International Budo Sports Association Australia Official Rules & Regulations

January 1

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These are the official rules and regulations set out for all sanctioned International Budo Sports Association Australia Competition events. International Budo Sports Association Australia prides itself on providing a fair, competitive and safe environment for all involved thus a full understanding of these rules are required prior to participation, judging or refereeing in any International Budo Sports Association Australia Competition event. If assistance is required with the understanding of these rules then please contact an Official IBSAA representative nearest you. The official language of all events will be English.

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International Budo Sports Association Australia also known as: International Budo Sports, IBS and or IBSAA

...WARNING...

The contents of this Official International Budo Sports Association Australia rules and regulations may only be utilized in an official International Budo Sports Association Australia fully sanctioned event. Only to which a fully registered, qualified and insured International Budo Sports Official may utilize any and all parts of these rules and regulations as part of a sanctioned event. Only a fully qualified IBSAA Level 5 Instructor may qualify other persons to efficiently and effectively utilize these rules, in the refereeing, judging or officiating at any event. Do not attempt any of the contents of these rules and regulations until they have been completely explained, practiced and applied by a qualified instructor. Doing contrary to these rules and regulations can be harmful to oneself and others.

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EVENT TYPES

1.0 POINTS

Points will be decided by a minimum of three (3) qualified IBS judges. The highest combined score of these three (3) judges will constitute a win, thus the second highest is second and so forth to fifth place if applicable. The top five places receive points pending on the level of event being held.

1.1 POINTS, EXAMPLE SCORING SHEET

KATA / PATTERNS		*7yrs & Under All Grades Male*			K1	
NAME	*Official 1*	*Official 2*	*Official 3*	*Official 4*	*Total*	*Placing*
Matthew	7.8	7.7	7.2		22.7	2
Adam	7.6	7.1	7.1		21.8	3
Nick	8.0	8.4	8.2		24.6	1

1.2 BREAKING TIES WITHIN POINTS

If after all three (3) judges have awarded their points per competitor and there becomes a tie between two (2) or more competitors the following will be applied in order

First tie breaker rule	The lowest score is re added to the total score of the competitor	If the result is still a tie then move onto tie breaker ruling two (2)
Second tie breaker rule	The highest score is re added to the total score of the competitor	If the result is still a tie then move onto tie breaker ruling three (3)
Third tie breaker rule	Re perform event and the judges decide on winner by name written no points	If the result is still a tie then move onto Final decision
Final decision	A tied score is awarded to both competitors and same placing awarded as such	

1.3 BREAKING TIES EXAMPLE

KATA / PATTERNS		*7yrs & Under All Grades Male*			K1	
NAME	*Official 1*	*Official 2*	*Official 3*	*Official 4*	*Total*	*Placing*
Matthew	7.8	7.6	7.8		23.2	3
Adam	7.6	7.9	7.7		23.2	2
Nick	8.0	8.4	8.2		24.6	1

NAME	TOTAL SCORE	LOWEST SCORE	HIGHEST SCORE	POINTS
Matthew	23.2	7.6		30.8
Adam	23.2	7.6		30.8
Matthew	23.2		7.8	31
Adam	23.2		7.9	31.1

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1.4 EVENT CATAGORIES FOR 'POINT' SYSTEM

Kata/Pattern

Weapons Kata/Pattern

Demonstration

Breaking

Self Defence

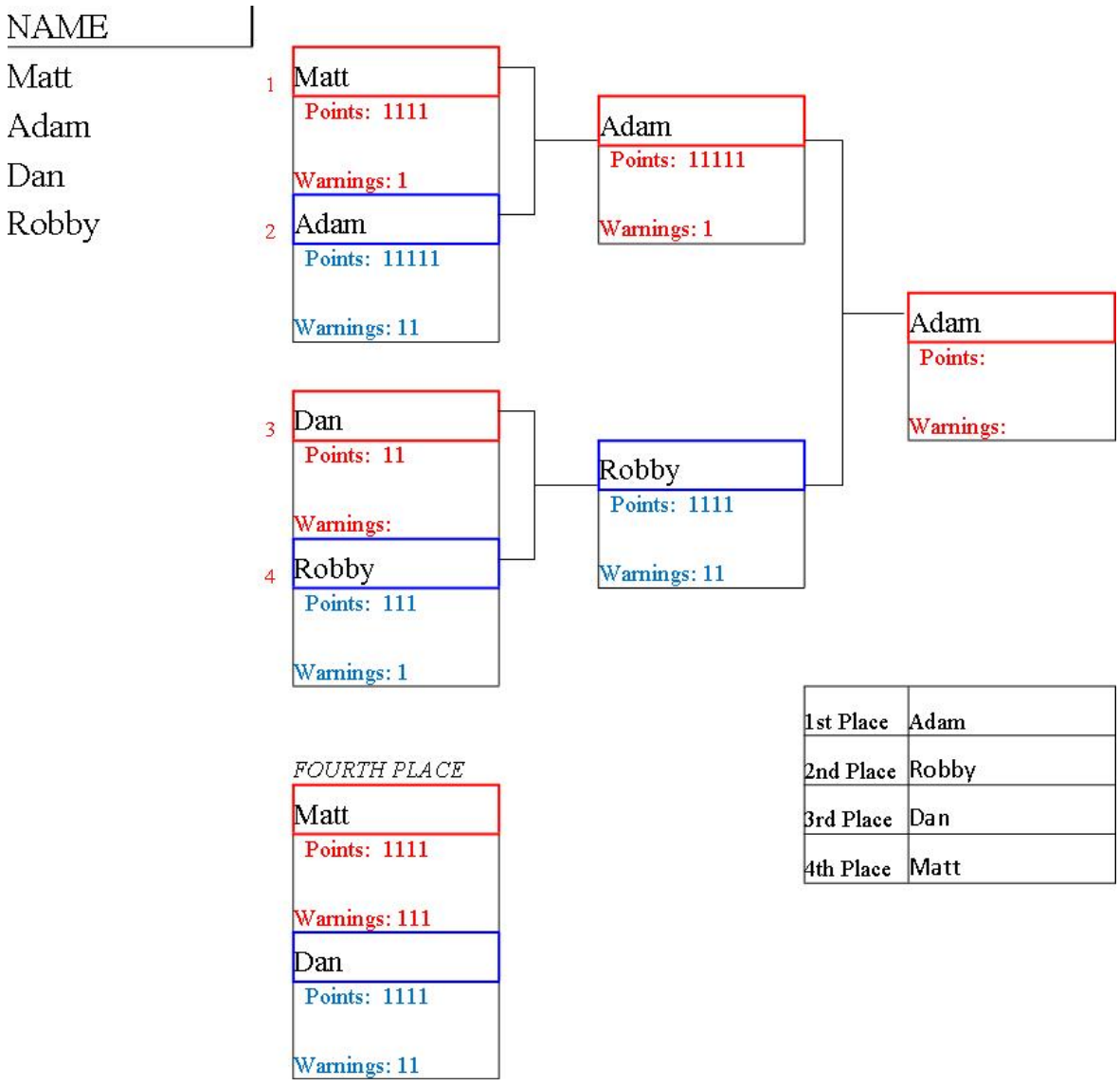
Flow Drill

2.0 KNOCKOUT

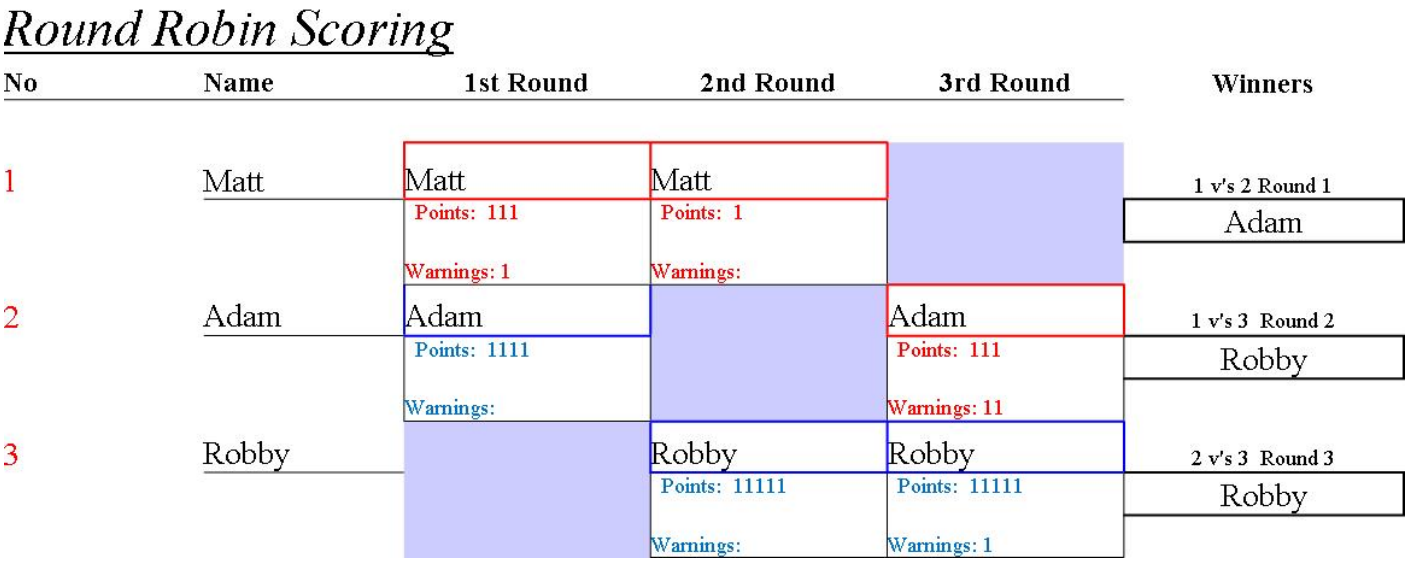
Any loss in this event will automatically eliminate the competitor from the event unless at any stage where three (3) competitors are left competing which will then constitute a round robin elimination. In 'Knockout' events there will be points awarded which will accumulate to constitute an instant win, or points awarded in a time frame and the highest points shall constitute a win unless of a tie which will then go into a tie breaker for knockout.

Knockout events will be conducted by one (1) head referee and at least two (2) corner judges/officials.

2.1 KNOCKOUT EXAMPLE SCORING SHEET



2.2 KNOCKOUT ROUND ROBIN SCORING SHEET

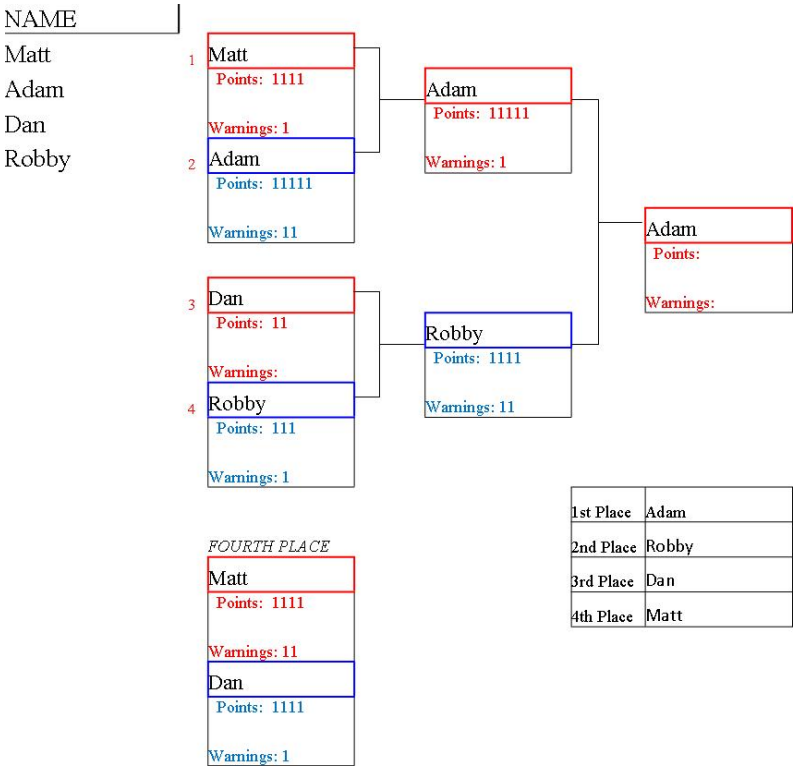


2.3 BREAKING TIES WITHIN KNOCKOUT

As these 'Knockout' events are based on either a total number of points constituting a win instantly or a time frame in which points are tallied to award a winner these may lead to tie and in such an event the following will be set in place.

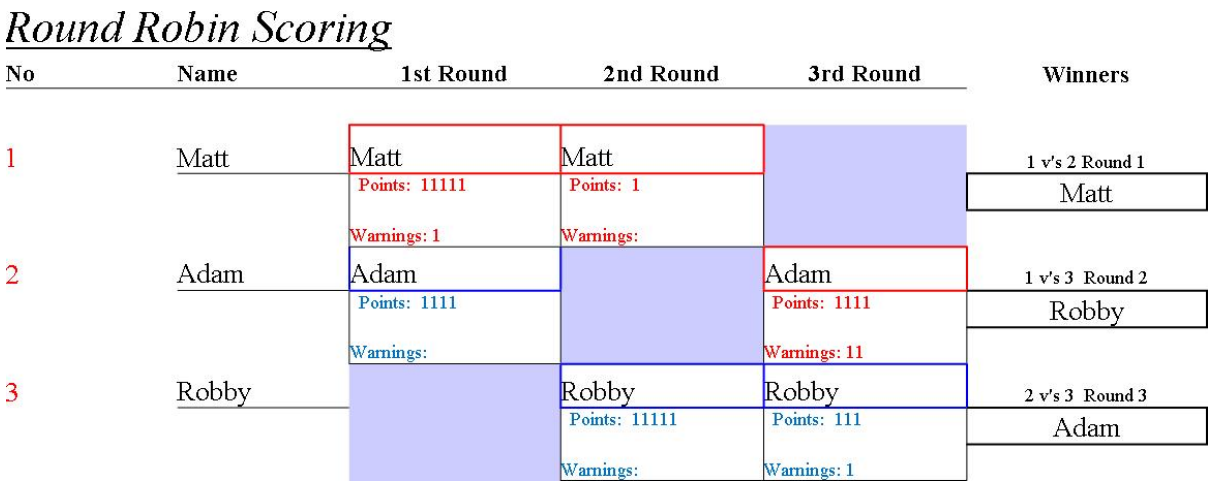
First tie breaker rule	Total number of points minus warnings (one point = one warning)	If the result is still a tie then move onto tie breaker ruling two (2)
Second tie breaker rule	30 sec extra time rescoring match as per normal	If the result is still a tie then move onto tie breaker ruling three (3)
Third tie breaker rule	First point wins within 30 sec	

2.4 BREAKING TIES EXAMPLE



NAME	TOTAL POINTS	WARNINGS	TOTAL	PLACING
Matt	4	2	2	4th
Dan	4	1	3	3rd

2.5 BREAKING TIES EXAMPLE ROUNDROBIN



NAME	TOTAL POINTS	WARNINGS	TOTAL	PLACING
Matt	6	1	5	3rd
Adam	8	2	6	2nd
Robby	8	1	7	1st

2.6 BI RULING WITHIN KNOCKOUT

If by chance in any knockout division there is an odd amount of competitors not resulting in a round robin, this constitutes a bi round. The head referee and officials shall randomly select from the competitors a competitor who will receive the bi which will place them immediately into the next round.

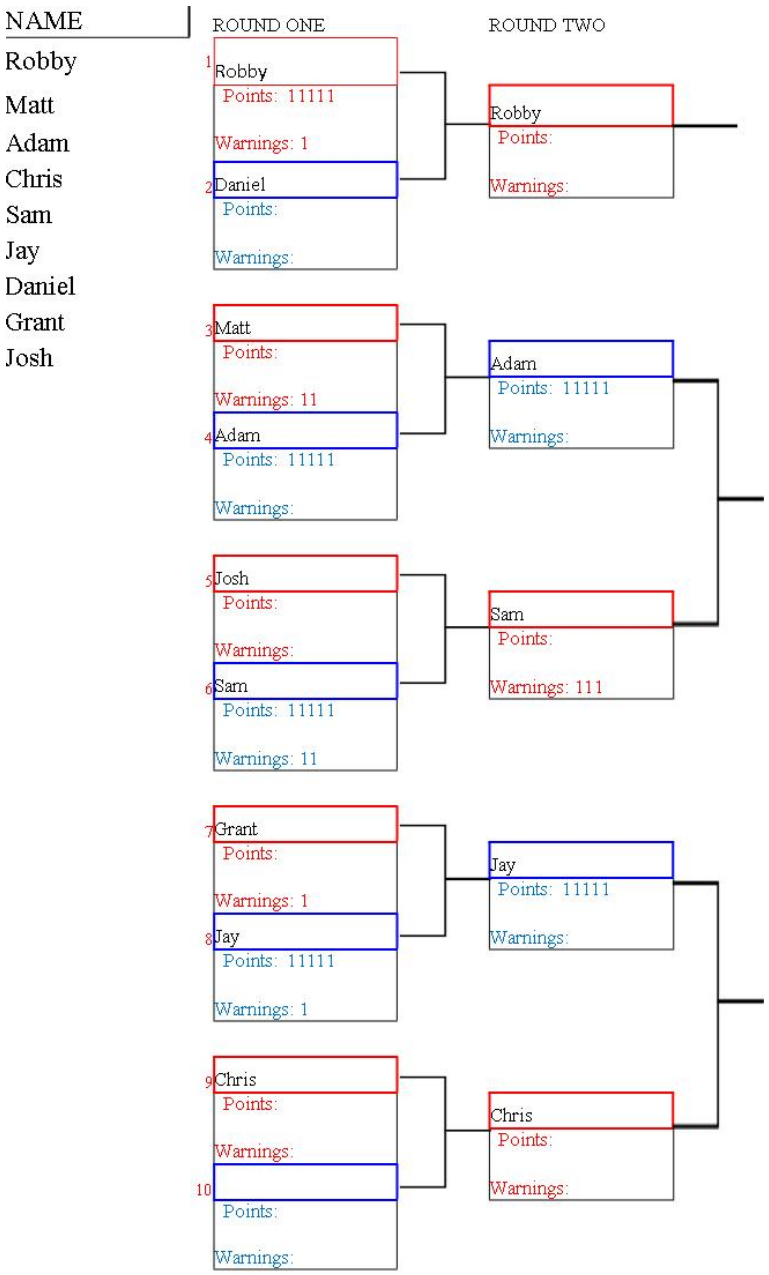
2.7 BI RULING WITHIN KNOCKOUT CLASSIFICATION

QTY OF COMPETITORS	ROUND 1	ROUND 2	ROUND 3
5	One competitor will have a bi resulting from official decision	Round robin elimination	
7	One competitor will have a bi resulting from official decision	Normal 4 competitor elimination	Normal 2 competitor elimination
9	One competitor will have a bi resulting from official decision	One competitor will have a bi resulting from the computers random draw	Round robin elimination
11	One competitor will have a bi resulting from official decision	Normal 6 competitor elimination	Normal 4 competitor elimination etc

All other QTY's of competitors will fall within these four (4) categories.

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2.8 BI RULING EXAMPLE



Normal Round robin elimination will result as per normal for Round three

2.9 EVENT CATAGORIES FOR 'KNOCKOUT' SYSTEM

Point Sparring

Continuous Sparring

Weapons Sparring

Quik Kick

No Gi Grappling

Gi Grappling

Viadal

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3.0 POINT SYSTEM AND AGE OF COMPETITORS

3.1 POINT ALLOCATION

Each competition level shall constitute a set award system of points

LEVEL OF ENTRY	PLACING	POINTS AWARDED
Level 1 Event	1st	9
	2nd	7
	3rd	5
	4th	3
	5th	2
Each entrant receives		2
Level 2 Event	1st	10
	2nd	8
	3rd	6
	4th	4
	5th	3
Each entrant receives		2
Level 3 Event	1st	11
	2nd	9
	3rd	7
	4th	5
	5th	4
Each entrant receives		2
Level 4 Event	1st	12
	2nd	10
	3rd	8
	4th	6
	5th	5
Each entrant receives		2
Level 5 Event	1st	14
	2nd	12
	3rd	10
	4th	8
	5th	6
Each entrant receives		2

3.2 POINT ALLOCATION AGE DIVISIONS

Juniors equate to male and female competitors under the age of fourteen (14) years of age.
Teens equate to male and female competitors between the age of fourteen (14) and seventeen (17).
Seniors equate to male and female competitors of eighteen (18) years of age and over.

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3.3 POINT ALLOCATION RULING FOR ENTERING MORE THAN ONE DIVISION PER EVENT KATA – WEAPONS KATA – DEMONSTRATION – SELF DEFENCE – CREATIVE BREAKING – POINT SPARRING

A competitor must enter the division corresponding to his/her age, gender and experience level; if a competitor is in breach of this an immediate disqualification will result. If a competitor wishes to go up an age group due to either:
1. Not enough competitors in current division
2. Coaches wishes
3. As an extra event,
one can do so as long as long as it is in the same gender category where concerned and no less than ones experience level, if less than Eighteen (18) must have parents and coaches authority to do so; if over eighteen (18) a coach's authority is required. Please note that events may clash and if this decision is of own choice as an extra event then no refunds or changes may occur due to division clashes. To enter an adult division a competitor must be 18 years and older with no exceptions as before stated.

If a competitor is authorised as mentioned to enter into an additional division within a category on one's own accord or coaches wishes, points obtained by competing as such will only be issued by the same age, gender or experience level the competitor is eligible to enter. If a placing is obtained in the additional division then no points are allocated to total score however the placing and prize is still issued to the competitor.

If a competitor is authorised as mentioned to enter into a division within a category due to not enough competitors in one current division then points, placing and prize are issued as per a normal entry.

If a competitor is authorised as mentioned to enter into a division within a category on one's own accord or coaches wishes, the competitor forfeits the right to enter into the allocated division based on their age, sex or experience level with the new division of choice. All points, placing and prizes are issued as per normal entry as a competitor has chosen to go up a class of competition.

3.4 POINT ALLOCATION RULING FOR ENTERING MORE THAN ONE DIVISION PER EVENT CONTINUOUS SPARRING – QUIK KICK – NO GI GRAPPLING – GI GRAPPLING – VIADAL – WEAPONS SPARRING

Divisions will be based on age, gender, weight class and experience level. A competitor must enter the division corresponding to his/her age, gender, weight class and experience level; if a competitor is in breach of this an immediate disqualification will result. If as a result there are not enough competitors in current division then an official will bring this to the attention of the competitor and:
1. If willing to go up a class within a division and if under eighteen (18) years has a parents or and coaches approval shall do so and enter into a higher class and forfeit all placing and points relating to current entering division.
2. If unwilling to go up a class within a division or non approval from parents and or coach then placing, points and prize shall be awarded as per a normal entry with no competition.
No junior or teen competitor may enter into a senior event.

Weight categories are a guide only and at each event may vary, below is a minimum range allowed; each promoter may vary these weight classes. No weight class will be more than 10kg difference in most circumstances, if a weight class indicates a greater weight range, then competition may only commence after authority from fellow opponents, coaches and parents.

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4.0 KATA/FORMS POINTS SYSTEM

Kata/Form events are based on empty hand, no music, props or companions. Competitors must reflect their styles traditional values through form in Martial Arts content. These forms do not have to be traditional but must not have gymnastics or other non-martial arts techniques, these types of forms fall under demonstration.

4.1 KATA/FORM UNIFORM

Proper, clean traditional uniforms are a must; if a T-Shirt or Singlet is to be worn they must be part of your schools uniform.

4.2 KATA/FORM TIME LIMIT

A Four (4) minute time limit is set from entering onto the competition area, if a competitor falls outside this time frame a one (1) point penalty per 30sec will be deducted from the total score.

4.3 KATA/FORM ANNOUNCEMENT OF DIVISION

An official will announce the Event and Division name and ID to the designated competition area. Competitors will proceed once called and wait outside the Matt area until all competitors have arrived. If a competitor has not arrived on the first call of the event then a second call for the Event and Division will be made. If after this a competitor is still missing their individual name may be called (this will be up to the discretion of the Head Official) by an IBS official and be given a one (1) minute time frame to present themselves to the allocated competition area. If a competitor still has not presented themselves to the designated competition area the competitor will receive zero (0) as a score and be disqualified from the event. No competitor will be allowed to enter after the first competitor has commenced their Kata/Form due to late entry, additional entry or missing of event.

4.4 KATA/FORM ENTERING COMPETITION AREA

Appropriate protocol is required when entering the competition area, as different styles encompass various etiquettes in formally entering the competition area there is no set method required from a competitor as long as competitors enter with a representation of respect. No loss of points or penalties will be applied if a competitor for entering the competition area.

4.5 KATA/FORM INTRODUCING OF ONESELF

Once the competitor has formally entered the competition area, introduction of oneself and style is required prior to performing. As different styles have different ways of introduction there is no formal requirement, as long as the competitor denotes oneself, their style/system and what they are about to perform this is adequate enough to commence competing.

4.6 KATA/FORM COMPETITION AREA

A 5m x 5m minimum area is required for competition, the promoter will determine if the competition surface will be matted or not. If there are no Matts then a marked area will be visible for competition, Competitors must perform within the allocated area, if competitor proceeds outside this area a penalty of one (1) point may be issued by the judges if the majority of the Kata/Form was executed outside this area.

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4.7 KATA/FORM ORDER OF PERFORMANCE

The order of performance for competitors will be of random draw based on the computers entry.

4.8 KATA/FORM DIVISIONS

Refer to *section 3.2*

4.9 KATA/FORM STARTING OVER ONCE COMMENCED

If a competitor starts his/her Kata/Form over due to one's negligence, the competitor may perform again. The officials will score the competitor as though no negligence was rendered however the score keeper will deduct 0.5 from the competitor's total score. A competitor can only start over one (1) time and as a result of non-completion for a second time the competitor will receive a score of zero (0). If the competitor has to start over not due to his/her negligence then this is done so with no penalty. As a competitor starts over so does the time frame.

4.10 KATA/FORMS JUDGING EVENTS

Kata will be judged on the 5 major components that are apparent in all Kata and Forms regardless of the difference between styles and countries of origin.

1. Technical content and execution
2. Balance
3. Power
4. Speed
5. Spirit or focus

Judges will also take into account the age and experience level when judging events that have different ages and experience levels in the same event.

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5.0 WEAPONS KATA/FORM POINTS SYSTEM

Weapon kata events are based on weapons form, no music, props or companions. Competitors must reflect their styles traditional values through form in Martial Arts content. These forms do not have to be traditional but must not have gymnastics or other non-martial arts techniques, these types of forms fall under demonstration.

5.1 WEAPONS KATA/FORM UNIFORM

Proper, clean traditional uniforms are a must; if a T-Shirt or Singlet is to be worn they must be part of your schools uniform.

5.2 WEAPONS KATA/FORM TIME LIMIT

A Four (4) minute time limit is set from entering onto the competition area, if a competitor falls outside this time frame a one (1) point penalty per 30sec will be deducted from the total score.

5.3 WEAPONS KATA/FORM ANNOUNCEMENT OF DIVISION

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5.4 WEAPONS KATA/FORM ENTERING COMPETITION AREA

Appropriate protocol is required when entering the competition area, as different styles encompass various etiquettes in formally entering the competition area there is no set method required from a competitor as long as competitors enter with a representation of respect.

5.5 WEAPONS KATA/FORM INTRODUCING OF ONESELF

Once the competitor has formally entered the competition area, introduction of oneself and style is required prior to performing. As different styles have different ways of introduction there is no formal requirement, as long as the competitor denotes oneself, their style/system and what they are about to perform this is adequate enough to commence competing.

