

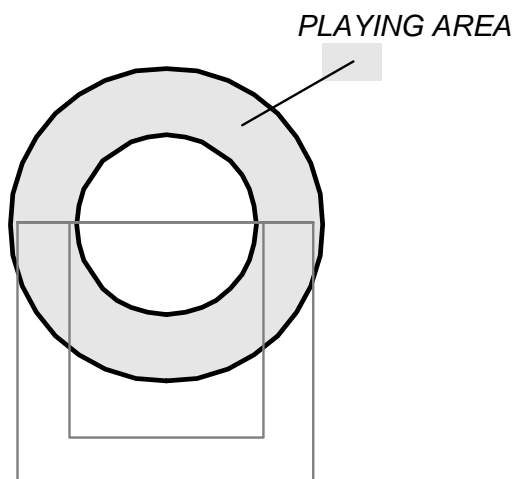
# SEPAKTAKRAW

## Rules of the Circle Game

### 1. The Court

- 1.1. The court shall be constructed with two concentric circles of 4 meters diameter circle, which shall be called the "Inner Circle", and 7 meters diameter circle, which shall be called the "Outer Circle" on any open ground, indoor or outdoor on a level surface.
- 1.2. The court must have a minimum clear space from any obstacle 8 meters up from the ground and 3 meters from the Outer Circle. The area between the Outer Circle and the Inner Circle is the "Playing Area".
- 1.3. The width of the markings shall not be less than 4 cm thick.

### Court and Playing Area



*Inner circle: 4 Meters, Outer circle: 7 Meters.*

### 2. The Takraw Ball

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

### **3. The Players**

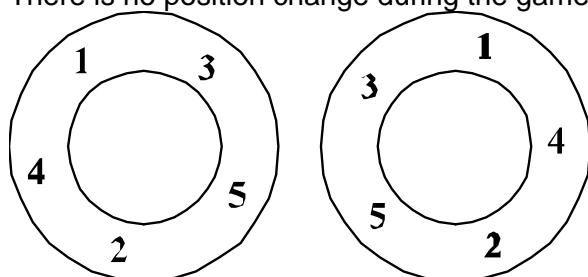
- 3.1. The Circle Game composes of 5 players and 1 reserve player.
- 3.2. The team that has less than 5 players will not be allowed to continue play. The latest consolidated scores will be considered as the total score of the team.
- 3.3. Each team is allowed only one player substitution before starting each set. Substitution must be informed to the Umpire by the team manager or coach.
- 3.4. Substitution during play is allowed only in the case of the injured player not being able to continue play.
- 3.5. The substituting player must use the same bib number as the player substituted.

### **4. Player's Attire**

- 4.1. The men player must wear jersey/T-shirt, shorts and sports shoes with rubber soles (woman round neck T-shirts with sleeves and shorts or track suit pants and sports shoes with rubber soles for women players). A player may not wear any clothing or item that endangers him or herself or teammates. In case of cold weather, players may wear warm-up suits.
- 4.2. The entire apparel of a player is regarded as part of the body. All jersey/T-shirt must be tucked into the pants.
- 4.3. Head and shoulder protections are allowed but any equipment that affects the speed of the ball is not allowed.
- 4.4. The captain of each team shall wear an armband on the left arm.
- 4.5. The jersey/T-shirts of the team shall be numbered from No. 1 to No. 18 on the front and back.
  - 4.5.1. The size of the number screened or embroidered on the front of T-Shirt is:  
Not less than 8cm in height, not less than 6cm in width,  
1cm bold.
  - 4.5.2. The size of the number screened or embroidered on the middle back of T-Shirt is:  
Not less than 19cm in height, not less than 15cm in width,  
4cm bold.
- 4.6. All players must wear the same color and style of uniform (jersey/T-Shirt and shorts).
- 4.7. The organizers must prepare the bibs numbered 1 to 5.

## 5. Position of Players

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



## 6. Playing the game

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

## 7. Format of Competition

- 7.1. For the preliminary round, each participating team will play a set of 10 minutes. The results of the preliminary round will be ranked and used to divide the participating teams into groups according to odd and even principle to compete in the second round.
- 7.2. In second round, each team shall play 3 sets of 10 minutes each with two-minute rest between sets. The best two teams of each group shall play 3 sets of 10 minutes each with two-minute rests between sets.

