

ARNOLD MARTIAL ARTS 201G PADDED WEAPONS SPARRING RULES

Weapons Allowed

Long Sword
Short Sword
Long Staff
Short Staff
Eskirma Stick (length varies)
Nunchuku

Competitors will furnish their own Padded weapons by Actionflex or Smak-Stik or equal. Suitability of equals are subject to inspection by judges.

Dress and Safety Gear

All COMPETITORS are to wear appropriate represented school dress uniform.
All competitors must to wear a sparring helmet with a face cage or mask, protective gloves and use approved padded weapons (Actionflex, Smak-stik, or equal). Groin protection is mandatory for males and chest protectors for post pubescent females.

Competition & Match Sportsmanship

We encourage inclusive sportsmanship and camaraderie among all officials, competitors and spectators. The Tournament Coordinator reserves the right to institute any and all disciplinary actions contrary to good sportsmanship (i.e. swearing, abusive/degrading language, verbal & physical threats, etc.). All competitions and matches shall be conducted in a safe and proactive manner. ANY competitor or affiliates who after being warned for the first offense by Officials will be disqualified and banned from any remaining events. All sparring matches will begin and end by competitors paying their respect to Judges and referees with a bow or salute.

Official Competition Area

The competition area will be matted area approximately 20 ft x 20 ft. .
The match will be stopped and restarted at the center with competitors 8 ft apart minimum.

Competition Officials

One (1) Time Keeper.
One (1) Score Keeper.
Two (2) side judges
One (1) Center Judge/referee will administer and score matches.
Only the center judge may start and stop the action.

FOR ADDITIONAL INFO CONTACT

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Point Sparring - Padded Single or Double Weapons Match

The role of the Center Judge in Point Sparring Matches is to maintain safety and to stop the action when a point is scored or to stop prohibited and/or dangerous actions.

Following a POINT STRIKE, the Center Judge will call for "BREAK" of competitors and competitors will reset to appropriate markings. Center Judge will then call "JUDGES READY," where in-turn the 2 judges will look down at floor and wait until Center Judge announces "CALL". At the command "Call" all three judges including Referee/Center Judge must simultaneously indicate point award. The score is awarded to the competitor with majority. Side Judges can make the following:

Single Finger Raised – The Judge/Referee sees a clear hit by one competitor to any legal target below the head and awards a single point.

Two Fingers Raised – The Judge/Referee sees a clear hit by one competitor to opponents head and awards two points.

Hands Crossed in front of Eyes – The Judge/Referee was unable to see a clean point.

Hands on Hips – The judge either saw a simultaneous hit and declares a clash. No point is awarded to either competitor.

POINT(S) ARE AWARDED BY 2 OUT OF 3 MAJORITY CALL by Center Judge, and the two Side Judges.

Duration of contest is 3 minutes or first competitor to seven points.

Only attacks with the padded portion of weapon are legal.

Legal Target areas include: hands, arms, legs, head, body and head. Groin strikes are NOT legal.

One (1) Point is awarded for hitting hands, arms, legs, or body.

Two (2) points are awarded for hitting the head.

The back of the body and back of the helmet are only legal if competitors are facing each other.

Continuous Contact - Padded Single or Double Weapon Matches

All matches scored by 3 judges on the “10 Point Must” system prior to deductions.

All deductions will be issued by referee only.

Judges may issue bonus points for exemplary technique.

Duration of preliminary matches shall be two (2) rounds at 1 minute per round with 30 second breaks.
One (1) minute overtime /round if necessary.

Referee will start, stop and restart action.

Referee will ID rule infractions, issue warnings and issue mandatory point deductions.

Only attacks with the weapon are legal.

Target areas include: hands, arms, legs, head, body and head. Groin strikes are NOT legal.

The back of the body and back of the helmet may be hit if facing the opponent.

In single weapon competition, it is NOT legal to block a weapon with your free hand. However, “arm stopping” at close quarter range is allowed.

Scoring is based on: Quantity of strikes, Effectiveness of strikes, Effectiveness of Defense and Ring Generalship.

You must exhibit some kind of defense (movement, parrying, blocking, etc...).

No grappling, wrestling or hooking.

No pushing or striking with any part of your body.

Thrusting/poking is legal. Using butt end of weapon is NOT. You can only attack/defend with padded area of weapon.

No checks to the face. Checks are allowed to the body with empty hand or weapon.

Trapping and parrying are allowed. Locking and holding are NOT.

An instantaneous “Hold and Hit” with an immediate release is allowed, but not continuously through the match.

Disarms are NOT allowed. However, if competitor loses weapon, referee will deduct one point.

Joints may NOT be locked or twisted.

You may use the ring to control the action. You may not use it to avoid action.

To signal surrender or stop action for an injury, equipment failure, etc., raise both hands and back up. Do not turn away.

No swearing or other un-sportsmanlike conduct at any time by fighters, coaches, or spectators.

Maximum of two persons only in each fighters corner during a match.