

GADA YUDH (MACE COMBAT)

(Offline & Online Format)

1. Vision of the modern pythian games

The Modern Pythian Games are a global celebration of traditional arts, culture, and indigenous sports that aim to revive ancient forms in a modern competitive format. Gada Yudh represents not just a sport but a symbol of strength, honour, and discipline. The inclusion of both general and disabled participants underlines our commitment to inclusivity, equity, and empowerment through cultural sports.

2. International names for gada yudh

Gada Yudh is known by various names across different countries:

- India: Gada Yudh or Gada Kushti (मुलायम गदा युद्ध)
- Russia: Булавочный бой (Bulavochniy Boy)
- Mongolia: Бух балуур (Bukh Baluur - mace wrestling)
- Iran: Goshte-Gada
- Central Asia: Asa Kurasi (Stick-Mace Fight)
- Turkey: Topuz Dövüşü
- Africa (some regions): War Stick Combat
- Western adaptation (Martial sports groups): Mace Duel or Hammer Fight

3. Game description

Gada Yudh is a traditional martial art sport involving two individuals using cushioned maces (gada) in a safe, regulated combat match. The objective is to gain points by striking the opponent within designated target zones while maintaining balance, stance, and control. The match emphasizes strength, timing, reflexes, and traditional martial discipline.

4. Two formats: online and offline

offline Format: (Physical Combat Match)

- Participants fight in person in a circular arena or mat.
- Each fighter is equipped with a soft, cushioned gada (mace).
- Referees and judges are physically present.
- Match consists of 2 rounds of 2 minutes each with a 1-minute break.
- Safety gear is mandatory.

Online Format: (Shadow Combat Performance)

- Solo performance via live video.
- Participants perform a pre-designed Gada Yudh kata (form) or shadow fight with movement, aggression, footwork, defense, and attack techniques.
- Judged based on energy, form, accuracy, balance, rhythm, and expression.
- Live session via video call or pre-approved video submission within 2 minutes.

5. Participation Categories:

1. General Participants

- Male and Female divisions.
- Age Categories:
 - Juniors (10–17)
 - Youth (18–25)
 - Adults (26–45)
 - Masters (46+)

2. Disabled Participants

- Para combat participants divided based on mobility (standing/kneeling/wheelchair categories).
- Adapted rules and movements in both online and offline formats.
- Judged with equal opportunity on modified scoring systems.

6. Eligibility

- Open to all genders, nationalities, and levels of ability.
- No prior martial arts experience required for beginners category.
- Must be medically fit (certificate required).
- Para category participants must submit disability certificate or ID.
- Minimum age: 10 years.

7. Registration process

- Visit official Modern Pythian Games registration portal.
- Select category: General or Para; Online or Offline.
- Upload ID proof, age proof, and medical certificate.
- Upload performance video (for online) or book offline venue slot.
- Pay registration fee (if applicable).
- Receive digital confirmation and participation ID.

8. Dress Code

- Traditional attire or sports gear allowed (as per national cultural norms).
- Barefoot or soft martial arts shoes only.
- Mandatory gear for offline: padded helmet, chest guard, wrist and shin protection.
- Gada provided by organizers or approved standard.

9. How gada yudh is played

Offline:

- Two competitors enter a ring of 6–8 meters diameter.
- Begin with salutation.
- Fight under supervision of central referee.
- Valid strikes: shoulders, thighs, chest (not head, spine, or groin).
- Points given for clean strikes, balance, defense.
- Foul: pushing, hitting with extreme force, unsportsmanlike behavior.

Online:

- Participant performs a solo Gada Yudh routine.
- Use of traditional/cushioned gada only.
- Should demonstrate strength, control, and traditional movement (minimum 1 min, maximum 2 min).
- Video must be unedited, clear, full-body visible, and performed in safe space.

10. Jury Panel

- Number: 3 to 5 jury members per event
- Qualification:
 - Certified martial arts coach or judge
 - National/International traditional sport representative
 - At least 3 years experience in traditional combat sports
 - For Para events, at least one jury trained in inclusive sports
- Jury decisions are final and must be unbiased.

11. Scoring Criteria

Offline Format:

- Valid Strike – 1 point
- Balanced footwork – 1 point
- Dodge/Deflection – 1 point
- Knockdown (without foul) – 3 points
- Fouls – Minus 1 point
- 3 fouls = disqualification

Online Format:

- Power & Control – 10 points
- Accuracy of strikes – 10 points
- Form/Kata structure – 10 points
- Traditional essence – 10 points
- Discipline and expression – 10 points
- Maximum score – 50 points

12. Winning Criteria

- Highest score wins.
- In case of a tie, a 1-minute tiebreaker round (offline) or re-evaluation (online) will be held.
- Top 3 scorers awarded:
 - Gold Medal
 - Silver Medal
 - Bronze Medal
- All participants receive digital certificates.

13. Other Rules & Regulations

- No abusive behavior or gestures.
- No religious or political slogans on dress or equipment.
- Proper sportsmanship is mandatory.
- Appeal allowed within 30 minutes after result, with appeal fee.
- Organizers reserve the right to disqualify for misconduct.
- For online events, any evidence of editing, substitution, or manipulation leads to disqualification.
- Matches will be recorded and archived.

14. Transparency & fairness measures

- Randomized match order and jury assignments.
- Live score display in offline events.
- Live video feed of jury panel in online events.
- Video review facility for jury.
- Declaration of results within 24 hours of event end.