- 7.3. In the final round, each team shall play 3 sets of 10 minutes each with two minute-rest between sets, and total scores will be ranked for the medals.
- 7.4. The Co-umpire for timekeeping times each set and signals the end of each set.
- 7.5. Once the game begins, the clock shall not be stopped unless so ordered by the Umpire.
- 7.6. The whistle shall signal the start and end of each set as follows:
  - 7.6.1. The Umpire signals to start the game. The Co-Umpire for timekeeping blows the first whistle to start the game and clock. The second whistle will be blown at the end of each set.
  - 7.6.2. Before starting the game, players can have one minute warm up with the official ball.
- 7.7. Tie-breaking resolution:
  - 7.7.1. In preliminary round, teams having equal total scores are ranked by Degree II scores, the higher Degree II scores, the higher the rank. Teams having equal total scores and Degree II scores are ranked by tossing or sweep staking.
  - 7.7.2. In second round, teams having equal total scores are ranked by Degree II scores. Teams having equal total scores and Degree II scores are ranked by their relative ranking in preliminary round, teams with higher ranking in preliminary round are ranked higher in second round.
  - 7.7.3. In final round, teams having equal total scores are ranked by Degree II scores. Teams having equal total scores and Degree II scores are ranked by their relative ranking in preliminary round, teams with higher ranking in preliminary round are ranked higher in final round.

## **8. Faults**

- 8.1. The Umpire will not call Fault and not stop the game but no point will be awarded when:
  - 8.1.1. A player's foot steps on any circle line or is outside playing area during the game.
  - 8.1.2. A player does not stand in playing area during the game.
- 8.2. The Umpire will call Fault and stop the game but not stop the time when:
  - 8.2.1. A player passes the ball not according to the passing sequence.
  - 8.2.2. A player does not pass the ball with the first Degree of Difficulty after receiving the tossing ball.
  - 8.2.3. The player who is tossing the ball steps on any circle marking or is outside playing area.
  - 8.2.4. A player passes the ball not crossing the line of the Inner Circle.
  - 8.2.5. A player controls the ball more than 3 times before passing.
  - 8.2.6. The ball falls to the ground or touches any obstacle.
  - 8.2.7. The ball touches a player's arm.
  - 8.2.8. A player stops the ball or holds the ball between his/her legs or by his/her body.

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

## 9. Injury Time

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

## 10. Penalty

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

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

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

## 11 Scoring

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

11.1.1 Degree I = 1 point

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

11.1.2. Degree II = 3 points

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

11.2. Points will not be awarded in the following circumstances:

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

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

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

## 12. Umpire/Co-umpires

The game shall be officiated as follows:

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

- Inspect the readiness for starting and restarting
- Signal for start of play
- Calling Fault

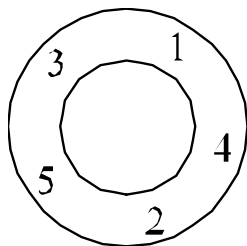
- Judge and control the correct sequence of passing between players
  - Stop the play in case of injury
  - Announce the total scores after the end of all sets
- 12.2. One Co-umpire for score-announcing moves freely 3 meters away surrounding the playing area and perform duties as follows:
- Announce score based on difficulty degree.
  - Calling Fault.
- 12.3. One Co-umpire for timekeeping performs the duties as follows:  
Starts timing when the Umpire signals for starting play and blows whistle at the end of each round.
- 12.4. Co-umpire for score-keeping will be seated in elevated position and records all the scores which are announced by the Co-umpire for score-announcing and submits to the Umpire at the end of all sets.
- 12.5. Equipment:
- |   |   |
|---|---|
| 12.5.1. Umpire Chair                            | 1 |
| 12.5.2. Co-umpire for Time-keeping Chair Table  | 1 |
| 12.5.3. Co-umpire for Score-keeping Chair Table | 1 |
| 12.5.4. Stop Watch                              | 1 |
| 12.5.5. Score Board                             | 1 |
| 12.5.6. Whistle                                 | 1 |

**Positions of Umpire, Co-umpires**

Co-Umpire for Time-Keeping

Umpire Co-Umpire for Score-Keeping

Co-Umpire for Score-Announcing



**13. Conclusion**

In the event of any question or matter not expressly explained by the rules of the game, the decision of the Umpire shall be final.