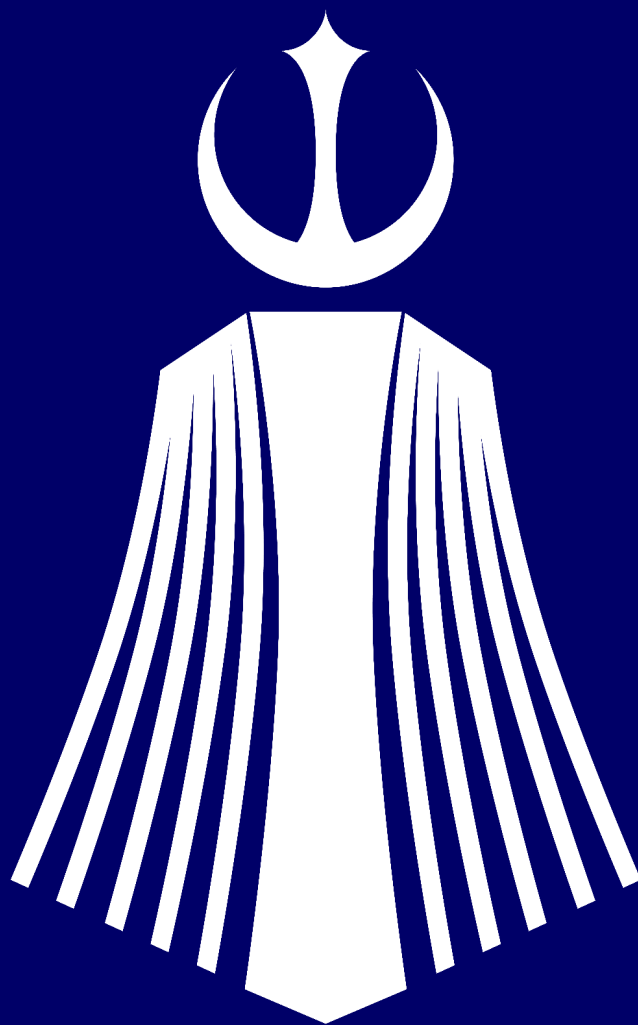




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GATKA CHAMPIONSHIP

OFFICIAL 2026 RULEBOOK

2026 Updates Highlighted

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GATKA CHAMPIONSHIP

TABLE OF CONTENTS

1. Tournament Format

1. Divisions
2. Qualifying Round
 - i. Group Stage
3. Championship Playoffs
4. Player & Official Orientation

2. Competition Preparation

1. Playing circle (Akhar)
2. Attire
3. Shastars (Weapons)

3. Officiating

1. Referees
2. Scorekeepers
3. Timekeeper
4. Overtime

4. Strikes (Vaars)

1. Legal Vaars and Points
2. Non-Permissible Vaars
 - i. Unawarded Vaars
 - ii. Illegal Vaars

5. Attack (Charayi)

1. Claiming Charayi and Charayi Length
 - i. Re-claiming a missed (khaali) charayi

1.1 Sanjhi Charayi

2. Responding after Charayi
 - i. Responding after a block
 - ii. Responding after a strike
 - iii. Responding after a khaali vaar/charayi
3. Qualifying Half-step (Adha-Pair) Movements
4. Assigned Charayi

6. Defense

1. Visible Defensive Effort
2. Reasonable Response Space

7. Fouls

1. Associated Consequences
2. Other fouls
3. Penalties

DAMDAMA

GATKA CHAMPIONSHIP

4. Automatic Disqualification & Serious Infractions
 - i. Spirit of Fair Play
 - ii. Match No-Show
 - iii. Safety Policies
5. Referee Discretion & Warnings
6. Player Time-Outs
7. Player Challenges & Referee Review
8. Player's Corner

DAMDAMA

GATKA CHAMPIONSHIP

SECTION 1 - TOURNAMENT FORMAT

The 2026 Damdama Gatka Championship will take place over two days, July 4th & 5th 2026, including a mandatory player orientation day on the evening of Friday, July 3rd. The tournament will include one day of qualifying round robin matches in a Group Stage on Saturday, July 4th, and one day of elimination round Championship playoffs on Sunday, July 5th.

