MODERN

PYTHIAN GAMES

UNIFYING NATIONS THROUGH ARTS, CULTURE AND TRADITIONAL GAMES

OFFICIAL RULEBOOK & COMPETITION CODE

3RD NATIONAL CULTURAL PYTHIAN GAMES 2027

Una, Himachal Pradesh | 7th – 10th January 2027



MEET HEMU!
Official Proposed Mascot

International Pythian Council / Delphic India Trust
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THE MODERN REVIVAL OF THE PYTHIAN GAMES

The Pythian Games have one of the oldest recorded traditions of organised cultural and competitive games and festivals in the world. Their historical roots are associated with Delphi, Greece, where festivals developed around music, poetry, artistic expression and physical and traditional competitions even before to 1500-2000 BC. From 582 BC, the Pythian Games became one of the major Panhellenic Games of the ancient Greek world, alongside the Olympic Games.

The Modern Pythian Games has brought these ancient cultural games into the modern era under the visionary guidance of Mr Bijender Goel, Founder, Modern Pythian Games. The revival of the Pythian Games in the modern era is therefore an important cultural initiative: an ancient cultural-games tradition being revived as a modern international platform for arts, culture and traditional games.

The UNESCO Convention for the Safeguarding of the Intangible Cultural Heritage, adopted in 2003, provides an international framework for protecting and promoting living cultural traditions passed from one generation to another. UNESCO recognises traditional games and plays as an important part of cultural heritage, helping preserve cultural knowledge, skills, values and community traditions. The Modern Pythian Games aligns with this vision by bringing arts, culture and traditional games into a modern global platform for participation and cultural exchange. The Modern Pythian Games provides a contemporary online and offline platform where traditional games can be documented, practised, presented, celebrated and transmitted to younger generations, together with music, dance, painting, poetry, storytelling and other forms of cultural expression.

The Modern Pythian Games responds to the gr12qwowing cost of hosting major international events such as the Olympics, which is making it increasingly difficult for many nations to host large-scale competitions. The Pythian model offers an affordable, inclusive and sustainable alternative, using existing stadiums, schools, colleges, cultural centres and community infrastructure, supported by digital participation. Its vision is to enable more nations and communities to host high-quality international cultural games without the need for very high investment, making global participation more accessible and equitable.

The Modern Pythian Games is more than a competition. It is a new global cultural movement bringing together arts, culture, creativity and traditional games**.** It has entered into partnerships and agreements with various national and international organisations for the expansion of this cultural movement and is also developing its own media network to provide wider exposure and opportunities to participants**.**

It gives everyone an opportunity to showcase their talent and cultural traditions on one common platform. It promotes overall human excellence through creativity, cultural knowledge, skills, physical ability, teamwork and participation.

PART I: GENERAL PROVISIONS & STATUTORY FRAMEWORK

The 3rd National Cultural Pythian Games 2027, to be held in Una, Himachal Pradesh, marks an important step in the continuing revival of the Pythian Games Movement. After the 1st International Pythian Games Festival 2023 in New Delhi, the 1st and 2nd National Cultural Pythian Games in Panchkula and Bengaluru, and participation in the 1st Youth Delphic Games for SCO Member Nations and the 6th World Nomad Games in Kyrgyzstan, the Movement is now moving towards a larger international platform.

The 3rd National Cultural Pythian Games 2027 is expected to bring together participants and cultural organisations from more than 35 countries, making it a major international celebration of Arts, Culture and Traditional Games. The Games aim to make cultural participation accessible to all and provide an opportunity for people of different countries, communities and generations to come together, participate, learn, compete and celebrate their cultural heritage.

With the support and co-hosting of the Government of Himachal Pradesh, Una is poised to emerge as a significant national and international centre for the promotion of Pahari culture through the Pythian Games. The 3rd National Cultural Pythian Games 2027 marks a significant step towards establishing a new international framework for cultural games.

