THE CARTOON BOOK OF

SAMBO



COMBAT

SPORT ON EARTH

Sport on Earth Books · The Combat Family

Original illustrations · No characters were copied in the making of this book

Meet Sambo!

Soviet-era blend of judo and wrestling.



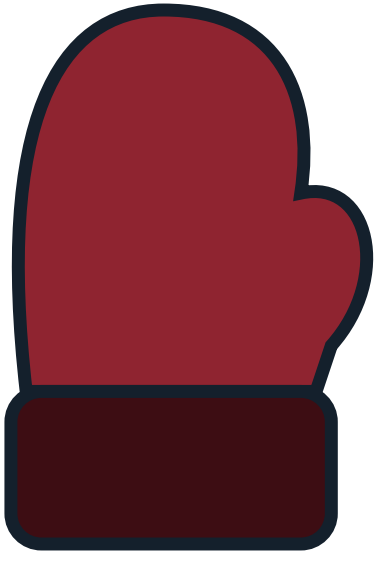
Where It Is Played

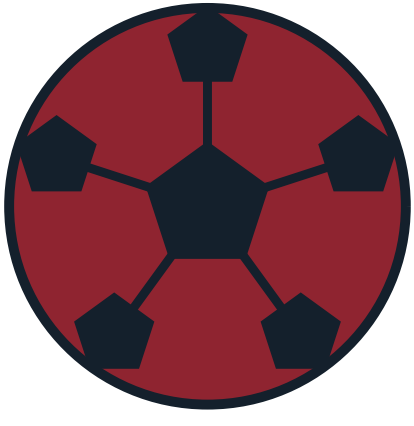
A SAMBO mat of 11 x 11 metres, with the bout area a circle 8 metres in diameter and red and blue corners marked on the cover.



The Gear

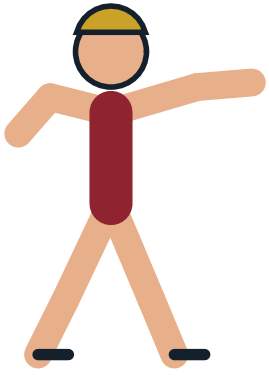
FIAS-approved sambo jacket (kurtka) in red or blue with belt, matching shorts, and soft leather sambo shoes; Combat SAMBO adds protective equipment including hand protection and head/shin protection.





How It Starts

Start at a national-federation sambo club learning jacket grips, throws and safe breakfalls in the red/blue uniform; competition requires a FIAS licence, sports insurance and a medical permit.



How to Play

- Format: FIAS competitions are individual, team or individual-team events run with distribution into groups, elimination and repechage; contestants compete in age groups and weight categories after weigh-in.
- Format: a single bout lasts 5 minutes for adults and juniors (men and women) and 4 minutes for youth and cadets.
- Sport SAMBO bout content: throws, hold-downs and painful holds (submissions) are permitted in standing and ground positions; striking is not part of Sport SAMBO.
- Combat SAMBO differs by adding striking — punches, kicks, elbows and knees — plus chokeholds, on top of the same throws, holds and locks.
- Total victory (bout ends early): a total throw landing the defender on the back while the attacker stays standing, a submission ('give up' signal during a painful hold), or an advantage of 8 or more points.

More of the Game

- Scoring: throws and hold-downs score 4, 2 or 1 points by quality and landing — a 20-second hold-down scores 4 points and a hold-down over 10 seconds scores 2 points.
- Scoring: one minute is allowed to complete a painful hold before the arbiter stops it and restarts the athletes standing.
- Warnings: the second and third warnings each give 1 point to the opponent, and a fourth warning removes the athlete from the bout.
- Uniform law: only FIAS-approved jackets may be used, worn with a belt, red or blue shorts and soft sambo shoes of soft leather with a soft sole; rings, bracelets, earrings and chains are forbidden during a bout.

The Shape of a Match

One 5-minute grappling bout on a mat: score with throws, hold-downs and painful holds, and win early by total throw, submission or an 8-point lead, otherwise on points at time.