5.6 WEAPONS KATA/FORM COMPETITION AREA

A 5m x 5m minimum area is required for competition, the promoter will determine if the competition surface will be matted or not. If there are no Matts then a marked area will be visible for competition, Competitors must perform within the allocated area, if competitor proceeds outside this area a penalty of one (1) point may be issued by the judges if majority of the Weapons Kata/Form was executed outside this area.

5.7 WEAPONS KATA/FORM ORDER OF PERFORMANCE

The order of performance of competitors will be of random draw based on the computers entry.

5.8 WEAPONS KATA/FORM DIVISIONS

Refer to *section 3.2*

5.9 WEAPONS KATA/FORM STARTING OVER ONCE COMMENCED

If a competitor starts their weapons Kata/Form over due to ones negligence, the competitor may perform again. The officials will score the competitor as though no negligence was rendered however the score keeper will deduct 0.5 from the competitor's total score. A competitor can only start over one (1) time and as a result of non completion for a second time the competitor will receive a score of zero (0). If the competitor has to start over not due to their negligence then this is done so with no penalty. As a competitor starts over so does the time frame.

5.10 WEAPONS KATA/FORMS SAFETY CHECK

The head referee/official will check all weapons for safety, commencement of a competitor's competing will be subject to the head referee/official safety check of the weapon. All weapons must be of solid construction and if using edges weapons the competitor must have a full understanding and respect on how to manoeuvre an edged weapon. Responsibility of a competitor in providing a safe environment for themselves and all involved around the competition area is critical when deciding on what type of weapon to choose.

5.11 WEAPONS KATA/FORMS JUDGING EVENTS

Weapons Kata will be judged on the 6 major components that are apparent in all weapon kata and forms regardless of the difference between styles and countries of origin.

1. Technical content and execution
2. Balance
3. Power
4. Speed
5. Spirit or focus
6. Weapon control

Judges will also take into account the age and experience level when judging events that have different ages and experience levels in the same event.

As this division suggests it is a weapons event and as a duty of care to all competitors, officials and bystanders, a competitor who unintentionally drops their weapon will be automatically disqualified. If a competitor performs uncontrollably or carelessly misuses their weapon a competitor may be disqualified or at least issued a penalty of points for misuse or showing lack of respect for ones weapon.

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6.0 DEMONSTRATION POINTS SYSTEM

All competitors may perform any kind of demonstration of skill involving music, weapons, kata with music or synchronisation, self defence, shows of strength, mind control or comical skit to name a few. At least half of the performance must originate from Martial Arts.

6.1 DEMONSTRATION UNIFORM

Proper, clean traditional uniforms or other clothing of your choice pertaining to your demonstration may be worn to enter this event making sure it is appropriate by nature.

6.2 DEMONSTRATION TIME LIMIT

A Four (4) minute time limit is set from entering onto the competition area, if a competitor falls outside this time frame a one (1) point penalty per 30sec will be deducted from the total score.

6.3 DEMONSTRATION ANNOUNCEMENT OF DIVISION

An official will announce the Event and Division name and ID to the designated competition area. Competitors will proceed once called and wait outside the Matt area until all competitors have arrived. If a competitor has not arrived on the first call of the event then a second call for the Event and Division will be made. If after this a competitor is still missing their individual name may be called (this will be up to the discretion of the Head Official) by an IBS official and be given a one (1) minute time frame to present themselves to the allocated competition area. If a competitor still has not presented themselves to the designated competition area the competitor will receive zero (0) as a score and be disqualified from the event. No competitor will be allowed to enter after the first competitor has commenced their Demonstration due to late entry, additional entry or missing of event.

6.4 DEMONSTRATION EQUIPMENT, PROPS AND MUSIC SET UP

If equipment or props are required during a competitors demonstration a one (1) minute time limit is allocated for set up prior to entering the competition area. If the set-up of equipment or props goes outside this time limit then a one (1) point penalty will be allocated to the total score.

If music is required for a competitor's demonstration then one of the following media methods are required.

1. A music CD with only the song required for demonstration, labelled clearly with the division and competitor name/s.
2. An MP3 player in position with an accompanying cover sheet clearly listing the name and location of the song, the division and competitor name/s

If a competitor requires the commencement of the music at a certain time within their demonstration and the competitor would like the allocated music official to control their media then a cover sheet pertaining to when the music is required to commence is required. If a competitor does not require the music official to control their media and requires another representative to do so then please make note of this on your media so the official can ensure your representative is accessible when required.

6.5 DEMONSTRATION ENTERING COMPETITION AREA

Appropriate protocol is required when entering the competition area, as different styles encompass various etiquettes in formally entering the competition area, there is no set method required from a competitor as long as competitors enter with a representation of respect.

6.6 DEMONSTRATION INTRODUCING OF ONESELF

Once the competitor/s has formally entered the competition area, introduction of oneself and style is required prior to performing. As different styles have different ways of introduction there is no formal requirement, as long as the competitor denotes oneself, their style/system and what they are about to perform this is adequate enough to commence competing.

6.7 DEMONSTRATION COMPETITION AREA

A 5m x 5m minimum area is required for competition.
Competitors must perform within the allocated area, if competitor proceeds outside this area a penalty of one (1) point may be issued by the judges if majority of the demonstration has been executed outside this area.

6.8 DEMONSTRATION ORDER OF PERFORMANCE

The order of performance of competitors will be of random draw based on the computers entry.

6.9 DEMONSTRATION DIVISIONS

Refer to *section 3.2*

6.10 DEMONSTRATION STARTING OVER ONCE COMMENCED

If a competitor starts their demonstration over due to ones negligence, the competitor may perform again. The officials will score the competitor as though no negligence was rendered however the score keeper will deduct 0.5 from the competitor's total score. A competitor can only start over one (1) time and as a result of non completion for a second time the competitor will receive a score of zero (0). If the competitor has to start over not due to their negligence then this is done so with no penalty. As a competitor starts over so does the time frame.

6.11 DEMONSTRATION SAFETY CHECK

The head referee/official will check all props or weapon/s for safety, commencement of a competitor's competing will be subject to the head referee/official's safety check of the props or weapon/s. All props and weapons must be of solid construction and if using edged weapons the competitor must have a full understanding and respect on how to manoeuvre edged weapons. It is the responsibility of a competitor to provide a safe environment for themselves, and all others involved around the competition area. This is critical when deciding on what type of props or weapon/s to use.

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6.12 DEMONSTRATION JUDGING EVENTS

Demonstration will be judged on the 7 major components that are apparent in all demonstrations regardless of the difference between styles and countries of origin.

1. Technical content and execution
2. Balance
3. Power
4. Speed
5. Spirit or focus
6. Martial Arts content
7. Entertainment value

Judges will also take into account the age and experience level when judging events that have different ages and experience levels in the same event.

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7.0 SELF DEFENCE POINTS SYSTEM

In this division competitors perform a pre arranged self defence routine where the competitor will show how to efficiently & effectively protect oneself from any bodily harm arising out of an encounter, or attacks from another person/s. Uses of props or music are not permitted, If props or music are required then this must be entered into demonstration.

7.1 SELF DEFENCE UNIFORM

Proper, clean traditional uniforms are a must; if a T-Shirt or Singlet is to be worn they must be part of your schools uniform.

7.2 SELF DEFENCE TIME LIMIT

A Four (4) minute time limit is set from entering onto the competition area, if a competitor falls outside this time frame a one (1) point penalty per 30sec will be deducted from the total score.

7.3 SELF DEFENCE ANNOUNCEMENT OF DIVISION

An official will announce the Event and Division name and ID to the designated competition area. Competitors will proceed once called and wait outside the Matt area until all competitors have arrived. If a competitor has not arrived on the first call of the event then a second call for the Event and Division will be made. If after this a competitor is still missing their individual name may be called (this will be up to the discretion of the Head Official) by an IBS official and be given a one (1) minute time frame to present themselves to the allocated competition area. If a competitor still has not presented themselves to the designated competition area the competitor will receive zero (0) as a score and be disqualified from the event. No competitor will be allowed to enter after the first competitor has commenced their Self Defence due to late entry, additional entry or missing of event.

7.4 SELF DEFENCE WEAPONS, PROPS AND MUSIC

The use of props or music is not allowed in this event, however the use of a weapon is allowed only by a set attacker as per *section 7.12.*

7.5 SELF DEFENCE ENTERING COMPETITION AREA

Appropriate protocol is required when entering the competition area, as different styles encompass various etiquettes in formally entering the competition area there is no set method required from a competitor as long as competitors enter with a representation of respect.

7.6 SELF DEFENCE INTRODUCING OF ONESELF

Once the competitor/s has formally entered the competition area, introduction of oneself and style is required prior to performing. As different styles have different ways of introduction there is no formal requirement, as long as the competitor denotes oneself, their style/system and what they are about to perform this is adequate enough to commence competing.

7.7 SELF DEFENCE COMPETITION AREA

A 5m x 5m minimum area is required for competition.
Competitors must perform within the allocated area, if competitor proceeds outside this area a penalty of one (1) point may be issued by the judges if majority of the demonstration has been executed outside this area.

7.8 SELF DEFENCE ORDER OF PERFORMANCE

The order of performance for competitors will be of random draw based on the computers entry.

7.9 SELF DEFENCE DIVISIONS

Refer to *section 3.2*

7.10 SELF DEFENCE STARTING OVER ONCE COMMENCED

If a competitor starts their Self Defence routine over due to ones negligence, the competitor may perform again. The officials will score the competitor as though no negligence was rendered however the score keeper will deduct 0.5 from the competitor's total score. A competitor can only start over one (1) time and as a result of non completion for a second time the competitor will receive a score of zero (0). If the competitor has to start over not due to their negligence then this is done so with no penalty. As a competitor starts over so does the time frame.

7.11 SELF DEFENCE SAFETY CHECK

The head referee/official will check all weapon/s for safety, commencement of a competitor's competing will be subject to the head referee/official safety check of the weapon/s. All weapons must be of solid construction and if using edged weapons the competitor must have a full understanding and respect on how to manoeuvre edged weapons. . It is the responsibility of a competitor to provide a safe environment for themselves, and all others involved around the competition area. This is critical when deciding on what type of weapon/s to use.

7.12 SELF DEFENCE SET ROUTINE REQUIRED

In this category a set quantity of attacks are required in no particular order, however all attacks must be defended against. A competitor will be attacked by the following:

1. Single attack "HAND" strike
2. Single attack "GRAB" from the front
3. Multiple attack "ANY" scenario minimum two (2) attackers
4. Own choice "ANY" scenario with or without weapons
5. Own choice "ANY" scenario with or without weapons

This set routine will be carried out once at a slow demonstration speed followed by once at street speed.

7.13 SELF DEFENCE ATTACKERS (ASSISTANTS)

If a junior competitor is executing a self defence routine then a junior competitor can only be attacked by fellow junior competitors, as per age division in *section 3.1.*
If a teen competitor is executing a self defence routine then a teen competitor can be attacked by either fellow teen competitors or senior competitors, as per age division in *section 3.1.*
If a senior competitor is executing a self defence routine then a senior competitor can only be attacked by fellow senior competitors, as per age division in *section 3.1.*

7.14 SELF DEFENCE JUDGING EVENTS

Self defence will be judged on the 6 major components that are apparent in all demonstrations regardless of the difference between styles and countries of origin.

1. Realism
2. Effectiveness
3. Technical content and execution
4. Balance
5. Speed
6. Spirit or focus

Judges will also take into account the age and experience level when judging events that have different ages and experience levels in the same event.

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8.0 CREATIVE BREAKING POINTS SYSTEM

Creative breaking provides a division for a competitor to show their skill level in breaking different mediums, this could range from boards, tiles, bricks or concrete to name a few. This division is to demonstrate ability creatively through breaking, whether it be a feat of strength, speed or skill. Creative breaking allows for the use of the competitors own breaking medium unless promoter states otherwise on entry form, in this case the medium may only be purchased at a competition event.

8.1 CREATIVE BREAKING UNIFORM

Proper, clean traditional uniforms are a must; if a T-Shirt or Singlet is to be worn they must be part of your schools uniform.

8.2 CREATIVE BREAKING TIME LIMIT

One (1) minute set up time will be allowed and a four (4) minute time limit is set from entering onto the competition area, if a competitor falls outside this time frame a one (1) point penalty, per 30sec, will be deducted from the total score.

8.3 CREATIVE BREAKING ANNOUNCEMENT OF DIVISION

An official will announce the Event and Division name and ID to the designated competition area. Competitors will proceed once called and wait outside the Matt area until all competitors have arrived. If a competitor has not arrived on the first call of the event then a second call for the Event and Division will be made. If after this a competitor is still missing their individual name may be called (this will be up to the discretion of the Head Official) by an IBS official and be given a one (1) minute time frame to present themselves to the allocated competition area. If a competitor still has not presented themselves to the designated competition area the competitor will receive zero (0) as a score and be disqualified from the event. No competitor will be allowed to enter after the first competitor has commenced their Breaking due to late entry, additional entry or missing of event.

8.4 CREATIVE BREAKING ENTERING COMPETITION AREA

Appropriate protocol is required when entering the competition area, as different styles encompass various etiquettes in formally entering the competition area there is no set method required from a competitor as long as competitors enter with a representation of respect.

8.5 CREATIVE BREAKING INTRODUCTION OF ONESELF

Once the competitor has formally entered the competition area, introduction of oneself and style is required prior to performing. As different styles have different ways of introduction there is no formal requirement, as long as the competitor denotes oneself, their style/system and what they are about to perform this is adequate enough to commence competing.

8.6 CREATIVE BREAKING COMPETITION AREA

A designated breaking area will be set up for this event, as debris may result in this event. No breaks will be allowed on a matted area. Competitors must provide their own surface (tarp or similar) for breaking on if you are using such mediums as concrete, tiles or bricks as these leave a lot of debris on the floor and can cause damage to the floor. All competitors must clean up after themselves and remove all debris from the competition area and dispose of it properly.

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8.7 CREATIVE BREAKING ORDER OF PERFORMANCE

The order of performance of competitors will be of random draw based on the computers entry.

8.8 CREATIVE BREAKING DIVISIONS

Refer to *section 3.2*

8.9 CREATIVE BREAKING STARTING OVER ONCE COMMENCED

In this event there is no leeway with starting over as the main focus in this event is to display ones technical ability in breaking; competitors have one chance only to complete this task. If however after three (3) failed attempts to complete the break a competitor does not succeed an official will stop the process and scoring will proceed as per normal.

8.10 CREATIVE BREAKING JUDGING EVENTS

Board and creative breaking will be judged on the 8 major components that are apparent in all breaking regardless of the difference between styles and countries of origin.

1. Technical content and execution
2. Balance
3. Power
4. Speed
5. Spirit or focus
6. Medium of breaking materials used
7. Quantity of breaking material used depending on medium
8. Difficulty of break

Judges will also take into account the age and experience level when judging events that have different ages and experience levels in the same event.

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9.0 POINT SPARRING JUNIOR/TEENS/SENIOR KNOCKOUT SYSTEM

This event is for all competitors wishing to enter an event of free form sparring governed by rules for both competitors to compare their skills, reacting and adapting to each other very quickly through points issued as executed. Point Sparring decisions are based on either a total amount of points reached prior to the time limit or total points accumulated within the time frame per bout.

9.1 POINT SPARRING UNIFORM

A Traditional Martial Arts Uniform must be worn only; no shorts, singlets or T-Shirts may be worn in this event even if they are part of your schools uniform.

9.2 POINT SPARRING TIME LIMIT

JUNIORS Normal Bout will consist of one (1) x one and a half (1.5) minute round if points are not met prior.
SENIORS Normal Bout will consist of one (1) x two (2) minute round if points are not met prior.

9.3 POINT SPARRING DIVISION ANNOUNCMENT

An official will announce the Event and Division name and ID to the designated competition area. Competitors will proceed once called and wait outside the Matt area until all competitors have arrived. If a competitor has not arrived on the first call of the event then a second call for the Event and Division will be made. If after this a competitor is still missing their individual name may be called (this will be up to the discretion of the Head Official) by an IBS official and be given a one (1) minute time frame to present themselves to the allocated competition area. If a competitor still has not presented themselves to the designated competition area the competitor will receive zero (0) as a score and be disqualified from the event. No competitor will be allowed to enter after the first competitor has commenced point sparring due to late entry, additional entry or missing of event.

9.4 POINT SPARRING ENTERING COMPETITION AREA

Appropriate protocol is required when entering the competition area, as different styles encompass various etiquettes in formally entering the competition area there is no set method required from a competitor as long as competitors enter with a representation of respect.

9.5 POINT SPARRING FORMAL COMMENCEMENT OF BOUT

Once a competitor has been allocated with what starting position either Migi (Right) Aka (Red) side or Hidari (Left) Ao (Blue) side, the head referee will instruct competitors to enter when ready. The head referee will call for a formal bow to him/her respecting the commencement of the bout, and then the referee will instruct the competitors to bow to each other to formally begin the bout.

9.6 POINT SPARRING COMPETITION AREA

A matted 5m x 5m minimum area is required for competition in all contact events.

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9.7 POINT SPARRING POOLING AND ORDER OF COMPETING

Pooling of an event will proceed as follows:
1. An official/Referee will call on competitors to stand at the competition area after verifying as per *section 9.3*.
2. Pairing of competitors will be based on Official/Referee judgment; all attempts will be made not to match competitors from their own clubs in the first round where permitted.
3. If a round robin is evident then *section 2.2* will take effect.
4. If an odd number of competitors are evident then a bi will take effect as per *section 2.6.*

9.8 POINT SPARRING DIVISIONS

Refer to *section 3.2*

9.9 POINT SPARRING TRAINERS/COACHES

One trainer/coach may sit in the allocated trainers chair to assist their competitor, no other team member my direct or coach the competitor.
Enthusiastic support of a competitor is not regarded as directing or coaching and is encouraged as long as the following rules are carried out:
1. Trainers/coaches are never allowed to enter the competition area without the permission of the referee.
2. No unsportsmanlike, abusive, violent or negative coaching is allowed.
3. A trainer/coach can never, at any time interfere with the appropriate running of a competition area or decision of judges/referees, penalty points or disqualification will result if such an act occurs.
Please refer to International Budo Sports Code of Conduct, Policies and Procedures.

9.10 POINT SPARRING SAFETY CHECK

A uniform and equipment safety check may be carried out by a judge or referee in an event if the official feels the need for equipment inspection for any reason possible. A duty of care is vital for all officials and if a concern is raised, noted or witnessed then it is up to the official of the competition area to manage the situation.

9.11 POINT SPARRING GELS/OILS OR DRESSINGS

No lotions, greases or gels are to be used on any part of the competitors exposed body parts.
Neoprene joint supports or cloth bandages are allowed for support on prior injuries only.

9.12 POINT SPARRING COMPULSARY SAFETY EQUIPMENT

Foam dipped head gear or similar
Mouth guard
Groin protector for males (optional for females)
Foam dipped sparring gloves or similar covering fingers
Foam dipped sparring boots or similar covering the heel and toes

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9.13 POINT SPARRING OPTIONAL SAFETY EQUIPMENT

Chest guards (females only)
Shin guards
Forearm protectors
Shin and instep boots covering the heel and toes (this would substitute sparring boots)
IBS approved boxing style gloves 10oz or under
Open hand foam dipped sparring gloves are allowed as long as the fist remains' closed otherwise immediate disqualification will result.

9.14 POINT SPARRING ILLEGAL SAFETY EQUIPMENT

Cloth hand protectors of any kind
Boxing gloves over 10oz
Bag gloves of any kind
Any gloves that do not have sufficient padding
Any boots that do not have sufficient padding
No strapping of hands or feet

9.15 POINT SPARRING MATCH DECISIONS

Points
Referee stoppage
Doctor stoppage
Corner stopping the competition on the competitor's behalf (throwing in the towel)
Competitor's verbal submission
Judges decision

9.16 POINT SPARRING POINT VALUES

1 point will be awarded for every punch or kick that is inside the legal scoring area that has been declared by the referee and judges to have scored.
2 points can be awarded to a competitor if a clean, technically correct kick is delivered to a legal target area of the head that has been declared by the referee and judges to have scored.

9.17 POINT SPARRING WINNER DETERMINATION

The first competitor to score five (5) points will automatically win the bout.
If the time for the event runs out, the competitor with the highest point score will be declared the winner of the bout.
The referee issues a standing eight (8) count and a competitor cannot continue.

9.18 POINT SPARRING WINNER DETERMINATION BREAKING OF TIES

In the event of a tie at the end of the time limit, penalty points may be taken into account or the match will go to Golden Point Wins. Golden point is the first competitor to score a legal point in the legal target areas.

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9.19 POINT SPARRING WHAT CONSTITUTES A POINT

A point is a controlled legal strike delivered to a legal target area on a competitor within the competition area (in bounds).

9.20 POINT SPARRING POINT DETERMINATION

Points are awarded by a majority vote from judges including referee. The head referee will call for point on a legal technique scored and if majority of judges including the referee agree on the scored point, the point will be awarded as such. If the point is called as a two (2) point kick technique, the head referee must call for a two (2) point call for points to take effect; otherwise one (1) point will only be issued if majority agree

9.21 POINT SPARRING LEVEL OF LEGAL CONTACT

JUNIOR/TEENS Light touch contact too sides/top of head and body which results in no penetration or visible movement of the opponent. A competitor may only score a legal point to the face via the six (6) inch halo rule, if contact is made in any way or form to an opponent's face a penalty point or disqualification may result.
SENIOR Light touch contacts which results in slight penetration or slight visible movement of the opponent. A competitor may score a legal point to the face via the six (6) inch halo rule.

HALO RULING A six (6) inch halo exists around the competitors head if this halo is broken and no contact was made, a point will be awarded for penetrating this zone.

9.22 POINT SPARRING LEVEL OF ILLEGAL CONTACT

1. Excessive contact resulting from a force in excess of what is required to score a legal point as per *section 9.20*.
2. Visible excessive body movement of the opponent resulting from a point.
3. Knocking down of an opponent if resulting from personal negligence or not.
4. An instant appearance of swelling, discolouration or bleeding as a result of an opponent's excessive force striking for a point.
5. The distortion or injury of the body resulting from an opponent's excessive force striking for a point.

9.23 POINT SPARRING LEGAL TARGET AREAS

Front, Sides and Top of Head
Below the neck
Above the waist
Refer to *Section 9.21* regarding level of contact

9.24 POINT SPARRING ILLEGAL TARGET AREAS

Back of Head – Spine - Sides and Back of Neck – Throat – Groin - Legs and Knees

9.25 POINT SPARRING NON-TARGET AREAS

No points will be received for scoring in non-target areas such as the hips, shoulders, buttocks, arms and feet, points cannot be scored to these areas. If a competitor is found to be purposely attacking these non-targets zones then a penalty point may be awarded for such an act.

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9.26 POINT SPARRING LEGAL TECHNIQUES

Legal techniques are all legal kicks and punches controlled in a standing position as per set out in the IBS rules and regulations.

9.27 POINT SPARRING ILLEGAL TECHNIQUES/FOULS

Knees – Elbows - Grappling – Throwing, sweep or takedowns –Strikes to the leg area - Biting – Eye gouging of any kind – Head butts – Hair pulling – Groin striking – Strikes to throat or neck area – Strikes to the spine - – Strikes to the back of head –Strikes to a downed opponent – Strikes to an opponent after the final bell – Strikes to an opponent under the care of a referee/official – Any uncontrollable dangerous striking technique – Any uncontrollable spinning technique - Scratching, pinching, twisting, clawing the flesh – Spitting – Stomping – Orifice insertion including fish hooking nose and mouth – Holding onto an opponent in any manner

9.28 POINT SPARRING WARNINGS, PENALTIES AND DISQUALIFICATION

One (1) official verbal warning shall be issued without a penalty point. After the first warning is issued, a penalty point is awarded to the opponent on each and every violation of the rules and regulations to the maximum of three (3) Penalty points as to when the third is issued, immediate disqualification occurs and the opponent is automatically declared the winner.

Warnings without being issued a penalty point can only result from a competitor accidently sustaining the fault and this shall be judged by the referee's discretion.

A competitor cannot be penalized and still receive a point on the same call, a penalty point always overrules a legal point by the same competitor.

A competitor can receive a point due to an opponent being penalized and at the same time receive a legal point for scoring.

A competitor will gain automatic disqualification resulting from an opponent sustaining injury in any form due to an illegal attack which is deemed by a referee or official as being such.

If a competitor is injured due to their own responsibility and no fault can be associated with the injury by the opponent (i.e. clashing of heads, ducking into a legal attack etc) no penalty point shall be awarded if deemed by a referee or official as being such.

If a competitor is injured as stated above and in the event is unable to continue because of a no-fault foul, the opponent will be declared the winner even if points were in favour of the competitor prior to the foul.

If a competitor receives a point and immediately proceeds to infringe on the rules and regulations, the warning for breaking the rules and regulations voids the issued point. A competitor cannot receive a point and warning on the same call.

Both competitors will receive a penalty point or even disqualification if the referee deems that there is no progression within the bout, both competitors must make an obvious attempt to compete otherwise penalty's may be issued for such.

Disqualification of a competitor requires a majority vote by all officials, unless resulting by a three (3) penalty disqualification.

A competitor who is disqualified due to *section 9.30* in the final round of competition will not be awarded a placing or rating points, unless resulting by a three (3) penalty disqualification then a normal loss is sustained.

Immediate disqualification will result if a competitor intentionally competes in the wrong division for which they are not qualified or instructed to do so.

9.29 POINT SPARRING GROUNDS FOR PENALTY

1. Attacking illegal and non target areas as per *section 9.25* and *section 9.26*
2. Use of illegal techniques as per *section 9.28*
3. Blind out of control attacks
4. Excessive contact
5. Intentionally leaving the competition area during a bout
6. Deliberately avoiding contact and backing out of the ring
7. Deliberately falling to the floor to avoid contact
8. Deliberately dropping mouth guard
9. Swearing abusive language
10. Blatantly disregarding the referee/officials instructions
11. Interference by the corner or bystander refer to *code of conduct*
12. Any unsportsmanlike behaviour from the competitor, coaches, family, friends etc refer to *code of conduct*
13. As per *section 9.3*

All penalty grounds are determined by the referee and shall be issued accordingly.

9.30 POINT SPARRING BOUNDRY RULE

Out of bounds constitutes a competitor who does not have at least one foot touching the competition boundary line. Stepping out of bounds does not automatically stop the competition; the referee is the only one who may stop the competition in any way. An out of bounds competitor may be scored on by an opponent so long as the inbounds competitor has at least one foot in bounds and referee has not signalled a stoppage. In the event of jumping/flying controlled techniques, the attacking competitor must land with at least one foot in bounds in order to obtain a score for that move.

9.31 POINT SPARRING CODE OF CONDUCT

Please refer to International Budo Sports Code of Conduct and Policies and Procedures.

9.32 POINT SPARRING DUTY OF CARE

If a competitor is unable to adequately or intelligently defend themself for any given reason refer to *section 9.34*.

Please refer to International Budo Sports Code of Conduct and Policies and Procedures.

9.33 POINT SPARRING DEFINITION OF TECHNICAL KNOCKOUT (TKO)

A technical knockout is declared when the referee, official, physician, the fighter or the fighter's corner man or coach decides that a fighter cannot safely continue the match. This may result from but not limited to a competitor fails the ten (10) count – a competitor had been knocked down three (3) times in one round – a competitor refusing to continue – a corner man or coach refusing his/her fighter to continue – if a competitor is dominating the round the referees duty of care is to award a TKO for safety – A competitor is injured and cannot continue the match safely – A competitor receiving a blow which forms an instant cut opens.

