

Kali Competition Rules Revised 09/28/2004

The official rules and regulations governing the competitions, event protocols and the accepted methods of operation of the World United Martial Arts Congress have been carefully modified and/or adjusted to adapt to the standards of most major sanctioning bodies and may be further modified to suit other open competition protocols normally not recognized as the accepted standard event protocol of the international sport martial circuit.

Abbreviated MAUWC Rules For Weapons Point Sparring

Each competitor must present him/herself to the referee suitably attired with proper uniform and equipment and physically prepared to compete. If he/she is not prepared to compete as deemed by the center referee, the competitor may be penalized and/or disqualified for delaying the progress of competition.

Match Beginning

The referee will shout yumukod and the fighters will give their respective salutes to the referee. The referee will then call for a second yumukod and the fighters will bow to each other. The bout will begin with the competitors standing at a distance that shall be measured by crossing the tips of the sticks for ready without stretching. The fighters will cross-sticks in the guard position and the referee shall break the sticks apart from below and yell fight. The timer will begin at that point and will stop timing upon the referee's whistle.

Duration of Rounds

All bouts will consist of three (3) rounds of forty-five (45) seconds each with thirty (30) second rests between rounds. A bout may go to an extra round based on a tie, but only five (5) rounds will be allowed as a maximum. Timekeepers will signal the end of each round by tossing a beanbag into the ring and the referee will enforce end of round by blowing the whistle and breaking the competitors apart if necessary. All hits AFTER the timekeeper's signal will NOT be counted, however, any action occurring at the same time as the whistle WILL be counted.

Stopping the Bout

The referee or either competitor may stop the bout during a round. Competitors must back away from the opponent, kneel and cover their heads with both hands/arms and must face the opponent the entire time for safety. The referee may stop the round at any time for injuries, equipment adjustment or failure, after a takedown, after a disarm or when a competitor commits a prohibited attack. The clock will be stopped only when a significant break occurs in the action, when the referee can return the fighters immediately to the action, the timing will continue unbroken.

Legal Targets and Attacks

Fighters may strike with stick, hands or feet and may strike any body parts above the knees, except groin and neck. Kickers kick at their own risk – YOUR OPPONENT MAY BLOCK THE KICK WITH A STRIKE. The fighter may hit to the back of opponent's body, as long as the fighters are facing each other. Trapping, holding for a disarm and grappling for a takedown will be allowed under a five-second (5) limit

Prohibited Attacks

No direct strike to any targets on the back of the body – head, neck, back, legs. No thrusting. No striking to or below the knees. No grappling on the head or neck. No grabbing of the facemask. Hitting is NOT permitted to the headgear with feet or hands, **STICK ATTACKS, ONLY!** No striking or attack of any kind will be permitted when either competitor has hit the ground. Fighters may not turn their backs on the opponent, infractions will result in point loss and third warning in a round will end in disqualification. If a competitor travels out of bounds three times in the course of the bout, on their own volition, the competitor will be disqualified. Competitors may not force a competitor out of bounds by pushing with body weight - this is not Sumo. Absolutely NO downward rips with punyo (butt). NO elbows or knees will be permitted. **THE STICK IS THE ONLY THING THAT MAY STRIKE THE HEAD/HELMET.**

Technical Knock Out

A technical knock out (TKO) is awarded for three disarms or takedowns occurring in any bout. Accidental falling down or loss of weapon will count as a takedown or disarm. Should a disarm or takedown occur, the referee will stop the round and the timing will halt. The referee will restore the fighters to the beginning fight position and the timer will resume with the fight. If a fighter forces a competitor out of bounds three times by the force of the stick attack, a TKO will be awarded.

Disqualifications

Disqualifications will be applied for any illegal actions committed three times. A disqualification may occur based on any prohibited actions delivered with malicious intent. Unsportsmanlike conduct may be grounds for disqualification at the discretion of the judges.