1.1 DIVISIONS

There will be two competitive divisions for DGC26:

- Singhs Division
- Kaurs Division

Winners of each division will receive a cash prize and award package from Damdama Gatka Championship.

1.2 QUALIFYING ROUND

Each division will play through a Qualifying Round on Saturday, July 4th. In this round, each player is guaranteed at least two matches.

(i) GROUP STAGE

DGC26's Group Stage will be played in Groups of 3, with 2 players advancing from each Group toward the Championship Playoffs. Each player will play the other two players in their group once to determine a ranking in this format:

MATCH 1

FIGHTER A vs. FIGHTER B

MATCH 2

FIGHTER B vs. FIGHTER C

MATCH 3

FIGHTER A vs. FIGHTER C

If after these three matches, one fighter is 2-0, one is 1-1, and one is 0-2, the 0-2 fighter will be eliminated.

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If all three fighters are 1-1 after these matches, then the player with the highest point differential will claim the top spot in the group to enter the Championship Playoffs, while the other two fighters will have to play an elimination tiebreaker match, with the winner of the match advancing, and the loser being eliminated.

If the top two players have the same point differential, the tie will be broken based on who won their head-to-head match-up.

Because there are 45 Singhs competing in DGC26, the three top players based on point differential (tiebreaker 1: total gross score, tiebreaker 2: lower fouls, tiebreaker 3: lower penalties, tiebreaker 4: coin toss) who came in 3rd in their group will play an additional wild card round. The wild card round will be a full group stage played immediately back to back at the end of day 1, to claim the last two spots in the Round of 32.

1.3 CHAMPIONSHIP PLAYOFFS

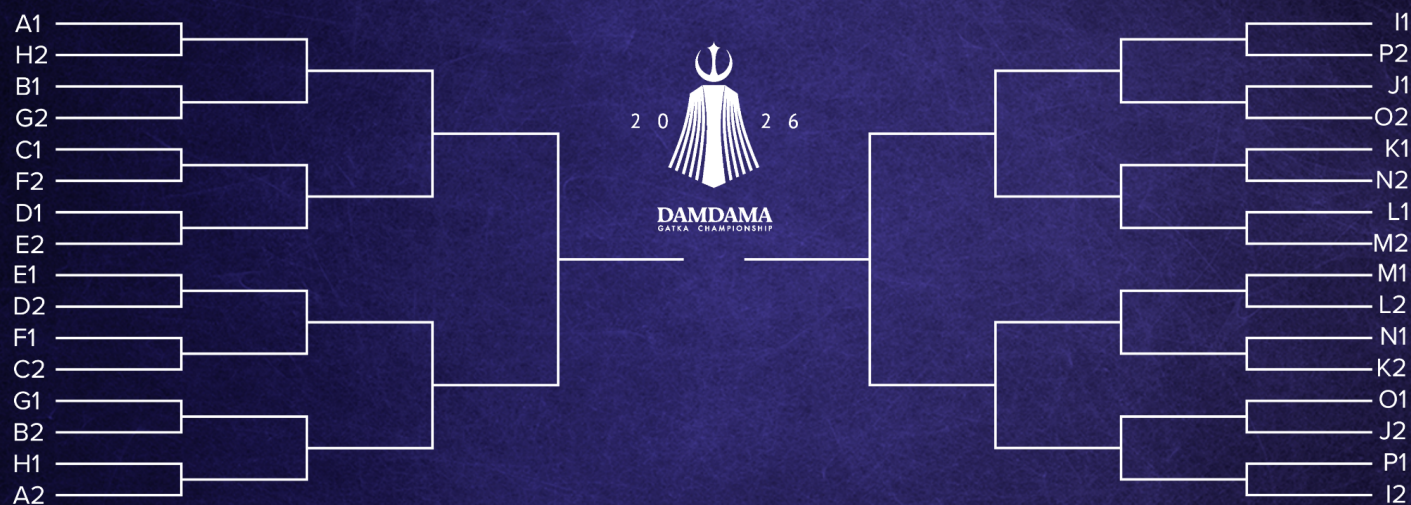
Players who advance from the Qualifying Rounds will compete in a **single-elimination playoff bracket** for the championship. The first round will be contested between all first-place seeds vs. all second-place seeds out of the groups.