This Rule Book lays down the official rules, regulations and statutes of the Games, founded on fairness, inclusion, participation, discipline, cultural respect and excellence**.**

General Competition Provisions

- **Online First-Round Submission – Artistic Categories:** All participants must **check the prescribed theme/topic of their category before recording and uploading their video**. The submitted performance must strictly follow the prescribed theme, format and time limit and shall be evaluated for selection to the next round. Non-compliant submissions may be rejected.
- **Online Trials and Competitions:** Where an Artistic Category is designated for online preliminary competition, participation in the online trial shall be mandatory. Only participants qualifying through the prescribed preliminary process shall be eligible for the subsequent stage or final competition, as applicable.
- **Final Registration – Martial Arts, Traditional Games & Co Cricket:** Participants in Martial Arts, Traditional Games and Co Cricket who have not been recommended, shortlisted or selected through the prescribed process shall complete their registration by **30 November 2026** to be considered for the final selection and participation in the National Competitions. No registration shall be accepted after the prescribed deadline unless specifically approved by the Organizing Committee.
- **Language of Competition:** The official languages of the competitions shall be **English and Hindi**. Competition instructions, official announcements, rules and communications may be issued in either or both languages. Participants may perform or present their entries in accordance with the language requirements prescribed for their respective category.
- **Rehearsal & Stage Familiarization:** Guaranteed rehearsal time and staging slots shall be provided (on demand) to every participant/contingent strictly as scheduled by the Venue Technical Director.
- **Order of Performances & Bouts:** The sequence of appearances, track heats, and bout pairings shall be established solely by drawing lots under Jury supervision. Once established, this order shall remain immutable until the conclusion of the event.
- **Performance from Memory:** In all music, singing, theatre, and recitation categories, works must be performed completely from memory without cheat-sheets, prompters, or lyric devices.
- **Public Conduct of Events:** All rounds, preliminaries, and finals shall be conducted in public venues with spectator access, subject to venue capacity, safety and administrative requirements.
- **Jury Prerogative:** The Jury Panel shall have the authority to listen to or observe a performance in whole or in part for the purpose of evaluation and scoring, without diminishing the contestant's entitlement to fair consideration.
- **Program Compliance:** Programs must strictly adhere to the prescribed time durations, era specifications, repertoire requirements and format rules. Participants, senders and coaches shall bear joint responsibility for ensuring compliance.
- **Non-Compliance Penalties:** Works or performances violating prescribed duration limits, repertoire guidelines or other competition requirements may be subject to score penalties, disqualification or non-admittance, as determined by the Jury or Organizing Committee.
- **Chronological Accuracy:** Period references (e.g., 19th century, ancient, traditional or folk traditions) shall denote the verified historical era in which the work, tradition or folkloric composition originated.
- **Administrative Authority:** The Pythian Games Organizing Committee reserves the right to amend logistical schedules, competition procedures and operational arrangements in accordance with directives of the International Board and the requirements of the event, provided that such amendments do not compromise the principles of fair competition.

Five Standardized Age Categories & Eligibility

Participants are strictly categorized into five official age divisions anchored to the January 2027 Games schedule:

Category	Age Bracket	Born On or After	Born On or Before
Sub-Junior	8 – 14 years	2 Jan 2013	1 Jan 2019
Junior	15 – Under 18 years	2 Jan 2009	1 Jan 2012
Youth	19 – Under 25 years	2 Jan 2002	1 Jan 2008
Seniors	26 – Under 40 years	2 Jan 1987	1 Jan 2001
Veterans	41 years and above	On or before 1 Jan 1986	Open

PART II: CULTURAL & ARTISTIC DISCIPLINES (EVENTS 1–14)

Event 1: Traditional Music (Instrumental Solo & Ensemble)

Categories: Sub-Junior, Junior, Youth, Seniors, Veterans. Solo or Ensembles (2–6 musicians).
Structure & Rules:
Round I: Any Composition on classical/traditional instrumental pieces (up to 6 min). Top 10 advance.
Round II: Any classical/traditional pieces not performed in Round I (up to 6 min).
Evaluation Criteria: Instrumental Technique & Tuning (30 pts) • Rhythmic Tala & Laya Precision (25 pts) • Raga/Folklore Authenticity (25 pts) • Artistry & Stage Decorum (20 pts).

Event 2: Traditional Singing (Solo and Group)

Categories: Sub-Junior, Junior, Youth, Seniors, Veterans. Solo and group performance (2-6 performers).
Structure & Rules:
Accompaniment: Max 2 live accompanists (Tanpura/Harmonium/Tabla etc.). NO backing vocal and instrumental tracks are allowed.
Round I: Any Classical, folk, traditional and devotional song (up to 6 min). Top 10 advance.
Round II: Any Classical, folk, traditional and devotional song not performed in round 1 (up to 6 min).

