ASIAN CHINLONE FEDERATION

LAW OF THE GAME CHINLONE

OCTOBER 2014
1. THE COURT DIMENSION

1.1 The court is two concentric circles with (6.7) metre diameter which is called outer circle and (3.7) metre diameter which is called inner circle. The area of inner circle is playing area.

1.2 The obstacles which should not be in the (3) metre space around the court should be (8) metre up clear space from the ground surface.

1.3 The boundary lines of the outer and inner circles must be clearly drawn. The width of them is (4 cm) but should not be included in the area of the two circles.

2. THE CHINLONE

2.1 The chinlone ball is made of natural rattan with circumference of 48cm to 50cm, diameter of 14.6cm to 16cm and weight of 140gm to 165gm.

2.2 It is a round in shape and one woven layer.

2.3 It has 12 holes and 20 intersections and consist of 7 to 8 strings.

2.4 The official chinlone that is white colour, prepared and approved by the Myanmar Chinlone Federation (MCF) and Asian Sepaktakraw Federation (ASTAF).

2.5 During the play, a team can use 2 official chinlone ball each.
3. **THE PLAYERS AND THEIR DRESSING**

3.1 Each team composes of six players and two reserve players. All teams’ captain should be easily identified by captain mark (C-armband) on left arm.

3.2 Players should wear unified sports suit (Jerseys, T-shirts), short pants and sport shoes.

3.3 All sports suit (Jerseys, T-shirt) should be tucked into the short pants.

3.4 The number at the front and back of the player’s sports suit should be easily identified and the stroke of them should be 2cm in width. The height of numbers at the back and front should be 19cm and 10cm. The same number should not be repeated in the same team.

3.5 Sports suit of a team shall be numbered No. (1 to 8) on the front and back.

3.6 Before commencing the game, the players’ name and back number must be submitted and its number are not allowed to change within 2 sets of 10 minutes.

3.7 The organizing committee must prepare the vests or bibs 1 to 6 for reserve player in case of substitution.

3.8 All players should not be allowed to wear other equipments such as watch, jewellery and headband.

3.9 During the play, all players should not be permitted to take-off the sports suit because of any reason.

3.10 Players may wear track suits in case of cold weather.

3.11 All teams must carry at least two sets of uniforms that light and dark colour. If both team are the same colour, the team that shall be the first of match fixture, shall change.

4. **THE OFFICIALS**

The officials should officiate seriously, fairly and accurately. The officials made up for one court as follow;

- 3 x Technical Delegate (ISTAF, ASTAF, MCF)
- 5 x Juries
- 1 x Official Referee
- 1 x Referee
- 1 x Asst Referee
- 2 x Score Referee (electronic/manual)

The duties and responsibilities of these officials are specified in Annex “A”.
5.  READY POSITIONS OF PLAYERS

5.1 Before the commencing of each set, all players of a team must stand in supporting area of their respective court in series of 1,2,3,4,5,6 clockwise as a ready position.

5.2 During the play, only a player ("Scorer") among them must be inside the scoring area without stepping on the inner circle line to play his legal stroke for counting. The remaining players must be in the supporting area to support and assist the Scorer.

5.3 All Players are allow to control the chinelone ball with unlimited times.

5.4 During the play, team manager, coach and reserve players must be in their respective technical area.

6.  LEGAL STROKES AND SERIES OF PLAYING

6.1 Legal strokes

6.1.1 Legal strokes (Primary level)

(a) Legal strokes for Event (1 to 3) consist of (6) strokes that are serially as follow;

(1) Front Chay Phya Stroke  (or) Front Instep Stroke
(2) Front Chay Khwin Stroke  (or) Front Inside Stroke
(3) Front Du Stroke  (or) Front Knee Stroke
(4) Side Pha Wa Stroke  (or) Side Sole Stroke
(5) Side Pha Nauk Stroke  (or) Side Heel Stroke
(6) Side Pha Myek Stroke  (or) Side Outside Stroke

(see page-5 to 6 -point of touch and style.)

