

**Padded Weapons
TOURNAMENT
RULES**

**2009
Arnold Martial
Arts Festival**

COMPETITORS:

1. Competitors will wear a clean and appropriate martial arts uniform. When competing in the tournament a uniform top must be worn with sleeves, which must extend past the elbow.
2. All competitors shall present themselves in a clean and safe manner.
3. The following objects are prohibited from wear during competition: metal hair clips, jewelry or other metallic objects, and eye glasses which are not safety eye glasses.
4. If, in the opinion of the Center Referee, and in consultation with the Arbitrator, any competitor's attire violates this section the Center Referee may declare the competitor ineligible for further competition until such attire has been corrected.

PROTECTIVE EQUIPMENT

PURPOSE:

1. The purpose of competitors' use of protective equipment is to minimize injuries to the competitors. The key to safety and prevention of injuries in any competition does not lie solely in utilizing safety equipment, but also in the competitors' control and attitude.
2. If there is any conflict between these rules and any local or state law, rule or regulation such local or state law, rule or regulation shall supersede USCF rules.

APPROVED EQUIPMENT:

1. The following is a list of mandatory protective equipment: approved head gear (head gear will provide eye and ear protection) for all divisions and groin cups for all male divisions. If local law, rule or regulation requires additional equipment, such additional equipment will be required.
2. Metal arm and leg braces and bandages must be approved and authorized by the arbitrator prior to any competition by the competitor requesting approval.

INDIVIDUAL SPARRING:

1. The winner of a match will be the competitor, who has scored a total of three (3) points, or the most points scored during the match when time has expired, or when the competitor is awarded the match because their opponent failed to arrive at the ring when the event was called, or the opponent is disqualified or injured and is unable to compete further.

DURATION OF A MATCH:

1. The match will commence when the center referee gives the command to start the match and will end upon expiration of the time allowed or when a winner is declared. The center referee is the only ring official who may instruct the timekeeper to start or stop time.
2. Time allowed for matches in individual competition shall be two (2) minutes running time.
3. Time allowed for each team members' match or team competition shall be one (1) minute running time.

BRACKETS:

1. The competitors will be selected by utilization of the bye system and "luck of the draw". A bye sheet is included. This sheet should be utilized when there are four (4) or more competitors in any division.
2. Competitors from the same school or team will be separated from each other as much as possible during the eliminations. The coach must inform the center referee or arbitrator for such action to be taken. The tournament promoter may have the option of separating the current top three (3) National Points competitors from each other as much as possible during the eliminations.
3. If there are three (3) competitors in a division, a modified bye system will be utilized. All three (3) competitors will draw numbers to determine the bye. The competitor which receives the bye (competitor "C") will fight the loser of the two (2) competitors who did not receive the bye (competitors "A" and "B"). If A wins, B will compete against C; then, if C wins, A and C will compete for 1st and 2nd and B will be 3rd. However, if B wins, A will be 1st, B will be 2nd, and C will be 3rd.

STARTING OF A MATCH:

1. The competitors will stand outside the ring directly in front of their indicated starting positions.
2. Upon direction from the center referee, the competitors shall bow into the ring and shall walk forward to their respective starting positions. The center referee will instruct the competitors to face the center referee and will instruct the competitors to bow. The center referee will then instruct the competitors to face each other and bow.
3. The center referee will give the command for the competitors to hold out their weapons in the proper position then will give the command to begin the match and the match will commence.

SCORING OF A MATCH:

1. Scoring shall be awarded by the center referee who has determined the majority vote. The center referee and the assistant referees are the only ring officials authorized to cast votes for award of points.
2. The assistant referees will be provided with a red and a white flag, with which to score points for the competitor.
3. When an effective technique has been observed by the center referee or the assistant referees, the center referee and the assistant referees will hold the color of the flag of the competitor which will receive the point over their heads. The center referee will then stop the match.
4. The center referee will then confirm the score and award the point to the competitor.