Submission: Typed lyrics with translation in English must be submitted for round 2 performances.
Evaluation Criteria: Authenticity of Raga/ regional traditions (30 pts) • Voice Range & Modulation (25 pts) • Bhava & Emotional Expression (25 pts) • Diction & Pronunciation (20 pts).

Event 3: Traditional Dance (Solo & Group)

Categories: Sub-Junior, Junior, Youth, Seniors, Veterans. Solo or Troupe (4–20 dancers).
Structure & Rules:
Round I: Standard classical, folk and tribal performance reflecting regional traditions (up to 10 min). Top 10 advance.
Round II: Thematic or story-based choreography depicting cultural and historical epics or folklore (up to 10 min).

Costume & Music: Authentic traditional attire mandatory.
Evaluation Criteria: Movement Technique and postures (30 pts) • Rhythmic & Footwork Precision (25 pts) • Expressiveness & narration (25 pts) • Costuming and aesthetic Authenticity (20 pts).

Event 4: Poetry (Online & Offline Recitation / Composition)

Categories: Sub-Junior, Junior, Youth, Seniors, Veterans. Dual mode.
Structure & Rules:
Track A (Original Composition): Unpublished poem on Pythian Harmony / Cultural Roots (24–60 lines). Recitation: 3–5 min.
Track B (Classical Recitation): Recitation from memory of recognized national classical poetry (up to 4 min).
Evaluation Criteria: Poetic Structure & Meter (30 pts) • Vocal Articulation & Cadence (30 pts) • Emotional Delivery (25 pts) • Poise & Stage Presence (15 pts).

Event 5: Painting (Online & Offline Live Studio Challenge)

Categories: Sub-Junior, Junior, Youth, Senior, Veterans.

Structure & Rules:
Stage I (Pre-submitted): “My Imagination” – Drawing, “Nature Has a Voice” – Landscape, “Who I Am” – Self-Portrait, “Objects with a Story” – Still Life, and “A Painting That Speaks” – Message-Based Painting, as prescribed for each age category. Artwork size: 30 × 40 cm to 40 × 60 cm.

Stage II (Live On-Site): Creation of an original artwork based on the prescribed category theme. Medium and artwork size shall be as specified for each age group. Execution time: 2–5 hours, including the allotted break. No additional time will be granted.

Age-wise Themes & Specifications:

- Sub-Junior (8–12): My Imagination – Sketch & Wax, 30 × 40 cm, 2 hours.
- Junior (13–17): Nature Has a Voice – Water Colour, 40 × 50 cm, 3 hours.
- Youth (18–25): Who I Am – Pencil & Charcoal, 40 × 60 cm, 4 hours.

- Senior (26–40): Objects with a Story – Coloured Pencil, 40 × 60 cm, 4 hours.
- Veterans (41+): A Painting That Speaks – Mixed Media, 60 × 90 cm Canvas, 5 hours.

Evaluation Criteria: Originality & Concept (30 pts) • Technique & Media Handling (25 pts) • Composition & Colour Balance (25 pts) • Thematic Harmony (20 pts).

Materials: All participants must bring their own art materials, tools and equipment. No art materials or equipment will be provided by the Organising Committee.

Event 6: Photography (Online & Offline Heritage Challenge)

Categories: Junior, Youth, Seniors, Veterans.
Structure & Rules:
Offline: 24-hour photo capture challenge in Una/Kangra landscape on 'Living Heritage'. Contestants submit RAW + JPEG files of up to 3 frames. Minor color grading only.
Online: Photo essay series of 3–5 images with EXIF data and rationale.
Evaluation Criteria: Storytelling & Impact (30 pts) • Lighting & Exposure (30 pts) • Framing & Composition (25 pts) • Technical Integrity (15 pts).