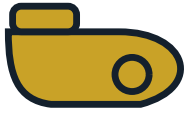


More of the Combat Family

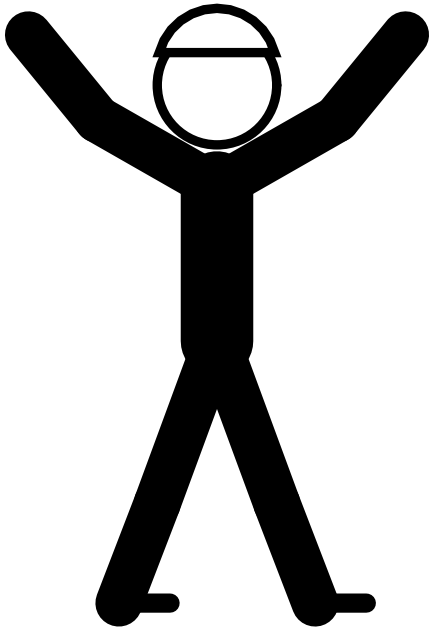
- Boxing — Two fighters trade punches in rounds, judged on points or ended by knockout or stoppage.
- Wrestling — Pin your opponent or score points through takedowns and holds.
- Mixed Martial Arts — Striking and grappling combined; UFC, PFL and ONE lead promotions.
- Kickboxing and Muay Thai — Striking sports using kicks, punches, knees and elbows.
- Judo — Throws and holds, an Olympic sport.
- Taekwondo — Korean kicking art, an Olympic sport.

A Note on the Rules

Sambo is governed by FIAS (International Sambo Federation) in two standing forms — sport sambo (throws and submissions, no chokes) and combat sambo (strikes added, born in the Soviet military system). The split itself is the framework; the codes have been stable through sambo's (currently frustrated) Olympic-recognition campaign. No major documented rule change is carried for sambo.



Colour the Action

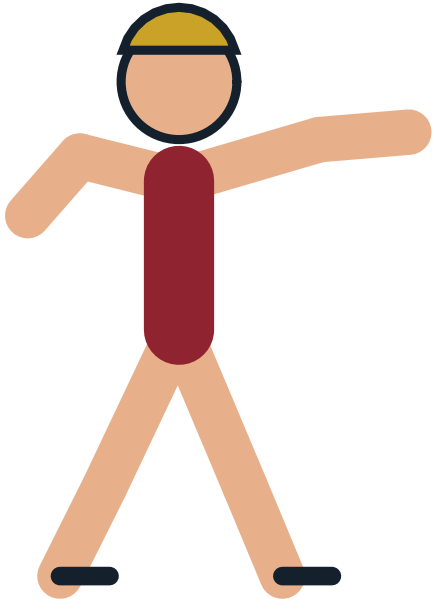


Psst — this page is a colouring page!