If during the Qualifying Round or Championship Playoffs, a player is not present at the time of their match, they will be disqualified immediately.

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GATKA CHAMPIONSHIP

SINGHS PLAYOFF BRACKET



KAURS PLAYOFF BRACKET



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GATKA CHAMPIONSHIP

1.4 PLAYER & OFFICIAL ORIENTATION

On Friday, July 3rd, there will be a mandatory orientation for players and officials to update all competitors to give players, teachers, and officials the opportunity to gain clarity on any rules and for organizers to communicate any expectations to participants.

This will also include mock matches and technical rehearsal for everybody involved to ensure that the DGC broadcast production goes smoothly, and players get a chance to become familiar with the Player Support volunteers.

SECTION 2 - COMPETITION PREPARATION

2.1 PLAYING CIRCLE (AKHARA)

The Akhara in which players will compete will have a diameter of 28 feet. Players will only be called out of bounds if one foot fully clears and lands outside of the playing circle (ie, a referee can see “daylight” between the Akhara line and the player’s foot. An out of bounds call will result in the player being issued a foul.

The Akhara will have a marking as a designated Starting Line for each player, from where they will begin the match, and where they will be placed after a hold.

2.2 ATTIRE

Players must wear one solid colour, (preferably dark coloured), as the base of their attire. If this cannot be acquired, then light coloured clothing is also permissible. **Players must not wear white as the base of their attire.**

Khalsa Bana of a chola is preferred and encouraged for all competitors, whether Singh or Kaur. However traditional clothing such as a kurta pajama or a Punjabi suit/Salwar-Kameez are also acceptable. T-shirts, sweatpants, athletic wear, and western attire are not permitted. Hoodies, vests, etc. are permitted on top of traditional clothing or Khalsa Bana.

Kaurs division competitors may wear full-length athletic leggings underneath a chola, kameez, or Punjabi suit top.

Each player will be required to tie a kamarkassa and dastaar. Players are expected to bring their own dastaar, but can request assistance in having it tied from a DGC Official if they are unable to

DAMDAMA

GATKA CHAMPIONSHIP

do so. Players are free to tie their own kamarkassa of their choosing or comfort as long as it corresponds to the yellow or blue corner that they will be competing in. If a player does not bring their own blue and/or yellow kamarkassa, they can use one assigned by DGC. If desired, the assigned kamarkassa can be tied by a DGC Official. DGC Officials will ensure that the kamarkassa begins at the appropriate height. They may request that players re-tie their kamarkassa in front of them before entering the Akhara to ensure the height guidelines are being followed.

All players are required to tie a dastaar to compete in DGC26. Additional facemasks and helmets will not be permitted. **Light protective equipment such as goggles, gloves, elbow pads, knee pads are encouraged. Groin protection is especially encouraged for the Singhs Division.**

Appropriate footwear must be worn. This is limited to athletic shoes. A competitor must not wear sandals, flip-flops, casual, or dress shoes, as it is a safety hazard. In the event that a player is not wearing appropriate footwear at the time of the match beginning, they will be disqualified.

Playing barefoot in DGC26 will not be permitted.

2.3 WEAPONS (SHASTARS)

Players will compete with a 39" Gatka soti and 12" fari provided by Damdama Gatka Championship.

Sotis and Faris will have either a blue padding or yellow, and players will be assigned blue or yellow for scorekeeping purposes. There will be a selection of sotis, both blue and yellow, to choose from provided by the tournament based on the player's comfort, but they will all be built to the same specifications.

Players must use a soti according to their assigned colour.

SECTION 3 - OFFICIATING

3.1 REFEREES

A match will be officiated by **6-7** referees. 1 Head Referee, 4 Assistant Referees, and 1 Advisory Referee. The Head Referee will be responsible for calling all points and infractions which they observe, as well as using their discretion for when gameplay needs to be stopped for clarity and fair judgment.

DAMDAMA

GATKA CHAMPIONSHIP

The 4 Assistant Referees will primarily assist in monitoring points, out of bounds, and charhayi violations. They will also assist in enforcing all other rules and regulations.