Event 7: Essay Writing (Online & Offline Discourse)

Categories: Sub-Junior (500–750 words), Junior (1,000–1,200 words), Youth (1,500–2,000 words), Senior/Veteran (2,000–2,500 words).
Structure & Rules:
Offline: Written in proctored hall on topics announced on the day (2.5 hours). Languages: English, Hindi, Sanskrit.
Online: Anti-plagiarism proctored portal submission with AI verification.
Evaluation Criteria: Critical Analysis & Depth (35 pts) • Logical Coherence (25 pts) • Grammar & Linguistic Richness (25 pts) • Originality (15 pts).

Event 8: Nukkad Natak (Street Theatre)

Categories: Open Category (Mixed youth & senior, 8–20 actors).
Structure & Rules:
360-degree open-air ground arena (8m diameter). strictly acoustic instruments only (Dholak, Daflis, Harmonium). No mics or stage lights. Time limit: 15 minutes strict (penalty for overtime). Themes: National unity, social reform, environment.
Evaluation Criteria: Message Clarity & Social Impact (30 pts) • Voice Projection & Diction (25 pts) • Ensemble Coordination (25 pts) • Spatial Dynamics & Percussion (20 pts).

Event 9: DJ & Pop Music (Electronic Mixing)

Categories: Youth, Seniors & Individual.
Structure & Rules:
20-minute continuous live performance on standard club setup (3 CDJs, mixer, monitors). Must blend Indian traditional/folk elements with electronic rhythms. No pre-recorded mixes.
Evaluation Criteria: Beat-matching & Phrase Transitions (30 pts) • Effects, Loops & EQ Manipulation (25 pts) • Set Programming & Energy (25 pts) • Ethnic-Modern Fusion Quality (20 pts).

Event 10: Rangoli Making (Traditional Floor Art)

Categories: Sub-Junior, Junior, Youth, Seniors, Veterans. Individual or Pairs.
Structure & Rules:
Space: 4ft x 4ft marked square. Duration: 2.5 hours. Strictly natural dry colors, flower petals, grains, spices. No stencils or chemical paints allowed.
Evaluation Criteria: Symmetry & Line Precision (30 pts) • Color Blending (25 pts) • Traditional Authenticity (25 pts) • Neatness (20 pts).

Event 11: Mehndi (Henna) Designs

Categories: Sub-Junior, Junior, Youth, Seniors, Veterans. Individual artist working on live model.
Structure & Rules:
Scope: Both hands up to mid-forearm (front and back). Duration: 2 hours. Pure natural henna only; chemical black henna prohibited.

Evaluation Criteria: Fine Line Sharpness & Intricacy (35 pts) • Compositional Flow (25 pts) • Symmetry & Balance (20 pts) • Originality (20 pts).

Event 12: Culinary Art (Cooking Without Fire)

Categories: Sub-Junior, Junior, Youth, Seniors, Veterans. Individual or Duo.
Structure & Rules:
Duration: 90 minutes. Strictly zero heat/fire/microwaves. Menu: 1 beverage + 1 savory dish/salad + 1 dessert focusing on millets and nutritious ingredients.
Evaluation Criteria: Taste & Flavor Balance (35 pts) • Plating & Presentation (25 pts) • Nutritional Ingenuity (20 pts) • Kitchen Hygiene (20 pts).

Event 13: Traditional Dress Contest

Categories: Sub-Junior, Junior, Youth, Seniors, Veterans. Individual on runway.
Structure & Rules:
Round 1: Ethnic runway walk demonstrating authentic indigenous costume and ornaments (60 sec).
Round 2: Oral viva presenting cultural background, weave history, and tribal significance (90 sec).
Evaluation Criteria: Costume Authenticity & Weave (35 pts) • Stage Carriage & Poise (25 pts) • Cultural Knowledge & Viva (25 pts) • Accessories (15 pts).

Event 14: Art & Crafts (Heritage Handicrafts)

Categories: Sub-Junior, Junior, Youth, Seniors, Veterans. Individual craftsman.
Structure & Rules:
Part A: Exhibition of 5–10 masterworks with bilingual identification labels.
Part B: 4-hour live craft demonstration (wood, terracotta, metal, weaving, embroidery, stone).
Evaluation Criteria: Preservation of Technique (35 pts) • Execution Skill (30 pts) • Aesthetic Mastery (20 pts) • Display Quality (15 pts).