9.34 POINT SPARRING THE REFEREE MAY RESTART THE FIGHT

1. After each point is called by either the referee or judges
2. If one or both competitors leave the competition area
3. Competitors failure to keep active will result in the referee restarting the fight
4. If a referee issues a standing eight (8) count
5. If a competitors safety equipment or uniform becomes loose or is in of any distraction to oneself or opponent
6. If the competitor/s fall down due to a clash or any other legal move and their safety equipment or uniform has become loose or looks like it will a referee will allow for proper composure

9.35 POINT SPARRING EVENT RULE ADJUSTMENTS

Point Sparring rules will be as per International Budo Sports specified rules. Adjustments of rules may occur at any event and if such all competitors will be informed in a briefing of such changes.

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10.0 QUIK KICK JUNIOR/TEENS RULES 'B' Grade KNOCKOUT SYSTEM

This event is for all competitors wishing to enter an event based on the principles of kickboxing in a safe environment for amateurs. Being such the event is only open to amateurs or semi-professionals who have had no more than 3 professional fights. This is an entry level event to prepare amateurs to step up to a semi-professional level. 'A' Grade level competitions for competitors competing at a semi-professional level will be ran at level five (5) competitions. All 'A' Grade competitors will compete in pre arranged fights being for a title or not.

'A' Grade Quik Kick Rules and Regulations may only be obtained by request from authorised coaches/trainers who are wishing to submit competitors to compete at an 'A' Grade level.

10.1 QUIK KICK UNIFORM

MMA/FIGHT shorts
Lycra tights
Thai Boxing shorts
Martial Arts Uniform may be worn, but is not required
Cotton shorts or, board shorts with no pockets or external ties
A rash type vest or light T-Shirt may be worn but is not required

10.2 QUIK KICK TIME LIMITS

JUNIORS Normal bout will consist of one (1) x one and a half (1.5) minute round

TEENS Normal bout will consist of two (2) x one and a half (1.5) minute rounds or
Normal bout will consist of two (2) x two (2) minute rounds
Title bout will consist of two (2) x three (3) minute rounds

Please refer to competition entry form for official time limits

In all fights over one (1) round, there will be a one (1) minute rest break between each round

10.3 QUIK KICK DIVISION ANNOUNCMENT

An official will announce the Event and Division name and ID to the designated competition area. Competitors will proceed once called and wait outside the Matt area until all competitors have arrived. If a competitor has not arrived on the first call of the event then a second call for the Event and Division will be made. If after this a competitor is still missing their individual name may be called (this will be up to the discretion of the Head Official) by an IBS official and be given a one (1) minute time frame to present themselves to the allocated competition area. If a competitor still has not presented themselves to the designated competition area the competitor will receive zero (0) as a score and be disqualified from the event. No competitor will be allowed to enter after the first competitor has commenced Quik Kick due to late entry, additional entry or missing of event.

10.4 QUIK KICK ENTERING COMPETITION AREA

Appropriate protocol is required when entering the competition area, as different styles encompass various etiquettes in formally entering the competition area there is no set method required from a competitor as long as competitors enter with a representation of respect.

10.5 QUIK KICK FORMAL COMMENCEMENT OF BOUT

Once a competitor has been allocated with what starting position either Migi (Right) Aka (Red) side or Hidari (Left) Ao (Blue) side, the head referee will instruct competitors to enter when ready. The head referee will call for a formal bow to him/her respecting the commencement of the bout, and then the referee will instruct the competitors to bow to each other to formally begin the bout.

10.6 QUIK KICK COMPETITION AREA

A matted 5m x 5m minimum area is required for competition in all contact events.

10.7 QUIK KICK POOLING AND ORDER OF COMPETING

Pooling of an event will proceed as follows:
1. An official/Referee will call on competitors to stand at the competition area after verifying as per *section 10.3*.
2. Pairing of competitors will be based on Official/Referee judgment; all attempts will be made not to match competitors from their own clubs in the first round where permitted.
3. If a round robin is evident then *section 2.2* will take effect.
4. If an odd number of competitors are evident then a bi will take effect as per *section 2.6.*

10.8 QUIK KICK DIVISIONS

Refer to *section 3.3*

JUNIOR WEIGHTS	
Lightweight	Under 35kg
Middleweight	35.01 – 45kg
Heavyweight	45.01kg +

TEEN WEIGHTS	
Lightweight	Under 55kg
Welterweight	55.01 – 65kg
Middleweight	65.01 – 75kg
Heavyweight	75.01kg +

It is the responsibility of all competitors to enter their correct weight on the IBS entry form and to specify which weight division that they are to be entered into. Weights will be checked at the event, failure to enter the correct weight or enter into the incorrect weight class will deem the competitor unable to enter said events. No refunds will be issued to the competitor due to omission or incorrect information.

10.9 QUIK KICK TRAINERS/COACHES

One trainer/coach may sit in the allocated trainers chair to assist their competitor, no other team member my direct or coach the competitor.
Enthusiastic support of a competitor is not regarded as directing or coaching and is encouraged as long as the following rules are carried out:
1. Trainers/coaches are never allowed to enter the competition area without the permission of the referee.
2. No unsportsmanlike, abusive, violent or negative coaching is allowed.
3. A trainer/coach can never, at any time interfere with the appropriate running of a competition area or decision of judges/referees, penalty points or disqualification will result if such an act occurs.
Please refer to International Budo Sports Code of Conduct, Policies and Procedures.

10.10 QUIK KICK SAFETY CHECK

A uniform and equipment safety check may be carried out by a judge or referee in an event if the official feels the need for equipment inspection for any reason possible. A duty of care is vital for all officials and if a concern is raised, noted or witnessed then it is up to the official of the competition area to manage the situation.

10.11 QUIK KICK GELS/OILS OR DRESSINGS

No lotions, greases or gels are to be used on any part of the competitors exposed body parts.
Neoprene joint supports or cloth bandages are allowed for support on prior injuries only.
Strapping is permitted under gloves, strapping is not compulsory; if strapping is used, strapping must be inspected by an IBS official prior to competing.

10.12 QUIK KICK COMPULSARY SAFETY EQUIPMENT

Foam dipped or Leather head gear
Mouth guard
Groin protector for males (optional for females)
Chest guard for females but must not impair the wearer or disadvantage the opponent in anyway
Approved IBS Boxing glove 10oz +
Shin guards

10.13 QUIK KICK OPTIONAL SAFETY EQUIPMENT

Chest guards males only but must not impair the wearer or disadvantage the opponent in anyway
Shin and Instep that does not cover the entirety of the foot

10.14 QUIK KICK ILLEGAL SAFETY EQUIPMENT

Cloth hand protectors of any kind
Sparring gloves of any kind
Bag gloves of any kind
Sparring boots of any kind

10.15 QUIK KICK MATCH DECISIONS

Points due to judge's decision
Referee stoppage
Doctor stoppage
Corner stopping the competition on the competitor's behalf (throwing in the towel)
Competitor's verbal submission

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10.16 QUIK KICK POINT VALUES

Judges will use a 10 point must system

10 – 10	Even round
10 – 9	Advantage
10 – 8	Control or standing 8 count
10 – 7	Dominance

10.17 QUIK KICK SCORING CRITERIA

Judges/referee's will take into account the following during the bout
Skilled legal striking
Effective legal "no answer" strikes
Ring/Matt control
A Competitors ability to maintain the control and pace of the bout

10.18 QUIK KICK WINNER DETERMINATION

Scoring criteria as per *section 10.17* is utilized within the set time frame per bout to determine a point value as per *section 10.16* in awarding a win.
The referee issues a standing eight (8) count and a competitor cannot continue.
A competitor's corner representative throws the towel in on behalf of the competitor.

10.19 QUIK KICK WINNER DETERMINATIONS BREAKING OF TIES

In the event of a tie at the end of the time limit, the match will go to an extended time frame of thirty (30) seconds. All scores are re assessed and awarded in this time frame to determine a win. If in the result of a tie again the head referee must make a decision and grant a win.

10.20 QUIK KICK WHAT CONSTITUTES A POINT VALUE

Point values are controlled legal strikes delivered to a legal target area on a competitor within the competition area (in bounds).

10.21 QUIK KICK POINT VALUE DETERMINATION

Point values are awarded by a total number from each judge per competitor being calculated to determine a total score per competitor. As per *section 10.16*

10.22 QUIK KICK LEVEL OF LEGAL CONTACT

JUNIOR	Light touch contact which results in slight penetration or slight visible movement of the opponent.
TEENS	Light contact which results moderate penetration or moderate visible movement of the opponent.

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10.23 QUIK KICK LEVEL OF ILLEGAL CONTACT

1. Excessive contact resulting from a force in excess of what is required to score a legal point as per *section 10.20*.
2. Visible excessive body movement of the opponent resulting from gaining points.
3. Knocking down of an opponent not resulting from personal negligence.
4. An instant appearance of swelling, discolouration or bleeding as a result from an opponent excessively striking to gain dominance.
5. The distortion or injury of the body resulting from an opponent's force striking from gaining points.

10.24 QUIK KICK LEGAL TARGET AREAS

LEG STRIKES	Helmet zone on head – Torso – above the knee (rounded kicks only) – below the knee (rounded kicks only)
KNEE STRIKES	Torso – below the groin – above the knee
HAND STRIKES	Below the neck area – above the groin

Refer to *section 10.25* for illegal areas within these zones
Refer to *Section 10.21* regarding level of contact

10.25 QUIK KICK ILLEGAL TARGET AREAS

LEG STRIKES	Back of head – Sides and back of neck – Face - Throat – Groin – Knees – Spine
KNEE STRIKES	Head – Sides and back of neck – Throat – Face - Groin – Knees – Spine
HAND STRIKES	Head – Sides and back of neck – Throat – Face - Groin – Knees – Spine

10.26 QUIK KICK LEGAL TECHNIQUES

JUNIOR Legal techniques are all legal kicks and punches controlled in a standing position as per set out in the IBS rules and regulations.
TEENS Legal techniques are all legal kicks, punches and knees controlled in a standing position as per set out in the IBS rules and regulations.

10.27 QUIK KICK ILLEGAL TECHNIQUES/FOULS

JUNIOR
Hand strikes to the head/Face – Arm strikes to the head - Elbows – Knees - Grappling – Throwing, sweep or takedowns –Strikes to the leg area - Biting – Eye gouging of any kind – Head butts – Hair pulling – Groin striking – Strikes to throat or neck area – Strikes to the spine - – Strikes to the back of head – Strikes to the face - No straight or spinning kicks landing directly to any part of the groin down to feet either lazy or misplaced – No straight or spinning dropping kicks landing directly to any part of the groin down to feet - Strikes to a downed opponent – Strikes to an opponent after the final bell – Strikes to an opponent under the care of a referee/official – Any uncontrollable dangerous striking technique – Any uncontrollable spinning technique - Scratching, pinching, twisting, clawing the flesh – Spitting – Stomping – Orifice insertion including fish hooking nose and mouth – Holding onto an opponent's gloves or shorts – Clinching

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TEENS
Hand strikes to the head/Face – Arm strikes to the head - Elbows – Knees to the head - Grappling – Throwing, sweep or takedowns –Strikes to the leg area - Biting – Eye gouging of any kind – Head butts – Hair pulling – Groin striking – Strikes to throat or neck area – Strikes to the spine – Strikes to the face – Strikes to the back of head – No straight or spinning kicks down to the leg area either lazy or deliberate – No straight or spinning dropping kicks landing directly to any part of the front of the leg - Strikes to a downed opponent – Strikes to an opponent after the final bell – Strikes to an opponent under the care of a referee/official – Any uncontrollable dangerous striking technique – Any uncontrollable spinning technique - Scratching, pinching, twisting, clawing the flesh – Spitting – Stomping – Orifice insertion including fish hooking nose and mouth – Holding onto an opponent's gloves or shorts - Clinching

10.28 QUICK KICK WARNINGS, PENALTIES AND DISQUALIFICATION

One (1) official verbal warning shall be issued without a penalty point. After the first warning is issued, a penalty point is awarded to the opponent on each and every violation of the rules and regulations to the maximum of three (3) Penalty points as to when the third is issued, immediate disqualification occurs and the opponent is automatically declared the winner.

Warnings without being issued a penalty point can only result from a competitor accidently sustaining the fault and this shall be judged by the referee's discretion.

A competitor cannot be penalized and still receive a point on the same call, a penalty point always overrules a legal point by the same competitor.

A competitor can receive a point due to an opponent being penalized and at the same time receive a legal point for scoring.

A competitor will gain automatic disqualification resulting from an opponent sustaining injury in any form due to an illegal attack which is deemed by a referee or official as being such.

If a competitor is injured due to their own responsibility and no fault can be associated with the injury by the opponent (i.e. clashing of heads, ducking into a legal attack etc) no penalty point shall be awarded if deemed by a referee or official as being such.

If a competitor is injured as stated above and in the event is unable to continue because of a no-fault foul, the opponent will be declared the winner even if points were in favour of the competitor prior to the foul.

If a competitor receives a point and immediately proceeds to infringe on the rules and regulations, the warning for breaking the rules and regulations voids the issued point. A competitor cannot receive a point and warning on the same call.

Both competitors will receive a penalty point or even disqualification if the referee deems that there is no progression within the bout, both competitors must make an obvious attempt to compete otherwise penalty's may be issued for such.

Disqualification of a competitor requires a majority vote by all officials, unless resulting by a three (3) penalty disqualification.

A competitor who is disqualified due to *section 10.29* in the final round of competition will not be awarded a placing or rating points, unless resulting by a three (3) penalty disqualification then a normal loss is sustained.

Immediate disqualification will result if a competitor intentionally competes in the wrong division for which they are not qualified or instructed to do so.

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10.29 QUIK KICK GROUNDS FOR PENALTY

1. Attacking illegal and non-target areas as per *section 10.25* and *section 10.26*
2. Use of illegal techniques as per *section 10.28*
3. Blind out of control attacks
4. Excessive contact
5. Intentionally leaving the competition area during a bout
6. Deliberately avoiding contact and backing out of the ring
7. Deliberately falling to the floor to avoid contact
8. Deliberately dropping mouth guard
9. Swearing abusive language
10. Blatantly disregarding the referee/officials instructions
11. Interference by the corner or bystander refer to *code of conduct*
12. Any unsportsmanlike behaviour from the competitor, coaches, family, friends etc refer to *code of conduct*
13. As per *section 10.3*

All penalty grounds are determined by the referee and shall be granted accordingly.

10.30 QUIK KICK BOUNDRY RULE

Out of bounds constitutes a competitor who does not have at least one foot touching the competition boundary line. Stepping out of bounds does not automatically stop the competition; the referee is the only one who may stop the competition in any way. An out of bounds competitor may be scored on by an opponent so long as the inbounds competitor has at least one foot in bounds and referee has not signalled a stoppage. In the event of jumping/flying controlled techniques, the attacking competitor must land with at least one foot in bounds in order to obtain a score for that move.

10.31 QUIK KICK CODE OF CONDUCT

Please refer to International Budo Sports Code of Conduct and Policies and Procedures.

10.32 QUIK KICK DUTY OF CARE

If a competitor is unable to adequately or intelligently defend themself for any given reason refer to *section 10.34*.

Please refer to International Budo Sports Code of Conduct and Policies and Procedures.

10.33 QUIK KICK THE REFEREE MAY RESTART THE FIGHT

1. If one or both competitors leave the competition area
2. Competitors failure to keep active will result in the referee restarting the fight
3. If a referee issues a standing eight (8) count
4. If a competitors safety equipment or uniform becomes loose or is in of any distraction to oneself or opponent
5. If a competitor/s fall down due to a clash or any other legal move and their safety equipment or uniform has become loose or looks like it will a referee will allow for proper composure

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10.34 QUIK KICK DEFINITION OF TECHNICAL KNOCKOUT (TKO)

A technical knockout is declared when the referee, official, physician, the fighter or the fighter's corner man or coach decides that a fighter cannot safely continue the match. This may result from but not limited to a competitor fails the ten (10) count – a competitor had been knocked down three (3) times in one round – a competitor refusing to continue – a corner man or coach refusing his/her fighter to continue – if a competitor is dominating the round the referees duty of care is to award a TKO for safety – A competitor is injured and cannot continue the match safely – A competitor receiving a blow which forms an instant cut opens.

10.35 QUIK KICK EVENT RULE ADJUSTMENTS

Quik Kick rules will be as per International Budo Sports specified rules. Adjustments of rules may occur at any event and if such all competitors will be informed in briefing of such changes.

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11.0 QUIK KICK SENIORS 'B' Grade KNOCKOUT SYSTEM

This event is for all competitors wishing to enter an event based on the principles of kickboxing in a safe environment for amateurs. Being such the event is only open to amateurs or semi-professionals who have had no more than 3 professional fights. This is an entry level event to prepare amateurs to step up to a semi-professional level. 'A' Grade level competitions for competitors competing at a semi-professional level will be ran at level five (5) competitions. All 'A' Grade competitors will compete in pre-arranged fights being for a title or not.

'A' Grade Quik Kick Rules and Regulations may only be obtained by request from authorised coaches/trainers who are wishing to submit competitors to compete at an 'A' Grade level.

11.1 QUIK KICK UNIFORM

MMA/FIGHT shorts
Lycra tights
Thai Boxing shorts
Martial Arts Uniform may be worn, but is not required
Cotton shorts or, board shorts with no pockets or external ties
A rash type vest or light T-Shirt may be worn but is not required

11.2 QUIK KICK TIME LIMITS

SENIORS Normal bout will consist of two (2) x one and a half (1.5) minute rounds or
Normal bout will consist of two (2) x two (2) minute rounds
Title bout will consist of two (2) x three (3) minute rounds
Please refer to competition entry form for official time limits

In all fights there will be a one (1) minute rest break between each round

11.3 QUIK KICK DIVISION ANNOUNCMENT

An official will announce the Event and Division name and ID to the designated competition area. Competitors will proceed once called and wait outside the Matt area until all competitors have arrived. If a competitor has not arrived on the first call of the event then a second call for the Event and Division will be made. If after this a competitor is still missing their individual name may be called (this will be up to the discretion of the Head Official) by an IBS official and be given a one (1) minute time frame to present themselves to the allocated competition area. If a competitor still has not presented themselves to the designated competition area the competitor will receive zero (0) as a score and be disqualified from the event. No competitor will be allowed to enter after the first competitor has commenced Quik Kick due to late entry, additional entry or missing of event.

11.4 QUIK KICK ENTERING COMPETITION AREA

Appropriate protocol is required when entering the competition area, as different styles encompass various etiquettes in formally entering the competition area there is no set method required from a competitor as long as competitors enter with a representation of respect.

11.5 QUIK KICK FORMAL COMMENCEMENT OF BOUT

Once a competitor has been allocated with what starting position either Migi (Right) Aka (Red) side or Hidari (Left) Ao (Blue) side, the head referee will instruct competitors to enter when ready. The head referee will call for a formal bow to him/her respecting the commencement of the bout, and then the referee will instruct the competitors to bow to each other to formally begin the bout.

11.6 QUIK KICK COMPETITION AREA

A matted 5m x 5m minimum area is required for competition in all contact events.

11.7 QUIK KICK POOLING AND ORDER OF COMPETING

Pooling of an event will proceed as follows:
1. An official/Referee will call on competitors to stand at the competition area after verifying as per *section 8.3*.
2. Pairing of competitors will be based on Official/Referee judgment; all attempts will be made not to match competitors from their own clubs in the first round where permitted.
3. If a round robin is evident then *section 2.2* will take effect.
4. If an odd number of competitors are evident then a bi will take effect as per *section 2.6.*

11.8 QUIK KICK DIVISIONS

Refer to *section 3.3*

SENIOR WEIGHTS

Bantamweight	Under 62kg
Featherweight	62.01 – 68kg
Lightweight	68.01 – 74kg
Welterweight	74.01 – 80kg
Middleweight	80.01 – 86kg
Light Heavyweight	86.01 – 92kg
Heavyweight	92.01 – 100kg
Super Heavyweight	100.01kg +

It is the responsibility of all competitors to enter their correct weight on the IBS entry form and to specify which weight division that they are to be entered into. Weights will be checked at the event, failure to enter the correct weight or enter into the incorrect weight class will deem the competitor unable to enter said events. No refunds will be issued to the competitor due to omission or incorrect information.

11.9 QUIK KICK TRAINERS/COACHES

One trainer/coach may sit in the allocated trainers chair to assist their competitor, no other team member my direct or coach the competitor.
Enthusiastic support of a competitor is not regarded as directing or coaching and is encouraged as long as the following rules are carried out:
1. Trainers/coaches are never allowed to enter the competition area without the permission of the referee.
2. No unsportsmanlike, abusive, violent or negative coaching is allowed.
3. A trainer/coach can never, at any time interfere with the appropriate running of a competition area or decision of judges/referees, penalty points or disqualification will result if such an act occurs.
Please refer to International Budo Sports Code of Conduct, Policies and Procedures.

11.10 QUIK KICK SAFETY CHECK

A uniform and equipment safety check may be carried out by a judge or referee in an event if the official feels the need for equipment inspection for any reason possible. A duty of care is vital for all officials and if a concern is raised, noted or witnessed then it is up to the official of the competition area to manage the situation.

11.11 QUIK KICK GELS/OILS OR DRESSINGS

No lotions, greases or gels are to be used on any part of the competitors exposed body parts.
Neoprene joint supports or cloth bandages are allowed for support on prior injuries only.
Strapping is permitted under gloves, strapping is not compulsory; if strapping is used, strapping must be inspected by an IBS official prior to competing.

11.12 QUIK KICK COMPULSARY SAFETY EQUIPMENT

Mouth guard
Groin protector for males (optional for females)
Chest guard for females but must not impair the wearer or disadvantage the opponent in anyway
Approved IBS Boxing glove 10oz +
Shin guards

11.13 QUIK KICK OPTIONAL SAFETY EQUIPMENT

N/A

11.14 QUIK KICK ILLEGAL SAFETY EQUIPMENT

Cloth hand protectors of any kind
Sparring gloves of any kind
Bag gloves of any kind
Sparring boots of any kind

11.15 QUIK KICK MATCH DECISIONS

Points due to judge's decision
Referee stoppage (TKO)
Doctor stoppage (TKO)
Corner stopping the competition on the competitor's behalf (throwing in the towel) (TKO)
Competitor's verbal submission

11.16 QUIK KICK POINT VALUES

Judges will use a 10 point must system

10 – 10	Even round
10 – 9	Advantage
10 – 8	Control or standing 8 count
10 – 7	Dominance

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11.17 QUIK KICK SCORING CRITERIA

Judges/referee's will take into account the following during the bout
Skilled legal striking
Effective legal "no answer" strikes
Ring/Matt control
A Competitors ability to maintain the control and pace of the bout

11.18 QUIK KICK WINNER DETERMINATION

Scoring criteria as per *section 11.17* is utilized within the set time frame per bout to determine a point value as per *section 11.16* in awarding a win.
Knock out (KO) refer to *section 11.34 and section 13.35*
Technical Knockout (TKO) refers to *section 13.36*
The referee issuing a standing eight (8) count.
A competitor's corner representative throws the towel in on behalf of the competitor.

11.19 QUIK KICK WINNER DETERMINATIONS BREAKING OF TIES

In the event of a tie at the end of the time limit, the match will go to an extended time frame of thirty (30) seconds. All scores are re assessed and awarded in this time frame to determine a win. If in the result of a tie again the head referee must make a decision and grant a win.

11.20 QUIK KICK WHAT CONSTITUTES A POINT VALUE

Point values are controlled legal strikes delivered to a legal target area on a competitor within the competition area (in bounds).

11.21 QUIK KICK POINT VALUE DETERMINATION

Point values are awarded by a total number from each judge per competitor being calculated to determine a total score per competitor. As per *section 11.16*

11.22 QUIK KICK LEVEL OF LEGAL CONTACT

SENIOR	Touch contact which results in moderate penetration or moderate visible movement of the opponent.

11.23 QUIK KICK LEVEL OF ILLEGAL CONTACT

1. Excessive contact resulting from a force in excess of what is required to score a legal point as per *section 11.20*.
2. Visible excessive body movement of the opponent resulting from gaining points.
3. Knocking an opponent unconscious not resulting from personal negligence per *section 11.34*
4. An instant appearance of swelling, discolouration or bleeding as a result from an opponent excessively striking with an illegal technique or striking to an illegal area.
5. The distortion or injury of the body resulting from an opponent's force striking from gaining points.

11.24 QUIK KICK LEGAL TARGET AREAS WHEN STANDING

LEG STRIKES	Helmet zone on head – Torso – above the knee (rounded kicks only) – below the knee (rounded kicks only)
KNEE STRIKES	Torso – below the groin – above the knee
HAND STRIKES	Below the neck area – above the groin

Refer to *section 11.25* for illegal areas within these zones
Refer to *Section 11.21* regarding level of contact

11.25 QUIK KICK ILLEGAL TARGET AREAS

LEG STRIKES	Back of head – Face - Sides and back of neck – Throat – Groin – Knees – Spine
KNEE STRIKES	Head – Face - Sides and back of neck – Throat – Groin – Knees – Spine
HAND STRIKES	Head – Face - Sides and back of neck – Throat – Groin – Knees – Spine

11.26 QUIK KICK LEGAL TECHNIQUES

SENIOR	Legal techniques are all legal kicks, punches and knees controlled in a standing position as per set out in the IBS rules and regulations.

11.27 QUIK KICK ILLEGAL TECHNIQUES/FOULS

Hand strikes to the head/Face – Arm strikes to the head/Face - Elbows – Knees to the head/Face - Grappling – Throwing, sweep or takedowns –Strikes to the leg area - Biting – Eye gouging of any kind – Head butts – Hair pulling – Groin striking – Strikes to throat or neck area – Strikes to the spine – Strikes to the back of head - No straight or spinning kicks landing directly to any part of the groin down to feet either lazy or misplaced – No straight or spinning dropping kicks landing directly to any part of the groin down to feet - Strikes to a downed opponent – Strikes to an opponent after the final bell – Strikes to an opponent under the care of a referee/official – Any uncontrollable dangerous striking technique – Any uncontrollable spinning technique - Scratching, pinching, twisting, clawing the flesh – Spitting – Stomping – Orifice insertion including fish hooking nose and mouth – Holding onto an opponent's gloves or shorts

11.28 QUICK KICK WARNINGS, PENALTIES AND DISQUALIFICATION

One (1) official verbal warning shall be issued without a penalty point. After the first warning is issued, a penalty point is awarded to the opponent on each and every violation of the rules and regulations to the maximum of three (3) Penalty points as to when the third is issued, immediate disqualification occurs and the opponent is automatically declared the winner.

Warnings without being issued a penalty point can only result from a competitor accidently sustaining the fault and this shall be judged by the referee's discretion.

A competitor cannot be penalized and still receive a point on the same call, a penalty point always overrules a legal point by the same competitor.

A competitor can receive a point due to an opponent being penalized and at the same time receive a legal point for scoring.

A competitor will gain automatic disqualification resulting from an opponent sustaining injury in any form due to an illegal attack which is deemed by a referee or official as being such.

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If a competitor is injured due to their own responsibility and no fault can be associated with the injury by the opponent (i.e. clashing of heads, ducking into a legal attack etc) no penalty point shall be awarded if deemed by a referee or official as being such.

If a competitor is injured as stated above and in the event is unable to continue because of a no-fault foul, the opponent will be declared the winner even if points were in favour of the competitor prior to the foul.

If a competitor receives a point and immediately proceeds to infringe on the rules and regulations, the warning for breaking the rules and regulations voids the issued point. A competitor cannot receive a point and warning on the same call.

Both competitors will receive a penalty point or even disqualification if the referee deems that there is no progression within the bout, both competitors must make an obvious attempt to compete otherwise penalty's may be issued for such.

Disqualification of a competitor requires a majority vote by all officials, unless resulting by a three (3) penalty disqualification.

A competitor who is disqualified due to *section 11.29* in the final round of competition will not be awarded a placing or rating points, unless resulting by a three (3) penalty disqualification then a normal loss is sustained.

Immediate disqualification will result if a competitor intentionally competes in the wrong division for which they are not qualified or instructed to do so.