(b) The game will be accompanied by Myanmar’s Orchestra which play with Myanmar Traditional Tune(or) pre-recorded VCD of Myanmar Traditional Tune.
(a) Front Chay Phya (or) Front Instep

(b) Front Chay Khwin (or) Front Inside

(c) Front Du (or) Front Knee
(d) Side Pha Wa (or) Side Sole

stroke  point of touch

(e) Side Pha Nauk (or) Side Heel

stroke  point of touch

(f) Side Pha Myek (or) Side Outside

stroke  point of touch
6.1.2 Legal strokes (Secondary level)

(a) Legal strokes for Event (4) consist of (6) strokes which are serially as follow;

1. Jumping cross Chay Phya Stroke  
   (or) Jumping cross Instep Stroke
2. Jumping cross Chay Khwin stroke  
   (or) Jumping cross Inside Stroke
3. Jumping cross Du Stroke  
   (or) Jumping cross Knee Stroke
4. Behind Pha Wa Stroke  
   (or) Behind Sole Stroke
5. Behind Pha Nauk Stroke  
   (or) Behind Heel Stroke
6. Behind Pha Myek Stroke  
   (or) Behind Outside Stroke

Validation of Behind stroke

Only when the chinlone passes between the player's shoulders and over it's to the back, the behind stroke (or) back stroke shall be validated. (see page- 8 to 9 -point of touch and style.)

(a) The game will be accompanied by Myanmar's Orchestra which play with Myanmar Traditional Tune (or) pre-recorded music of Myanmar Traditional Tune.
(a) Jumping Cross Chay Phya
(or) Jumping Cross Instep

(b) Jumping Cross Chay Khwin
(or) Jumping Cross Inside

(c) Jumping Cross Du
(or) Jumping Cross Knee
(d) Behind Pha Wa (or) Behind Sole

(e) Behind Pha Nauk (or) Behind Heel

(d) Behind Pha Myek (or) Behind Outside
6.2 SERIES OF PLAYING

6.2.1 EVENT (1) - (primary level)
NON-REPETITION EVENT

(a) Each player must play with different strokes in series of Rule (6.1.1) and sequence of player’s back number.

(b) Only a player among all players must be playing area to play his legal stroke for counting and the rest player will be the area of between both circles’ lines to support and assist to that player.

(c) Each player in a team must perform alternately in the playing area according to following sequence,

(No.1) player must use only Front Chay Phya Stroke
(or) Front Instep Stroke

(No.2) player must use only Front Chay Khwin Stroke
(or) Front Inside Stroke

(No.3) player must use only Front Du Stroke
(or) Front Knee Stroke

(No.4) player must use only Side Pha Wa Stroke
(or) Side Sole Stroke

(No.5) player must use only Side Pha Nauk Stroke
(or) Side Heel Stroke

(No.6) player must use only Side Pha Myek Stroke
(or) Side Outside Stroke

(d) After each player in a team have performed with above mentions, it is defined as a round and the score shall be awarded "one point".
6.2.2 EVENT (2) - (PRIMARY LEVEL) 
THE SAME STROKES EVENT

(a) Each player must play with the same one of each legal stroke in series of Rule (6.1.1) and sequence of player's back number.

(b) Only a player among all players must be playing area to play the same one of each legal stroke for counting and the rest player will be the area of between both circles' lines to support and assist to that player.

(c) Each player in a team must perform alternately in the playing area according to following sequence;

Firstly each player must use only Front Chay Phya Stroke (or) Front Instep Stroke

After Front Chay Phya Stroke (or) Front Instep Stroke, each player must use only Front Chay Khwin Stroke (or) Front Inside Stroke.

After Front Chay Khwin Stroke (or) Front Instep Stroke, each player must use only Front Du Stroke (or) Front Knee Stroke.

After Front Du Stroke (or) Front Knee Stroke, each player must use only Side Pha Wa Stroke (or) Side Sole Stroke.

After Side Pha Wa Stroke (or) Side Sole Stroke, each player must use only Side Pha Nauk Stroke (or) Side Heel Stroke.

Lastly, each player must use only Side Pha Myek Stroke (or) Side Outside Stroke.

