

JUNG

COMPETITION RULES

GAMEPLAY

- A. Prior to entering the Maidan, a coin toss will determine which competitor will attack first.**
- B. Competitors will take turns switching between offense and defense.**
- C. Turns are rotated based on the previous initial attack of a sequence in gameplay, not by the last point scored.**
- D. Competitors have 3 seconds to release their vaar**

POINT BREAKDOWN

- A. Legs and feet: 1 Point**
- B. Torso, arms, head: 2 Points**
- C. Back: 3 Points**
- D. Block and counterattack: +1 block point and attack points**

REPLAY SYSTEM

- A. Preliminary Rounds: 1 replay per competitor**
- B. Semi-finals and finals: 2 replays per competitor**
- C. If a referee rules in favor of a requesting competitor, the competitor will retain their opportunity to request another replay in the same match.**

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DISQUALIFICATION & TECHNICAL FOULS

- A. Mercy Rule: if a competitor scores 7 or more points while their opponent has not scored, the leading competitor instantly wins.**
- B. Being more than 1 minute late results in 1 match disqualification, at the discretion of the referees.**
- C. Technical Fouls (contribute towards disqualification):**
 - 1. Illegal vaar (hool, kanpatti, marora vaar, using arms/legs/fari/hilt of a soti to hit opponent), by referee discretion**
 - 2. Excessive arguing/use of foul language**
 - 3. Excessive force**
 - 4. Striking an opponent immediately after Fatehnama**
 - 5. Stalling/passivity**
 - 3 technical fouls, whether consecutive or non-consecutive, by a competitor will result in one match disqualification and the opponent will be deemed the winner.**
 - 2 points will be deducted for each technical foul.**

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PERSONAL FOULS

A. Personal Fouls (do not contribute towards disqualification):

- 1. Soti, fari, or personal shastar falls**
- 2. Stepping on the line of the outer circle or out of bounds**
- 3. Falling down**
- 4. Kamarkassa/dastaar opening or falling**

- 1 point will be deducted for each personal foul.

B. Sanjhe Vaar will be given as Personal or Technical Fouls at the discretion of the referees.

C. Too-close calls can be given as Personal or Technical Fouls at the discretion of the referees.

The regulations listed cannot be contested or changed arbitrarily by persons outside the concerned.