He will use Gatka skills only for self-defence and remain humble as a God fearing Gatka practitioner.
3. He must honour and respect his Ustads, Teachers, seniors, women and elders.
4. He will always remain loyal to WGF/affiliated National Gatka Federations/State/Regional Gatka Associations; obey their Rules Books, their regulations and conditions.
5. He will refrain from consuming intoxicants, alcohol, tobacco, drugs, meat etc.

6. He will teach art of Gatka to those with gentle, wilful and compassionate personalities for promotion of Gatka.
7. The purpose of his Gatka studies and training should not in any way aim for wealth or fame in life. His primary aspiration will always be to serve his country and faith.

WORLD GATKA FEDERATION

Paste here
Passport size
photograph
Self attested

**Proforma for X-Ray/MRI Test
For determination of Age**

This is to certify that according to the X-Ray/MRI test of the wrist of

Mr./Mrs/Miss _____, his age is below 15 years.

Date of Birth: _____

Father's Name: _____

Mother's Name: _____

Address: _____

Doctor's Name: _____

Diagnostic Facility Name: _____

Address and Tel. No. _____

Doctor's signature: _____

I hereby identify the player, whose photograph is affixed above.

National/State Association Secretary

Signature & Seal

Date _____