(d) After each players in a team have performed with the same one stroke in series of above mentions, it is defined as one time of same stroke and the score shall be awarded "one point".
6.2.3 EVENT (3) - (PRIMARY LEVEL)  
THE LINKING EVENT

(a) Each player must link with all strokes in series of Rule (6.1.1) and sequence of player's back number.

(b) Only a player among all players must be playing area to link all legal strokes for counting and the rest player will be the area of between both circles’ lines to support and assist to that player.

(c) Each player in a team must perform alternately in the playing area according to following sequence;

(No.1) Player must link all strokes in series of Rule (6.1.1)

(No.2) Player must link all strokes in series of Rule (6.1.1)

(No.3) Player must link all strokes in series of Rule (6.1.1)

(No.4) Player must link all strokes in series of Rule (6.1.1)

(No.5) Player must link all strokes in series of Rule (6.1.1)

(No.6) Player must link all strokes in series of Rule (6.1.1)

(d) 1st to 6th strokes can be played by creating himself or by passing from the rest players.

(e) If the chinlone shall be dropped to the ground or the chinlone shall be released to the other outer players, a player in the inner circle must try to continue the rest strokes until the completion of 6 legal strokes.

(f) After a player in the inner circle has linked with all legal strokes, other outer serial player will enter to inner circle and then continue to link with all strokes.

(g) Only when a linked player's playing foot touched to the ground, he will continue to link next serial stroke.

(h) After a linked player in a team have performed to link all legal strokes in series of above mentions, it is defined as one time of linking and the score shall be awarded "one point".

6.2.4 EVENT (4) - (SECONDARY LEVEL)
NON-REPETITION EVENT

(a) Each player must play with different strokes in series of Rule (6.1.2) and sequence of player's backnumber.

(b) Only a player among all players must be playing area to play his legal stroke for counting and the rest player will be the area of between both circles’ lines to support and assist to that player.

(c) Each player of a team must perform alternately in the area according to following sequence;

(No.1) player must use only
Jumping Cross Chay Phya Stroke (or)
Jumping Cross Instep Stroke.

(No.2) player must use only
Jumping Cross Chay Khwin Stroke (or)
Jumping Cross Inside Strike.

(No.3) player must use only
Jumping Cross Du Stroke (or)
Jumping Cross Knee Stroke.

(No.4) player must use only
Behind Pha Wa Stroke (or)
Behind Sole Stroke.

(No.5) player must use only
Behind Pha Nauk Stroke (or)
Behind Heel Stroke.

(No.6) player must use only
Behind Pha Myek Stroke (or)
Behind Outside Stroke.

(d) After each player in a team have performed with above mentions, it is defined as a round and the score shall be awarded "one point".
7. FORMAT OF PLAYING

7.1 EVENT (1) - (PRIMARY LEVEL) NON-REPETITION EVENT

Format of the playing for Event (1) is as follow;

(a) Each team will play two (2) sets of ten (10) minutes each with two (2) minutes rest at the end of 1st set and 2nd set.

(b) Prior to starting the game, referee calls the captain of each team to choose court and then players shall be allowed two (2) minutes warm-up with two (2) official chinlone ball at the same time.

(c) Every start of throwing chinlone all players must stand in the supporting area.

(d) The game shall begin with No. (1) player by tossing the chinlone ball to the No.(4) player. After receiving of No.(4), he or any player return back to No.(1) player who shall start to perform with Front Chay Phya Stroke (or) Instep Stroke.

(e) Only a player among all players must be playing area to play his legal stroke for counting and the rest player will be the area of between both circles' lines to support and assist to that player.

(f) During the play, other outer player's passing, supporting, receiving and saving chinlone ball except body, hand and head shall not be validated to count the score but not fault.

(g) If a player in the inner circle cannot take his legal stroke, he will try to success again not only by passing Chinlone from other outer player but also by performing himself.

(h) Only when a player in the inner circle has taken successfully, next serial player will enter to the inner circle and continue to play his legal stroke.

(i) If a player in the inner circle will repeat one stroke, which have been played by the rest players within one round circuit, he is neither fault nor score.

(j) In case of out of play all players must be in supporting area for restarting and only the offensive player will toss the chinlone ball to the opposite player across the scoring area on the diameter line, its receiving touch shall not be allowed as a legal stroke.