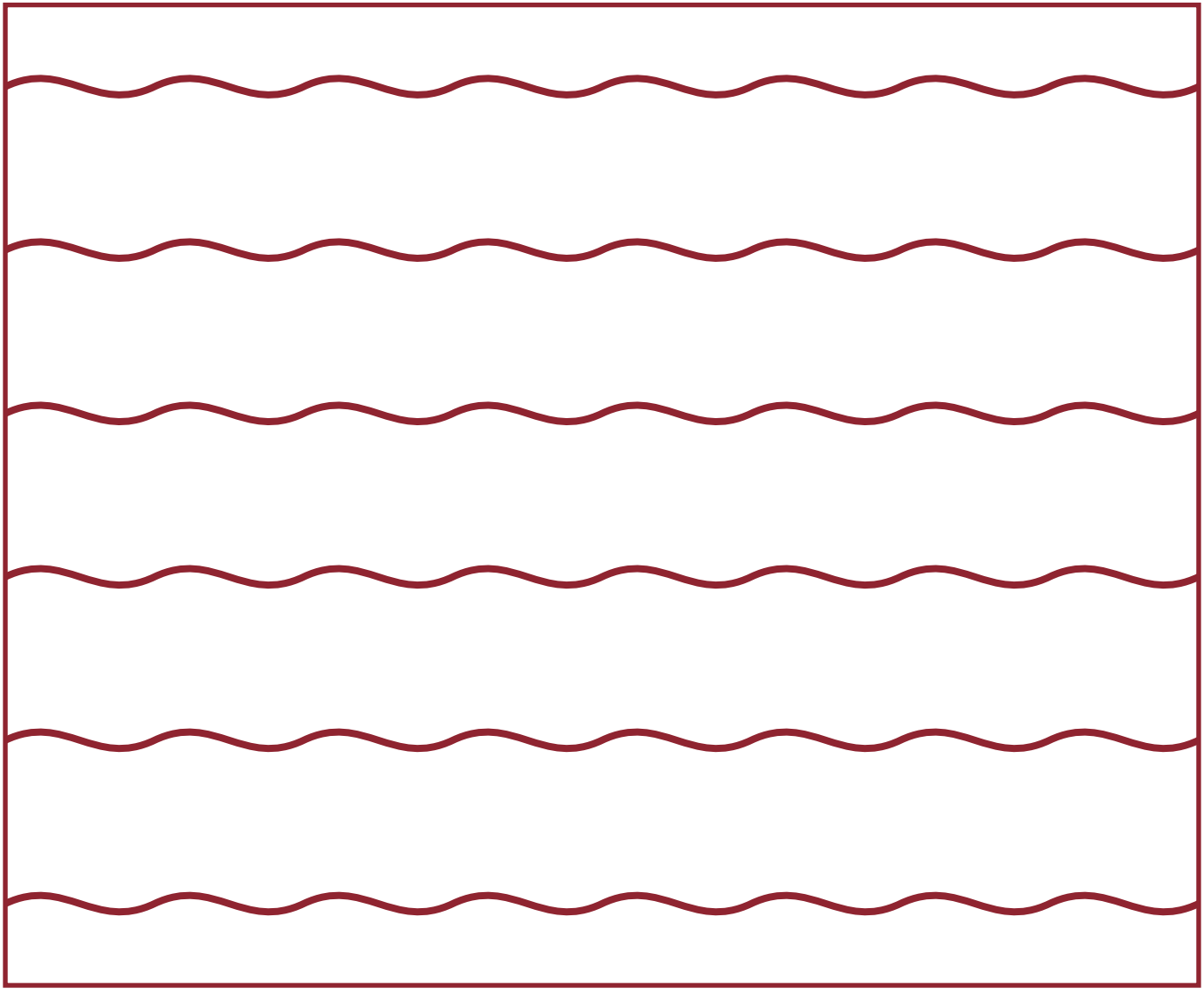
The Sport Today



At School and College



Play It Near You



Through the Year



The Combat Family

Every sport belongs to a family of games that share its shapes and skills. Here are some of this book's closest relatives — each with a cartoon book and a colouring book of its own.

- Boxing — Two fighters trade punches in rounds, judged on points or ended by knockout or stoppage.
- Wrestling — Pin your opponent or score points through takedowns and holds.
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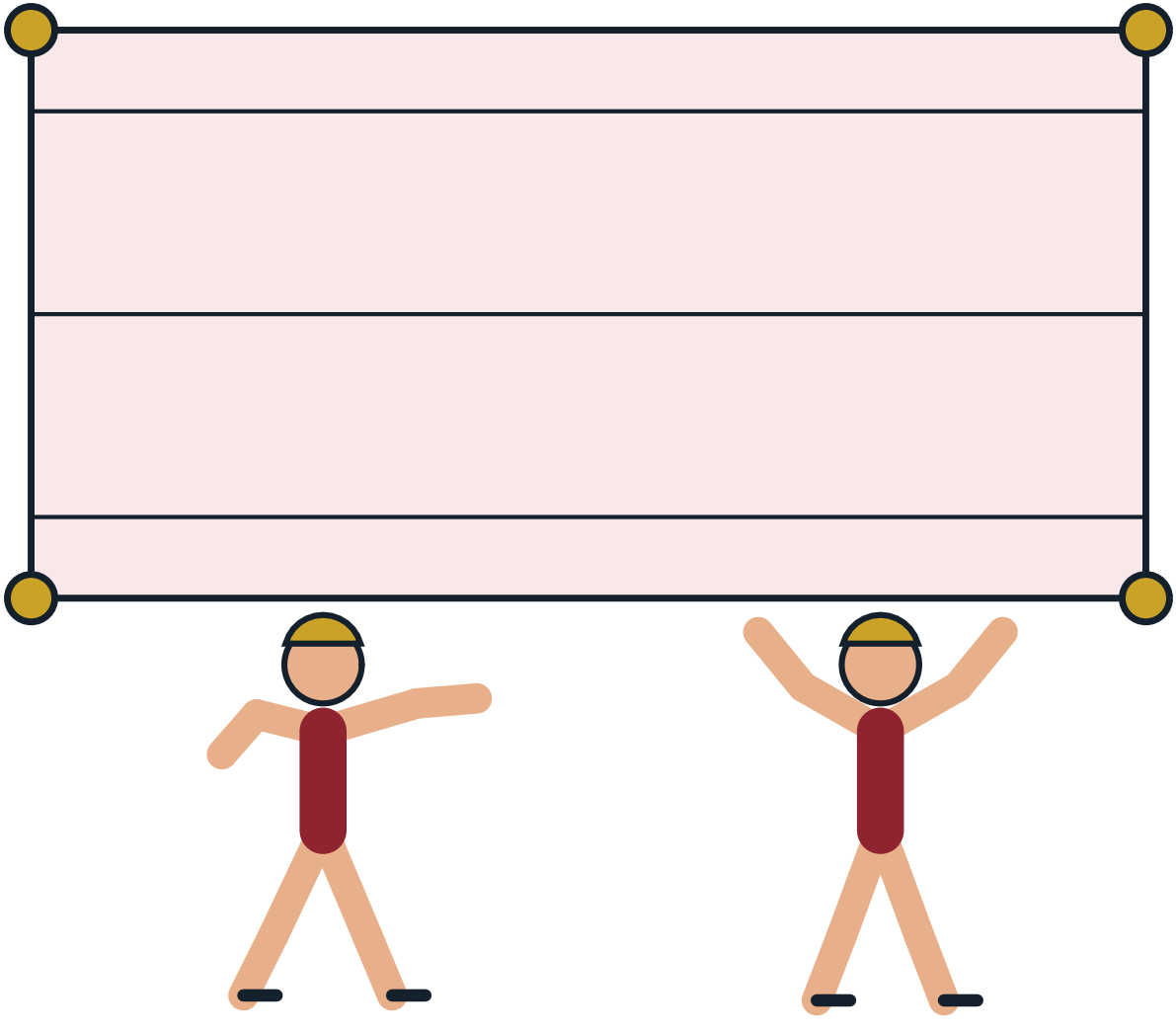
Game Day!