Advisory referees observe the match from the outside with the intent of monitoring clean gameplay and ensuring that rules are being appropriately enforced. They are a second authoritative figure for the Head Referee to call on for support. While the Advisory Referee may occasionally comment on infractions and individual points, their primary purpose is to support the Head Referee to ensure clean gameplay.

While the Assistant Referees and Advisory Referees may offer their strongest opinions, the final call is always given to the Head Referee.

Any of the 6 referees may request a stoppage, but players should only respond to a hold called by the head referee, or the horn indicating the end of the match.

The 6 referees must unanimously agree in order to issue a misconduct disqualification.

In-Ring Referees will dress in a white chola, white dastaar, white kamarkassa, and DGC-issued official referee vest.

Advisory Referees will dress in a blue chola, blue dastaar, yellow kamarkassa, and DGC-issued official referee vest.

There may also be an Official Replay Referee supported by a review team to assist in video replay reviews.

3.2 SCOREKEEPERS

There will be 4 scorekeepers per match, 2 will be assigned for each player. One scorekeeper will exclusively watch the match and dictate a single player's points aloud to their partner scorekeeper, who will exclusively document the points on the digital scoring app. In DGC26, the digital live score **will be** the official score. Players should wait for the announcement of the winner to confirm the accuracy of the digital score at the end of the match following the Fatehnama.

3.3 TIMEKEEPER

There will be one official timekeeper per match who will start and stop the game clock according to the sound of the Referees' stoppages. The Timekeeper will also manage the *Assigned Charayi Marker*, if necessary (please see section 5.4 Assigned Charayi).

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GATKA CHAMPIONSHIP

3.4 OVERTIME

In the result of a tie, players will play Overtime periods of 30 seconds. The winner of an overtime period will be awarded the victory. Fouls carry over for both players into overtime with one additional foul allowed for any extra time, giving players 5 fouls total for them to foul out. If the score is tied after an overtime period, another overtime period will be played. This will continue for up to 4 total overtime periods. If there is still no winner, the winner will be decided by sudden death, the first to land a vaar without being struck back in the ensuing charayi. **If a player is penalized with a foul or penalty during sudden death, this will be considered an automatic loss, unless it is their very first foul of the match and occurs before any vaar is landed.**

Quarter-final, Semi-final, and Final matches will have a continuous overtime with no sudden death. As many 30 second periods as are necessary will continue to be played until a winner is determined.

SECTION 4 - STRIKES (VAARS)

4.1 LEGAL VAARS AND POINTS

A landed vaar will score 1, 2, or 3 points for the striking player. Points will only be awarded for clear and legal vaars.

Vaars landed below the waist (peti) are worth 1 point. The peti is counted at the start of the bottom of the assigned kamarkassa.

Vaars at or above the peti are worth 2 points. This includes strikes to the head.

Vaars landed on the back, only if the striking player's body is beyond a parallel position from the defending player's, are worth 3 points. If the defender shows the offensive player their back, that landed vaar will also be considered 3 points. Vaars that land on the back but are released by reaching around or above the player will only be worth 2 points, so long as they are not hit in an over-charayi. If a 3 point vaar is scored there will be an automatic stoppage called by the referees. There is no opportunity to respond for a player who has a 3 point strike landed upon them.

Backhand vaars (marora) and reverse forehand vaars (nakel) are only permitted so long as they land below the peti. A marora or nakel vaar which lands above the peti will not result in a point, and if it is deemed reckless or dangerous by the Referees, the striking player will be given a foul.

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GATKA CHAMPIONSHIP

If a marora or nakel vaar becomes a hool vaar while in motion, the attacking player will be given a foul.

Cheer (slice) vaars are permitted so long as they aren't deemed bharma or as long as they don't strike the groin area.

4.2 NON-PERMISSIBLE VAARS

Non-Permissible Vaars are divided into two categories, Unawarded Vaars, which carry no penalty or necessary game stoppage but will not be awarded points, and Illegal Vaars, which will not be awarded points and will be awarded fouls.