11.29 QUIK KICK GROUNDS FOR PENALTY

1. Attacking illegal and non-target areas as per *section 11.25* and *section 11.26*
2. Use of illegal techniques as per *section 11.28*
3. Blind out of control attacks
4. Excessive contact
5. Intentionally leaving the competition area during a bout
6. Deliberately avoiding contact and backing out of the ring
7. Deliberately falling to the floor to avoid contact
8. Deliberately dropping mouth guard
9. Swearing abusive language
10. Blatantly disregarding the referee/officials instructions
11. Interference by the corner or bystander refer to *code of conduct*
12. Any unsportsmanlike behaviour from the competitor, coaches, family, friends etc refer to *code of conduct*
13. As per *section 11.3*

All penalty grounds are determined by the referee and shall be granted accordingly.

11.30 QUIK KICK BOUNDRY RULE

Out of bounds constitutes a competitor who does not have at least one foot touching the competition boundary line. Stepping out of bounds does not automatically stop the competition; the referee is the only one who may stop the competition in any way. An out of bounds competitor may be scored on by an opponent so long as the inbounds competitor has at least one foot in bounds and referee has not signalled a stoppage. In the event of jumping/flying controlled techniques, the attacking competitor must land with at least one foot in bounds in order to obtain a score for that move.

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11.31 QUIK KICK CODE OF CONDUCT

Please refer to International Budo Sports Code of Conduct and Policies and Procedures.

11.32 QUIK KICK DUTY OF CARE

If a competitor is unable to adequately or intelligently defend themself for any given reason refers to *section 11.36*.

Please refer to International Budo Sports Code of Conduct and Policies and Procedures.

11.33 QUIK KICK THE REFEREE MAY RESTART THE FIGHT

1. If one or both competitors leave the competition area
2. Competitors failure to keep active will result in the referee restarting the fight
3. If a referee issues a standing eight (8) count
4. If a competitors safety equipment or uniform becomes loose or is in of any distraction to oneself or opponent
5. If a competitor/s fall down due to a clash or any other legal move and their safety equipment or uniform has become loose or looks like it will a referee will allow for proper composure

11.34 QUIK KICK UNCONSCIOUSNESS

If a competitor is defeated after losing consciousness by any valid/legal technique as per *section 11.24 and 11.26* or accident in which the adversary has not committed any foul worthy disqualification point and awards shall be awarded as per *section 11.15.*
If a competitor is defeated after losing consciousness by any foul or illegal technique as per section 11.25 and 11.27 immediate disqualification shall result.

11.35 QUIK KICK DEFINITION OF KNOCKOUT (KO)

A knockout is considered any legal strike or combination thereof that renders an opponent unable to continue fighting. Knockout usually is awarded when an opponent falls to the canvas and is unable to rise to his feet within a specified period of time, due to exhaustion, pain, disorientation or unconsciousness.

11.36 QUIK KICK DEFINITION OF TECHNICAL KNOCKOUT (TKO)

A technical knockout is declared when the referee, official, physician, the fighter or the fighter's corner man or coach decides that a fighter cannot safely continue the match. This may result from but not limited to a competitor fails the ten (10) count – a competitor had been knocked down three (3) times in one round – a competitor refusing to continue – a corner man or coach refusing his/her fighter to continue – if a competitor is dominating the round and the referees duty of care is to award a TKO for safety – A competitor is injured and cannot continue the match safely – A competitor receiving a blow which forms an instant open cut.

11.37 QUIK KICK EVENT RULE ADJUSTMENTS

Quik Kick rules will be as per International Budo Sports specified rules. Adjustments of rules may occur at any event and if such all competitors will be informed in a briefing of such changes.

12.0 CONTINUOUS SPARRING JUNIOR/TEENS RULES KNOCKOUT SYSTEM

This event is for all competitors wishing to enter an event of free form sparring governed by rules for both competitors to compare their skills without stopping (unless instructed by a referee) for the set time frame.

12.1 CONTINUOUS SPARRING UNIFORM

A Traditional Martial Arts Uniform must be worn only; no shorts, singlets or T-Shirts may be worn in this event even if they are part of your schools uniform.

12.2 CONTINUOUS SPARRING TIME LIMITS

JUNIORS	Normal bout will consist of one (1) x one and a half (1.5) minute round
TEENS	Normal bout will consist of one (1) x one and a half (1.5) minute rounds

12.3 CONTINUOUS SPARRING DIVISION ANNOUNCMENT

An official will announce the Event and Division name and ID to the designated competition area. Competitors will proceed once called and wait outside the Matt area until all competitors have arrived. If a competitor has not arrived on the first call of the event then a second call for the Event and Division will be made. If after this a competitor is still missing their individual name may be called (this will be up to the discretion of the Head Official) by an IBS official and be given a one (1) minute time frame to present themselves to the allocated competition area. If a competitor still has not presented themselves to the designated competition area the competitor will receive zero (0) as a score and be disqualified from the event. No competitor will be allowed to enter after the first competitor has commenced Sparring due to late entry, additional entry or missing of event.

12.4 CONTINUOUS SPARRING ENTERING COMPETITION AREA

Appropriate protocol is required when entering the competition area, as different styles encompass various etiquettes in formally entering the competition area there is no set method required from a competitor as long as competitors enter with a representation of respect.

12.5 CONTINUOUS SPARRING FORMAL COMMENCEMENT OF BOUT

Once a competitor has been allocated with what starting position either Migi (Right) Aka (Red) side or Hidari (Left) Ao (Blue) side, the head referee will instruct competitors to enter when ready. The head referee will call for a formal bow to him/her respecting the commencement of the bout, and then the referee will instruct the competitors to bow to each other to formally begin the bout.

12.6 CONTINUOUS SPARRING COMPETITION AREA

A matted 5m x 5m minimum area is required for competition in all contact events.

12.7 CONTINUOUS SPARRING POOLING AND ORDER OF COMPETING

Pooling of an event will proceed as follows:
1. An official/Referee will call on competitors to stand at the competition area after verifying as per *section 10.3*.
2. Pairing of competitors will be based on Official/Referee judgment; all attempts will be made not to match competitors from their own clubs in the first round where permitted.
3. If a round robin is evident then *section 2.2* will take effect.
4. If an odd number of competitors are evident then a bi will take effect as per *section 2.6.*

12.8 CONTINUOUS SPARRING DIVISIONS

Refer to *section 3.3*

12.9 CONTINUOUS SPARRING TRAINERS/COACHES

One trainer/coach may sit in the allocated trainers chair to assist their competitor, no other team member my direct or coach the competitor.
Enthusiastic support of a competitor is not regarded as directing or coaching and is encouraged as long as the following rules are carried out:
1. Trainers/coaches are never allowed to enter the competition area without the permission of the referee.
2. No unsportsmanlike, abusive, violent or negative coaching is allowed.
3. A trainer/coach can never, at any time interfere with the appropriate running of a competition area or decision of judges/referees, penalty points or disqualification will result if such an act occurs.
Please refer to International Budo Sports Code of Conduct, Policies and Procedures.

12.10 CONTINUOUS SPARRING SAFETY CHECK

A uniform and equipment safety check may be carried out by a judge or referee in an event if the official feels the need for equipment inspection for any reason possible. A duty of care is vital for all officials and if a concern is raised, noted or witnessed then it is up to the official of the competition area to manage the situation.

12.11 CONTINUOUS SPARRING GELS/OILS OR DRESSINGS

No lotions, greases or gels are to be used on any part of the competitors exposed body parts.
Neoprene joint supports or cloth bandages are allowed for support on prior injuries only.
Strapping is permitted under gloves, strapping is not compulsory; if strapping is used, strapping must be inspected by an IBS official prior to competing.

12.12 CONTINUOUS SPARRING COMPULSARY SAFETY EQUIPMENT

Foam dipped head gear
Mouth guard
Groin protector for males (optional for females)
Approved IBS Boxing glove 8oz +
Foam dipped sparring boots covering the heel and toes
Chest guards (females only)

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12.13 CONITUOUS SPARRING OPTIONAL SAFETY EQUIPMENT

Shin guards
Forearm protectors
Shin and instep boots covering the heel and toes (this would substitute sparring boots)
IBS approved boxing style gloves
Chest guards males only but must not impair the wearer or disadvantage the opponent in anyway
Shin and Instep not cover the entirety of the foot

12.14 CONTINUOUS SPARRING ILLEGAL SAFETY EQUIPMENT

Cloth hand protectors of any kind
Bag gloves of any kind
Open hand Foam dipped sparring gloves
Any gloves that do not have sufficient padding
Any boots that do not have sufficient padding

12.15 CONTINUOUS SPARRING MATCH DECISIONS

Points due to judge's decision
Referee stoppage
Doctor stoppage
Corner stopping the competition on the competitor's behalf (throwing in the towel)
Competitor's verbal submission

12.16 CONTINUOUS SPARRING POINT VALUES

Judges will use a 10 point must system

10 – 10	Even round
10 – 9	Advantage
10 – 8	Control or standing 8 count
10 – 7	Dominance

12.17 CONTINUOUS SPARRING SCORING CRITERIA

Judges/referee's will take into account the following during the bout
Skilled legal striking
Effective legal "no answer" strikes
Ring/Matt control
A Competitors ability to maintain the control and pace of the bout

12.18 CONTINUOUS SPARRING WINNER DETERMINATION

Scoring criteria as per *section 12.17* is utilized within the set time frame per bout to determine a point value as per *section 12.16* in awarding a win.
The referee issues a standing eight (8) count.
A competitor's corner representative throws the towel in on behalf of the competitor.

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12.19 CONTINUOUS SPARRING WINNER DETERMINATIONS BREAKING OF TIES

In the event of a tie at the end of the time limit, the match will go to an extended time frame of thirty (30) seconds. All scores are re assessed and awarded in this time frame to determine a win. If in the result of a tie again the head referee must make a decision and grant a win.

12.20 CONTINUOUS SPARRING WHAT CONSTITUTES A POINT VALUE

Point values are controlled legal strikes delivered to a legal target area on a competitor within the competition area (in bounds).

12.21 CONTINUOUS SPARRING VALUE DETERMINATION

Point values are awarded by a total number from each judge per competitor being calculated to determine a total score per competitor. As per *section 12.16*

12.22 CONTINUOUS SPARRING LEVEL OF LEGAL CONTACT

JUNIOR	Light touch contact which results in slight penetration or slight visible movement of the opponent.
TEENS	Light contact which results moderate penetration or moderate visible movement of the opponent.

12.23 CONTINUOUS SPARRING LEVEL OF ILLEGAL CONTACT

1. Excessive contact resulting from a force in excess of what is required to score a legal point as per *section 12.20*.
2. Visible excessive body movement of the opponent resulting from gaining points.
3. Knocking down of an opponent not resulting from personal negligence.
4. An instant appearance of swelling, discolouration or bleeding as a result from an opponent excessively striking to gain dominance.
5. The distortion or injury of the body resulting from an opponent's force striking from gaining points.

12.24 CONTINUOUS SPARRING LEGAL TARGET AREAS

JUNIORS

LEG STRIKES	Helmet zone on head – below the neck (torso) – above the waist
HAND STRIKES	Below the neck area – above the groin

Refer to *section 12.25* for illegal areas within these zones
Refer to *Section 12.21* regarding level of contact

TEENS

LEG STRIKES	Helmet zone on head – below the neck (torso) – above the waist
KNEE STRIKES	below the neck (torso) – above the waist
HAND STRIKES	Below the neck area – above the groin

Refer to *section 12.25* for illegal areas within these zones
Refer to *Section 12.21* regarding level of contact

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12.25 CONTINUOUS SPARRING ILLEGAL TARGET AREAS

JUNIORS

LEG STRIKES	Back of head – Face – Sides and back of neck – Throat – Groin – Legs – Spine
HAND STRIKES	Head – Sides and back of neck – Throat – Groin – Legs – Spine

TEENS

LEG STRIKES	Back of head – Sides and back of neck – Throat – Groin – Legs – Spine
KNEE STRIKES	Head – Sides and back of neck – Throat – Groin – Legs – Spine
HAND STRIKES	Head – Sides and back of neck – Throat – Groin – Legs – Spine

12.26 CONTINUOUS SPARRING LEGAL TECHNIQUES

JUNIOR	Legal techniques are all legal kicks and punches controlled in a standing position as per set out in the IBS rules and regulations.
TEENS	Legal techniques are all legal kicks, punches and knees controlled in a standing position as per set out in the IBS rules and regulations.

12.27 CONTINUOUS SPARRING ILLEGAL TECHNIQUES/FOULS

JUNIOR

Hand strikes to the head – Arm strikes to the head - Elbows – Knees - Grappling – Throwing, sweep or takedowns – Strikes to the leg area - Biting – Eye gouging of any kind – Head butts – Hair pulling – Groin striking – Strikes to throat or neck area – Strikes to the spine - – Strikes to the back of head – No strait or spinning kicks down to the leg area - Strikes to a downed opponent – Strikes to an opponent after the final bell – Strikes to an opponent under the care of a referee/official – Any uncontrollable dangerous striking technique – Any uncontrollable spinning technique - Scratching, pinching, twisting, clawing the flesh – Spitting – Stomping – Orifice insertion including fish hooking nose and mouth – Holding onto an opponent's gloves or shorts – Clinching

TEENS

Hand strikes to the head – Arm strikes to the head - Elbows – Knees to the head - Grappling – Throwing, sweep or takedowns –Strikes to the leg area - Biting – Eye gouging of any kind – Head butts – Hair pulling – Groin striking – Strikes to throat or neck area – Strikes to the spine - – Strikes to the back of head – No strait or spinning kicks down to the leg area - Strikes to a downed opponent – Strikes to an opponent after the final bell – Strikes to an opponent under the care of a referee/official – Any uncontrollable dangerous striking technique – Any uncontrollable spinning technique - Scratching, pinching, twisting, clawing the flesh – Spitting – Stomping – Orifice insertion including fish hooking nose and mouth – Holding onto an opponent's gloves or shorts - Clinching

12.28 CONTINUOUS SPARRING, PENALTIES AND DISQUALIFICATION

One (1) official verbal warning shall be issued without a penalty point. After the first warning is issued, a penalty point is awarded to the opponent on each and every violation of the rules and regulations to the maximum of three (3) Penalty points as to when the third is issued, immediate disqualification occurs and the opponent is automatically declared the winner.

Warnings without being issued a penalty point can only result from a competitor accidently sustaining the fault and this shall be judged by the referee's discretion.

A competitor cannot be penalized and still receive a point on the same call, a penalty point always overrules a legal point by the same competitor.

A competitor can receive a point due to an opponent being penalized and at the same time receive a legal point for scoring.

A competitor will gain automatic disqualification resulting from an opponent sustaining injury in any form due to an illegal attack which is deemed by a referee or official as being such.

If a competitor is injured due to their own responsibility and no fault can be associated with the injury by the opponent (i.e. clashing of heads, ducking into a legal attack etc) no penalty point shall be awarded if deemed by a referee or official as being such.

If a competitor is injured as stated above and in the event is unable to continue because of a no-fault foul, the opponent will be declared the winner even if points were in favour of the competitor prior to the foul.

If a competitor receives a point and immediately proceeds to infringe on the rules and regulations, the warning for breaking the rules and regulations voids the issued point. A competitor cannot receive a point and warning on the same call.

Both competitors will receive a penalty point or even disqualification if the referee deems that there is no progression within the bout, both competitors must make an obvious attempt to compete otherwise penalty's may be issued for such.

Disqualification of a competitor requires a majority vote by all officials, unless resulting by a three (3) penalty disqualification.

A competitor who is disqualified due to *section 12.29* in the final round of competition will not be awarded a placing or rating points, unless resulting by a three (3) penalty disqualification then a normal loss is sustained.

Immediate disqualification will result if a competitor intentionally competes in the wrong division for which they are not qualified or instructed to do so.

12.29 CONTINUOUS SPARRING GROUNDS FOR PENALTY

1. Attacking illegal and non target areas as per *section 12.25* and *section 12.26*
2. Use of illegal techniques as per *section 12.28*
3. Blind out of control attacks
4. Excessive contact
5. Intentionally leaving the competition area during a bout
6. Deliberately avoiding contact and backing out of the ring
7. Deliberately falling to the floor to avoid contact
8. Deliberately dropping mouth guard
9. Swearing abusive language
10. Blatantly disregarding the referee/officials instructions
11. Interference by the corner or bystander refer to *code of conduct*
12. Any unsportsmanlike behaviour from the competitor, coaches, family, friends etc refer to *code of conduct*
13. As per *section 12.3*

All penalty grounds are determined by the referee and shall be granted accordingly.

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12.30 CONTINUOUS SPARRING BOUNDRY RULE

Out of bounds constitutes a competitor who does not have at least one foot touching the competition boundary line. Stepping out of bounds does not automatically stop the competition; the referee is the only one who may stop the competition in any way. An out of bounds competitor may be scored on by an opponent so long as the inbounds competitor has at least one foot in bounds and referee has not signalled a stoppage. In the event of jumping/flying controlled techniques, the attacking competitor must land with at least one foot in bounds in order to obtain a score for that move.

12.31 CONTINUOUS SPARRING CODE OF CONDUCT

Please refer to International Budo Sports Code of Conduct and Policies and Procedures.

12.32 CONTINUOUS SPARRING DUTY OF CARE

If a competitor is unable to adequately or intelligently defend themself for any given reason refer to *section 12.34*.

Please refer to International Budo Sports Code of Conduct and Policies and Procedures.

12.33 CONTINUOUS SPARRING THE REFEREE MAY RESTART THE FIGHT

1. If one or both competitors leave the competition area
2. Competitors failure to keep active will result in the referee restarting the fight
3. If a referee issues a standing eight (8) count
4. If a competitors safety equipment or uniform becomes loose or is in of any distraction to oneself or opponent
5. If a competitor/s fall down due to a clash or any other legal move and their safety equipment or uniform has become loose or looks like it will a referee will allow for proper composure

12.34 CONTINUOUS SPARRING DEFINITION OF TECHNICAL KNOCKOUT (TKO)

A technical knockout is declared when the referee, official, physician, the fighter or the fighter's corner man or coach decides that a fighter cannot safely continue the match. This may result from but not limited to a competitor fails the ten (10) count – a competitor had been knocked down three (3) times in one round – a competitor refusing to continue – a corner man or coach refusing his/her fighter to continue – if a competitor is dominating the round and the referees duty of care is to award a TKO for safety – A competitor is injured and cannot continue the match safely – A competitor receiving a blow which forms an instant open cut.

12.35 CONTINUOUS SPARRING EVENT RULE ADJUSTMENTS

Continuous Sparring rules will be as per International Budo Sports specified rules. Adjustments of rules may occur at any event and if such all competitors will be informed in briefing of such changes.

13.0 CONTINUOUS SPARRING SENIORS KNOCKOUT SYSTEM

This event is for all competitors wishing to enter an even of free form sparring governed by rules for both competitors to compare their skills without stopping (unless instructed by a referee) for the set time frame.

13.1 CONTINUOUS SPARRING UNIFORM

A Traditional Martial Arts Uniform must be worn only; no shorts, singlets or T-Shirts may be worn in this event even if they are part of your schools uniform.

13.2 CONTINUOUS SPARRING TIME LIMITS

SENIORS Normal bout will consist of one (1) x two (2) minute round

13.3 CONTINUOUS SPARRING DIVISION ANNOUNCMENT

An official will announce the Event and Division name and ID to the designated competition area. Competitors will proceed once called and wait outside the Matt area until all competitors have arrived. If a competitor has not arrived on the first call of the event then a second call for the Event and Division will be made. If after this a competitor is still missing their individual name may be called (this will be up to the discretion of the Head Official) by an IBS official and be given a one (1) minute time frame to present themselves to the allocated competition area. If a competitor still has not presented themselves to the designated competition area the competitor will receive zero (0) as a score and be disqualified from the event. No competitor will be allowed to enter after the first competitor has commenced Sparring due to late entry, additional entry or missing of event.

13.4 CONTINUOUS SPARRING ENTERING COMPETITION AREA

Appropriate protocol is required when entering the competition area, as different styles encompass various etiquettes in formally entering the competition area there is no set method required from a competitor as long as competitors enter with a representation of respect.

13.5 CONTINUOUS SPARRING FORMAL COMMENCEMENT OF BOUT

Once a competitor has been allocated with what starting position either Migi (Right) Aka (Red) side or Hidari (Left) Ao (Blue) side, the head referee will instruct competitors to enter when ready. The head referee will call for a formal bow to him/her respecting the commencement of the bout, and then the referee will instruct the competitors to bow to each other to formally begin the bout.

13.6 CONTINUOUS SPARRING COMPETITION AREA

A matted 5m x 5m minimum area is required for competition in all contact events.

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13.7 CONTINUOUS SPARRING POOLING AND ORDER OF COMPETING

Pooling of an event will proceed as follows:
1. An official/Referee will call on competitors to stand at the competition area after verifying as per *section 10.3*.
2. Pairing of competitors will be based on Official/Referee judgment; all attempts will be made not to match competitors from their own clubs in the first round where permitted.
3. If a round robin is evident then *section 2.2* will take effect.
4. If an odd number of competitors are evident then a bi will take effect as per *section 2.6.*

13.8 CONTINUOUS SPARRING DIVISIONS

Refer to *section 3.3*

13.9 CONTINUOUS SPARRING TRAINERS/COACHES

One trainer/coach may sit in the allocated trainers chair to assist their competitor, no other team member my direct or coach the competitor.
Enthusiastic support of a competitor is not regarded as directing or coaching and is encouraged as long as the following rules are carried out:
1. Trainers/coaches are never allowed to enter the competition area without the permission of the referee.
2. No unsportsmanlike, abusive, violent or negative coaching is allowed.
3. A trainer/coach can never, at any time interfere with the appropriate running of a competition area or decision of judges/referees, penalty points or disqualification will result if such an act occurs.
Please refer to International Budo Sports Code of Conduct, Policies and Procedures.

13.10 CONTINUOUS SPARRING SAFETY CHECK

A uniform and equipment safety check may be carried out by a judge or referee in an event if the official feels the need for equipment inspection for any reason possible. A duty of care is vital for all officials and if a concern is raised, noted or witnessed then it is up to the official of the competition area to manage the situation.

13.11 CONTINUOUS SPARRING GELS/OILS OR DRESSINGS

No lotions, greases or gels are to be used on any part of the competitors exposed body parts.
Neoprene joint supports or cloth bandages are allowed for support on prior injuries only.
Strapping is permitted under gloves, strapping is not compulsory; if strapping is used, strapping must be inspected by an IBS official prior to competing.

13.12 CONTINUOUS SPARRING COMPULSARY SAFETY EQUIPMENT

Foam dipped head gear
Mouth guard
Groin protector for males (optional for females)
Approved IBS Boxing glove 10oz +
Foam dipped sparring boots covering the heel and toes
Chest guards (females only)

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13.13 CONITUOUS SPARRING OPTIONAL SAFETY EQUIPMENT

Shin guards
Forearm protectors
Shin and instep boots covering the heel and toes (this would substitute sparring boots)
IBS approved boxing style gloves
Chest guards males only, but must not impair the wearer or disadvantage the opponent in anyway
Shin and Instep not cover the entirety of the foot

13.14 CONTINUOUS SPARRING ILLEGAL SAFETY EQUIPMENT

Cloth hand protectors of any kind
Bag gloves of any kind
Open hand foam dipped sparring gloves
Any gloves that do not have sufficient padding
Any boots that do not have sufficient padding

13.15 CONTINUOUS SPARRING MATCH DECISIONS

Points due to judge's decision
Referee stoppage
Doctor stoppage
Corner stopping the competition on the competitor's behalf (throwing in the towel)
Competitor's verbal submission

13.16 CONTINUOUS SPARRING POINT VALUES

Judges will use a 10 point must system

10 – 10	Even round
10 – 9	Advantage
10 – 8	Control or standing 8 count
10 – 7	Dominance

13.17 CONTINUOUS SPARRING SCORING CRITERIA

Judges/referee's will take into account the following during the bout
Skilled legal striking
Effective legal "no answer" strikes
Ring/Matt control
A Competitors ability to maintain the control and pace of the bout

13.18 CONTINUOUS SPARRING WINNER DETERMINATION

Scoring criteria as per *section 13.17* is utilized within the set time frame per bout to determine a point value as per *section 13.16* in awarding a win.
Knock out (KO) refer to *section 13.34 and section 13.35*
Technical Knockout (TKO) refer to *section 13.36*
The referee issues a standing eight (8) count.
A competitor's corner representative throws the towel in on behalf of the competitor.

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13.19 CONTINUOUS SPARRING WINNER DETERMINATIONS BREAKING OF TIES

In the event of a tie at the end of the time limit, the match will go to an extended time frame of thirty (30) seconds. All scores are re assessed and awarded in this time frame to determine a win. If in the result of a tie again the head referee must make a decision and grant a win.

13.20 CONTINUOUS SPARRING WHAT CONSTITUTES A POINT VALUE

Point values are controlled legal strikes delivered to a legal target area on a competitor within the competition area (in bounds).

13.21 CONTINUOUS SPARRING VALUE DETERMINATION

Point values are awarded by a total number from each judge per competitor being calculated to determine a total score per competitor. As per *section 13.16*

13.22 CONTINUOUS SPARRING LEVEL OF LEGAL CONTACT

SENIORS Contact which results in moderate penetration or moderate visible movement of the opponent

13.23 CONTINUOUS SPARRING LEVEL OF ILLEGAL CONTACT

1. Excessive contact resulting from a force in excess of what is required to score a legal point as per *section 13.20*.
2. Visible excessive body movement of the opponent resulting from gaining points.
3. Knocking an opponent unconscious not resulting from personal negligence per *section 13.34*
4. An instant appearance of swelling, discolouration or bleeding as a result from an opponent excessively striking with an illegal technique or striking to an illegal area.
5. The distortion or injury of the body resulting from an opponent's force striking from gaining points.

13.24 CONTINUOUS SPARRING LEGAL TARGET AREAS

SENIORS

LEG STRIKES	Helmet zone on head – below the neck (torso) – above the waist
KNEE STRIKES	below the neck (torso) – above the waist
HAND STRIKES	Below the neck area – above the groin

Refer to *section 13.25* for illegal areas within these zones
Refer to *Section 13.21* regarding level of contact

13.25 CONTINUOUS SPARRING ILLEGAL TARGET AREAS

SENIORS

LEG STRIKES	Back of head – Sides and back of neck – Throat – Groin – Legs – Spine
KNEE STRIKES	Head – Sides and back of neck – Throat – Groin – Legs – Spine
HAND STRIKES	Head – Sides and back of neck – Throat – Groin – Legs – Spine

13.26 CONTINUOUS SPARRING LEGAL TECHNIQUES

SENIORS Legal techniques are all legal kicks, punches and knees controlled in a standing position as per set out in the IBS rules and regulations.

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13.27 CONTINUOUS SPARRING ILLEGAL TECHNIQUES/FOULS

SENIORS
Hand strikes to the head – Arm strikes to the head - Elbows – Knees to the head - Grappling – Throwing, sweep or takedowns –Strikes to the leg area - Biting – Eye gouging of any kind – Head butts – Hair pulling – Groin striking – Strikes to throat or neck area – Strikes to the spine - – Strikes to the back of head – No strait or spinning kicks down to the leg area - Strikes to a downed opponent – Strikes to an opponent after the final bell – Strikes to an opponent under the care of a referee/official – Any uncontrollable dangerous striking technique – Any uncontrollable spinning technique - Scratching, pinching, twisting, clawing the flesh – Spitting – Stomping – Orifice insertion including fish hooking nose and mouth – Holding onto an opponent's gloves or shorts - Clinching

13.28 CONTINUOUS SPARRING, PENALTIES AND DISQUALIFICATION

One (1) official verbal warning shall be issued without a penalty point. After the first warning is issued, a penalty point is awarded to the opponent on each and every violation of the rules and regulations to the maximum of three (3) Penalty points as to when the third is issued, immediate disqualification occurs and the opponent is automatically declared the winner.