The Sport on Earth Mark

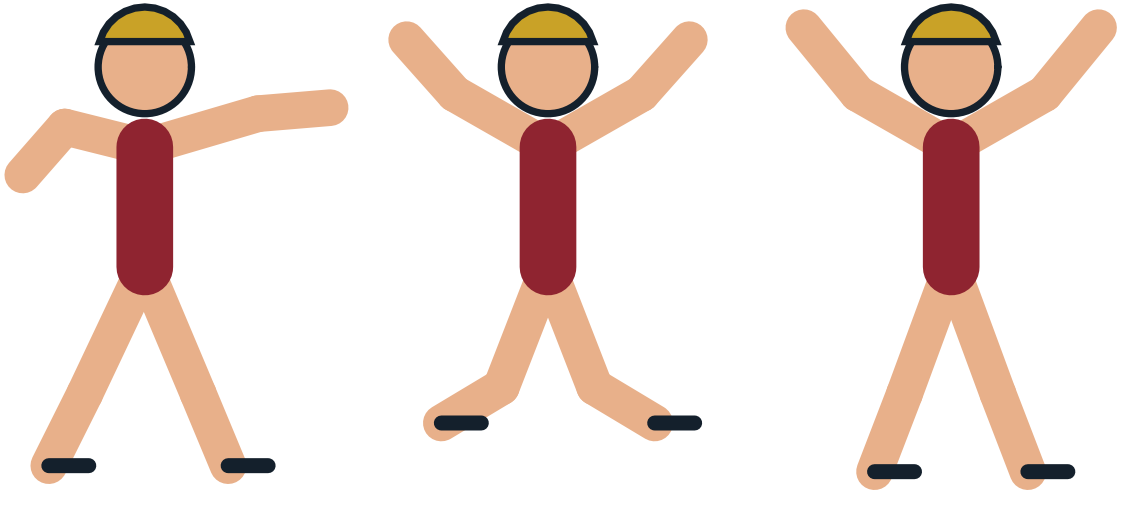
Every sport on Sport on Earth carries its own original mark, drawn for the site. Here is this sport's.