Stopping the Fight

The referee or either fighter can stop the fight. If a fighter wishes to stop the fight for any reason, he should raise both hands and back away, facing the opponent, at no time should the fighters turn their backs to their opponent.

Finishing the Match

The fighters will return to ready facing each other, but not guard position. The fighters will be directed to bow to each other, then to the referee and the winner will be announced.

Double Stick Competition

Double stick rules shall be identical to the single stick rules with the following exceptions:

1. No grappling
2. No takedowns
3. A TKO will consist of 3 disarms in the course of a bout.
4. No butt (punyo) thrusts.

Equipment Rules

Our competition officials will check all equipment. This year, we will be wearing WEKAF type helmet and body protectors, shoes, hockey gloves or similar and forearm guards are required as well as hard-body elbow and knee protectors, a cup and mouthpiece are also required. All competitions will be conducted on professional (Zebra) mats and require martial arts or wrestling shoes. We will be using lightweight rattan sticks and will offer approved sticks at the competition. Competitors may use their own sticks upon approval. No frayed or damaged sticks will be permitted. Sticks shall not weigh more than seven (7) ounces, no more than one (1) inch in diameter, no less than one-half inch in diameter and no more than 32 inches in length. **NO JEWELRY WILL BE PERMITTED ON COMPETITORS.**

Eliminations

Bouts will be fought by eliminations with the winners of each bout moving into the next set of eliminations until a single champion has been established. The winners of the Arnold Kali Championship in the weapons forms and self defense categories shall also compete against the champions of the same category from all other style championships.

Age Divisions

Juniors division will be all stick fighting division competitors under the age of eighteen (18). Seniors division will be all stick fighting competitors over the age of thirty-five (35).

Weight Divisions

Light Weight: Up to 150 lbs.

Middle Weight: 150-205 lbs.

Heavy Weight: 205 and up.

Weight divisions in juniors and seniors division will depend on number of competitors; over 20 competitors in any division will automatically be subject to division by weight.

Coaches

Coaches will be permitted, but must adhere to the following rules: (see all inclusive discipline rules)

1. Coaches are expected to be familiar with the rules.
2. Verbal contact with your fighter is permitted ONLY between rounds.
3. Coaches must display good sportsmanship and dignified conduct, including bad language.
4. Coaches are required to have a towel and water bottle (with straw).
5. Coaches must possess coaches identification attained at the mandatory coaching workshop.

Judgment Appeals

Appeals can be made by petitioning the director of the Kali Invitational. All petitions must be accompanied by a \$100 petition fee. All decisions thereafter made by the director of the Kali Invitational will be considered final by all parties.

Forms

Forms shall be no less than thirty- seconds (30) and may be of indefinite duration. A weapon must comprise at least seventy-five percent (75%) of the form.

Points

Points shall be awarded as follows:

1. One point will be awarded for each of the following.
 - a. Strikes to the body
 - b. Legal strikes to the limbs and hands
 - c. Kick blocked with stick strike
2. Two points will be awarded for each of the following.
 - a. Legal strikes to the head
 - b. Kicks to the body
 - c. Disarms
 - d. Takedowns

Points will be considered, but it must be understood how difficult judging can be due to the intensity of the action, so the following criteria may also be used to judge the bouts.

- a. Power
- b. Accuracy
- c. Defense
- d. Aggression
- e. Combinations
- f. Clear superiority
- g. Sportsmanlike conduct

Point deductions shall be given as follows:

1. Single point deductions shall be imposed for the following infractions.
 - a. Head butting
 - b. Head striking with fist
 - c. Turning your back to your opponent
 - d. Leaving the ring
2. Two point deductions shall be imposed for the following.
 - a. Thrusting
 - b. Kicking the groin
 - c. Hitting the fallen opponent
 - d. Hitting the back directly
 - e. Downward rips with punyo
 - f. Face masking
 - g. Takedowns using head
 - h. Joint-locks with weapon