REFEREE'S CALLS AND SIGNALS:

The center referee will utilize the following calls and related signals:

1. To start the match: The center referee will give the command "Begin" or "Hajime"; at such time the match shall begin.
2. To stop the match: The center referee will give the command "Stop", "Yame", "Mate", or "Yoshi", at which time the match will stop.
3. To continue a match: After the center referee has stopped the match and has awarded the point of called for the warning or penalty, the center referee will restart the match by giving the command "Continue", "Begin", or "Hajime" and at such time the match will resume.
4. To call for score: When the center referee or assistant referee determines a score has been made by a competitor against their opponent, the referees will hold the flag of that competitor's color over their heads. The center referee will stop the match and will direct the competitors to return to their starting positions. The center referee will determine if there is a majority of same colored flags and award the point.
5. To award a point: If a score has received a majority vote by the referees, the center referee will award the point to the competitor receiving the award by raising their arm at head level of the competitor receiving the award and simultaneously, the center referee will give the command "Red (White) point".
6. To indicate a winner: When a competitor has received three (3) points or has been awarded the most points to expiration of time, the center referee will give the command "Winner" and simultaneously raise their arm on the side of the competitor who won.
7. To call a penalty: When the center referee or assistant referee indicates a penalty is justified by waving their flag, the center referee shall stop the time and call the assistant referees to the side for a

conference. When a majority vote has determined a penalty if justified, the center referee will then award a warning, a point or a disqualification, as set forth herein.

ASSISTANT REFEREE CALLS AND SIGNALS:

The assistant referees may call a score. The assistant referees will utilize the following calls and related signals. When an assistant referee observes a point being scored, they shall immediately say "Score" and hold the color of the competitor that they saw executing the technique. Upon hearing the assistant referee say "Score", the center referee will stop the match. The assistant referee signals are as follows:

1. To indicate a score the assistant referee shall hold the flag with the color of the competitor to receive the point over their head and call "Score".
2. To indicate a penalty: The assistant referee will raise the flag directly over their head and execute small circles.
3. To indicate going out the assistant referees who observe a competitor going out of of bounds bounds will touch to boundary line or call "Out".

SCORING AREAS:

The scoring areas shall consist of the following:

1. Men - (the head and face)
2. Kote – (the area from the fingers up to the shoulder)
3. Do – (the trunk of the body, chest and stomach)
4. Ashi – (the area from the hips to the feet)
5. Kata – (the area from the neck down to the shoulders)

Local or state laws, rules or regulations or insurance policy stipulations may exclude a scoring area.

REQUIREMENTS FOR AN EFFECTIVE SCORE:

1. Requirements for an effective score shall consist of proper form, control, speed, attitude, correct distance and proper timing.

CRITERIA FOR AWARD OF POINT:

1. Control of all executed techniques must be exercised at all times during each match. If control is not exercised during the match, then the referee panel is responsible for imposing penalties.
2. A point may be awarded, if the competitor is performing one of the following:
 - a. Strike to scoring areas.
 - b. Successfully scoring at the precise moment of the opponent's attack.
 - c. Deflecting an attack and simultaneously scoring on the opponent.

3. An effective technique which has been delivered at the moment time has expired will considered as a valid technique and may be scored accordingly. An effective technique which has been delivered after time has expired or when the center referee has stopped competition will not be considered as a valid technique and may subject the competitor executing the technique to penalties.

4. Simultaneous effective scoring techniques of the competitors will be called an "Aiuchi" (clash) and points will be awarded to both competitors. Competitors are allowed a total of three (3) aiuchi. Upon the third aiuchi both competitors will be disqualified. This is considered a double kill.

5. If, after time has expired for the individual competition and the score is tied, the match may be extended to overtime with no reset period provided between the original match and the overtime. The winner will be the first competitor to be awarded a point.

INJURIES AND ACCIDENTS DURING A MATCH:

1. Any competitor unfit to compete by the tournament medical personnel will not be allowed to compete in any of the remaining tournament events. The competitor, competitor's coach, or competitor's parents may not override the decision of the tournament medical personnel.
2. When a competitor is injured during competition, the center referee will at once stop the match and call for assistance from the tournament medical personnel. Medical personnel will examine the competitor to determine the extent of the injuries sustained. If, in the opinion of the medical personnel, the injuries sustained were minor and the competitor is physically able to continue, the competitor may be allowed to continue. If, in the opinion of the medical personnel, the injuries sustained are considered significant, the competitor will not be allowed to compete further.