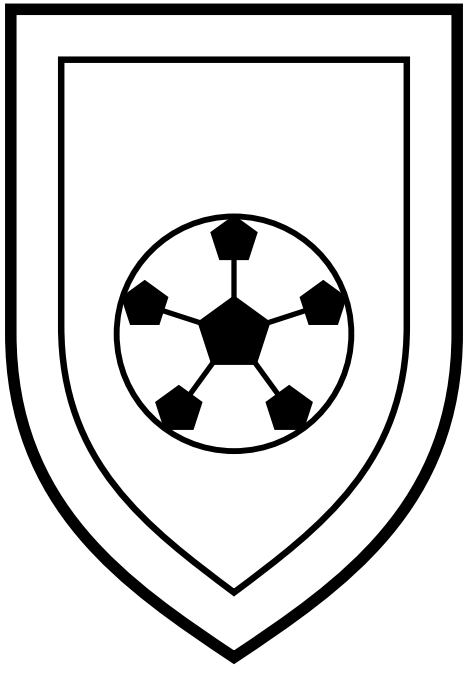
COMBAT

SPORT ON EARTH

Moves of the Game

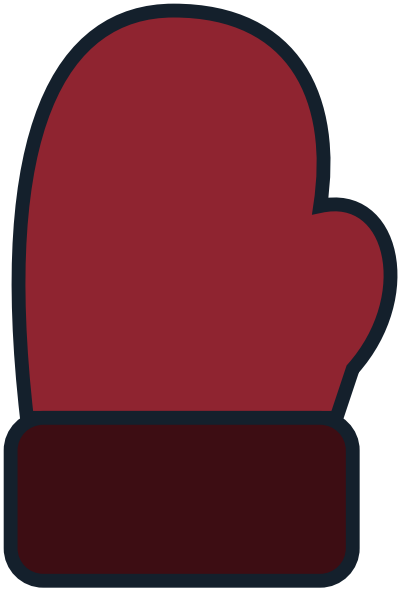


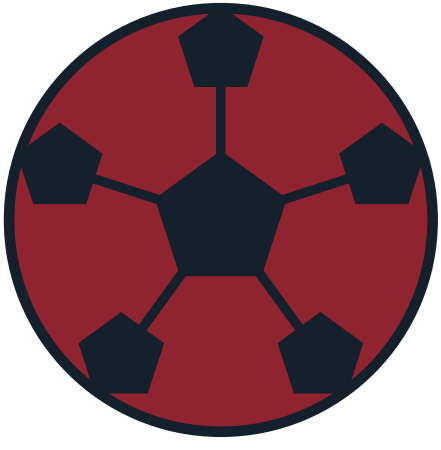
Design a Badge



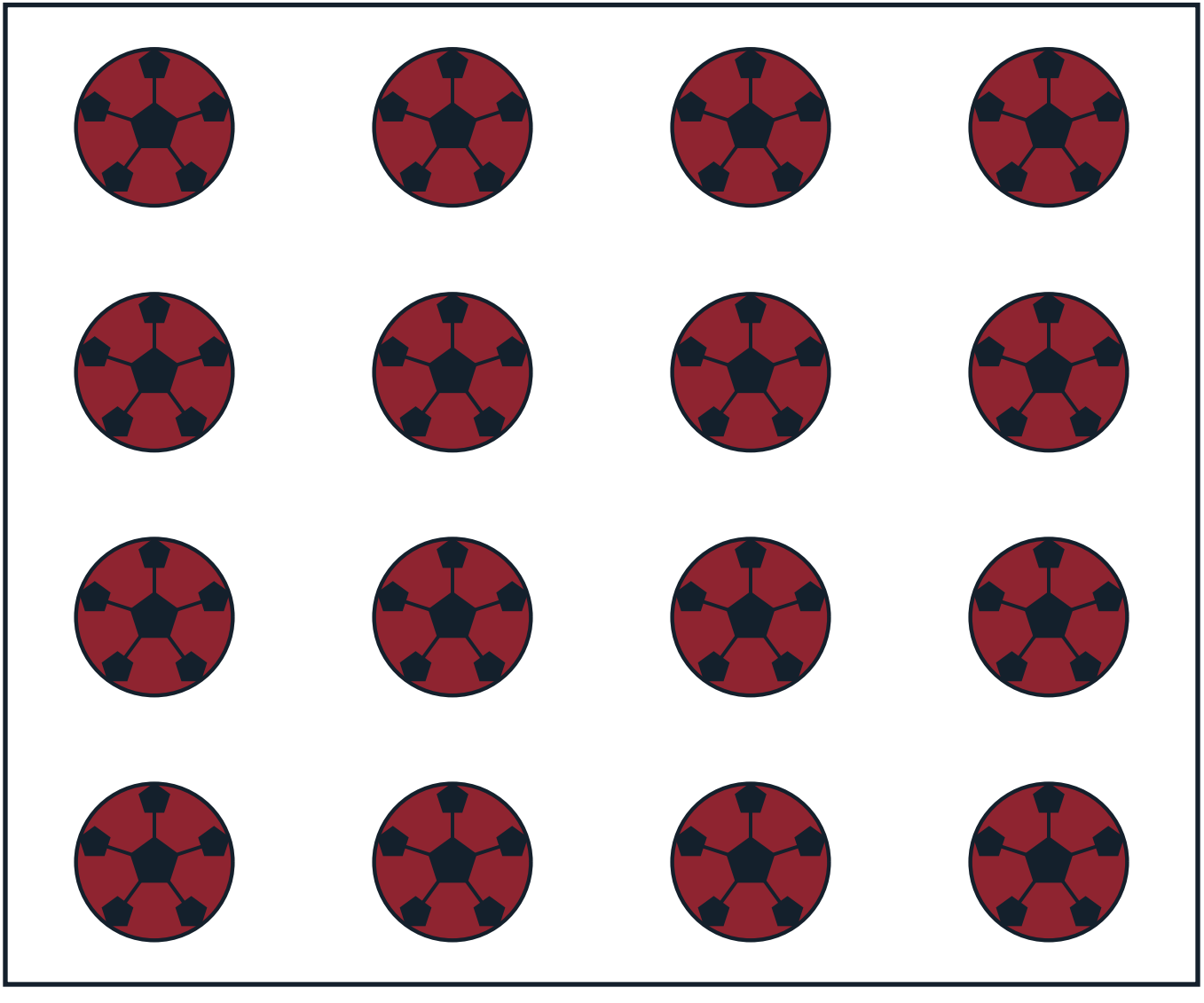
Draw and colour a badge for your own team.