PART III: TRADITIONAL GAMES & INDIGENOUS SPORTS (EVENTS 15–29)

Event 15: Pittu (Seven Stones)

Categories: Sub-Junior, Junior, Youth, Seniors. Squad of 8 (6 active + 2 reserves).
Technical Rules: Court: 20m x 10m. Match: Two 10-minute innings. Striker knocks down 7 discs with soft ball; team attempts to rebuild stack while defenders attempt to tag strikers out below waist. Rebuilt stack scores 10 pts. Head strikes prohibited.

Event 16: Ludo (Traditional Board Strategy)

Categories: Sub-Junior, Junior, Youth, Seniors, Veterans. Individual single knockout.
Technical Rules: Pythian certified wooden board. 40-minute match clock. 3 consecutive sixes forfeit turn. Safe squares active. Unfinished games decided by finished tokens and forward positions.

Event 17: Darts (501 Flying Start)

Categories: Junior, Youth, Seniors, Veterans. Men & Women divisions.
Technical Rules: WDF standard sisal bristle board. Distance 7ft 9.25in, bullseye height 5ft 8in. 501 flying start, double finish. Best of 5 legs (prelims), best of 7 legs (finals).

Event 18: Musical Chairs (Traditional Agility)

Categories: Sub-Junior, Junior, Youth, Seniors, Veterans. Heats of 20.
Technical Rules: N-1 chairs placed back-to-back. Participants dance around ring without touching chairs. Music stops randomly between 15–45 seconds. Contact fouls or shoving result in disqualification.

Event 19: Roller Skating (Inline & Quad)

Categories: Sub-Junior, Junior, Youth, Seniors.
Technical Rules: Races: 300m Time Trial, 500m Rink Race, 1000m Track, Cone Slalom. Full safety gear (helmet, knee, elbow, wrist guards) mandatory. Transponder timing.

Event 20: Arm Wrestling (Right & Left Arm)

Categories: Youth, Seniors, Veterans. Weight classes (-65, -75, -85, +85kg Men; -55, -65, +65kg Women).
Technical Rules: WAF table rules. Non-pulling hand on peg. Referees' grip if not settled in 30 sec. 2 fouls (elbow lift, deliberate slip) equal loss. Straps used upon slip.

Event 21: Jump Rope (Speed & Freestyle)

Categories: Sub-Junior, Junior, Youth, Seniors, Veterans.
Technical Rules: Event 1: 30-sec speed sprint (right foot count). Event 2: 60-sec double-unders. Event 3: 75-sec freestyle routine set to music judged on difficulty and form.

Event 22: Tug of War (National Weight Pull)

Categories: Junior (560kg), Youth (640kg), Senior (680kg), Mixed (600kg). 8 pullers.
Technical Rules: Flat grass surface. 33.5m manila rope. Best 2 of 3 pulls. Center tape pulled across 4m marker wins. Sitting or locking rope results in disqualification.

Event 23: Mallakhamba (Pole & Rope)

Categories: Sub-Junior, Junior, Youth, Seniors. Men: Pole Mallakhamb; Women: Rope Mallakhamb.
Technical Rules: Teak/Sheesham pole (2.6m high) or 18mm jute rope. 90-second routine judged on Mounts, Acrobatics, Balances (min 3 sec hold), and Dismounts out of 10 points.

Event 24: Sambo Wrestling (FIAS Sport Standard)

Categories: Youth (19–25) and Seniors (26–40). Standard weight brackets.
Technical Rules: 4-minute bout on mat. Clean throw (opponent on back, attacker standing) gives total victory. Points for throws and submissions (armbars/leglocks). Chokes prohibited.

Event 25: Gitte (Five Stones Dexterity)

Categories: Sub-Junior, Junior, Youth, Seniors, Veterans. Individual.
Technical Rules: 5 smooth stone pieces. Progressive stages: Ek-Gitte, Do-Gitte, Tin-Gitte, Char-Gitte, Khidki, Clapping catch. Judged on speed and zero drops.

Event 26: Kabbadi (Under 20 Championship & Open)

Categories: Dedicated Under 20 Category (Boys <70kg, Girls <65kg) & Open Division.
Technical Rules: AKFI/Pro Kabaddi standards. 13m x 10m mat. 7 active players, 5 substitutes. Two 20-min halves. 30-sec raid clock, bonus line, super tackles active.