(i) UNAWARDED VAARS

Vaars which carry no penalty but are not awarded points:

- ❖ Vaars which first make significant contact with the opponent's soti or fari before striking the opponent, determined at the discretion of the Officials.
- ❖ Vaars in which the player uses the back-side of the soti to strike the opponent. Only the front $\frac{3}{4}$ of the soti may be used to strike the opponent,
- ❖ Marora or nakel vaars which land above the peti but are not deemed reckless or dangerous by the officials
- ❖ Incidental and simultaneous (sanjha) vaars which happen through no fault of any player
- ❖ Strikes which hit the face, neck, ear, or groin due the defensive player's movements or re-directions, not based upon the direction of the strike
- ❖ Vaars that are exchanged in rapid succession (sanva), according to the discretion of the Referee, especially after a landed strike.
- ❖ Vaars which are landed after "fishing/searching" or excessive pause.
- ❖ The first two vaars released after an incidental sanjhi charayi (see 5.1.1)

(ii) ILLEGAL VAARS

Vaars which will typically be awarded a foul:

- ★ Recklessly heavy strikes (bharma vaar) based upon referee discretion
- ★ Strikes targeted at the face, neck, ear, or groin
- ★ Stabbing (hool) vaars
- ★ Consecutive vaars without allowing the opponent space to respond or "double" vaars*

* Fakes and jukes (palta) with the soti are permitted so long as the attacking player's soti does not strike the defending player, or the defending player's soti or fari. If, during a palta, any action as described above occurs, any vaar released immediately after that (whether it lands or does not) will be deemed a double vaar.

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A palta which comes close to the opposing player without making contact will **not** be deemed a double vaar so long as the referee does not deem that the player had an intention to strike on the initial direction of the vaar.

A referee may give warnings or penalty for players doing excessive or unnatural paltey according to their discretion. A player should avoid doing more than two paltey per released vaar and play as clean of a game as possible.

A pause during a soti movement or charayi before attacking is permitted so long as it takes place very briefly in the natural rhythm of the attackers movement. This is judged according to referee discretion. Players may not pause during their charayi to “fish” or “search” for a vaar, but rather only may do so strategically to gain an opening by disrupting the defender’s rhythm. A pause which is too long will be considered a loss of charayi.

***To keep the match natural and free-flowing, there is significant emphasis on not standing in front of the other player and doing all of your paltey and then releasing a vaar. Excessive pause and fishing should be given serious attention by players competing in DGC. If players are repeatedly committing this infraction, they may be penalized by referees.**

5. ATTACK (CHARAYI)

Through a system of exchanging advances (charayi) game stoppages will be kept minimal. Just because a point is scored, this does not mean that gameplay will stop. Referees will award scored points while the gameplay continues. Gameplay will only be stopped if:

- ★ there is an infraction
- ★ A discrepancy amongst the referees
- ★ or at the discretion of the head referee if vaars, or strikes, can no longer be kept track of.

Players should, to the best of their abilities, try to maintain the same angle with the referee from which they began the match, to allow for a clear allowing of points. ie, if you began the match on the right side of the referee, try your best to play on that side of the referee. However, crossing the referee and free movement is permitted, but doing so may result in more stoppages in gameplay for the sake of the referee’s viewing angle to make the best call. Being conscientious of your positioning will allow for a more free flowing match.

Below is a description of how charayis are exchanged in this gameplay format.

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GATKA CHAMPIONSHIP

5.1 CLAIMING CHARAYI AND CHARAYI LENGTH

A charayi is claimed by the first player to initiate their approach within an approximately one step striking distance of their opponent. From this moment a player has a maximum of two seconds to release a vaar. During this charayi, the opposing player may not release a vaar of their own.

A charayi must be claimed with a visible intent to strike. Walking up or casual approaches without moving in a pentra will not be considered a claimed charayi. **A player may not claim charayi by advancing forward while showing a defense. This will be considered a forward defense.** A penalty can be issued for repeating these types of charayis, according to referee discretion.

A charayi which comes within approximately one soti-length of the opponent will be considered an over-charayi.

(i) RE-CLAIMING A MISSED (KHAALI) CHARAYI

If an attacking player exhausts their two second charayi before releasing a vaar, they must retreat (uttar), a half-step (adha-pair), in order to regain their charayi. They may not release a vaar from a standing position or while approaching if their two second charayi has been completely exhausted. Doing so will result in a foul.