The Gear Parade





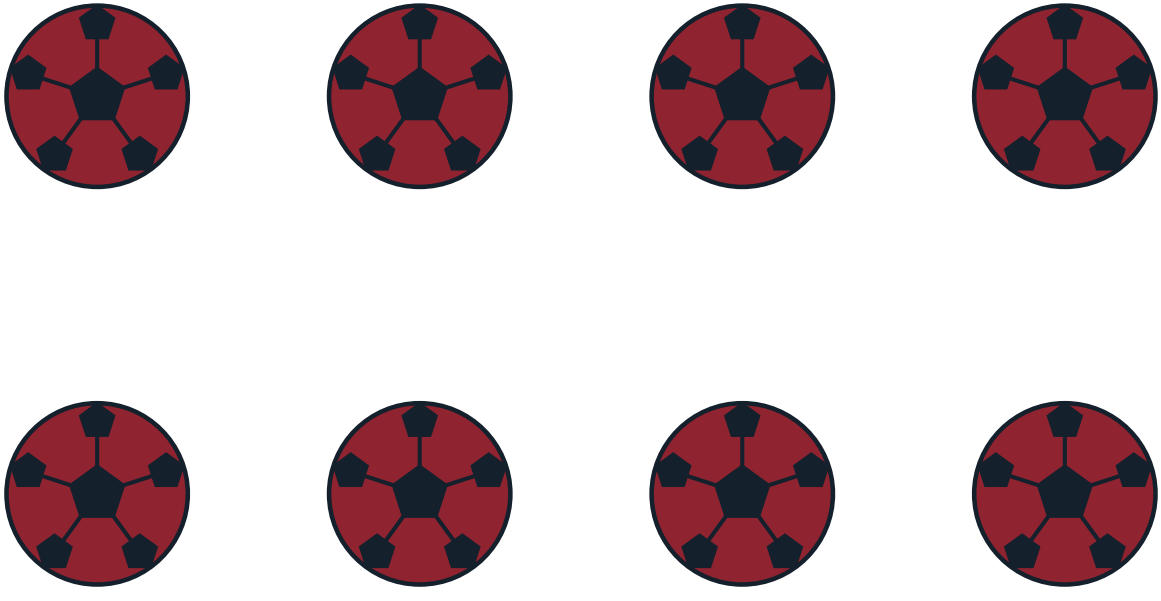
Pattern Play



The Arena From Above



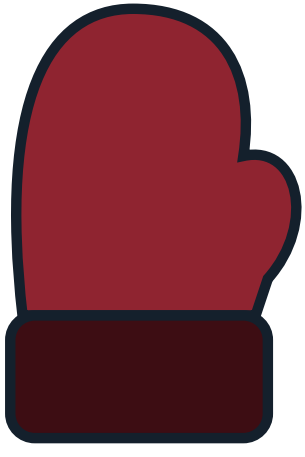
Count the Balls!