3. Unless otherwise stated herein, an injured competitor, if so authorized by tournament medical personnel, will be allowed five (5) minutes in which to return to the ring for the conclusion of the match. If the competitor does not return within the allowed time, the competitor will forfeit the match and the opponent will be declared the winner if the opponent has not been disqualified.
4. Any competitor who has been awarded a match and was injured by an opponent who was disqualified by reason of excessive contact or lack of safety may not be allowed to compete further **WITHOUT THE APPROVAL OF THE TOURNAMENT MEDICAL PERSONNEL**. If the competitor is awarded another match because of being injured a second time, the competitor will not be allowed to compete further in the tournament.
5. If the competitors injure each other during the match and both competitors are declared unfit to compete, the referees may either disqualify both competitors or the winner of the match will be the competitor who has the most points.
6. A competitor who is disqualified may not compete further in the tournament.

PROHIBITED BEHAVIOR AND SCORING AREAS:

The following paragraphs address techniques and behavior which will NOT be acceptable at any tournament. Violation of any of the following shall result in penalties or disqualification from the tournament.

1. Any deliberate attempt to hit an opponent with excessive contact.
2. Any excessive contact designed to have a total disregard of the opponent's or the competitor's safety. Lack of safety is a situation whereby one or both competitors display a total lack of consideration for the safety of the competitor or his opponent. An example of this would be striking the opponent with the handle of the weapon.
3. Grabbing of the opponent's weapon as to keep the opponent from making an attack.
4. Repeated exits from the ring without fighting or being forced out of bounds, or pretending to be injured, or any action designed to delay the match. Out of bounds is a situation whereby one competitor's foot or any part thereof moves outside of the ring. When a competitor is forced out of the ring by his opponent, the out-of-bounds rule does not apply.
5. Any discourteous behavior or remarks by words or actions to ring officials by any competitor, competitor's instructor, or anyone associated with the competitor, may result in the competitor being disqualified from the event or the tournament.
6. Any occurrence of unsportsmanlike conduct or disrespectful or flagrant breaking of the rules by a competitor, an instructor or coach, will be decided by the referee, the chief referee, the arbitrator, and/or the Directors.

PENALTIES:

1. Any competitor who violates the rules will be either warned or penalized by the center referee.
2. The referee panel will determine by majority vote whether or not a violation has occurred and the penalty. The center referee may disqualify or penalize a competitor, with out confirmation by the referee panel, in the event of malicious acts. Provided the tournament arbitrator concurs with the center referee's decision.
3. There are three (3) levels of penalties which may be imposed during a match:

A. a warning

B. a point penalty

C. disqualification

Penalties are cumulative in nature. Once a penalty has been imposed, the next penalty will automatically be escalated. Penalties imposed for violation of the out –of-bounds rules will not escalate with the other penalties imposed but will escalate by themselves.

Penalties incurred during the match will be carried into any extension of the match.

4. A competitor may receive a warning for a minor infraction of the rules.
5. A one (1) point penalty shall be imposed on the next infraction if a warning is already in place, or the referee panel calls for a one (1) point penalty for an infraction. If one (1) point is awarded as a penalty and, as a result, the competitor receiving the point has three (3) points, then said competitor shall be declared the winner of the match.
6. Disqualification will be imposed for serious and major infractions of the rules, or is a full point penalty is already in place.

DISQUALIFICATION MAY RESULT FROM THE FOLLOWING:

1. When a competitor knowingly disobeys or fails to instantly follow the instructions and commands of the chief referee or center referee.
2. When the competitor or the competitor's instructors or anyone associated with the competitor jeopardizes the operation of the match or the tournament or interferes with the referee panel.
3. When the competitor knowingly commits any act of actions considered dangerous and reckless (addressed under prohibited behavior), even though there are no visual signs of injury observed.
4. When a competitor, after being injured and advised against returning to competition by the tournament medical personnel, returns to the ring for the sole purpose of competition.
5. When actions reflect total disrespect for the rules by the competitor or the competitor's instructor or anyone associated with the competitor.
6. When a competitor or competitor's instructor or anyone associated with the competitor loses his/her temper, makes remarks or gestures derogatory to the opponent, referees, assistant referees, tournament officials, the Federation or the public.
7. If during competition, both competitors are outside the ring and one competitor is struck with enough force to warrant disqualification as if the situation had occurred within the boundary of the ring, then the competitor who struck the opponent will be disqualified. The center referee may disqualify a competitor if there is blood, unsportsmanlike conduct, without a majority vote of the assistant referees, provided that the appointed arbitrator for the tournament concurs in the center referee's decision.