5.1.1 SANJHI CHARAYI

In the case of an incidental sanjhi charayi, when both players begin their charayi after a hold simultaneously, the first two vaars released following the charayi will not be awarded. The next vaar will be awarded if there is a clear charayi legally claimed by one player.

If after two vaars are released, there is not a clear charayi taken by one fighter, then the referee will call a hold and reset the match.

If after a sanjhi charayi, there is a break in the exchange after the first vaar is thrown and according to referee discretion a clear new exchange is initiated, the next vaar may be awarded.

5.2 RESPONDING AFTER A CHARAYI

(i) RESPONDING AFTER A BLOCK

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If a vaar is successfully blocked, then the opponent who blocked the vaar may respond in any way they wish with no restrictions. The right to release a vaar from a stationary position is afforded strictly and exclusively to after a block.

(ii) RESPONDING AFTER A STRIKE

If an attacking player is successful in landing a vaar, the opposing player may return a vaar of their own, however they cannot release their vaar from the stationary position of where they were attacked. The opposing player must perform a movement of at least an adha pair. After at least an adha-pair movement, they are permitted to retaliate.

Players must show a true intention to defend in order to respond after being struck (See 6.1).

(iii) RESPONDING AFTER A KHAALI VAAR/CHARAYI

If a vaar is missed, or khaali, or a charayi is exhausted, the opponent must do a charayi in order to attack. In such case, they may not attack from a stationary or standing position. The right to release a vaar from a stationary position is afforded strictly and exclusively to after a block.

5.3 QUALIFYING HALF-STEP (ADHA PAIR) MOVEMENTS

The following movements meet the requirement of the adha-pair minimum movement:

- ❖ Jumping straight up into the air.
- ❖ Moving one foot into a new position while the other is stationary.
- ❖ Swapping the position of both feet in one motion.

An adha pair will only be considered if there is a visible change in body position. Simply picking up and putting down a foot will not be considered to qualify as a minimum movement. This will be assessed based on referee discretion.

An adha pair movement must be **completed** before a vaar can be launched in response. If the movement is not completed (ie, the foot has not been placed back on the ground), it will not be considered an appropriate charayi. For jumps straight into the air, the adha pair movement will be considered complete once the attacker has reached the peak of their jump. If a player jumps straight in the air as their responding charayi after being struck, it must be a true jump which requires effort and not a hop. This will be judged by referee discretion.

5.4 ASSIGNED CHARAYI

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In the most rare and necessary of circumstances, the referee may start giving assigned charayi to players after the stoppage. This will likely only happen in the case of two players who are immediately trying to claim charayi simultaneously when gameplay begins after a stoppage resulting in repeated sanjha vaars. In such an instance, the referee will first award a warning to each player that Assigned Charayi may come into effect. After this, if the players continue to aggressively claim charayi resulting in sanjha vaars, the referee may call upon the use of Assigned Charayi.

In this case there will be a Charayi Possession Arrow indicating which player has the right to claim the first charayi after a stoppage, and the players will be notified of the use of assigned charayi by the referee and informed which player has the charayi once gameplay commences again. Each time forward from there, the Charayi Possession Arrow will switch direction so the possession will swap between the two players after each stoppage.

The player who will have the first assigned charayi possession will be the player who did not claim the first charayi at the beginning of the match.

The referee may end the use of Assigned Charayi if gameplay has become clean, according to their discretion.

A NOTE ON CHARAYI RULES FOR PLAYERS:

These charayi rules may seem daunting at first. However, competitors who play with a clean, intuitive, and defensively-oriented strategy should find these rules to be a close fit to how they would play Gatka while practicing with peers or playing in an open Akhara.

6. DEFENSE

6.1 VISIBLE DEFENSIVE EFFORT

If a player claims a charayi and their opponent does not attempt a block before retaliating, they will be issued a foul, and if they had landed a vaar in the ensuing strike, those points will not be awarded. A block must be attempted before retaliating according to the discretion of the officials.

6.2 REASONABLE RESPONSE SPACE

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After striking on a charayi, a player must leave a reasonable distance for the opposing player to respond. Advancing your defense into your opponent, or falling into or planting yourself immediately in front of your opponent may result in a foul.