(k) Each player will try one round by one round as routine until the end of each set.
7.2 EVENT (2) - (PRIMARY LEVEL)  
THE SAME STROKE EVENT

Format of the playing for Event (2) is as follow;

(a) Each team will play two (2) sets of ten (10) minutes each with two (2) minutes rest at the end of 1st set and 2nd set.

(b) Prior to starting the game, referee calls the captain of each team to choose court and then players shall be allowed two (2) minutes warm-up with two (2) official chinlone ball at the same time.

(c) Every start of throwing chinlone all players must stand in the supporting area.

(d) The game shall begin with No. (1) player by tossing the chinlone ball to the No.(4) player. After receiving of No.(4), he or any player return back to No.(1) player who shall start to perform with Front Chay Phya Stroke (or) Instep Stroke.

(e) Only a player among all players must be playing area to play the same one of each legal stroke for counting and the rest player will be the area of between both circles’ lines to support and assist to that player.

(f) During the play, other outer player's passing, supporting, receiving and saving chinlone ball except body, hand and head shall not be validated to count the score but not fault.

(g) If a player in inner circle cannot take his respective stroke, he will try to success again not only by passing Chinlone from other player but also by performing himself.

(h) Only when a player in the inner circle has taken successfully, next serial player will enter to the inner circle and continue to play the same one legal stroke.

(i) In case of out of play all players must be in supporting area for restarting and only the offensive player will toss the chinlone ball to the opposite player across the scoring area on the diameter line, its receiving touch shall not be allowed as a legal stroke.

(j) Each player will try one round by one round as routine until the end of each set.
7.3 
**EVENT (3) - (PRIMARY LEVEL)**

**THE LINKING EVENT**

Format of the playing for Event (3) is as follow;

(a) Each team will play two (2) sets of ten (10) minutes each with two (2) minutes rest at the end of 1st set and 2nd set.

(b) Prior to starting the game, referee calls the captain of each team to choose court and then players shall be allowed two (2) minutes warm-up with two (2) official chinlone ball at the same time.

(c) Every start of throwing chinlone all players must stand in the supporting area.

(d) The game shall begin with No. (1) player by tossing the chinlone ball to the No.(4) player. After receiving of No.(4), he or any player return back to No.(1) player who shall start to link with all strokes.

(e) Only a player among all players must be playing area to link all legal strokes for counting and the rest player will be the area of between both circles’ lines to support and assist to that player.

(f) During the play, other outer player’s passing, supporting, receiving and saving chinlone ball except body, hand and head shall not be validated to count the score but not fault.

(g) If a player in inner circle can not link with all strokes, he will try to success again not only by passing chinlone from other player but also by performing himself.

(h) Only when a player has linked successfully, next serial players will enter to the inner circle and continue to link all legal strokes.

(i) In case of out of play all players must be in supporting area for restarting and only the offensive player will toss the chinlone ball to the opposite player across the scoring area on the diameter line, its receiving touch shall not be allowed as a legal stroke.

(h) Each player will try one round by one round as routine until the end of each set.
7.4 **EVENT (4) - (SECONDARY LEVEL) NON – REPETITION EVENT**

Formats of the playing for Event (4) are as follow;

(a) Each team will play two (2) sets of ten (10) minutes each with two (2) minutes rest at the end of 1st set and 2nd set.

(b) Prior to starting the game, referee calls the captain of each team to choose court and then players shall be allowed two (2) minutes warm-up with two (2) official chinlone ball at the same time.

(c) Every start of throwing chinlone all players must stand in the supporting area.

(d) The game shall begin with No. (1) player by tossing the chinlone ball to the No.(4) player. After receiving of No.(4), he or any player return back to No.(1) player who shall start to perform with Jumping Cross Chay Phya Storke or)Jumping Cross Instep Stroke.

(e) Only a player among all players must be playing area to play his legal stroke for counting and the rest player will be the area of between both circles’ lines to support and assist to that player.

(f) During the play, other outer player’s passing, supporting, receiving and saving chinlone ball except body, hand and head shall not be validated to count the score but not fault.