Event 27: Yoga Sports (Asana & Flow)

Categories: Sub-Junior, Junior, Youth, Seniors, Veterans. Male & Female sections.
Technical Rules: Part 1: 4 compulsory asanas held 15 sec each (Paschimottanasana, Chakrasana, Sarvangasana, Dhanurasana). Part 2: 3 advanced elective poses. Scored out of 100 on alignment and stillness.

Event 28: Kho Kho (Traditional Chasing Game)

Categories: Sub-Junior, Junior, Youth, Seniors. Squad of 15 (9 playing).
Technical Rules: KKFI rules. 27m x 16m pitch. Match: 2 innings of two 9-minute turns. Audible 'KHO' tap, strict lane direction, boundary tap-outs enforced.

Event 29: Chess (Rapid 15+10)

Categories: Sub-Junior, Junior, Youth, Seniors, Veterans. Open & Girls.
Technical Rules: 7-Round Swiss System governed by FIDE laws. Rapid time control: 15 min + 10 sec increment from move 1. Touch-move rule strictly observed.







PART IV: TRADITIONAL ATHLETICS (EVENTS 30–35)

Track competitions are conducted on a 400m 8-lane grass/cinder track in Una. Zero false start policy strictly enforced.

Event 30: Frog Race (Plyometric Sprint)

Distances: 100m, 200m, 400m | Categories: Sub-Junior, Junior, Youth, Seniors
Regulations: Continuous deep squat posture (knees flexed, hands touching turf between feet at takeoff/landing). Standing up or taking strides yields disqualification.

Event 31: Sack Race (Burlap Sprint)

Distances: 100m, 200m, 400m | Categories: Sub-Junior, Junior, Youth, Seniors, Veterans
Regulations: Standard 45x25 inch burlap sack. Both feet must remain inside corners; sack held above waist. Runners may get up in their lane after a fall.

Event 32: One-Leg Race (Langdi Hop)

Distances: 100m, 200m, 400m | Categories: Sub-Junior, Junior, Youth, Seniors
Regulations: Continuous single-leg hopping. The non-supporting leg must stay bent and off the turf. Switching legs or touching the ground with the second foot is an immediate foul.

Event 33: Barefoot Race (Ancient Stadion)

Distances: 100m, 200m, 400m | Categories: Sub-Junior, Junior, Youth, Seniors, Veterans
Regulations: Runners race completely barefoot without socks or sole taping. Recreates the classical Pythian stadion format. Starting blocks permitted.

Event 34: Cycle Race (1,000m Sprint & Mass)

Distances: 1,000 meters | Categories: Junior, Youth, Seniors, Veterans
Regulations: Roadster Division (Standard single-speed 28-inch wheel cycle) and Sport Road Cycle Division. Protective cycling helmets mandatory. Electronic timing.

Event 35: Pythian Marathon (11 km Road Race)

Distances: 11.0 kilometers | Categories: Youth, Seniors, Veterans
Regulations: Scenic asphalt road circuit in Una. RFID chip timing. Hydration stations every 2.5 km. 90-minute cut-off time. Medical support trail.





PART V: MARTIAL ARTS DISCIPLINES (EVENTS 36–40)

Event 36: Gatka (Traditional Sikh Martial Art)

Categories: Sub-Junior, Junior, Youth, Seniors
Regulations: Individual Soti and Fari-Soti sparring. 3.5ft wooden soti and padded fari shield. Full head cage and chest vest compulsory. 3 rounds of 2 minutes. Clean pantra-based touches score.

Event 37: Karate (Kata & Kumite)

Categories: Sub-Junior, Junior, Youth, Seniors, Veterans
Regulations: WKF rules. Kata judged on precision, stances, and kime. Kumite matches 2 to 3 minutes. Ippon (3 pts), Waza-ari (2 pts), Yuko (1 pt). WKF approved protective guards.

Event 38: Taekwondo (Kyorugi & Poomsae)

Categories: Sub-Junior, Junior, Youth, Seniors
Regulations: World Taekwondo standard. Poomsae scored on accuracy/presentation. Kyorugi with electronic chest protectors and helmets. Best of 3 rounds of 2 minutes each.

Event 39: Silambam (Bamboo Staff)

Categories: Junior, Youth, Seniors
Regulations: Natural bamboo staff matched to athlete's height. 8m circular ring. 2 rounds of 2 minutes. Scoring for clean strikes to designated target areas using chuvadugal footwork. Grill helmets mandatory.