7. FOULS & PENALTIES

7.1 ASSOCIATED PENALTIES

Players will be allowed up to three fouls per regulation game. The first foul carries no consequence. The second and third foul each will result in the deduction of a point from the player's total at the end of the match. The fourth foul will result in a player disqualification.

If a match goes to overtime, players will be allowed an additional foul, meaning that in a match that goes beyond regulation time, players will be eliminated on the fifth foul. In this case, the fourth foul will also result in the deduction of one point from the total score.

7.2 OTHER FOULS

Several fouls and penalties have been detailed over the course of this rulebook. In addition to those, please see the details below for a full description of the different types of additional fouls.

A foul will be awarded if:

- ❖ A player leaves the Akhara during a stoppage
- ❖ A player slips, trips, or falls, without interference by the opponent, during the course of gameplay
- ❖ A player drops their fari or soti at any point during the match, or uses their fari and/or soti to stop themselves from falling.
- ❖ A player presents themselves in the Akhara at the time of their match with any kind of incorrect attire
- ❖ A player responds to a landed vaar without changing their position (kharre-pair vaar)
- ❖ A player strikes the opposing player during the opposing player's charayi
- ❖ A player does anything deemed outside the spirit of fair play for the combat sport of Gatka by the Officials (see below for more details)
- ❖ A player grabs, holds, or uses their own body to interfere with the other player's soti

7.3 PENALTIES

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Penalties are infractions by the players which carry a lesser consequence than a foul. A penalty simply subtracts two points from the player's total score.

A penalty will be awarded if:

- ❖ Any part of the player's attire at any point during the match falls without opponent interference such as:
 - Kammarkassa unties
 - Dastaar unravels
 - Any worn shastar falls out onto the ground
- ❖ Delay of game
- ❖ Most charayi violations including:
 - Over-charayi
 - Utrayi Violation
 - Hitting with the bottom 1/3 of the soti, which will be considered over-charayi
 - Forward defense
 - This includes taking charayi after a hold, but showing defense instead of an intent to strike.

7.4 AUTOMATIC DISQUALIFICATION & SERIOUS INFRACTIONS

(i) SPIRIT OF FAIR PLAY

Players behaving outside of the spirit of fair play will be issued a non-foul warning, and then a foul for each following occurrence at the discretion of the head referee. Examples of such behaviour may include but are not limited to:

- ★ Excessively complaining or contesting a referee decision
- ★ Repeatedly, or intentionally making a technical mistake after being warned by the referee
- ★ Inappropriate language or taunting
- ★ Skipping standard decorum for Gatka (ex. Not partaking in Fatehnama)
- ★ Intentionally or repeatedly disrespecting Khalsa Bana, Shastars, or Khalsa principles
- ★ Intentionally leaving the Akhara

An automatic disqualification will be issued to any player at any time for any egregious infraction, such as undermining the competitive integrity and seriousness of the match, so long as it is a unanimous decision by all 6 referees.

(ii) MATCH NO-SHOW

Players will be notified at least 3 matches before their next upcoming match. This is the time that a competitor has to prepare themselves, secure their attire, and present themselves before the

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GATKA CHAMPIONSHIP

appropriate DGC representative at the assigned location near the playing Akhara. If by the time a player's match is to begin they are not present, they will be immediately disqualified without question.

In the event that an emergency situation arises and that is what kept the player from participating, then if the player is able to compete they must report to the appropriate DGC organizers to state their case and seek to be reinstated into the tournament.

(iii) SAFETY POLICIES

Every player is beholden to the safety policies and procedures of Shaheed Baba Deep Singh Ji Gatka Akhara Sikh Society which are available on www.gatka.online and will be reviewed at the Player Orientation meeting. Players are expected to be familiar with these policies and procedures and abide by them.

7.5 REFEREE DISCRETION & WARNINGS

A distinct quality of DGC is the emphasis on natural, intuitive, and clean Gatka gameplay. To enforce this, the Referee team has the power to give warnings and fouls for behaviour they deem to be outside of the character of Gatka, even if it is not outlined in the above rules. This is to ensure that the players and audience both get an experience of Gatka which honours its roots and traditions, despite being held in a competitive format.