Warnings without being issued a penalty point can only result from a competitor accidently sustaining the fault and this shall be judged by the referee's discretion.

A competitor cannot be penalized and still receive a point on the same call, a penalty point always overrules a legal point by the same competitor.

A competitor can receive a point due to an opponent being penalized and at the same time receive a legal point for scoring.

A competitor will gain automatic disqualification resulting from an opponent sustaining injury in any form due to an illegal attack which is deemed by a referee or official as being such.

If a competitor is injured due to their own responsibility and no fault can be associated with the injury by the opponent (i.e. clashing of heads, ducking into a legal attack etc) no penalty point shall be awarded if deemed by a referee or official as being such.

If a competitor is injured as stated above and in the event is unable to continue because of a no-fault foul, the opponent will be declared the winner even if points were in favour of the competitor prior to the foul.

If a competitor receives a point and immediately proceeds to infringe on the rules and regulations, the warning for breaking the rules and regulations voids the issued point. A competitor cannot receive a point and warning on the same call.

Both competitors will receive a penalty point or even disqualification if the referee deems that there is no progression within the bout, both competitors must make an obvious attempt to compete otherwise penalty's may be issued for such.

Disqualification of a competitor requires a majority vote by all officials, unless resulting by a three (3) penalty disqualification.

A competitor who is disqualified due to *section 13.29* in the final round of competition will not be awarded a placing or rating points, unless resulting by a three (3) penalty disqualification then a normal loss is sustained.

Immediate disqualification will result if a competitor intentionally competes in the wrong division for which they are not qualified or instructed to do so.

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13.29 CONTINUOUS SPARRING GROUNDS FOR PENALTY

1. Attacking illegal and non target areas as per *section 13.25* and *section 13.26*
2. Use of illegal techniques as per *section 13.28*
3. Blind out of control attacks
4. Excessive contact
5. Intentionally leaving the competition area during a bout
6. Deliberately avoiding contact and backing out of the ring
7. Deliberately falling to the floor to avoid contact
8. Deliberately dropping mouth guard
9. Swearing abusive language
10. Blatantly disregarding the referee/officials instructions
11. Interference by the corner or bystander refer to *code of conduct*
12. Any unsportsmanlike behaviour from the competitor, coaches, family, friends etc refer to *code of conduct*
13. As per *section 13.3*

All penalty grounds are determined by the referee and shall be granted accordingly.

13.30 CONTINUOUS SPARRING BOUNDRY RULE

Out of bounds constitutes a competitor who does not have at least one foot touching the competition boundary line. Stepping out of bounds does not automatically stop the competition; the referee is the only one who may stop the competition in any way. An out of bounds competitor may be scored on by an opponent so long as the inbounds competitor has at least one foot in bounds and referee has not signalled a stoppage. In the event of jumping/flying controlled techniques, the attacking competitor must land with at least one foot in bounds in order to obtain a score for that move.

13.31 CONTINUOUS SPARRING CODE OF CONDUCT

Please refer to International Budo Sports Code of Conduct and Policies and Procedures.

13.32 CONTINUOUS SPARRING DUTY OF CARE

If a competitor is unable to adequately or intelligently defend themself for any given reason refer to *section 13.36*.

Please refer to International Budo Sports Code of Conduct and Policies and Procedures.

13.33 CONTINUOUS SPARRING THE REFEREE MAY RESTART THE FIGHT

1. If one or both competitors leave the competition area
2. Competitors failure to keep active will result in the referee restarting the fight
3. If a referee issues a standing eight (8) count
4. If a competitors safety equipment or uniform becomes loose or is in of any distraction to oneself or opponent
5. If a competitor/s falls down due to a clash or any other legal move and their safety equipment or uniform has become loose or looks like it will a referee will allow for proper composure

13.34 CONTINUOUS SPARRING UNCONSCIOUSNESS

If a competitor is defeated after losing consciousness by any valid/legal technique as per *section 13.24 and 13.26* or accident in which the adversary has not committed any foul worthy disqualification point then awards shall be awarded as per *section 13.15.*
If a competitor is defeated after losing consciousness by any foul or illegal technique as per section 13.25 and 13.27 immediate disqualification shall result.

13.35 CONTINUOUS SPARRING DEFINITION OF KNOCKOUT (KO)

A knockout is considered any legal strike or combination thereof that renders an opponent unable to continue fighting. Knockout usually is awarded when an opponent falls to the canvas and is unable to rise to his feet within a specified period of time, due to exhaustion, pain, disorientation or unconsciousness.

13.36 CONTINUOUS SPARRING DEFINITION OF TECHNICAL KNOCKOUT (TKO)

A technical knockout is declared when the referee, official, physician, the fighter or the fighter's corner man or coach decides that a fighter cannot safely continue the match. This may result from but not limited to a competitor fails the ten (10) count – a competitor had been knocked down three (3) times in one round – a competitor refusing to continue – a corner man or coach refusing his/her fighter to continue – if a competitor is dominating the round and the referees duty of care is to award a TKO for safety – A competitor is injured and cannot continue the match safely – A competitor receiving a blow which forms an instant open cut.

13.37 CONTINUOUS SPARRING EVENT RULE ADJUSTMENTS

Continuous Sparring rules will be as per International Budo Sports specified rules. Adjustments of rules may occur at any event and if such all competitors will be informed in briefing of such changes.

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14.0 GROUNDFIGHTING FIGHT RULES JUNIOR AND TEENS KNOCKOUT SYSTEM

No Gi Grappling is designed for competitors wishing to compete in a ground game initiating competition by a ground starting position. No Gi Grappling refers to techniques, manoeuvres and counters applied to an opponent in order to gain a physical advantage from the ground. Grappling is a general term that covers techniques used in many disciplines which are applied in No Gi Grappling through competition guided by International Budo Sports Rules and Regulations.

14.1 GROUNDFIGHTING UNIFORM

MMA/FIGHT/THAI shorts
Lycra tights
Sweat shorts
Cotton shorts or, board shorts with no pockets or external ties
A rash type vest or light T-Shirt may be worn but is not required
Martial Arts Uniform may be worn, but is not required

14.2 GROUNDFIGHTING TIME LIMITS

JUNIORS	Normal bout will consist of one (1) x one and a half (1.5) minute round
TEENS	Normal bout will consist of one (1) x one and a half (1.5) minute round

14.3 GROUNDFIGHTING DIVISION ANNOUNCMENT

An official will announce the Event and Division name and ID to the designated competition area. Competitors will proceed once called and wait outside the Matt area until all competitors have arrived. If a competitor has not arrived on the first call of the event then a second call for the Event and Division will be made. If after this a competitor is still missing their individual name may be called (this will be up to the discretion of the Head Official) by an IBS official and be given a one (1) minute time frame to present themselves to the allocated competition area. If a competitor still has not presented themselves to the designated competition area the competitor will receive zero (0) as a score and be disqualified from the event. No competitor will be allowed to enter after the first competitor has commenced Groundfighting due to late entry, additional entry or missing of event.

14.4 GROUNDFIGHTING ENTERING COMPETITION AREA

Appropriate protocol is required when entering the competition area, as different styles encompass various etiquettes in formally entering the competition area there is no set method required from a competitor as long as competitors enter with a representation of respect.

14.5 GROUNDFIGHTING FORMAL COMMENCEMENT OF BOUT

Once a competitor has been allocated with what starting position either Migi (Right) Aka (Red) side or Hidari (Left) Ao (Blue) side, the head referee will instruct competitors to enter when ready. Competitors will proceed into place to commence into a ground position starting point. The head referee will confirm readiness and commence the bout when ready.

14.6 GROUNDFIGHTING COMPETITION AREA

A matted 5m x 5m minimum area is required for competition in all contact events.

14.7 GROUNDFIGHTING POOLING AND ORDER OF COMPETING

Pooling of an event will proceed as follows:
1. An official/Referee will call on competitors to stand at the competition area after verifying as per *section 14.3*.
2. Pairing of competitors will be based on Official/Referee judgment; all attempts will be made not to match competitors from their own clubs in the first round where permitted.
3. If a round robin is evident then *section 2.2* will take effect.
4. If an odd number of competitors are evident then a bi will take effect as per *section 2.6.*

14.8 GROUNDFIGHTING DIVISIONS

Refer to *section 3.3*

JUNIOR WEIGHTS

Featherweight	Under 30kg
Lightweight	30.01 – 35kg
Welterweight	35.01 – 40kg
Middleweight	40.01 – 47kg
Light Heavy	47.01 – 52kg
Heavyweight	52.01kg +

TEEN WEIGHTS

Featherweight	Under 47kg
Lightweight	47.01 – 55kg
Welterweight	55.01 – 62kg
Middleweight	62.01 – 70kg
Light Heavy	70.01 – 78kg
Heavyweight	78.01 – 86kg
Super Heavy	86.01kg +

It is the responsibility of all competitors to enter their correct weight on the IBS entry form and to specify which weight division that they are to be entered into. Weights will be checked at the event, failure to enter the correct weight or enter into the incorrect weight class will deem the competitor unable to enter said events. No refunds will be issued to the competitor due to omission or incorrect information.

14.9 GROUNDFIGHTING TRAINERS/COACHES

One trainer/coach may sit in the allocated trainers chair to assist their competitor, no other team member my direct or coach the competitor.
Enthusiastic support of a competitor is not regarded as directing or coaching and is encouraged as long as the following rules are carried out:
1. Trainers/coaches are never allowed to enter the competition area without the permission of the referee.
2. No unsportsmanlike, abusive, violent or negative coaching is allowed.
3. A trainer/coach can never, at any time interfere with the appropriate running of a competition area or decision of judges/referees, penalty points or disqualification will result if such an act occurs.
Please refer to International Budo Sports Code of Conduct, Policies and Procedures.

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14.10 GROUNDFIGHTING SAFETY CHECK

A uniform and equipment safety check may be carried out by a judge or referee in an event if the official feels the need for equipment inspection for any reason possible. A duty of care is vital for all officials and if a concern is raised, noted or witnessed then it is up to the official of the competition area to manage the situation.

14.11 GROUNDFIGHTING GELS/OILS OR DRESSINGS

No lotions, greases or gels are to be used on any part of the competitors exposed body parts.
Neoprene joint supports or cloth bandages are allowed for support on prior injuries only.

14.12 GROUNDFIGHTING COMPULSARY SAFETY EQUIPMENT

Mouth guard
Groin protector for males (optional for females)

14.13 GROUNDFIGHTING OPTIONAL SAFETY EQUIPMENT

Chest guards females only but must not impair the wearer or disadvantage the opponent in anyway.
A wrestlers head guard which sits flat to the skull and does not impair the wearer or disadvantage the opponent in anyway.

14.14 GROUNDFIGHTING ILLEGAL SAFETY EQUIPMENT

Gloves of any kind
Feet/Leg protectors of any kind
Head guards other than stated in *Section 14.13*

14.15 GROUNDFIGHTING MATCH DECISIONS

Points due to judge's decision
Advantage
Referee stoppage (TKO)
Doctor stoppage (TKO)
Corner stopping the competition on the competitor's behalf (throwing in the towel) (TKO)
Competitor's verbal or body submission

14.16 GROUNDFIGHTING POINT VALUES

POINTS	POSITION	DETAILS
4	Top Mount	Mount must be in control
4	Back Mount	Mount must be in control with either upper or lower hooks being locked into place
4	Escape from Mount	Before points are awarded the opponent must have been given the points for a control
4	Reversal from Mount	Before points are awarded the opponent must have been given the points for a control
3	Sweep from Guard	Competitor is on the ground while holding your opponent in guard position, competitor then sweeps to gain control (half escape = no points)
3	Passing the Guard	Opponent has guard position and competitor is between opponents legs, competitor passes guard moving to the outside of both legs to gain control
3	Catch	A catch constitutes any locking or controlling position that immobilizes the opponent for a referee's count of eight (8). Examples of such could be a controlling side mount, or any other hold down that the opponent cannot reverse or break free from. All other point positions as stated are not classified as a catch and fall under their own categories of points.
1	Guard Position	Competitor is controlling opponent by taking opponent to the ground between opponents legs whilst maintaining control

Grappling point values may only be awarded by maintaining control of the set position for three (3) seconds, if this is not maintained the *section 14.22* applies.

14.17 GROUNDFIGHTING SCORING CRITERIA

Judges/referee's will take into account the following during the bout
Advantage via skilled legal grappling techniques
Take downs
Legal Ground Control
Legal Submission pertaining to junior competitors
A Competitors ability to maintain the control and pace of the bout

14.18 GROUNDFIGHTING WINNER DETERMINATIONS BREAKING OF TIES

In the event of a tie at the end of the time limit, the head referee and officials will decide on the competitor with the advantage rule as per *Section 14.22* and nominate a winner by this ruling.

14.19 GROUNDFIGHTING WHAT CONSTITUTES A POINT

A competitor gains points by scoring positioning over his/her opponent through ground technical ability within the competition area (in bounds).

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14.20 GROUNDFIGHTING POINT DETERMINATION

Points are awarded by a total number from the head referee per competitor being calculated to determine a total score per competitor. As per *section 14.16 and 14.17*
The head referee will raise an arm appropriate to the competitor attaining the point, a corner official record the indicated score by the number of fingers and the corresponding amount the head referee states and displays. An extra official will be scoring points not based on referee decision but by purely their evaluation of point allocation. After which the table officials accumulate the points and indicate the win.

14.21 GROUNDFIGHTING SUBMISSION

Submission occurs when a technique forces an opponent into admitting defeat by:
1. Tapping with the palm against an opponent in a visible manner
2. Tapping with feet on the ground in a visible manner if arms are incapacitated
3. Verbally informing the referee that the match must be stopped if both arms and legs are incapacitated
4. Verbally informing the referee that the match must be stopped due to injury or a feeling of physical incapability or unpreparedness
5. The referee my omit submission on behalf of a competitor if a referee feels that a competitor is or will be exposed to serious physical damage
6. A competitors corner my omit submission on behalf of their competitor for any reason deemed and in doing so must either approach the head referee if the bout is not underway or by throwing the towel into the competition area

14.22 GROUNDFIGHTING ADVANTAGE

An advantage occurs when a competitor attempts but does not complete any of the fundamental ground game techniques of a bout as per *section 14.16* but not limited to ie:
Sweeps – Takedowns from ground that result in a loss of balance through the attempt– Submissions – During closed guard – Being on top as the offensive attempting to dominate an opponent's guard – Being underneath attempting to sweep where the opponents legs open – Attempting a locking position forcing an opponent to defend

14.23 GROUNDFIGHTING LEGAL TECHNIQUES WHEN GROUNDED

All grounded (3 points grounded): Locks – Hold Downs – Positioning while both competitors are in the grounded position. Refer to *Section 14.24* for clarification

14.24 GROUNDFIGHTING ILLEGAL TECHNIQUES/FOULS

JUNIOR
No standing - Hand strikes of any kind – Leg strikes of any kind – Elbow strikes of any kind – Knee striking or pressure except from inevitable and unintended pressure by a legitimate technique – Head strikes of any kind - Throwing, sweep or takedowns from the standing position –Slamming from guard –slamming to escape submission – Throwing or shoving an opponent off the mat - Neck/Cervical locks – Neck cranks – Biceps lock – Wrist lock – Foot lock of any kind – Knee lock of any kind – Leg lock of any kind – Ezekiel or naked chokes/strangles where one arm is utilized in the technique – Calf lock – Omoplata/shoulder lock – Guillotine – Elbow locks – Shoulder/clavicle locks – Boston crab or spine cranks or locks - Spiking an opponent's head or body – Small joint manipulation(control of at least 3 fingers/toes required) – Heel hooks - Biting – Eye gouging from any body part of any kind – Head butts – Hair pulling – Groin striking or pressure except from inevitable and unintended pressure by a legitimate technique- Scratching, pinching, twisting, clawing the flesh – Spitting – Stomping – Orifice insertion including fish hooking nose and mouth - Manoeuvres to a downed (injured or semi/unconscious) opponent – Manoeuvres to an opponent after the final bell – Manoeuvres to an opponent under the care of a referee/official

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TEENS
No standing - Hand strikes of any kind – Leg strikes of any kind – Elbow strikes of any kind – Knee striking or pressure except from inevitable and unintended pressure by a legitimate technique – Head strikes of any kind - Throwing, sweep or takedowns from the standing position –Slamming from guard –slamming to escape submission – Throwing or shoving an opponent off the mat - Cervical locks only without chokes – Neck cranks – Biceps lock – Wrist lock – Foot lock of any kind – Knee lock of any kind – Ezekiel or naked chokes/strangles where one arm is not utilized in the technique – Calf lock – Guillotine with neck crank – Elbow locks – Boston crab or spine cranks or locks - Spiking an opponent's head or body – Small joint manipulation(control of at least 3 fingers/toes required) – Heel hooks - Biting – Eye gouging from any body part of any kind – Head butts – Hair pulling – Groin striking or pressure except from inevitable and unintended pressure by a legitimate technique- Scratching, pinching, twisting, clawing the flesh – Spitting – Stomping – Orifice insertion including fish hooking nose and mouth - Manoeuvres to a downed opponent – Manoeuvres to an opponent after the final bell – Manoeuvres to an opponent under the care of a referee/official

14.25 GROUNDFIGHTING WARNINGS, PENALTIES AND DISQUALIFICATION

One (1) official verbal warning shall be issued without a penalty point. After the first warning is issued, a penalty point is awarded to the opponent on each and every violation of the rules and regulations to the maximum of three (3) Penalty points as to when the third is issued, immediate disqualification occurs and the opponent is automatically declared the winner.

Warnings without being issued a penalty point can only result from a competitor accidently sustaining the fault and this shall be judged by the referee's discretion.

A competitor cannot be penalized and still receive a point on the same call, a penalty point always overrules a legal point by the same competitor.

A competitor can receive a point due to an opponent being penalized and at the same time receive a legal point for scoring.

A competitor will gain automatic disqualification resulting from an opponent sustaining injury in any form due to an illegal attack which is deemed by a referee or official as being such.

If a competitor is injured due to their own responsibility and no fault can be associated with the injury by the opponent (i.e. clashing of heads, ducking into a legal attack etc) no penalty point shall be awarded if deemed by a referee or official as being such.

If a competitor is injured as stated above and in the event is unable to continue because of a no-fault foul, the opponent will be declared the winner even if points were in favour of the competitor prior to the foul.

If a competitor receives a point and immediately proceeds to infringe on the rules and regulations, the warning for breaking the rules and regulations voids the issued point. A competitor cannot receive a point and warning on the same call.

Both competitors will receive a penalty point or even disqualification if the referee deems that there is no progression within the bout, both competitors must make an obvious attempt to compete otherwise penalty's may be issued for such.

Disqualification of a competitor requires a majority vote by all officials, unless resulting by a three (3) penalty disqualification.

A competitor who is disqualified due to *section 14.26* in the final round of competition will not be awarded a placing or rating points, unless resulting by a three (3) penalty disqualification then a normal loss is sustained.

Immediate disqualification will result if a competitor intentionally competes in the wrong division for which they are not qualified or instructed to do so.

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14.26 GROUNDFIGHTING GROUNDS FOR PENALTY

1. Attacking illegal and non target areas as per *section 14.24*
2. Use of illegal techniques as per *section 14.24*
3. Blind out of control attacks/manoeuvres
4. Excessive contact
5. Intentionally leaving the competition area during a bout
6. Deliberately avoiding contact and backing out of the ring
7. Deliberately falling to the floor to avoid contact
8. Deliberately dropping mouth guard
9. Swearing abusive language
10. Blatantly disregarding the referee/officials instructions
11. Interference by the corner or bystander refer to *code of conduct*
12. Any unsportsmanlike behaviour from the competitor, coaches, family, friends etc refer to *code of conduct*
13. As per *section 14.3*

All penalty grounds are determined by the referee and shall be granted accordingly.

14.27 GROUNDFIGHTING BOUNDRY RULE

Out of bounds constitutes a competitor who has any body part outside the competition boundary line. Being out of bounds does not automatically stop the competition; the referee is the only one who may stop the competition in any way. An out of bounds competitor may be scored on by an opponent so long as the control and position was initiated within the competition area.

14.28 GROUNDFIGHTING CODE OF CONDUCT

Please refer to International Budo Sports Code of Conduct and Policies and Procedures.

14.29 GROUNDFIGHTING DUTY OF CARE

If a competitor is unable to adequately or intelligently defend themself for any given reason refer to *section 14.32*.

Please refer to International Budo Sports Code of Conduct and Policies and Procedures.

14.30 GROUNDFIGHTING THE REFEREE MAY RESTART THE FIGHT

1. If one or both competitors leave the competition area
2. Competitors failure to keep active will result in the referee restarting the fight
3. If a competitors safety equipment or uniform becomes loose or is in of any distraction to oneself or opponent
4. If a competitor/s fall down due to a clash or any other legal move and their safety equipment or uniform has become loose or looks like it will a referee will allow for proper composure

14.31 GROUNDFIGHTING UNCONSCIOUSNESS

If a competitor is defeated after losing consciousness by any valid/legal technique as per *section 14.23* or by accident in which the adversary has not committed any foul worthy disqualification point then awards shall be awarded as per *section 14.15.*
If a competitor is defeated after losing consciousness by any foul or illegal technique as per section 14.24 and 14.26 immediate disqualification shall result.

14.32 GROUNDFIGHTING DEFINITION OF TECHNICAL KNOCKOUT (TKO)

A technical knockout is declared when the referee, official, physician, the fighter or the fighter's corner man or coach decides that a competitor cannot safely continue the match. This may result from but not limited to a competitor - a competitor refusing to continue – a corner man or coach refusing his/her fighter to continue – if a competitor is dominating the round and the referees duty of care is to award a TKO for safety – A competitor is injured and cannot continue the match safely – A competitor receiving a blow unintentionally which forms an instant open cut.

14.33 GROUNDFIGHTING EVENT RULE ADJUSTMENTS

No Gi Grappling rules will be as per International Budo Sports specified rules. Adjustments of rules may occur at any event and if such all competitors will be informed in briefing of such changes.

15.0 GROUNDFIGHTING FIGHT RULES SENIORS KNOCKOUT SYSTEM

No Gi Grappling is designed for competitors wishing to compete in a ground game initiating competition by a ground starting position. No Gi Grappling refers to techniques, manoeuvres and counters applied to an opponent in order to gain a physical advantage from the ground. Grappling is a general term that covers techniques used in many disciplines which are applied in No Gi Grappling through competition guided by International Budo Sports Rules and Regulations.

15.1 GROUNDFIGHTING UNIFORM

MMA/FIGHT/THAI shorts
Lycra tights
Sweat shorts
Cotton shorts or, board shorts with no pockets or external ties
A rash type vest or light T-Shirt may be worn but is not required
Martial Arts Uniform may be worn, but is not required

15.2 GROUNDFIGHTING TIME LIMITS

SENIORS Normal bout will consist of one (1) x two (2) minute round

15.3 GROUNDFIGHTING DIVISION ANNOUNCMENT

An official will announce the Event and Division name and ID to the designated competition area. Competitors will proceed once called and wait outside the Matt area until all competitors have arrived. If a competitor has not arrived on the first call of the event then a second call for the Event and Division will be made. If after this a competitor is still missing their individual name may be called (this will be up to the discretion of the Head Official) by an IBS official and be given a one (1) minute time frame to present themselves to the allocated competition area. If a competitor still has not presented themselves to the designated competition area the competitor will receive zero (0) as a score and be disqualified from the event. No competitor will be allowed to enter after the first competitor has commenced Groundfighting due to late entry, additional entry or missing of event.

15.4 GROUNDFIGHTING ENTERING COMPETITION AREA

Appropriate protocol is required when entering the competition area, as different styles encompass various etiquettes in formally entering the competition area there is no set method required from a competitor as long as competitors enter with a representation of respect.

15.5 GROUNDFIGHTING FORMAL COMMENCEMENT OF BOUT

Once a competitor has been allocated with what starting position either Migi (Right) Aka (Red) side or Hidari (Left) Ao (Blue) side, the head referee will instruct competitors to enter when ready. Competitors will proceed into place to commence into a ground position starting point. The head referee will confirm readiness and commence the bout when ready.

15.6 GROUNDFIGHTING COMPETITION AREA

A matted 5m x 5m minimum area is required for competition in all contact events.

15.7 GROUNDFIGHTING POOLING AND ORDER OF COMPETING

Pooling of an event will proceed as follows:

1. An official/Referee will call on competitors to stand at the competition area after verifying as per *section 14.3*.
2. Pairing of competitors will be based on Official/Referee judgment; all attempts will be made not to match competitors from their own clubs in the first round where permitted.
3. If a round robin is evident then *section 2.2* will take effect.
4. If an odd number of competitors are evident then a bi will take effect as per *section 2.6.*

15.8 GROUNDFIGHTING DIVISIONS

Refer to *section 3.3*

SENIOR WEIGHTS

Bantamweight	Under 62kg
Featherweight	62.01 – 68kg
Lightweight	68.01 – 74kg
Welterweight	74.01 – 80kg
Middleweight	80.01 – 86kg
Light Heavyweight	86.01 – 92kg
Heavyweight	92.01 – 100kg
Super Heavyweight	100.01kg +

It is the responsibility of all competitors to enter their correct weight on the IBS entry form and to specify which weight division that they are to be entered into. Weights will be checked at the event, failure to enter the correct weight or enter into the incorrect weight class will deem the competitor unable to enter said events. No refunds will be issued to the competitor due to omission or incorrect information.

15.9 GROUNDFIGHTING TRAINERS/COACHES

One trainer/coach may sit in the allocated trainers chair to assist their competitor, no other team member my direct or coach the competitor.
Enthusiastic support of a competitor is not regarded as directing or coaching and is encouraged as long as the following rules are carried out:
1. Trainers/coaches are never allowed to enter the competition area without the permission of the referee.
2. No unsportsmanlike, abusive, violent or negative coaching is allowed.
3. A trainer/coach can never, at any time interfere with the appropriate running of a competition area or decision of judges/referees, penalty points or disqualification will result if such an act occurs.
Please refer to International Budo Sports Code of Conduct, Policies and Procedures.

15.10 GROUNDFIGHTING SAFETY CHECK

A uniform and equipment safety check may be carried out by a judge or referee in an event if the official feels the need for equipment inspection for any reason possible. A duty of care is vital for all officials and if a concern is raised, noted or witnessed then it is up to the official of the competition area to manage the situation.

15.11 GROUNDFIGHTING GELS/OILS OR DRESSINGS

No lotions, greases or gels are to be used on any part of the competitors exposed body parts.
Neoprene joint supports or cloth bandages are allowed for support on prior injuries only.

15.12 GROUNDFIGHTING COMPULSARY SAFETY EQUIPMENT

Mouth guard

Groin protector for males (optional for females)

15.13 GROUNDFIGHTING OPTIONAL SAFETY EQUIPMENT

Chest guards females only but must not impair the wearer or disadvantage the opponent in anyway.
A wrestlers head guard which sits flat to the skull and does not impair the wearer or disadvantage the opponent in anyway.

15.14 GROUNDFIGHTING ILLEGAL SAFETY EQUIPMENT

Gloves of any kind
Feet/Leg protectors of any kind
Head guards other than stated in *Section 14.13*

15.15 GROUNDFIGHTING MATCH DECISIONS

Points due to judge's decision
Advantage
Referee stoppage (TKO)
Doctor stoppage (TKO)
Corner stopping the competition on the competitor's behalf (throwing in the towel) (TKO)
Competitor's verbal or body submission

15.16 GROUNDFIGHTING POINT VALUES

POINTS	POSITION	DETAILS
4	Top Mount	Mount must be in control
4	Back Mount	Mount must be in control with either upper or lower hooks being locked into place
4	Escape from Mount	Before points are awarded the opponent must have been given the points for a control
4	Reversal from Mount	Before points are awarded the opponent must have been given the points for a control
3	Sweep from Guard	Competitor is on the ground while holding your opponent in guard position, competitor then sweeps to gain control (half escape = no points)
3	Passing the Guard	Opponent has guard position and competitor is between opponents legs, competitor passes guard moving to the outside of both legs to gain control
3	Catch	A catch constitutes any locking or controlling position that immobilizes the opponent for a referee's count of eight (8). Examples of such could be a controlling side mount, or any other hold down that the opponent cannot reverse or break free from. All other point positions as stated are not classified as a catch and fall under their own categories of points.