Event 40: Kalaripayattu (Ancient Martial Heritage)

Categories: Junior, Youth, Seniors
Regulations: Meithari (body sequences), Kolthari (short/long sticks), and controlled Ankathari (sword/shield). Gurukkal jury scores on Vadivu postures, agility, and defensive accuracy.





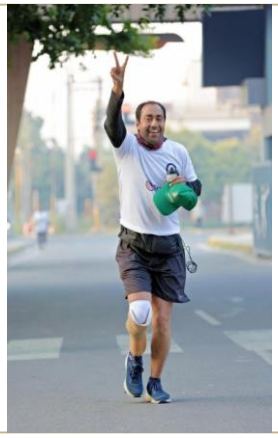




PART VI: FLAGSHIP DISCIPLINE: PYTHIAN CO-CRICKET

Pythian Mix Co-Cricket is an inclusive mixed-gender cricket format of the Pythian Games, promoting equality, teamwork, mutual respect and promoting participation of female players.

- **Squad & Playing Team:** 9 players + 3 substitutes; minimum 3 females in the squad. At least 2 female players must always remain on the field.
- **Match Format:** 20 overs per side, with **5 balls per over (100 balls)**. Maximum match duration: 3 hours; 10-minute innings break.
- **Batting:** Minimum 3 female players must bat among the first 7 positions.
- **Bowling Parity:** Minimum 2 overs must be bowled by female players. Maximum 5 overs per bowler.
- **Female Player Safety:** Only spin bowling permitted to female batters. No bouncers or intimidating bowling. Close-in fielders must remain at least 5 metres away.
- **Powerplay:** First 3 overs; maximum 3 fielders outside the circle.
- **Pitch & Boundary:** 20-yard pitch; 40–50 metre boundary; safe and obstruction-free outfield.
- **Ball:** Soft synthetic/poly-coated leather ball, 135–145 grams, 22.4–22.9 cm circumference.
- **Special Rules:** Free Hit after every No Ball. Tie decided by a Super Over.
- **Code of Conduct:** No sledging, abuse, intimidation or discriminatory behaviour; fair play and mutual respect are mandatory.







PART VII: OPERATIONS, ACCREDITATION & AWARDS

Registration & Verification

Entries must be submitted at https://register.pythiangames.org. Physical verification of original birth certificates and Aadhaar cards conducted on January 6, 2027, in Una. Accreditation cards must be always displayed.

Jury System & Adjudication

Odd-numbered panels (3 or 5 judges). Scoring uses the Pythian Median System (discard highest and lowest scores, average the remainder). Inquiries/protests must be submitted within 30 minutes with an official fee of INR 3,000.

Awards & Medals Hierarchy

Gold, Silver, and Bronze Medallions awarded to 1st, 2nd, and 3rd place winners along with Pythian Laurels. Pythian Laureate Diplomas awarded to 4th through 6th place finishers. Participation certificates for all verified competitors.

Daily Master Schedule (6–10 January 2027)

Note: This is a proposed program for planning purposes only and is subject to change based on final entries, venue availability, technical requirements and decisions of the Organizing Committee.

Date	Key Programme / Highlights
6 Jan 2027	Registration, Accreditation, Check-in, Verification & Venue Familiarization
7 Jan 2027	Accreditation till 12 Noon • Briefing • **4 PM Opening Ceremony** • Cultural Show
8 Jan 2027	Competitions Day 1 • Arts • Traditional Games • Athletics • Martial Arts • **5 PM Medal Ceremony**
9 Jan 2027	Competitions Day 2 • Preliminary Rounds & Finals • Co-Cricket • Arts Finals • **5 PM Medal Ceremony**
10 Jan 2027	Finals • Co-Cricket Final • Cultural Finals • **4 PM Closing Ceremony & Final Medal/Trophy Presentation**

VENUES

Indira Gandhi Outdoor Stadium • Outdoor Games, Athletics & Co-Cricket
Indira Gandhi Indoor Stadium • Indoor Games & Martial Arts
Lata Mangeshkar Hall • Arts & Cultural Competitions
Govind Sagar Lake: Aqua Sports