(g) If a player in inner circle can not take his respective stroke, he will try to success again not only by passing chinlone from other player but also by performing himself.

(h) Only when a player in the inner circle has taken successfully, next serial player will enter to the inner circle and continue to play his legal stroke.

(i) If a player in inner circle will repeat one stroke, which has been played by the rest players within one round circuit, he is neither fault nor score.

(j) In case of out of play all players must be in supporting area for restarting and only the offensive player will toss the chinlone ball to the opposite player across the scoring area on the diameter line, its receiving touch shall not be allowed as a legal stroke.

(k) Each players will try one round by one round as routine until the end of each set.
8. FAULTS

It would be a fault for all Events if any of the following situations occurs:

(1) Any player step on (or) outside the boundary of outer circle.

(2) The chinlone drops on the ground.

(3) The chinlone hits player's head and hand intentionally.

(4) At the start of the set, Player No.1 doesn’t toss the ball to the player No.4 across the diameter of the scoring area.

(5) During the game, when the ball is out of play, the player doesn’t toss the ball to the opposite player.

(6) Every start of throwing the chinlone, any player places on line (or) all players do not have in the inner circle.

(7) During the play, the chinlone shall be placed in dead position between any parts of the player’s body.

9. SUBSTITUTION

Substitutions for all Events are as follow;

(a) Only two substitutions made by team manager for a team are allowed before starting each set.

(b) In case of injury, substitution shall be made at once by team manager when the chinlone is out of play. As soon as substitution has been made, the team manager must follow-up to give substitution form to the referee.

(c) During the case of injury, the time is not allowed to stop by timekeeper. The game is continued according to time limit.

(d) If injured player can play again after treatment , he is allowed to substitute as a second time substitution at the end of the current set.

(e) The substitutive player must use the same vest or bib number as substituted.

(f) In case of substitution but not injury, team manager will give the substitution form to the referee before substitution.

(g) If a player is disqualified for any reason, another player may be substituted.
(h) After (2) times substitution have been made, the team having less than (6) players, should be judged losing the game.

10. SCORING

The scorings for all events are as follow-;

(a) The ranking of all teams shall be decided by the highest total scores of 2 sets of 10 minutes.

(b) If two or more teams have an equal number of total scores, the ranking of winner shall be decided by competition again for addition of 5 minutes each until the game is over.

(c) If the team has less than 6 players (or) do not play to complete with 3 sets, the team will be judged losing the game and the latest consolidated scores will not be considered the total score of the team.

(d) If the team should walk-over or fail to play or fail to report 15 minutes after schedule time, the team will be judged losing the game.

11. PENALTY

If any of the following situations occurs, offensive person will be given in penalty.

(a) If a player gives the chinlone to other with feet when the chinlone fall down on the ground, he will be given in warning immediately.

(b) Any player who intentionally touches the chinlone by hand or head, will be given in warming immediately.

(c) After the receiving with warming punishment if the same player who act the same manner second time, will be given a yellow card.

(d) Any player who is not satisfied with the official's decision, show dissent verbal action and bodily action, will be given a yellow card punishment immediately.

(e) The record of yellow card is concerned by current match.

(f) If any player who is commits by striking the chinlone to break-up, kicking the chinlone to away as a violent conduct and using abusive language, shall be given red card directly.

(g) If any player received two yellow card, he will be given red card.
(h) Player who is shown the red card, will be sent off from the court and disciplinary action will be taken against him. The player concerned will not be allowed to play in any event until sanction has been made by disciplinary committee.

(i) If any manager or coach commits provocative behaviour and ungentleman conduct, he will be also given red card by referee immediately. The person concerned will not be allowed to take part in any event until sanction has been made by disciplinary committee.

12. GENERAL

12.1 In case of unforeseen or accidental occurrence, the game shall be stopped by referee.

12.2 In cases of misconduct, offences and any matter that has been not revealed in the rule, the decision of official referee shall be final.
13. **ANNEX-A**  
**DUTIES AND RESPONSIBILITIES OF OFFICIALS**

All officiating referees must thoroughly know the rules and regulations of the chinlone games.