Grappling point values may only be awarded by maintaining control of the set position for three (3) seconds, if this is not maintained the *section 15.22* applies.

15.17 GROUNDFIGHTING SCORING CRITERIA

Judges/referee's will take into account the following during the bout

Advantage via skilled legal grappling techniques
Take downs
Legal Ground Control
Submission
A Competitors ability to maintain the control and pace of the bout

15.18 GROUNDFIGHTING WINNER DETERMINATIONS BREAKING OF TIES

In the event of a tie at the end of the time limit, the head referee and officials will decide on the competitor with the advantage rule as per *Section 15.22* and nominate a winner by this ruling.

15.19 GROUNDFIGHTING WHAT CONSTITUTES A POINT

A competitor gains points by scoring positioning over his/her opponent through ground technical ability within the competition area (in bounds).

15.20 GROUNDFIGHTING POINT DETERMINATION

Points are awarded by a total number from the head referee per competitor being calculated to determine a total score per competitor. As per *section 15.16 and 15.17*
The head referee will raise an arm appropriate to the competitor attaining the point, a corner official record the indicated score by the number of fingers and the corresponding amount the head referee states and displays. An extra official will be scoring points not based on referee decision but by purely their evaluation of point allocation. After which the table officials accumulate the points and indicate the win.

15.21 GROUNDFIGHTING SUBMISSION

Submission occurs when a technique forces an opponent into admitting defeat by:
1. Tapping with the palm against an opponent in a visible manner
2. Tapping with feet on the ground in a visible manner if arms are incapacitated
3. Verbally informing the referee that the match must be stopped if both arms and legs are incapacitated
4. Verbally informing the referee that the match must be stopped due to injury or a feeling of physical incapability or unpreparedness
5. The referee my omit submission on behalf of a competitor if a referee feels that a competitor is or will be exposed to serious physical damage
6. A competitors corner my omit submission on behalf of their competitor for any reason deemed and in doing so must either approach the head referee if the bout is not underway or by throwing the towel into the competition area

15.22 GROUNDFIGHTING ADVANTAGE

An advantage occurs when a competitor attempts but does not complete any of the fundamental ground game techniques of a bout as per *section 15.16* but not limited to ie:
Sweeps – Takedowns from ground that result in a loss of balance through the attempt– Submissions – During closed guard – Being on top as the offensive attempting to dominate an opponent's guard – Being underneath attempting to sweep where the opponents legs open – Attempting a locking position forcing an opponent to defend

15.23 GROUNDFIGHTING LEGAL TECHNIQUES WHEN GROUNDED

All grounded (3 points grounded): Locks – Hold Downs – Positioning while both competitors are in the grounded position. Refer to *Section 15.24* for clarification

15.24 GROUNDFIGHTING ILLEGAL TECHNIQUES/FOULS

SENIORS
No standing - Hand strikes of any kind – Leg strikes of any kind – Elbow strikes of any kind – Knee striking or pressure except from inevitable and unintended pressure by a legitimate technique – Head strikes of any kind - Throwing, sweep or takedowns from the standing position –Slamming from guard –slamming to escape submission – Throwing or shoving an opponent off the mat - Cervical locks – Knee lock of any kind – Boston crab or spine cranks or locks - Spiking an opponent's head or body – Small joint manipulation(control of at least 3 fingers/toes required) – Heel hooks - Biting – Eye gouging from anybody part of any kind – Head butts – Hair pulling – Groin striking or pressure except from inevitable and unintended pressure by a legitimate technique- Scratching, pinching, twisting, clawing the flesh – Spitting – Stomping – Orifice insertion including fish hooking nose and mouth - Manoeuvres to a downed opponent – Manoeuvres to an opponent after the final bell – Manoeuvres to an opponent under the care of a referee/official

15.25 GROUNDFIGHTING WARNINGS, PENALTIES AND DISQUALIFICATION

One (1) official verbal warning shall be issued without a penalty point. After the first warning is issued, a penalty point is awarded to the opponent on each and every violation of the rules and regulations to the maximum of three (3) Penalty points as to when the third is issued, immediate disqualification occurs and the opponent is automatically declared the winner.

Warnings without being issued a penalty point can only result from a competitor accidently sustaining the fault and this shall be judged by the referee's discretion.

A competitor cannot be penalized and still receive a point on the same call, a penalty point always overrules a legal point by the same competitor.

A competitor can receive a point due to an opponent being penalized and at the same time receive a legal point for scoring.

A competitor will gain automatic disqualification resulting from an opponent sustaining injury in any form due to an illegal attack which is deemed by a referee or official as being such.

If a competitor is injured due to their own responsibility and no fault can be associated with the injury by the opponent (i.e. clashing of heads, ducking into a legal attack etc) no penalty point shall be awarded if deemed by a referee or official as being such.

If a competitor is injured as stated above and in the event is unable to continue because of a no-fault foul, the opponent will be declared the winner even if points were in favour of the competitor prior to the foul.

If a competitor receives a point and immediately proceeds to infringe on the rules and regulations, the warning for breaking the rules and regulations voids the issued point. A competitor cannot receive a point and warning on the same call.

Both competitors will receive a penalty point or even disqualification if the referee deems that there is no progression within the bout, both competitors must make an obvious attempt to compete otherwise penalty's may be issued for such.

Disqualification of a competitor requires a majority vote by all officials, unless resulting by a three (3) penalty disqualification.

A competitor who is disqualified due to *section 15.36* in the final round of competition will not be awarded a placing or rating points, unless resulting by a three (3) penalty disqualification then a normal loss is sustained.

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Immediate disqualification will result if a competitor intentionally competes in the wrong division for which they are not qualified or instructed to do so.

15.26 GROUNDFIGHTING GROUNDS FOR PENALTY

1. Attacking illegal and non target areas as per *section 15.24*
2. Use of illegal techniques as per *section 15.24*
3. Blind out of control attacks/manoeuvres
4. Excessive contact
5. Intentionally leaving the competition area during a bout
6. Deliberately avoiding contact and backing out of the ring
7. Deliberately falling to the floor to avoid contact
8. Deliberately dropping mouth guard
9. Swearing abusive language
10. Blatantly disregarding the referee/officials instructions
11. Interference by the corner or bystander refer to *code of conduct*
12. Any unsportsmanlike behaviour from the competitor, coaches, family, friends etc refer to *code of conduct*
13. As per *section 15.3*

All penalty grounds are determined by the referee and shall be granted accordingly.

15.27 GROUNDFIGHTING BOUNDRY RULE

Out of bounds constitutes a competitor who has any body part outside the competition boundary line. Being out of bounds does not automatically stop the competition; the referee is the only one who may stop the competition in any way. An out of bounds competitor may be scored on by an opponent so long as the control and position was initiated within the competition area.

15.28 GROUNDFIGHTING CODE OF CONDUCT

Please refer to International Budo Sports Code of Conduct and Policies and Procedures.

15.29 GROUNDFIGHTING DUTY OF CARE

If a competitor is unable to adequately or intelligently defend themself for any given reason refer to *section 15.32*.

Please refer to International Budo Sports Code of Conduct and Policies and Procedures.

15.30 GROUNDFIGHTING THE REFEREE MAY RESTART THE FIGHT

1. If one or both competitors leave the competition area
2. Competitors failure to keep active will result in the referee restarting the fight
3. If a competitors safety equipment or uniform becomes loose or is in of any distraction to oneself or opponent
4. If a competitor/s fall down due to a clash or any other legal move and their safety equipment or uniform has become loose or looks like it will a referee will allow for proper composure

15.31 GROUNDFIGHTING UNCONSCIOUSNESS

If a competitor is defeated after losing consciousness by any valid/legal technique as per *section 15.23* or by accident in which the adversary has not committed any foul worthy disqualification point then awards shall be awarded as per *section 15.15.*

If a competitor is defeated after losing consciousness by any foul or illegal technique as per section 15.24 and 15.26 immediate disqualification shall result.

15.32 GROUNDFIGHTING DEFINITION OF TECHNICAL KNOCKOUT (TKO)

A technical knockout is declared when the referee, official, physician, the fighter or the fighter's corner man or coach decides that a competitor cannot safely continue the match. This may result from but not limited to a competitor - a competitor refusing to continue – a corner man or coach refusing his/her fighter to continue – if a competitor is dominating the round and the referees duty of care is to award a TKO for safety – A competitor is injured and cannot continue the match safely – A competitor receiving a blow unintentionally which forms an instant open cut.

15.33 GROUNDFIGHTING EVENT RULE ADJUSTMENTS

No Gi Grappling rules will be as per International Budo Sports specified rules. Adjustments of rules may occur at any event and if such all competitors will be informed in briefing of such changes.

16.0 SUBMISSION GI GRAPPLING FIGHT RULES JUNIOR AND TEENS KNOCKOUT SYSTEM

Gi Grappling is designed for competitors wishing to compete initiating from a standing neutral starting position. Gi Grappling refers to techniques, manoeuvres and counters applied to an opponent in order to gain a physical advantage. Grappling is a general term that covers techniques used in many disciplines which are applied in Gi Grappling through competition guided by International Budo Sports Rules and Regulations.

16.1 SUBMISSION GI GRAPPLING UNIFORM

A Traditional Martial Arts or Ju Jitsu based Uniform must be worn only; no shorts, singlets or T-Shirts may be worn in this event even if they are part of your schools uniform.

16.2 SUBMISSION GI GRAPPLING TIME LIMITS

JUNIORS	Normal bout will consist of one (1) x one and a half (1.5) minute round
TEENS	Normal bout will consist of one (1) x one and a half (1.5) minute round

16.3 SUBMISSION GI GRAPPLING DIVISION ANNOUNCMENT

An official will announce the Event and Division name and ID to the designated competition area. Competitors will proceed once called and wait outside the Matt area until all competitors have arrived. If a competitor has not arrived on the first call of the event then a second call for the Event and Division will be made. If after this a competitor is still missing their individual name may be called (this will be up to the discretion of the Head Official) by an IBS official and be given a one (1) minute time frame to present themselves to the allocated competition area. If a competitor still has not presented themselves to the designated competition area the competitor will receive zero (0) as a score and be disqualified from the event. No competitor will be allowed to enter after the first competitor has commenced Grappling due to late entry, additional entry or missing of event.

16.4 SUBMISSION GI GRAPPLING ENTERING COMPETITION AREA

Appropriate protocol is required when entering the competition area, as different styles encompass various etiquettes in formally entering the competition area there is no set method required from a competitor as long as competitors enter with a representation of respect.

16.5 SUBMISSION GI GRAPPLING FORMAL COMMENCEMENT OF BOUT

Once a competitor has been allocated with what starting position either Migi (Right) Aka (Red) side or Hidari (Left) Ao (Blue) side, the head referee will instruct competitors to enter when ready. Competitors will proceed into relevant standing position as a starting point. The head referee will confirm readiness and commence the bout when ready.

16.6 SUBMISSION GI GRAPPLING COMPETITION AREA

A matted 5m x 5m minimum area is required for competition in all contact events.

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16.7 SUBMISSION GI GRAPPLING POOLING AND ORDER OF COMPETING

Pooling of an event will proceed as follows:
1. An official/Referee will call on competitors to stand at the competition area after verifying as per *section 14.3*.
2. Pairing of competitors will be based on Official/Referee judgment; all attempts will be made not to match competitors from their own clubs in the first round where permitted.
3. If a round robin is evident then *section 2.2* will take effect.
4. If an odd number of competitors are evident then a bi will take effect as per *section 2.6.*

16.8 SUBMISSION GI GRAPPLING DIVISIONS

Refer to *section 3.3*

JUNIOR WEIGHTS

Featherweight	Under 30kg
Lightweight	30.01 – 35kg
Welterweight	35.01 – 40kg
Middleweight	40.01 – 47kg
Light Heavy	47.01 – 52kg
Heavyweight	52.01kg +

TEEN WEIGHTS

Featherweight	Under 47kg
Lightweight	47.01 – 55kg
Welterweight	55.01 – 62kg
Middleweight	62.01 – 70kg
Light Heavy	70.01 – 78kg
Heavyweight	78.01 – 86kg
Super Heavy	86.01kg +

It is the responsibility of all competitors to enter their correct weight on the IBS entry form and to specify which weight division that they are to be entered into. Weights will be checked at the event, failure to enter the correct weight or enter into the incorrect weight class will deem the competitor unable to enter said events. No refunds will be issued to the competitor due to omission or incorrect information.

16.9 SUBMISSION GI GRAPPLING TRAINERS/COACHES

One trainer/coach may sit in the allocated trainers chair to assist their competitor, no other team member my direct or coach the competitor.
Enthusiastic support of a competitor is not regarded as directing or coaching and is encouraged as long as the following rules are carried out:
1. Trainers/coaches are never allowed to enter the competition area without the permission of the referee.
2. No unsportsmanlike, abusive, violent or negative coaching is allowed.
3. A trainer/coach can never, at any time interfere with the appropriate running of a competition area or decision of judges/referees, penalty points or disqualification will result if such an act occurs.
Please refer to International Budo Sports Code of Conduct, Policies and Procedures.

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16.10 SUBMISSION GI GRAPPLING SAFETY CHECK

A uniform and equipment safety check may be carried out by a judge or referee in an event if the official feels the need for equipment inspection for any reason possible. A duty of care is vital for all officials and if a concern is raised, noted or witnessed then it is up to the official of the competition area to manage the situation.

16.11 SUBMISSION GI GRAPPLING GELS/OILS OR DRESSINGS

No lotions, greases or gels are to be used on any part of the competitors exposed body parts.
Neoprene joint supports or cloth bandages are allowed for support on prior injuries only.

16.12 SUBMISSION GI GRAPPLING COMPULSARY SAFETY EQUIPMENT

Mouth guard
Groin protector for males (optional for females)

16.13 SUBMISSION GI GRAPPLING OPTIONAL SAFETY EQUIPMENT

Chest guards females only but must not impair the wearer or disadvantage the opponent in anyway.
A wrestlers head guard which sits flat to the skull and does not impair the wearer or disadvantage the opponent in anyway.

16.14 SUBMISSION GI GRAPPLING ILLEGAL SAFETY EQUIPMENT

Gloves of any kind
Feet/Leg protectors of any kind
Head guards other than stated in *Section 14.13*

16.15 SUBMISSION GI GRAPPLING MATCH DECISIONS

Points due to judge's decision
Advantage
Referee stoppage (TKO)
Doctor stoppage (TKO)
Corner stopping the competition on the competitor's behalf (throwing in the towel) (TKO)
Competitor's verbal or body submission

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16.16 SUBMISSION GI GRAPPLING POINT VALUES

POINTS	POSITION	DETAILS
4	Top Mount	Mount must be in control
4	Back Mount	Mount must be in control with either upper or lower hooks being locked into place
4	Escape from Mount	Before points are awarded the opponent must have been given the points for a control
4	Reversal from Mount	Before points are awarded the opponent must have been given the points for a control
3	Sweep from Guard	Competitor is on the ground while holding your opponent in guard position, competitor then sweeps to gain control (half escape = no points)
3	Passing the Guard	Opponent has guard position and competitor is between opponents legs, competitor passes guard moving to the outside of both legs to gain control
3	Catch	A catch constitutes any locking or controlling position that immobilizes the opponent for a referee's count of eight (8). Examples of such could be a controlling side mount, or any other hold down that the opponent cannot reverse or break free from. All other point positions as stated are not classified as a catch and fall under their own categories of points.
2	Knee on stomach position	When a competitor on top puts their knee on opponents stomach, holding opponents collar or sleeve with one hand and belt with the other with no crank
2	Throws/Takedowns/Sweeps	Any legal throw/takedown manoeuvring the opponent into a legal ground position safely whilst keeping hold
1	Guard Position	Competitor is controlling opponent by taking opponent to the ground between opponents legs whilst maintaining control

Grappling point values may only be awarded by maintaining control of the set position for three (3) seconds, if this is not maintained the *section 16.22* applies.

16.17 SUBMISSION GI GRAPPLING SCORING CRITERIA

Judges/referee's will take into account the following during the bout
Advantage via skilled legal grappling techniques
Advantage via skilled legal throwing/takedown
Legal Ground Control
Legal Submission pertaining to junior competitors
A Competitors ability to maintain the control and pace of the bout

16.18 SUBMISSION GI GRAPPLING WINNER DETERMINATIONS BREAKING OF TIES

In the event of a tie at the end of the time limit, the head referee and officials will decide on the competitor with the advantage rule as per *Section 16.22* and nominate a winner by this ruling.

16.19 SUBMISSION GI GRAPPLING WHAT CONSTITUTES A POINT

A competitor gains points by scoring on positioning skilled legal throws/ takedowns aiming to position over his/her opponent through ground technical ability within the competition area (in bounds).

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16.20 SUBMISSION GI GRAPPLING POINT DETERMINATION

Points are awarded by a total number from the head referee per competitor being calculated to determine a total score per competitor. As per *section 16.16 and 16.17*
The head referee will raise an arm appropriate to the competitor attaining the point, a corner official record the indicated score by the number of fingers and the corresponding amount the head referee states and displays. An extra official will be scoring points not based on referee decision but by purely their evaluation of point allocation. After which the table officials accumulate the points and indicate the win.

16.21 SUBMISSION GI GRAPPLING SUBMISSION

Submission occurs when a technique forces an opponent into admitting defeat by:
1. Tapping with the palm against an opponent in a visible manner
2. Tapping with feet on the ground in a visible manner if arms are incapacitated
3. Verbally informing the referee that the match must be stopped if both arms and legs are incapacitated
4. Verbally informing the referee that the match must be stopped due to injury or a feeling of physical incapability or unpreparedness
5. The referee my omit submission on behalf of a competitor if a referee feels that a competitor is or will be exposed to serious physical damage
6. A competitors corner my omit submission on behalf of their competitor for any reason deemed and in doing so must either approach the head referee if the bout is not underway or by throwing the towel into the competition area

16.22 SUBMISSION GI GRAPPLING ADVANTAGE

An advantage occurs when a competitor attempts but does not complete any of the fundamental throwing/takedown and ground game techniques of a bout as per *section 16.16* but not limited to ie:
Sweeps – Takedowns from ground that result in a loss of balance through the attempt– Throws/takedowns/sweeps from standing that result in a loss of balance through the attempt - Submissions – During closed guard – Being on top as the offensive attempting to dominate an opponent's guard – Being underneath attempting to sweep where the opponents legs open – Attempting a locking position forcing an opponent to defend

16.23 SUBMISSION GI GRAPPLING LEGAL TECHNIQUES

Throws – Take downs – Sweeps - Locks – Hold Downs – Positioning while both competitors are in the grounded position
Referees will make discretionary calls based upon intent and/or the opponent's ability to know how to break-fall correctly off, of a throw/takedown or sweep. Refer to *Section 16.24* for clarification

16.24 SUBMISSION GI GRAPPLING ILLEGAL TECHNIQUES/FOULS

JUNIOR
Hand strikes of any kind – Leg strikes of any kind – Elbow strikes of any kind – Knee strikes of any kind – Head strikes of any kind – Slamming from guard –slamming to escape submission – Throwing or shoving an opponent off the mat - Any throw/takedown/sweep with no control - Letting loose any throw/takedown/sweep before grounded - Scissor throws of any kind – Intentional throwing/taking down or sweeping onto an opponent's head/neck - Neck/Cervical locks – Neck cranks – Biceps lock – Wrist lock – Foot lock of any kind – Knee lock of any kind – Leg lock of any kind – Ezekiel or naked chokes/strangles where one arm is utilized in the technique – Calf lock – Omoplata/shoulder lock – Guillotine – Elbow locks – Shoulder/clavicle locks – Boston crab or spine cranks or locks - Spiking an opponent's head or body – Small joint manipulation(control of at least 3 fingers/toes required) – Heel hooks - Biting – Eye gouging from any body part of any kind – Head butts – Hair pulling – Groin striking or pressure except from inevitable and unintended pressure by a legitimate technique- Scratching, pinching, twisting, clawing the flesh – Spitting – Stomping

– Orifice insertion including fish hooking nose and mouth - Manoeuvres to a downed (injured or semi/unconscious) opponent – Manoeuvres to an opponent after the final bell – Manoeuvres to an opponent under the care of a referee/official
Referees will make discretionary calls based upon intent and/or the opponent's ability to know how to break-fall correctly off, of a throw/takedown or sweep

TEENS
Hand strikes of any kind – Leg strikes of any kind – Elbow strikes of any kind – Knee striking or pressure except from inevitable and unintended pressure by a legitimate technique – Head strikes of any kind - Slamming from guard – slamming to escape submission – Throwing or shoving an opponent off the mat - Any throw/takedown/sweep with no control - Letting loose any throw/takedown/sweep before grounded - Scissor throws of any kind – Intentional throwing/taking down or sweeping onto an opponent's head/neck - Cervical locks only without chokes – Neck cranks – Biceps lock – Wrist lock – Foot lock of any kind – Knee lock of any kind – Ezekiel or naked chokes/strangles where one arm is not utilized in the technique – Calf lock – Guillotine with neck crank – Elbow locks – Boston crab or spine cranks or locks - Spiking an opponent's head or body – Small joint manipulation(control of at least 3 fingers/toes required) – Heel hooks - Biting – Eye gouging from any body part of any kind – Head butts – Hair pulling – Groin striking or pressure except from inevitable and unintended pressure by a legitimate technique- Scratching, pinching, twisting, clawing the flesh – Spitting – Stomping – Orifice insertion including fish hooking nose and mouth - Manoeuvres to a downed opponent – Manoeuvres to an opponent after the final bell – Manoeuvres to an opponent under the care of a referee/official
Referees will make discretionary calls based upon intent and/or the opponent's ability to know how to break-fall correctly off, of a throw/takedown or sweep

16.25 SUBMISSION GI GRAPPLING WARNINGS, PENALTIES AND DISQUALIFICATION

One (1) official verbal warning shall be issued without a penalty point. After the first warning is issued, a penalty point is awarded to the opponent on each and every violation of the rules and regulations to the maximum of three (3) Penalty points as to when the third is issued, immediate disqualification occurs and the opponent is automatically declared the winner.

Warnings without being issued a penalty point can only result from a competitor accidently sustaining the fault and this shall be judged by the referee's discretion.

A competitor cannot be penalized and still receive a point on the same call, a penalty point always overrules a legal point by the same competitor.

A competitor can receive a point due to an opponent being penalized and at the same time receive a legal point for scoring.

A competitor will gain automatic disqualification resulting from an opponent sustaining injury in any form due to an illegal attack which is deemed by a referee or official as being such.

If a competitor is injured due to their own responsibility and no fault can be associated with the injury by the opponent (i.e. clashing of heads, ducking into a legal attack etc) no penalty point shall be awarded if deemed by a referee or official as being such.

If a competitor is injured as stated above and in the event is unable to continue because of a no-fault foul, the opponent will be declared the winner even if points were in favour of the competitor prior to the foul.

If a competitor receives a point and immediately proceeds to infringe on the rules and regulations, the warning for breaking the rules and regulations voids the issued point. A competitor cannot receive a point and warning on the same call.

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Both competitors will receive a penalty point or even disqualification if the referee deems that there is no progression within the bout, both competitors must make an obvious attempt to compete otherwise penalty's may be issued for such.

Disqualification of a competitor requires a majority vote by all officials, unless resulting by a three (3) penalty disqualification.

A competitor who is disqualified due to *section 16.26* in the final round of competition will not be awarded a placing or rating points, unless resulting by a three (3) penalty disqualification then a normal loss is sustained.

Immediate disqualification will result if a competitor intentionally competes in the wrong division for which they are not qualified or instructed to do so.

16.26 SUBMISSION GI GRAPPLING GROUNDS FOR PENALTY

1. Attacking illegal and non target areas as per *section 16.24*
2. Use of illegal techniques as per *section 16.24*
3. Blind out of control attacks/manoeuvres
4. Excessive contact
5. Intentionally leaving the competition area during a bout
6. Deliberately avoiding contact and backing out of the ring
7. Deliberately falling to the floor to avoid contact
8. Deliberately dropping mouth guard
9. Swearing abusive language
10. Blatantly disregarding the referee/officials instructions
11. Interference by the corner or bystander refer to *code of conduct*
12. Any unsportsmanlike behaviour from the competitor, coaches, family, friends etc refer to *code of conduct*
13. As per *section 16.3*

All penalty grounds are determined by the referee and shall be granted accordingly.

16.27 SUBMISSION GI GRAPPLING BOUNDRY RULE

Out of bounds constitutes a competitor who has any body part outside the competition boundary line. Being out of bounds does not automatically stop the competition; the referee is the only one who may stop the competition in any way. An out of bounds competitor may be scored on by an opponent so long as the control and position was initiated within the competition area.

16.28 SUBMISSION GI GRAPPLING CODE OF CONDUCT

Please refer to International Budo Sports Code of Conduct and Policies and Procedures.

16.29 SUBMISSION GI GRAPPLING DUTY OF CARE

If a competitor is unable to adequately or intelligently defend themself for any given reason refer to *section 16.32*.

Please refer to International Budo Sports Code of Conduct and Policies and Procedures.

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16.30 SUBMISSION GI GRAPPLING THE REFEREE MAY RESTART THE FIGHT

1. If one or both competitors leave the competition area
2. Competitors failure to keep active will result in the referee restarting the fight
3. If a competitors safety equipment or uniform becomes loose or is in of any distraction to oneself or opponent
4. If a competitor/s fall down due to a clash or any other legal move and their safety equipment or uniform has become loose or looks like it will a referee will allow for proper composure

16.31 SUBMISSION GI GRAPPLING UNCONSCIOUSNESS

If a competitor is defeated after losing consciousness by any valid/legal technique as per *section 16.23* or by accident in which the adversary has not committed any foul worthy disqualification point then awards shall be awarded as per *section 16.15.*
If a competitor is defeated after losing consciousness by any foul or illegal technique as per section 16.24 and 16.26 immediate disqualification shall result.

16.32 SUBMISSION GI GRAPPLING DEFINITION OF TECHNICAL KNOCKOUT (TKO)

A technical knockout is declared when the referee, official, physician, the fighter or the fighter's corner man or coach decides that a competitor cannot safely continue the match. This may result from but not limited to a competitor - a competitor refusing to continue – a corner man or coach refusing his/her fighter to continue – if a competitor is dominating the round and the referees duty of care is to award a TKO for safety – A competitor is injured and cannot continue the match safely – A competitor receiving a blow unintentionally which forms an instant open cut.

16.33 SUBMISSION GI GRAPPLING EVENT RULE ADJUSTMENTS

Gi Grappling rules will be as per International Budo Sports specified rules. Adjustments of rules may occur at any event and if such all competitors will be informed in briefing of such changes.

17.0 SUBMISSION GI GRAPPLING FIGHT RULES SENIORS KNOCKOUT SYSTEM

Gi Grappling is designed for competitors wishing to compete initiating from a standing neutral starting position. Gi Grappling refers to techniques, manoeuvres and counters applied to an opponent in order to gain a physical advantage. Grappling is a general term that covers techniques used in many disciplines which are applied in Gi Grappling through competition guided by International Budo Sports Rules and Regulations.

17.1 SUBMISSION GI GRAPPLING UNIFORM

A Traditional Martial Arts or Ju Jitsu based Uniform must be worn only; no shorts, singlets or T-Shirts may be worn in this event even if they are part of your schools uniform.

