

WORLD NOMAD GAMES 2016

**COMPETITION RULES OF
CIRIT**



**WORLD NOMAD
GAMES**

Kyrgyz Republic

2016

*Cholpon -Ata city,
September 3 - 8, 2016*

Competition rules of cirit.

I. General regulations.

Cirit (javelin throwing on horseback) – a traditional Turkish equestrian sport. Two teams participate in this game and play in the open air. Turkish people play this exciting game from the ancient times. Initially, javelins were heavier and thicker, however, in order to reduce the risks of injury, players switched to lighter javelins. Teams are formulated of six, eight or twelve players. Each team has its own flag. Horses should not be under four.

Cirit – a game that arose with the aim to better throw on an enemy with a bayonet or javelin while riding a horse. The javelin was used as an educational tool to enhance a combat force, thus the soldiers improved their riding skills.

The aim of the game cirit is to score as many points throwing a wooden javelin with a blunt end to the opponents from another team.

II. Conditions for horse rentals.

If foreign teams, participating in cirit competitions will not be able to bring their horses for any reasons, they have to inform the State Agency for youth affairs, physical culture and sports under the Government of the Kyrgyz Republic until August 7, 2016. In this case, the team will be provided with host country's horses. The host country will take all necessary measures to select the appropriate horses for foreign teams.

Horse rentals carried out at the expense of host country.

III. Game rules.

The game cirit is held on a flat rectangular field that is marked by white lines with length of 120 meters and width of 40 meters. On the playing field should be well-treated drainage soil without stones and with soft sand or land covered with sand of 5-6 cm thick.

The length of javelin is 110. Each team consist of 7 horsemen and 2 substitutes. Players can be replaced at any time only at that case when referees are noticed. The player removed from the game can again participate in the game again.

The game is divided into two periods, each lasting for 40 minutes. The total duration of the game is 80 minutes. The break is 10 minutes. The time in the game that is spent to the break is added to the end of the period.

The maximum attack time is 35 seconds. The coach warns the rider at the 20th seconds of attack time. If the attacking player will not throw the javelin, he will get the penalty score and his team must do another attack. If the next player will not throw the javelin, he will get 2 penalty scores. The result of the game is determined by scores.

The penalty scores are deducted from the general results. The team that get the highest scores is the winner.

Rest area of teams – six-meter area in which the team standing in a row.

Restricted area: area with a depth of 5 meters, which is located between the rest zone and field for throwing javelins. There may be 2 horsemen of opposing teams. If in a restricted area more than 2 horsemen then 1 score will be removed from that team.

Field for javelin throwing – an area from the last line of the restricted area with depth of 7 meters up to the middle of the playing field. An athlete who starts an attack must due out to the field and throw his javelin. If an athlete will throw his javelin for the second time, he will get one point less.

Game results will be made on the basis of the number of points. Negative (penalty) points will be deducted from the positive points. The team with the most points will be the winner.

IV. Assessment of actions.

Javelin throwing is evaluated by judges as follows:

- hit the opponent from the center of the field – 4 points;
- hit the opponent in the rest zone of teams – 4 points;
- catch and pardon the opponent – 3 points;
- obstruction of the opponent – 3 points.

V. Uniform of players and horse equipment.

Uniform of players should consist of the following items:

- shirt with a high collar on buttons preferably made of silk;
- sleeveless vest with pockets;
- pants – narrow to the knee, on buttons, gradually expanding from knees up jodhpurs.
- boots – like jackboots, preferably boots for polo. Spurs without sharp and cutting edges may be attached.

Horse equipment should consist of the following items:

- helmet for the horse`s head, made of leather, fitting the horse`s head and facilitating the management;
- horsemen equipment – saddle, located on the back of the horse;
- bridle, joining to the helmet of the horse and ensuring rider`s control.



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