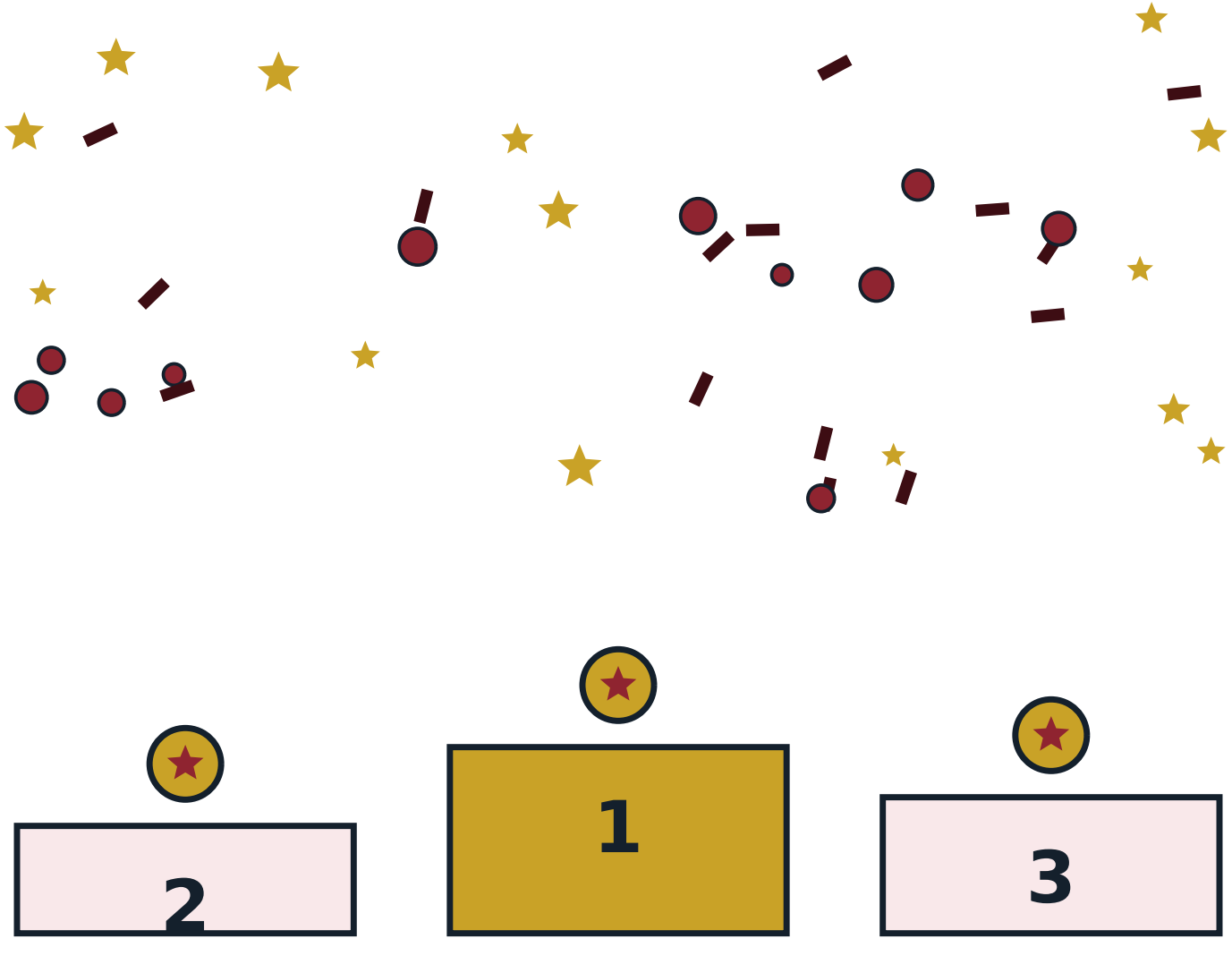
How many can you count? Write the number here: _____