17.2 SUBMISSION GI GRAPPLING TIME LIMITS

SENIORS Normal bout will consist of one (1) x three (3) minute round

17.3 SUBMISSION GI GRAPPLING DIVISION ANNOUNCMENT

An official will announce the Event and Division name and ID to the designated competition area. Competitors will proceed once called and wait outside the Matt area until all competitors have arrived. If a competitor has not arrived on the first call of the event then a second call for the Event and Division will be made. If after this a competitor is still missing their individual name may be called (this will be up to the discretion of the Head Official) by an IBS official and be given a one (1) minute time frame to present themselves to the allocated competition area. If a competitor still has not presented themselves to the designated competition area the competitor will receive zero (0) as a score and be disqualified from the event. No competitor will be allowed to enter after the first competitor has commenced Grappling due to late entry, additional entry or missing of event.

17.4 SUBMISSION GI GRAPPLING ENTERING COMPETITION AREA

Appropriate protocol is required when entering the competition area, as different styles encompass various etiquettes in formally entering the competition area there is no set method required from a competitor as long as competitors enter with a representation of respect.

17.5 SUBMISSION GI GRAPPLING FORMAL COMMENCEMENT OF BOUT

Once a competitor has been allocated with what starting position either Migi (Right) Aka (Red) side or Hidari (Left) Ao (Blue) side, the head referee will instruct competitors to enter when ready. Competitors will proceed into relevant standing position as a starting point. The head referee will confirm readiness and commence the bout when ready.

17.6 SUBMISSION GI GRAPPLING COMPETITION AREA

A matted 5m x 5m minimum area is required for competition in all contact events.

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17.7 SUBMISSION GI GRAPPLING POOLING AND ORDER OF COMPETING

Pooling of an event will proceed as follows:
1. An official/Referee will call on competitors to stand at the competition area after verifying as per *section 14.3*.
2. Pairing of competitors will be based on Official/Referee judgment; all attempts will be made not to match competitors from their own clubs in the first round where permitted.
3. If a round robin is evident then *section 2.2* will take effect.
4. If an odd number of competitors are evident then a bi will take effect as per *section 2.6.*

17.8 SUBMISSION GI GRAPPLING DIVISIONS

Refer to *section 3.3*

SENIOR WEIGHTS

Bantamweight	Under 62kg
Featherweight	62.01 – 68kg
Lightweight	68.01 – 74kg
Welterweight	74.01 – 80kg
Middleweight	80.01 – 86kg
Light Heavyweight	86.01 – 92kg
Heavyweight	92.01 – 100kg
Super Heavyweight	100.01kg +

It is the responsibility of all competitors to enter their correct weight on the IBS entry form and to specify which weight division that they are to be entered into. Weights will be checked at the event, failure to enter the correct weight or enter into the incorrect weight class will deem the competitor unable to enter said events. No refunds will be issued to the competitor due to omission or incorrect information.

17.9 SUBMISSION GI GRAPPLING TRAINERS/COACHES

One trainer/coach may sit in the allocated trainers chair to assist their competitor, no other team member my direct or coach the competitor.
Enthusiastic support of a competitor is not regarded as directing or coaching and is encouraged as long as the following rules are carried out:
1. Trainers/coaches are never allowed to enter the competition area without the permission of the referee.
2. No unsportsmanlike, abusive, violent or negative coaching is allowed.
3. A trainer/coach can never, at any time interfere with the appropriate running of a competition area or decision of judges/referees, penalty points or disqualification will result if such an act occurs.
Please refer to International Budo Sports Code of Conduct, Policies and Procedures.

17.10 SUBMISSION GI GRAPPLING SAFETY CHECK

A uniform and equipment safety check may be carried out by a judge or referee in an event if the official feels the need for equipment inspection for any reason possible. A duty of care is vital for all officials and if a concern is raised, noted or witnessed then it is up to the official of the competition area to manage the situation.

17.11 SUBMISSION GI GRAPPLING GELS/OILS OR DRESSINGS

No lotions, greases or gels are to be used on any part of the competitors exposed body parts.
Neoprene joint supports or cloth bandages are allowed for support on prior injuries only.

17.12 SUBMISSION GI GRAPPLING COMPULSARY SAFETY EQUIPMENT

Mouth guard
Groin protector for males (optional for females)

17.13 SUBMISSION GI GRAPPLING OPTIONAL SAFETY EQUIPMENT

Chest guards females only but must not impair the wearer or disadvantage the opponent in anyway.
A wrestlers head guard which sits flat to the skull and does not impair the wearer or disadvantage the opponent in anyway.

17.14 SUBMISSION GI GRAPPLING ILLEGAL SAFETY EQUIPMENT

Gloves of any kind
Feet/Leg protectors of any kind
Head guards other than stated in *Section 17.13*

17.15 SUBMISSION GI GRAPPLING MATCH DECISIONS

Points due to judge's decision
Advantage
Referee stoppage (TKO)
Doctor stoppage (TKO)
Corner stopping the competition on the competitor's behalf (throwing in the towel) (TKO)
Competitor's verbal or body submission

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17.16 SUBMISSION GI GRAPPLING POINT VALUES

POINTS	POSITION	DETAILS
4	Top Mount	Mount must be in control
4	Back Mount	Mount must be in control with either upper or lower hooks being locked into place
4	Escape from Mount	Before points are awarded the opponent must have been given the points for a control
4	Reversal from Mount	Before points are awarded the opponent must have been given the points for a control
3	Sweep from Guard	Competitor is on the ground while holding your opponent in guard position, competitor then sweeps to gain control (half escape = no points)
3	Passing the Guard	Opponent has guard position and competitor is between opponents legs, competitor passes guard moving to the outside of both legs to gain control
3	Catch	A catch constitutes any locking or controlling position that immobilizes the opponent for a referee's count of eight (8). Examples of such could be a controlling side mount, or any other hold down that the opponent cannot reverse or break free from. All other point positions as stated are not classified as a catch and fall under their own categories of points.
2	Knee on stomach position	When a competitor on top puts their knee on opponents stomach, holding opponents collar or sleeve with one hand and belt with the other with no crank
2	Throws/Takedowns	Any legal throw/takedown manoeuvring the opponent into a legal ground position safely whilst keeping hold

Grappling point values may only be awarded by maintaining control of the set position for three (3) seconds, if this is not maintained the *section 17.22* applies.

17.17 SUBMISSION GI GRAPPLING SCORING CRITERIA

Judges/referee's will take into account the following during the bout
Advantage via skilled legal grappling techniques
Advantage via skilled legal throwing/takedown
Legal Ground Control
Legal Submission pertaining to junior competitors
A Competitors ability to maintain the control and pace of the bout

17.18 SUBMISSION GI GRAPPLING WINNER DETERMINATIONS BREAKING OF TIES

In the event of a tie at the end of the time limit, the head referee and officials will decide on the competitor with the advantage rule as per *Section 17.22* and nominate a winner by this ruling.

17.19 SUBMISSION GI GRAPPLING WHAT CONSTITUTES A POINT

A competitor gains points by scoring on positioning skilled legal throws/ takedowns aiming to position over his/her opponent through ground technical ability within the competition area (in bounds).

17.20 SUBMISSION GI GRAPPLING POINT DETERMINATION

Points are awarded by a total number from the head referee per competitor being calculated to determine a total score per competitor. As per *section 17.16 and 17.17*
The head referee will raise an arm appropriate to the competitor attaining the point, a corner official record the indicated score by the number of fingers and the corresponding amount the head referee states and displays. An extra official will be scoring points not based on referee decision but by purely their evaluation of point allocation. After which the table officials accumulate the points and indicate the win.

17.21 SUBMISSION GI GRAPPLING SUBMISSION

Submission occurs when a technique forces an opponent into admitting defeat by:
1. Tapping with the palm against an opponent in a visible manner
2. Tapping with feet on the ground in a visible manner if arms are incapacitated
3. Verbally informing the referee that the match must be stopped if both arms and legs are incapacitated
4. Verbally informing the referee that the match must be stopped due to injury or a feeling of physical incapability or unpreparedness
5. The referee my omit submission on behalf of a competitor if a referee feels that a competitor is or will be exposed to serious physical damage
6. A competitors corner my omit submission on behalf of their competitor for any reason deemed and in doing so must either approach the head referee if the bout is not underway or by throwing the towel into the competition area

17.22 SUBMISSION GI GRAPPLING ADVANTAGE

An advantage occurs when a competitor attempts but does not complete any of the fundamental throwing/takedown and ground game techniques of a bout as per *section 17.16* but not limited to i.e.:
Sweeps – Takedowns from ground that result in a loss of balance through the attempt– Throws/takedowns/sweeps from standing that result in a loss of balance through the attempt - Submissions – During closed guard – Being on top as the offensive attempting to dominate an opponent's guard – Being underneath attempting to sweep where the opponents legs open – Attempting a locking position forcing an opponent to defend

17.23 SUBMISSION GI GRAPPLING LEGAL TECHNIQUES

Throws – Take downs – Sweeps - Locks – Hold Downs – Positioning while both competitors are in the grounded position – *Referee's will make discretionary calls based upon intent and/or the opponents ability to know how to break-fall correctly off, of a throw/takedown or sweep*. Refer to *Section 17.24* for clarification

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17.24 SUBMISSION GI GRAPPLING ILLEGAL TECHNIQUES/FOULS

SENIORS
Hand strikes of any kind – Leg strikes of any kind – Elbow strikes of any kind – Knee striking or pressure except from inevitable and unintended pressure by a legitimate technique – Head strikes of any kind – Slamming from guard – slamming to escape submission – Throwing or shoving an opponent off the mat - Any throw/takedown/sweep with no control - Letting loose any throw/takedown/sweep before grounded - Scissor throws of any kind – Intentional throwing/taking down or sweeping onto an opponent's head/neck - Cervical locks – Knee lock of any kind – Boston crab or spine cranks or locks - Spiking an opponent's head or body – Small joint manipulation(control of at least 3 fingers/toes required) – Heel hooks - Biting – Eye gouging from any body part of any kind – Head butts – Hair pulling – Groin striking or pressure except from inevitable and unintended pressure by a legitimate technique- Scratching, pinching, twisting, clawing the flesh – Spitting – Stomping – Orifice insertion including fish hooking nose and mouth - Manoeuvres to a downed opponent – Manoeuvres to an opponent after the final bell – Manoeuvres to an opponent under the care of a referee/official

17.25 SUBMISSION GI GRAPPLING WARNINGS, PENALTIES AND DISQUALIFICATION

One (1) official verbal warning shall be issued without a penalty point. After the first warning is issued, a penalty point is awarded to the opponent on each and every violation of the rules and regulations to the maximum of three (3) Penalty points as to when the third is issued, immediate disqualification occurs and the opponent is automatically declared the winner.

Warnings without being issued a penalty point can only result from a competitor accidently sustaining the fault and this shall be judged by the referee's discretion.

A competitor cannot be penalized and still receive a point on the same call, a penalty point always overrules a legal point by the same competitor.

A competitor can receive a point due to an opponent being penalized and at the same time receive a legal point for scoring.

A competitor will gain automatic disqualification resulting from an opponent sustaining injury in any form due to an illegal attack which is deemed by a referee or official as being such.

If a competitor is injured due to their own responsibility and no fault can be associated with the injury by the opponent (i.e. clashing of heads, ducking into a legal attack etc) no penalty point shall be awarded if deemed by a referee or official as being such.

If a competitor is injured as stated above and in the event is unable to continue because of a no-fault foul, the opponent will be declared the winner even if points were in favour of the competitor prior to the foul.

If a competitor receives a point and immediately proceeds to infringe on the rules and regulations, the warning for breaking the rules and regulations voids the issued point. A competitor cannot receive a point and warning on the same call.

Both competitors will receive a penalty point or even disqualification if the referee deems that there is no progression within the bout, both competitors must make an obvious attempt to compete otherwise penalty's may be issued for such.

Disqualification of a competitor requires a majority vote by all officials, unless resulting by a three (3) penalty disqualification.

A competitor who is disqualified due to *section 17.26* in the final round of competition will not be awarded a placing or rating points, unless resulting by a three (3) penalty disqualification then a normal loss is sustained.

Immediate disqualification will result if a competitor intentionally competes in the wrong division for which they are not qualified or instructed to do so.

17.26 SUBMISSION GI GRAPPLING GROUNDS FOR PENALTY

1. Attacking illegal and non target areas as per *section 17.24*
2. Use of illegal techniques as per *section 17.24*
3. Blind out of control attacks/manoeuvres
4. Excessive contact
5. Intentionally leaving the competition area during a bout
6. Deliberately avoiding contact and backing out of the ring
7. Deliberately falling to the floor to avoid contact
8. Deliberately dropping mouth guard
9. Swearing abusive language
10. Blatantly disregarding the referee/officials instructions
11. Interference by the corner or bystander refer to *code of conduct*
12. Any unsportsmanlike behaviour from the competitor, coaches, family, friends etc refer to *code of conduct*
13. As per *section 17.3*

All penalty grounds are determined by the referee and shall be granted accordingly.

17.27 SUBMISSION GI GRAPPLING BOUNDRY RULE

Out of bounds constitutes a competitor who has any body part outside the competition boundary line. Being out of bounds does not automatically stop the competition; the referee is the only one who may stop the competition in any way. An out of bounds competitor may be scored on by an opponent so long as the control and position was initiated within the competition area.

17.28 SUBMISSION GI GRAPPLING CODE OF CONDUCT

Please refer to International Budo Sports Code of Conduct and Policies and Procedures.

17.29 SUBMISSION GI GRAPPLING DUTY OF CARE

If a competitor is unable to adequately or intelligently defend themself for any given reason refer to *section 17.32*.

Please refer to International Budo Sports Code of Conduct and Policies and Procedures.

17.30 SUBMISSION GI GRAPPLING THE REFEREE MAY RESTART THE FIGHT

1. If one or both competitors leave the competition area
2. Competitors failure to keep active will result in the referee restarting the fight
3. If a competitors safety equipment or uniform becomes loose or is in of any distraction to oneself or opponent
4. If a competitor/s fall down due to a clash or any other legal move and their safety equipment or uniform has become loose or looks like it will a referee will allow for proper composure

17.31 SUBMISSION GI GRAPPLING UNCONSCIOUSNESS

If a competitor is defeated after losing consciousness by any valid/legal technique as per *section 16.23* or by accident in which the adversary has not committed any foul worthy disqualification point then awards shall be awarded as per *section 16.15.*
If a competitor is defeated after losing consciousness by any foul or illegal technique as per section 16.24 and 16.26 immediate disqualification shall result.

17.32 SUBMISSION GI GRAPPLING DEFINITION OF TECHNICAL KNOCKOUT (TKO)

A technical knockout is declared when the referee, official, physician, the fighter or the fighter's corner man or coach decides that a competitor cannot safely continue the match. This may result from but not limited to a competitor - a competitor refusing to continue – a corner man or coach refusing his/her fighter to continue – if a competitor is dominating the round and the referees duty of care is to award a TKO for safety – A competitor is injured and cannot continue the match safely – A competitor receiving a blow unintentionally which forms an instant open cut.

17.33 SUBMISSION GI GRAPPLING EVENT RULE ADJUSTMENTS

Gi Grappling rules will be as per International Budo Sports specified rules. Adjustments of rules may occur at any event and if such all competitors will be informed in briefing of such changes.

18.0 VIADAL FIGHT RULES TEENS 'B' Grade KNOCKOUT SYSTEM

This event is for all competitors wishing to compete in the most realistic form of street fighting without weapons possible in a safe environment for amateurs, which demonstrates a variety of fighting techniques and skills from a mixture of combat sports used through competition. The use of both striking and grappling techniques both while standing and grounded make this the ultimate test of skill for all fighters from different backgrounds.

Being such the event is only open to amateurs or semi-professionals who have had no more than 3 professional fights. This is an entry level event to prepare amateurs to step up to a semi-professional level. 'A' Grade level competitions for competitors competing at a semi-professional level will be ran at level five (5) competitions. All 'A' Grade competitors will compete in pre arranged fights being for a title or not.

'A' Grade Viadal Rules and Regulations may only be obtained by request from authorised coaches/trainers who are wishing to submit competitors to compete at an 'A' Grade level.

18.1 VIADAL UNIFORM

MMA/FIGHT shorts
Lycra tights
Thai Boxing shorts
Martial Arts/Ju Jitsu based Uniform
Cotton shorts or, board shorts with no pockets or external ties
A rash type vest or light T-Shirt may be worn

18.2 VIADAL TIME LIMITS

TEENS Normal bout will consist of two (2) x one and a half (1.5) minute rounds or
Normal bout will consist of two (2) x two (2) minute rounds
Title bout will consist of two (2) x three (3) minute rounds
Please refer to competition entry form for official time limits

In all fights there will be a one (1) minute rest break between each round

18.3 VIADAL DIVISION ANNOUNCMENT

An official will announce the Event and Division name and ID to the designated competition area. Competitors will proceed once called and wait outside the Matt area until all competitors have arrived. If a competitor has not arrived on the first call of the event then a second call for the Event and Division will be made. If after this a competitor is still missing their individual name may be called (this will be up to the discretion of the Head Official) by an IBS official and be given a one (1) minute time frame to present themselves to the allocated competition area. If a competitor still has not presented themselves to the designated competition area the competitor will receive zero (0) as a score and be disqualified from the event. No competitor will be allowed to enter after the first competitor has commenced Viadal due to late entry, additional entry or missing of event.

18.4 VIADAL ENTERING COMPETITION AREA

Appropriate protocol is required when entering the competition area, as different styles encompass various etiquettes in formally entering the competition area there is no set method required from a competitor as long as competitors enter with a representation of respect.

18.5 VIADAL FORMAL COMMENCEMENT OF BOUT

Once a competitor has been allocated with what starting position either Migi (Right) Aka (Red) side or Hidari (Left) Ao (Blue) side, the head referee will instruct competitors to enter when ready. Competitors will proceed into relevant standing position as a starting point. The head referee will confirm readiness and commence the bout when ready.

18.6 VIADAL COMPETITION AREA

A matted 6m x 6m minimum area is required for competition in all contact events.

18.7 VIADAL POOLING AND ORDER OF COMPETING

Pooling of an event will proceed as follows:
1. An official/Referee will call on competitors to stand at the competition area after verifying as per *section 18.3*.
2. Pairing of competitors will be based on Official/Referee judgment; all attempts will be made not to match competitors from their own clubs in the first round where permitted.
3. If a round robin is evident then *section 2.2* will take effect.
4. If an odd number of competitors are evident then a bi will take effect as per *section 2.6.*

18.8 VIADAL DIVISIONS

Refer to *section 3.3*

TEEN WEIGHTS	
Featherweight	Under 47kg
Lightweight	47.01 – 55kg
Welterweight	55.01 – 62kg
Middleweight	62.01 – 70kg
Light Heavy	70.01 – 78kg
Heavyweight	78.01 – 86kg
Super Heavy	86.01kg +

It is the responsibility of all competitors to enter their correct weight on the IBS entry form and to specify which weight division that they are to be entered into. Weights will be checked at the event, failure to enter the correct weight or enter into the incorrect weight class will deem the competitor unable to enter said events. No refunds will be issued to the competitor due to omission or incorrect information.

18.9 VIADAL TRAINERS/COACHES

One trainer/coach may sit in the allocated trainers chair to assist their competitor, no other team member my direct or coach the competitor.
Enthusiastic support of a competitor is not regarded as directing or coaching and is encouraged as long as the following rules are carried out:
1. Trainers/coaches are never allowed to enter the competition area without the permission of the referee.
2. No unsportsmanlike, abusive, violent or negative coaching is allowed.
3. A trainer/coach can never, at any time interfere with the appropriate running of a competition area or decision of judges/referees, penalty points or disqualification will result if such an act occurs.
Please refer to International Budo Sports Code of Conduct, Policies and Procedures.

18.10 VIADAL SAFETY CHECK

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A uniform and equipment safety check may be carried out by a judge or referee in an event if the official feels the need for equipment inspection for any reason possible. A duty of care is vital for all officials and if a concern is raised, noted or witnessed then it is up to the official of the competition area to manage the situation.

18.11 VIADAL GELS/OILS OR DRESSINGS

No lotions, greases or gels are to be used on any part of the competitors exposed body parts.
Neoprene joint supports or cloth bandages are allowed for support on prior injuries only.

18.12 VIADAL COMPULSARY SAFETY EQUIPMENT

Mouth guard
Groin protector for males (optional for females)
IBS approved MMA gloves (can be supplied by promoter if required)
IBS approved shin guards
Chest guards for females only but must not impair the wearer or disadvantage the opponent in anyway

18.13 VIADAL OPTIONAL SAFETY EQUIPMENT

A wrestlers head guard which sits flat to the skull and does not impair the wearer or disadvantage the opponent in anyway.

18.14 VIADAL ILLEGAL SAFETY EQUIPMENT

Cloth hand protectors of any kind
Sparring gloves of any kind
Bag gloves of any kind
Boxing gloves of any kind
Sparring boots of any kind
Head guards other than stated in *Section 18.13*

18.15 VIADAL MATCH DECISIONS

Points due to judge's decision
Advantage
Referee stoppage (TKO)
Doctor stoppage (TKO)
Corner stopping the competition on the competitor's behalf (throwing in the towel) (TKO)
Competitor's verbal or body submission
Legal Knockout (KO) as per *section 18.38*

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18.16 VIADAL POINT VALUES

IN A STANDING POSITION
Judges will use a 10 point must system
10 – 10 Even round
10 – 9 Advantage
10 – 8 Control or standing 8 count
10 – 7 Dominance

IN A GROUNDED POSITION

POINTS	POSITION	DETAILS
4	Top Mount	Mount must be in control
4	Back Mount	Mount must be in control with either upper or lower hooks being locked into place
4	Escape from Mount	Before points are awarded the opponent must have been given the points for a control
4	Reversal from Mount	Before points are awarded the opponent must have been given the points for a control
3	Sweep from Guard	Competitor is on the ground while holding your opponent in guard position, competitor then sweeps to gain control (half escape = no points)
3	Passing the Guard	Opponent has guard position and competitor is between opponents legs, competitor passes guard moving to the outside of both legs to gain control
3	Catch	A catch constitutes any locking or controlling position that immobilizes the opponent for a referee's count of eight (8). Examples of such could be a controlling side mount, or any other hold down that the opponent cannot reverse or break free from. All other point positions as stated are not classified as a catch and fall under their own categories of points.
2	Knee on stomach position	When a competitor on top puts their knee on opponents stomach, holding opponents collar or sleeve with one hand and belt with the other with no crank
2	Throws/Takedowns/Sweeps	Any legal throw/takedown manoeuvring the opponent into a legal ground position safely whilst keeping hold
1	Guard Position	Competitor is controlling opponent by taking opponent to the ground between opponents legs whilst maintaining control

Grappling point values may only be awarded by maintaining control of the set position for three (3) seconds, if this is not maintained the *section 18.22* applies.

18.17 VIADAL SCORING CRITERIA

Judges/referee's will take into account the following during the bout
Skilled legal striking
Effective legal "no answer" strikes
Advantage via skilled legal grappling techniques
Advantage via skilled legal throwing/takedown
Legal Ground Control
Legal Submission pertaining to junior competitors
A Competitors ability to maintain the control and pace of the bout
Ring/Matt control

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18.18 VIADAL WINNER DETERMINATIONS BREAKING OF TIES

In the event of a tie at the end of the time limit, the head referee will decide on the competitor with the advantage rule as per *Section 18.22* and nominate a winner by this ruling.

18.19 VIADAL WHAT CONSTITUTES A POINT

A competitor gains points by scoring, controlled legal strikes delivered to a legal target area and on positioning skilled legal throws/ takedowns aiming to position over his/her opponent through ground technical ability within the competition area (in bounds).

18.20 VIADAL POINT DETERMINATION

Points are awarded by a total number from the head referee per competitor being calculated to determine a total score per competitor. As per *section 18.16 and 18.17*
The head referee purpose is to solely control and maintain a duty of care for competitors. Two (2) corner officials will be scoring points based on their evaluation of point allocation. After which the table officials accumulate the points and indicate the win. A referee will have the final decision as per *section 18.18*.

18.21 VIADAL SUBMISSION

Submission occurs when a technique forces an opponent into admitting defeat by:
1. Tapping with the palm against an opponent in a visible manner
2. Tapping with feet on the ground in a visible manner if arms are incapacitated
3. Verbally informing the referee that the match must be stopped if both arms and legs are incapacitated
4. Verbally informing the referee that the match must be stopped due to injury or a feeling of physical incapability or unpreparedness
5. The referee my omit submission on behalf of a competitor if a referee feels that a competitor is or will be exposed to serious physical damage
6. A competitors corner my omit submission on behalf of their competitor for any reason deemed and in doing so must either approach the head referee if the bout is not underway or by throwing the towel into the competition area

18.22 VIADAL ADVANTAGE

An advantage occurs when a competitor attempts but does not complete any of the fundamental throwing/takedown and ground game techniques of a bout as per *section 18.16* but not limited to ie:
Sweeps – Takedowns from ground that result in a loss of balance through the attempt– Throws/takedowns/sweeps from standing that result in a loss of balance through the attempt - Submissions – During closed guard – Being on top as the offensive attempting to dominate an opponent's guard – Being underneath attempting to sweep where the opponents legs open – Attempting a locking position forcing an opponent to defend

18.23 VIADAL LEVEL OF LEGAL CONTACT

TEENS Light contact which results moderate penetration or moderate visible movement of the opponent.

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18.24 VIADAL LEVEL OF ILLEGAL CONTACT

1. Excessive contact resulting from a force in excess of what is required to score a legal point as per *section 18.17*.
2. Visible excessive body movement of the opponent resulting from gaining points.
3. Knocking an opponent unconscious not resulting from personal negligence per.
4. An instant appearance of swelling, discolouration or bleeding as a result from an opponent excessively striking with an illegal technique or striking to an illegal area.
5. The distortion or injury of the body resulting from an opponent's force striking from gaining points.

18.25 VIADAL LEGAL TARGET AREAS IN STANDING POSITION

LEG STRIKES	Helmet zone on head – Torso – above the knee (rounded kicks only) – below the knee (rounded kicks only)
KNEE STRIKES	Torso – below the groin – above the knee
HAND STRIKES	Below the neck area – above the groin

Refer to *section 18.26* for illegal areas within these zones
Refer to *Section 18.23* regarding level of contact

18.26 VIADAL LEGAL TARGET AREAS WHEN ONE COMPETITOR IS GROUNDED

LEG STRIKES	Legs

Refer to *section 18.28* for illegal areas within these zones
Refer to *Section 18.23* regarding level of contact

18.27 VIADAL ILLEGAL TARGET AREAS IN STANDING POSITION

LEG STRIKES	Back of head – Sides and back of neck – Throat – Groin – Knees – Spine
KNEE STRIKES	Head – Sides and back of neck – Throat – Groin – Knees – Spine

18.28 VIADAL ILLEGAL TARGET AREAS WHEN ONE COMPETITOR IS GROUNDED

LEG STRIKES	Head – Neck – Throat – Torso - Groin – Knees – Spine

18.29 VIADAL LEGAL TECHNIQUES

From a standing position: Legal techniques are all legal kicks, punches and knees controlled in a standing position as per set out in the IBS rules and regulations.
Throws – Take downs – Sweeps - Locks – Hold Downs – Positioning while both competitors are in the grounded position
Referees will make discretionary calls based upon intent and/or the opponent's ability to know how to break-fall correctly off, of a throw/takedown or sweep.