1. If a competitor is disqualified, said disqualified competitor may not continue to compete in any other fighting matches during the tournament. Tournament officials may prohibit any competitor from competing at any time if the officials feel the competitor intentionally or recklessly does not abide by the rules.
2. A competitor who is disqualified three (3) times in a one-year time period (regardless of the point year time period) for unsportsmanlike conduct, malicious intent, and/or injury causing technique from excessive contact, shall be banned from competing for a full year in Federation sanctioned tournaments. That is from the date of the final disqualification the competitor will not be allowed to compete for 365 days, i.e. if the competitor is disqualified on April 8th, the competitor cannot return to any sanctioned tournament until after April 7th of the next year. The competitor must apply with Federation Headquarters in order to resume competing in Federation tournaments.
3. Coaching from the sidelines will be considered unsportsmanlike conduct and is not allowed.

SUSPENDING AND ENDING OF A MATCH:

The center referee or the arbitrators are the only ring officials authorized to start or stop a match. The match may be stopped by the center referee because of any of the following:

1. The safety of one or both of the competitors is in doubt;
2. Time has expired or a winner has been declared;
3. A competitor's feet or body are out of bounds;
4. When the center referee instructs either of both of the competitors to tie their belts or adjust their uniforms or equipment;
5. When either or both competitors have violated or are about to violate one or more of the rules;
6. When either or both of the competitors grabs the opponent's weapon;
7. If the spectators are too loud as to be disruptive to the match.

When the center referee stops the match, he/she will stop forward and give the command "Stop", "Mate", "Yame", or "Yoshi" and upon hearing such command, both competitors will return to their starting positions. The center referee shall also instruct the time keeper to stop time.

8. Once a match has been stopped by the center referee, the match will not continue until instructed to do so by the center referee. The center referee will restart the match as set forth above.

OUT OF BOUNDS:

1. A competitor who steps out of bounds; or, steps on the out of bounds line with one or both feet and is not forced or propelled out of bounds while fighting, will be penalized by a warning for the first infraction; and (B) a penalty point awarded to the opponent for each infraction thereafter. The penalties shall not escalate to disqualification on out of bounds violations.

TEAM COMPETITION:

1. Each team must have an odd number of members. The number of team members is usually decided by the Tournament Director or Promoter. All members of the team are considered team members; there are no fixed reserves for any team.
2. Scoring for team competition will be the same as utilized during individual competition, with the exception of overtime.
3. Each game round shall be one (1) minute in duration. The team with the most total points scored shall be declared the winner. In case of a tie then a representative from each team will compete in a sudden-death overtime extension match. The team winner will be the team competitor first awarded a point. If a member of a team is disqualified, that team member's points will be deducted from the team's total points and the opposing team shall receive two (2) additional points.

CHANBARA EQUIPMENT

DESCRIPTION OF APPROVED WEAPONS:

Only International Sports Chanbara Association (ISCA) air soft patented weapons or United States Chanbara Federation (USCF) Actionflex patented weapons will be approved for competition.

PROTESTS

GENERAL INFORMATION:

1. A protest may be either written or verbal. A verbal protest may only be made to the Referee Panel in the event of an obvious mistake occurring during an event and must be made at that time without interruption of the event. The written protest must be submitted to a representative of the tournament. All fact, pertinent information, and opinions must be included in the protest.
2. Written protests must be postmarked no later than ten (10) days following an incident.
3. If an infraction of the rules is observed by a competitor, the competitor's instructor or coach, or a tournament official, the infraction should be brought to the immediate attention of the Arbitrator. If the infraction is not brought to the attention of the Arbitrator in a timely manner, the infraction will not be considered as valid at a later time.
4. If an inconsistency during competition is observed in the Rules, the individual noticing such inconsistency should submit written notification to the tournament director or representative as soon as practical, stating all pertinent facts.
5. A Federation certified referee, assistant referee or judge may not be removed from a judging panel without good cause shown.
6. If during competition a competitor feels the call made by the Center Referee is unjustified the competitor shall raise his/her hand and calmly present to the Center Referee their rationalism for the call not being valid. If the Center Referee agrees with the competitor then the point shall be taken over again. If the Center Referee does not agree with the competitor then the point stands without further protest from the competitor.