My Favourite Part of Sambo

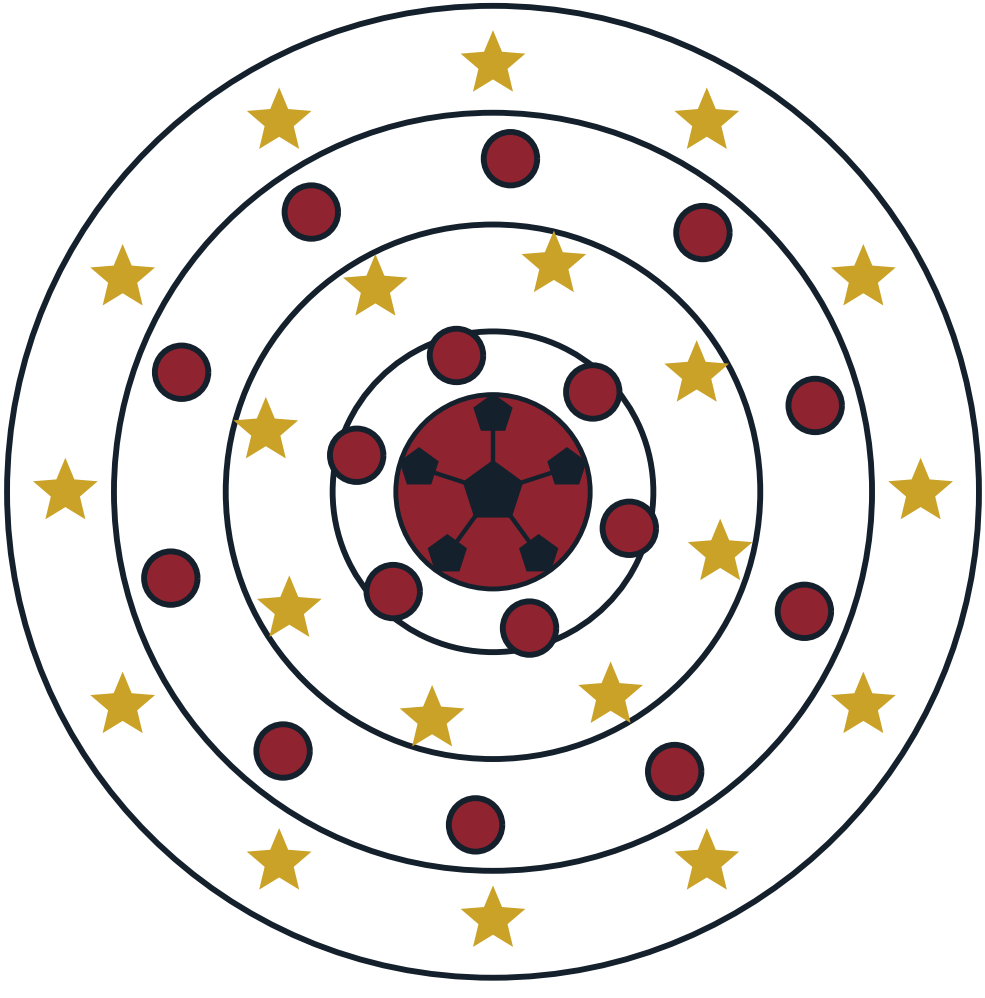
Gear Close-Up



Champions!



The Mandala of the Game



About This Book

Governing body: International SAMBO Federation (FIAS). Laws edition the site's rules file follows: International SAMBO Rules (Sport SAMBO), 2026 edition, approved by the FIAS Executive Committee through 31 March 2026. Everything in this book comes from Sport on Earth's own verified sport files — the same words you can read on the sport's page at Sport on Earth. The illustrations are original artwork drawn by computer for this book series. They are not pictures of real players, real teams or anybody else's characters.

More Books in the Family

- The Cartoon Book of Boxing
- The Cartoon Book of Wrestling
- The Cartoon Book of Mixed Martial Arts
- The Cartoon Book of Kickboxing and Muay Thai
- The Cartoon Book of Judo
- The Cartoon Book of Taekwondo
- The Boxing Colouring Book
- The Wrestling Colouring Book

My Notes

Sambo

The Cartoon Book of Sambo — a Sport on Earth Book.

Text from Sport on Earth's verified sport files. Illustrations: original programmatic artwork created for this series, including the site's own sport mark. No copyrighted characters, team logos or player likenesses appear in this book.

Collect the whole shelf: a cartoon book and a colouring book for every one of the 442 sports and games on Sport on Earth.