(a) **OFFICIAL REFEREE**

1. He is in overall charge of the tournament.

2. He must make to arrange daily other official duty roster.

3. He will make to give a briefing and to discuss with the other officials who have been officiated on previous day in every morning before competition.

4. If there are records of players’ penalties on previous days, he will notice to all referees for its.

5. He has the right to make final decision in case of unforeseen and any matter that shall not be included in the rules.

6. He also has the right to change a decision made by other official who consider it to be wrong.

7. He should make to check and to counter sign on the score sheet that should be given by referee.

(b) **REFEREE**

He is in charge of the match and will move freely surrounding the outside the supporting area and will perform duties as follow:

1. To announce score of a team based on times of round.

2. To call “Fault” during the play, the player who made for fault.

3. To signal for the warning, yellow card and red card immediately.

4. To keep the chinlone after each set.

5. To uphold and enforce the laws of the chinlone games.

6. To introduce the type of tournament, type of event, representing the countries and their player’s jersey number.

7. To ask for ready position of the Asst Referee, Score Referees, and players.

8. To signal for starting and ending of 3 set each.
9. To be given warning, yellow or red card for the offensive player and to record for its player's penalty.

10. To allow the substitution before the start of each set.

11. In case of unforeseen problem must be record the time for stop the playing.

12. To call "start" and "stop" when Score Referee blow whistle at the start and end of each set.

13. To announce the total scores of the team at the end of each set.

**(c) ASST REFEREE**

1. He shall call "fault" and point-out the player who step on (or) outside the boundary line of inner circle during the throwing chinlone and the boundary line of outer circle during the play.

2. To arrange the two minutes warm-up for both teams at the same time.

**(d) SCORE REFEREE**

1. To receive team score sheet from the official referee before the start of play.

2. He will hand over the completed team score sheet to official referee after the game.

3. He will record all the scores, which announced by the Referee and submit to the Referee after the end of 3 sets.

4. He shall start timing when referee signals to blow whistle at the start and end of each set.

**(g) JURIES**

1. Board of Jury shall be appointed by organizing committee.

2. Board of Jury shall compose of 5 members including one chairman and one secretary.

3. They must thoroughly know with the rules of chinlone games and are able to discharge their duties firmly without bias.
4. They shall consider all disputes or complaints that shall be requested by team manager.

5. The team who is not satisfied with the referee’s decision and is going to make an appeal should obey the referee during play. They may submit the appeal in written form to the board of jury within 30 minutes after the game. Any protest must be accompanies with the cash deposit of US $100.

6. The referee should also submit a report to the board.

This Chinlone Law of the Game have been amended and revised on 31 October 2014 at Naypyitaw, Myanmar during the 1st Asian Chinlone Federation by Asian Sepaktakraw Federation and Myanmar Chinlone Federation
# PLAYERS LINE UP FORM

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## TEAM:

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Remarks:

1. This form must be submitted to Official Referee not later than 45 mins before schedule time.
2. If the team should fail to report by 15 mins after schedule time, the team will consider as disqualified conceding a “walkover”.
3. Only player registered with the organising committee are allowed to participate in the event.
4. Non registered player are not allowed to participate in the event.

SIGNATURE OF OFFICIAL REFEREE
## REFEREE ROSTER

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### COURT A VS COURT B

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### COURT A

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**Signature of Official Referee**

**Signature of Technical Delegate**

25
| TEAM: |          |
|       |          |

### TEAM SCORE SHEET

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### SIGNATURE OF REFEREE

### SIGNATURE OF OFFICIAL REFEREE

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LAW OF THE GAMES - CHINLONE
## OFFICIAL RESULT (FINAL MATCH)

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### WINNING TEAM :

### RESULTS OF SET :

### RESULT OF TOTAL SCORES :

### DURATION OF MATCH :

### SIGNATURE OF REFEREE

### SIGNATURE OF OFFICIAL REFEREE
### OFFICIAL RESULT

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RESULT OF TOTAL SCORES :

DURATION OF MATCH :

REMARKS:

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| SIGNATURE OF OFFICIAL REFEREE |   |
## SUBSTITUTION FORM

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**TEAM:**

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**SIGNATURE OF REFEREE**

**SIGNATURE OF OFFICIAL REFEREE**