If the Referee determines that a mistake was not made with intention, and is not so clear that they feel the need to penalize the player with a foul **or penalty**, they may issue a warning to the player according to their discretion. However, if assistant referees disagree with the awarding of a warning to a player, they may contest and discuss with the head referee to upgrade any warning into a foul.

7.6 PLAYER TIME-OUTS

A player may take one time-out in a match to discuss with the referee. Any time-outs after that requested by the player will only be given according to referee discretion, with the additional consultation of the First Aid Attendant when necessary. Time-outs may be used to adjust attire, for medical reasons, or to discuss a **pattern of missed calls** or behaviour which the player wants to draw the referee's attention to. **A player may not take a time-out to talk about a single missed point call.**

If a player needs to tie their shoe, adjust their attire, get a drink of water with the permission of the attending First Aid volunteer, etc., they can do so during a hold in order to avoid being

DAMDAMA

GATKA CHAMPIONSHIP

penalized or compromising their own safety. However, if a referee deems that this is being done to avoid using a time-out so the player can rest, then the player will be given a Penalty. Each Penalty will result in the offending player being deducted two points from their total score.

A timeout is called for by disengaging from combat, coming out of pentra stance and tapping your soti on your fari atop your head.

7.7 PLAYER CHALLENGES & REFEREE REVIEW

All match outcomes will be considered final over the duration of the tournament. There will be no match reviews or challenges once a match has been completed.

Players will not be able to call for a replay until the Quarter-Final matches. All referee decisions will be considered final.

Beginning in the Quarter-Finals, players will be given one review per match. Players will be able to challenge any one call of their choice during the hold following the play when the call was made.

This can be for a called point, missed point, called infraction, or missed infraction. The Head Referee, relevant side Referees, Advisory Referee, and one Replay Official will review the official match footage on the spot to decide whether to uphold or overturn the call.

In the result of a successful challenge, if only points are overturned in the reviewed call, the rest of the play will stand as it occurred. If an infraction is overturned, then the play will be considered dead at the time of infraction. Everything that happened after the infraction will be called back and the time will be reset to the time of the infraction. If any other infraction or point was scored in the call under review, only the immediate interaction of the review can be considered. Beyond the immediate interaction of the vaar under review, no other call during the play will be considered for review.

An unsuccessful challenge from a player will result in an assigned charayi to the opposing player in the next play, after which play will continue on. This has no impact on the Assigned Charayi Marker.

Referees are limited to using their reviews beginning in the Round of 16. Referees are able to use up to one review per one minute of game time for a match, for a maximum of two reviews. A referee may not use more than one review per minute. Meaning, if the referee team does not take a review in the first minute of the match, they may not take two reviews in the last minute.

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GATKA CHAMPIONSHIP

Review will be done using only official DGC footage. Side angles recorded from the stands will not be permitted for review.

7.8 PLAYER'S CORNER

DGC26 will feature the first time where a player will be able to choose any one representative to support them in their corner outside of the Akhara beginning in the Quarter-Finals. This representative will have to stay confined within their designated area outside the Akhara.

Any Player's Corner Representative is allowed to coach their player verbally during a match, but must refrain from taunting/addressing the other player, or excessively yelling. They may coach using signals, verbally coach during gameplay, and converse with their player during hold times. The Player's Corner Representative may not interact with referees, spectators, or the opposing player during the match. The Player's Corner Representative can also assist Player and Ringside Support volunteers to keep their player hydrated, adjust attire, hold shastars during an adjustment, etc. during a player time-out. A Representative may not get on the stage except for in the case of a player time-out. A Player should **never** leave the Akhara to talk to their Representative during a match. Stepping out of the ring at any point during a match **will** result in a foul and may result in disqualification.

A player who is receiving coaching from anyone outside of their Representative may be penalized by the referee according to their discretion. Representatives who interact with spectators, referees, or opposing players may be penalized by the referee according to their discretion. If a Player's Corner Representative is not present at the start of the match, their player will not be able to have a Representative for the duration of that match.

The best way to succeed at DGC is to play with honesty, integrity and technique. With these qualities and disciplined training, the gameplay will be engaging, competitive, and enjoyable for all of those involved.