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18.30 VIADAL ILLEGAL TECHNIQUES/FOULS

TEENS
Hand strikes to the head– Arm strikes to the head – Elbows – Knees to the head – No straight or spinning kicks landing directly to any part of the groin down to feet either lazy or misplaced – No straight or spinning dropping kicks landing directly to any part of the groin down to feet - Kicking to a grounded person other than the leg areas - Slamming from guard –slamming to escape submission – Throwing or shoving an opponent off the mat - Any throw/takedown/sweep with no control - Letting loose any throw/takedown/sweep before grounded - Scissor throws of any kind – Intentional throwing/taking down or sweeping onto an opponent's head/neck - Cervical locks only without chokes – Neck cranks – Biceps lock – Wrist lock – Foot lock of any kind – Knee lock of any kind - Knee striking or pressure except from inevitable and unintended pressure by a legitimate technique – Ezekiel or naked chokes/strangles where one arm is not utilized in the technique – Calf lock – Guillotine with neck crank – Elbow locks – Boston crab or spine cranks or locks - Spiking an opponent's head or body – Small joint manipulation(control of at least 3 fingers/toes required) – Heel hooks - Biting – Eye gouging from any body part of any kind – Head butts – Hair pulling – Groin striking or pressure except from inevitable and unintended pressure by a legitimate technique- Scratching, pinching, twisting, clawing the flesh – Spitting – Stomping – Orifice insertion including fish hooking nose and mouth - Manoeuvres or strikes to a downed opponent – Manoeuvres to an opponent after the final bell – Manoeuvres to an opponent under the care of a referee/official
Referees will make discretionary calls based upon intent and/or the opponent's ability to know how to break-fall correctly off, of a throw/takedown or sweep

18.31 VIADAL WARNINGS, PENALTIES AND DISQUALIFICATION

One (1) official verbal warning shall be issued without a penalty point. After the first warning is issued, a penalty point is awarded to the opponent on each and every violation of the rules and regulations to the maximum of three (3) Penalty points as to when the third is issued, immediate disqualification occurs and the opponent is automatically declared the winner.

Warnings without being issued a penalty point can only result from a competitor accidently sustaining the fault and this shall be judged by the referee's discretion.

A competitor cannot be penalized and still receive a point on the same call, a penalty point always overrules a legal point by the same competitor.

A competitor can receive a point due to an opponent being penalized and at the same time receive a legal point for scoring.

A competitor will gain automatic disqualification resulting from an opponent sustaining injury in any form due to an illegal attack which is deemed by a referee or official as being such.

If a competitor is injured due to their own responsibility and no fault can be associated with the injury by the opponent (i.e. clashing of heads, ducking into a legal attack etc) no penalty point shall be awarded if deemed by a referee or official as being such.

If a competitor is injured as stated above and in the event is unable to continue because of a no-fault foul, the opponent will be declared the winner even if points were in favour of the competitor prior to the foul.

If a competitor receives a point and immediately proceeds to infringe on the rules and regulations, the warning for breaking the rules and regulations voids the issued point. A competitor cannot receive a point and warning on the same call.

Both competitors will receive a penalty point or even disqualification if the referee deems that there is no progression within the bout, both competitors must make an obvious attempt to compete otherwise penalty's may be issued for such.

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Disqualification of a competitor requires a majority vote by all officials, unless resulting by a three (3) penalty disqualification.

A competitor who is disqualified due to *section 18.32* in the final round of competition will not be awarded a placing or rating points, unless resulting by a three (3) penalty disqualification then a normal loss is sustained.

Immediate disqualification will result if a competitor intentionally competes in the wrong division for which they are not qualified or instructed to do so.

18.32 VIADAL PENALTY GROUNDS FOR PENALTY

1. Attacking illegal and non target areas as per *section 18.27 and 18.28*
2. Use of illegal techniques as per *section 18.27 and 18.28*
3. Blind out of control attacks/manoeuvres
4. Excessive contact
5. Intentionally leaving the competition area during a bout
6. Deliberately avoiding contact and backing out of the ring
7. Deliberately falling to the floor to avoid contact
8. Deliberately dropping mouth guard
9. Swearing abusive language
10. Blatantly disregarding the referee/officials instructions
11. Interference by the corner or bystander refer to *code of conduct*
12. Any unsportsmanlike behaviour from the competitor, coaches, family, friends etc refer to *code of conduct*
13. As per *section 18.3*

All penalty grounds are determined by the referee and shall be granted accordingly.

18.33 VIADAL BOUNDRY RULE

Out of bounds constitutes a competitor who has any body part outside the competition boundary line. Being out of bounds does not automatically stop the competition; the referee is the only one who may stop the competition in any way. An out of bounds competitor may be scored on by an opponent so long as the control and position was initiated within the competition area.

18.34 VIADAL CODE OF CONDUCT

Please refer to International Budo Sports Code of Conduct and Policies and Procedures.

18.35 VIADAL DUTY OF CARE

If a competitor is unable to adequately or intelligently defend themself for any given reason refer to *section 18.39*.

Please refer to International Budo Sports Code of Conduct and Policies and Procedures.

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18.36 VIADAL THE REFEREE MAY RESTART THE FIGHT

1. If one or both competitors leave the competition area
2. Competitors failure to keep active will result in the referee restarting the fight
3. If a competitors safety equipment or uniform becomes loose or is in of any distraction to oneself or opponent
4. If a competitor/s fall down due to a clash or any other legal move and their safety equipment or uniform has become loose or looks like it will a referee will allow for proper composure

18.37 VIADAL UNCONSCIOUSNESS

If a competitor is defeated after losing consciousness by any valid/legal technique as per *section 18.29* or by accident in which the adversary has not committed any foul worthy disqualification point then awards shall be awarded as per *section 18.15.*
If a competitor is defeated after losing consciousness by any foul or illegal technique as per section 16.24 and 16.26 immediate disqualification shall result.

18.38 VIADAL DEFINITION OF KNOCKOUT (KO)

A knockout is considered any legal strike or combination thereof that renders an opponent unable to continue fighting. Knockout usually is awarded when an opponent falls to the canvas and is unable to rise to his feet within a specified period of time, due to exhaustion, pain, disorientation or unconsciousness.

18.39 VIADAL DEFINITION OF TECHNICAL KNOCKOUT (TKO)

A technical knockout is declared when the referee, official, physician, the fighter or the fighter's corner man or coach decides that a competitor cannot safely continue the match. This may result from but not limited to a competitor - a competitor refusing to continue – a corner man or coach refusing his/her fighter to continue – if a competitor is dominating the round and the referees duty of care is to award a TKO for safety – A competitor is injured and cannot continue the match safely – A competitor receiving a blow unintentionally which forms an instant open cut.

18.40 VIADAL EVENT RULE ADJUSTMENTS

Gi Grappling rules will be as per International Budo Sports specified rules. Adjustments of rules may occur at any event and if such all competitors will be informed in briefing of such changes.

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19.0 VIADAL FIGHT RULES SENIORS 'B' Grade KNOCKOUT SYSTEM

This event is for all competitors wishing to compete in the most realistic form of street fighting without weapons possible in a safe environment for amateurs, which demonstrates a variety of fighting techniques and skills from a mixture of combat sports used through competition. The use of both striking and grappling techniques both while standing and grounded make this the ultimate test of skill for all fighters from different backgrounds.

Being such the event is only open to amateurs or semi-professionals who have had no more than 3 professional fights. This is an entry level event to prepare amateurs to step up to a semi-professional level. 'A' Grade level competitions for competitors competing at a semi-professional level will be ran at level five (5) competitions. All 'A' Grade competitors will compete in pre arranged fights being for a title or not.

'A' Grade Viadal Rules and Regulations may only be obtained by request from authorised coaches/trainers who are wishing to submit competitors to compete at an 'A' Grade level.

19.1 VIADAL UNIFORM

MMA/FIGHT shorts
Lycra tights
Thai Boxing shorts
Martial Arts/Ju Jitsu based Uniform
Cotton shorts or, board shorts with no pockets or external ties
A rash type vest or light T-Shirt may be worn

19.2 VIADAL TIME LIMITS

SENIORS	Normal bout will consist of two (2) x two (2) minute rounds	or
	Normal bout will consist of two (2) x three (3) minute rounds	
	Title bout will consist of two (2) x five (5) minute rounds	

Please refer to competition entry form for official time limits

In all fights there will be a one (1) minute rest break between each round

19.3 VIADAL DIVISION ANNOUNCMENT

An official will announce the Event and Division name and ID to the designated competition area. Competitors will proceed once called and wait outside the Matt area until all competitors have arrived. If a competitor has not arrived on the first call of the event then a second call for the Event and Division will be made. If after this a competitor is still missing their individual name may be called (this will be up to the discretion of the Head Official) by an IBS official and be given a one (1) minute time frame to present themselves to the allocated competition area. If a competitor still has not presented themselves to the designated competition area the competitor will receive zero (0) as a score and be disqualified from the event. No competitor will be allowed to enter after the first competitor has commenced Viadal due to late entry, additional entry or missing of event.

19.4 VIADAL ENTERING COMPETITION AREA

Appropriate protocol is required when entering the competition area, as different styles encompass various etiquettes in formally entering the competition area there is no set method required from a competitor as long as competitors enter with a representation of respect.

19.5 VIADAL FORMAL COMMENCEMENT OF BOUT

Once a competitor has been allocated with what starting position either Migi (Right) Aka (Red) side or Hidari (Left)

Ao (Blue) side, the head referee will instruct competitors to enter when ready. Competitors will proceed into relevant standing position as a starting point. The head referee will confirm readiness and commence the bout when ready.

19.6 VIADAL COMPETITION AREA

A matted 6m x 6m minimum area is required for competition in all contact events.

19.7 VIADAL POOLING AND ORDER OF COMPETING

Pooling of an event will proceed as follows:
1. An official/Referee will call on competitors to stand at the competition area after verifying as per *section 19.3*.
2. Pairing of competitors will be based on Official/Referee judgment; all attempts will be made not to match competitors from their own clubs in the first round where permitted.
3. If a round robin is evident then *section 2.2* will take effect.
4. If an odd number of competitors are evident then a bi will take effect as per *section 2.6.*

19.8 VIADAL DIVISIONS

Refer to *section 3.3*

SENIOR WEIGHTS

Bantamweight	Under 62kg
Featherweight	62.01 – 68kg
Lightweight	68.01 – 74kg
Welterweight	74.01 – 80kg
Middleweight	80.01 – 86kg
Light Heavyweight	86.01 – 92kg
Heavyweight	92.01 – 100kg
Super Heavyweight	100.01kg +

It is the responsibility of all competitors to enter their correct weight on the IBS entry form and to specify which weight division that they are to be entered into. Weights will be checked at the event, failure to enter the correct weight or enter into the incorrect weight class will deem the competitor unable to enter said events. No refunds will be issued to the competitor due to omission or of incorrect information.

19.9 VIADAL TRAINERS/COACHES

One trainer/coach may sit in the allocated trainers chair to assist their competitor, no other team member my direct or coach the competitor.
Enthusiastic support of a competitor is not regarded as directing or coaching and is encouraged as long as the following rules are carried out:
1. Trainers/coaches are never allowed to enter the competition area without the permission of the referee.
2. No unsportsmanlike, abusive, violent or negative coaching is allowed.
3. A trainer/coach can never, at any time interfere with the appropriate running of a competition area or decision of judges/referees, penalty points or disqualification will result if such an act occurs.
Please refer to International Budo Sports Code of Conduct, Policies and Procedures.

19.10 VIADAL SAFETY CHECK

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A uniform and equipment safety check may be carried out by a judge or referee in an event if the official feels the need for equipment inspection for any reason possible. A duty of care is vital for all officials and if a concern is raised, noted or witnessed then it is up to the official of the competition area to manage the situation.

19.11 VIADAL GELS/OILS OR DRESSINGS

No lotions, greases or gels are to be used on any part of the competitors exposed body parts.
Neoprene joint supports or cloth bandages are allowed for support on prior injuries only.

19.12 VIADAL COMPULSARY SAFETY EQUIPMENT

Mouth guard
Groin protector for males (optional for females)
IBS approved MMA gloves – may be supplied by promoter if required
IBS approved shin guards
Chest guards for females only but must not impair the wearer or disadvantage the opponent in anyway

19.13 VIADAL OPTIONAL SAFETY EQUIPMENT

A wrestlers head guard which sits flat to the skull and does not impair the wearer or disadvantage the opponent in anyway.

19.14 VIADAL ILLEGAL SAFETY EQUIPMENT

Cloth hand protectors of any kind
Sparring gloves of any kind
Bag gloves of any kind
Boxing gloves of any kind
Sparring boots of any kind
Head guards other than stated in *Section 19.13*

19.15 VIADAL MATCH DECISIONS

Points due to judge's decision
Advantage
Referee stoppage (TKO)
Doctor stoppage (TKO)
Corner stopping the competition on the competitor's behalf (throwing in the towel) (TKO)
Competitor's verbal or body submission
Legal Knockout (KO) as per *section 19.38*

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19.16 VIADAL POINT VALUES

IN A STANDING POSITION
Judges will use a 10 point must system

10 – 10	Even round
10 – 9	Advantage
10 – 8	Control or standing 8 count
10 – 7	Dominance

IN A GROUNDED POSITION

POINTS	POSITION	DETAILS
4	Top Mount	Mount must be in control
4	Back Mount	Mount must be in control with either upper or lower hooks being locked into place
4	Escape from Mount	Before points are awarded the opponent must have been given the points for a control
4	Reversal from Mount	Before points are awarded the opponent must have been given the points for a control
3	Sweep from Guard	Competitor is on the ground while holding your opponent in guard position, competitor then sweeps to gain control (half escape = no points)
3	Passing the Guard	Opponent has guard position and competitor is between opponents legs, competitor passes guard moving to the outside of both legs to gain control
3	Catch	A catch constitutes any locking or controlling position that immobilizes the opponent for a referee's count of eight (8). Examples of such could be a controlling side mount, or any other hold down that the opponent cannot reverse or break free from. All other point positions as stated are not classified as a catch and fall under their own categories of points.
2	Knee on stomach position	When a competitor on top puts their knee on opponents stomach, holding opponents collar or sleeve with one hand and belt with the other with no crank
2	Throws/Takedowns/Sweeps	Any legal throw/takedown manoeuvring the opponent into a legal ground position safely whilst keeping hold

Grappling point values may only be awarded by maintaining control of the set position for three (3) seconds, if this is not maintained the *section 19.22* applies.

19.17 VIADAL SCORING CRITERIA

Judges/referee's will take into account the following during the bout
Skilled legal striking
Effective legal "no answer" strikes
Advantage via skilled legal grappling techniques
Advantage via skilled legal throwing/takedown
Legal Ground Control
Legal Submission pertaining to junior competitors
A Competitors ability to maintain the control and pace of the bout
Ring/Matt control

19.18 VIADAL WINNER DETERMINATIONS BREAKING OF TIES

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In the event of a tie at the end of the time limit, the head referee will decide on the competitor with the advantage rule as per *Section 19.22* and nominate a winner by this ruling.

19.19 VIADAL WHAT CONSTITUTES A POINT

A competitor gains points by scoring, controlled legal strikes delivered to a legal target area and on positioning skilled legal throws/ takedowns aiming to position over his/her opponent through ground technical ability within the competition area (in bounds).

19.20 VIADAL POINT DETERMINATION

Points are awarded by a total number from the head referee per competitor being calculated to determine a total score per competitor. As per *section 19.16 and 19.17*
The head referee purpose is to solely control and maintain a duty of care for competitors. Two (2) corner officials will be scoring points based on their evaluation of point allocation. After which the table officials accumulate the points and indicate the win. A referee will have the final decision as per *section 19.18*.

19.21 VIADAL SUBMISSION

Submission occurs when a technique forces an opponent into admitting defeat by:
1. Tapping with the palm against an opponent in a visible manner
2. Tapping with feet on the ground in a visible manner if arms are incapacitated
3. Verbally informing the referee that the match must be stopped if both arms and legs are incapacitated
4. Verbally informing the referee that the match must be stopped due to injury or a feeling of physical incapability or unpreparedness
5. The referee my omit submission on behalf of a competitor if a referee feels that a competitor is or will be exposed to serious physical damage
6. A competitors corner my omit submission on behalf of their competitor for any reason deemed and in doing so must either approach the head referee if the bout is not underway or by throwing the towel into the competition area

19.22 VIADAL ADVANTAGE

An advantage occurs when a competitor attempts but does not complete any of the fundamental throwing/takedown and ground game techniques of a bout as per *section 19.16* but not limited to i.e.:
Sweeps – Takedowns from ground that result in a loss of balance through the attempt– Throws/takedowns/sweeps from standing that result in a loss of balance through the attempt - Submissions – During closed guard – Being on top as the offensive attempting to dominate an opponent's guard – Being underneath attempting to sweep where the opponents legs open – Attempting a locking position forcing an opponent to defend

19.23 VIADAL LEVEL OF LEGAL CONTACT

SENIOR Contact which results in moderate penetration or moderate visible movement of the opponent.

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19.24 VIADAL LEVEL OF ILLEGAL CONTACT

1. Excessive contact resulting from a force in excess of what is required to score a legal point as per *section 19.17*.
2. Visible excessive body movement of the opponent resulting from gaining points.
3. Knocking an opponent unconscious not resulting from personal negligence.
4. An instant appearance of swelling, discolouration or bleeding as a result from an opponent excessively striking with an illegal technique or striking to an illegal area.
5. The distortion or injury of the body resulting from an opponent's force striking from gaining points.

19.25 VIADAL LEGAL TARGET AREAS IN STANDING POSITION

LEG STRIKES	Helmet zone on head – Torso – above the knee (rounded kicks only) – below the knee (rounded kicks only)
KNEE STRIKES	Torso – below the groin – above the knee
HAND STRIKES	Below the neck area – above the groin
ELBOW STRIKES	Torso – above the knee – below the knee

Refer to *section 19.26* for illegal areas within these zones
Refer to *Section 19.23* regarding level of contact

19.26 VIADAL LEGAL TARGET AREAS WHEN ONE COMPETITOR IS GROUNDED

LEG STRIKES	Legs

Refer to *section 19.28* for illegal areas within these zones
Refer to *Section 19.23* regarding level of contact

19.27 VIADAL ILLEGAL TARGET AREAS IN STANDING POSITION

HAND STRIKES	Head – Sides and back of neck – Throat – Groin – Knees – Spine
LEG STRIKES	Back of head – Sides and back of neck – Throat – Groin – Knees – Spine
KNEE STRIKES	Head – Sides and back of neck – Throat – Groin – Knees – Spine
ELBOW STRIKES	Head – Sides and back of neck – Throat – Groin – Knees – Spine

19.28 VIADAL ILLEGAL TARGET AREAS WHEN ONE COMPETITOR IS GROUNDED

LEG STRIKES	Head – Neck – Throat – Torso - Groin – Knees – Spine

19.29 VIADAL LEGAL TECHNIQUES

From a standing position: Legal techniques are all legal kicks, punches, elbows and knees controlled in a standing position as per set out in the IBS rules and regulations.
Throws – Take downs – Sweeps - Locks – Hold Downs – Positioning while both competitors are in the grounded position
Referees will make discretionary calls based upon intent and/or the opponent's ability to know how to break-fall correctly off, of a throw/takedown or sweep.

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19.30 VIADAL ILLEGAL TECHNIQUES/FOULS

SENIORS
Hand strikes to the head– Arm strikes to the head – Elbows to the head – Knees to the head – No straight or spinning kicks landing directly to any part of the groin down to feet either lazy or misplaced – No straight or spinning dropping kicks landing directly to any part of the groin down to feet - Kicking to a grounded person other than the leg areas - Slamming from guard –slamming to escape submission – Throwing or shoving an opponent off the mat - Any throw/takedown/sweep with no control - Letting loose any throw/takedown/sweep before grounded - Scissor throws of any kind – Intentional throwing/taking down or sweeping onto an opponent's head/neck - Cervical locks – Knee lock of any kind – Boston crab or spine cranks or locks - Spiking an opponent's head or body – Small joint manipulation(control of at least 3 fingers/toes required) – Heel hooks - Biting – Eye gouging from any body part of any kind – Head butts – Hair pulling – Groin striking or pressure except from inevitable and unintended pressure by a legitimate technique- Knee striking or pressure except from inevitable and unintended pressure by a legitimate technique - Scratching, pinching, twisting, clawing the flesh – Spitting – Stomping – Orifice insertion including fish hooking nose and mouth - Manoeuvres to a downed opponent – Manoeuvres to an opponent after the final bell – Manoeuvres to an opponent under the care of a referee/official
Referees will make discretionary calls based upon intent and/or the opponent's ability to know how to break-fall correctly off, of a throw/takedown or sweep

19.31 VIADAL WARNINGS, PENALTIES AND DISQUALIFICATION

One (1) official verbal warning shall be issued without a penalty point. After the first warning is issued, a penalty point is awarded to the opponent on each and every violation of the rules and regulations to the maximum of three (3) Penalty points as to when the third is issued, immediate disqualification occurs and the opponent is automatically declared the winner.

Warnings without being issued a penalty point can only result from a competitor accidently sustaining the fault and this shall be judged by the referee's discretion.

A competitor cannot be penalized and still receive a point on the same call, a penalty point always overrules a legal point by the same competitor.

A competitor can receive a point due to an opponent being penalized and at the same time receive a legal point for scoring.

A competitor will gain automatic disqualification resulting from an opponent sustaining injury in any form due to an illegal attack which is deemed by a referee or official as being such.

If a competitor is injured due to their own responsibility and no fault can be associated with the injury by the opponent (i.e. clashing of heads, ducking into a legal attack etc) no penalty point shall be awarded if deemed by a referee or official as being such.

If a competitor is injured as stated above and in the event is unable to continue because of a no-fault foul, the opponent will be declared the winner even if points were in favour of the competitor prior to the foul.

If a competitor receives a point and immediately proceeds to infringe on the rules and regulations, the warning for breaking the rules and regulations voids the issued point. A competitor cannot receive a point and warning on the same call.

Both competitors will receive a penalty point or even disqualification if the referee deems that there is no progression within the bout, both competitors must make an obvious attempt to compete otherwise penalty's may be issued for such.

Disqualification of a competitor requires a majority vote by all officials, unless resulting by a three (3) penalty disqualification.

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A competitor who is disqualified due to *section 19.32* in the final round of competition will not be awarded a placing or rating points, unless resulting by a three (3) penalty disqualification then a normal loss is sustained.

Immediate disqualification will result if a competitor intentionally competes in the wrong division for which they are not qualified or instructed to do so.

19.32 VIADAL PENALTY GROUNDS FOR PENALTY

1. Attacking illegal and non target areas as per *section 19.27 and 19.28*
2. Use of illegal techniques as per *section 19.27 and 19.28*
3. Blind out of control attacks/manoeuvres
4. Excessive contact
5. Intentionally leaving the competition area during a bout
6. Deliberately avoiding contact and backing out of the ring
7. Deliberately falling to the floor to avoid contact
8. Deliberately dropping mouth guard
9. Swearing abusive language
10. Blatantly disregarding the referee/officials instructions
11. Interference by the corner or bystander refer to *code of conduct*
12. Any unsportsmanlike behaviour from the competitor, coaches, family, friends etc refer to *code of conduct*
13. As per *section 19.3*

All penalty grounds are determined by the referee and shall be granted accordingly.

19.33 VIADAL BOUNDRY RULE

Out of bounds constitutes a competitor who has any body part outside the competition boundary line. Being out of bounds does not automatically stop the competition; the referee is the only one who may stop the competition in any way. An out of bounds competitor may be scored on by an opponent so long as the control and position was initiated within the competition area.

19.34 VIADAL CODE OF CONDUCT

Please refer to International Budo Sports Code of Conduct and Policies and Procedures.

19.35 VIADAL DUTY OF CARE

If a competitor is unable to adequately or intelligently defend themself for any given reason refer to *section 19.39*.

Please refer to International Budo Sports Code of Conduct and Policies and Procedures.

19.36 VIADAL THE REFEREE MAY RESTART THE FIGHT

1. If one or both competitors leave the competition area
2. Competitors failure to keep active will result in the referee restarting the fight
3. If a competitors safety equipment or uniform becomes loose or is in of any distraction to oneself or opponent
4. If a competitor/s fall down due to a clash or any other legal move and their safety equipment or uniform has become loose or looks like it will a referee will allow for proper composure

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19.37 VIADAL UNCONSCIOUSNESS

If a competitor is defeated after losing consciousness by any valid/legal technique as per *section 19.29* or by accident in which the adversary has not committed any foul worthy disqualification point then awards shall be awarded as per *section 19.15.*
If a competitor is defeated after losing consciousness by any foul or illegal technique as per *section 19.30* immediate disqualifications shall result.

19.38 VIADAL DEFINITION OF KNOCKOUT (KO)

A knockout is considered any legal strike or combination thereof that renders an opponent unable to continue fighting. Knockout usually is awarded when an opponent falls to the canvas and is unable to rise to his feet within a specified period of time, due to exhaustion, pain, disorientation or unconsciousness.

19.39 VIADAL DEFINITION OF TECHNICAL KNOCKOUT (TKO)

A technical knockout is declared when the referee, official, physician, the fighter or the fighter's corner man or coach decides that a competitor cannot safely continue the match. This may result from but not limited to a competitor - a competitor refusing to continue – a corner man or coach refusing his/her fighter to continue – if a competitor is dominating the round and the referees duty of care is to award a TKO for safety – A competitor is injured and cannot continue the match safely – A competitor receiving a blow unintentionally which forms an instant open cut.

19.40 VIADAL EVENT RULE ADJUSTMENTS

Gi Grappling rules will be as per International Budo Sports specified rules. Adjustments of rules may occur at any event and if such all competitors will be informed in briefing of such changes.

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20.0 WEAPONS SPARRING JUNIOR/TEENS/SENIOR KNOCKOUT SYSTEM

This event is for all competitors wishing to enter an event of free form sparring utilizing only weapons in attack and defence governed by rules for both competitors to compare their skills, reacting and adapting to each other very quickly through weapon skills.

20.1 WEAPONS SPARRING UNIFORM

A Traditional Martial Arts Uniform must be worn only; no shorts, singlets or T-Shirts may be worn in this event even if they are part of your schools uniform.

20.2 WEAPONS SPARRING TIME LIMIT

Normal Bout will consist of one (1) x one and a half (1.5) minute round based on three (3) x thirty (30) sec rounds.

20.3 WEAPONS SPARRING DIVISION ANNOUNCMENT

An official will announce the Event and Division name and ID to the designated competition area. Competitors will proceed once called and wait outside the Matt area until all competitors have arrived. If a competitor has not arrived on the first call of the event then a second call for the Event and Division will be made. If after this a competitor is still missing their individual name may be called (this will be up to the discretion of the Head Official) by an IBS official and be given a one (1) minute time frame to present themselves to the allocated competition area. If a competitor still has not presented themselves to the designated competition area the competitor will receive zero (0) as a score and be disqualified from the event. No competitor will be allowed to enter after the first competitor has commenced Weapons Sparring due to late entry, additional entry or missing of event.

20.4 WEAPONS SPARRING ENTERING COMPETITION AREA

Appropriate protocol is required when entering the competition area, as different styles encompass various etiquettes in formally entering the competition area there is no set method required from a competitor as long as competitors enter with a representation of respect.

20.5 WEAPONS SPARRING FORMAL COMMENCEMENT OF BOUT

Once a competitor has been allocated with what starting position either Migi (Right) Aka (Red) side or Hidari (Left) Ao (Blue) side, the head referee will instruct competitors to enter when ready. The head referee will call for a formal bow to him/her respecting the commencement of the bout, and then the referee will instruct the competitors to bow to each other to formally begin the bout. Competitors must keep all weapons off the competition area until instructed to compete with each set weapon.

20.6 WEAPONS SPARRING COMPETITION AREA

A matted 5m x 5m minimum area is required for competition in all contact events.

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20.7 WEAPONS SPARRING POOLING AND ORDER OF COMPETING

Pooling of an event will proceed as follows:
1. An official/Referee will call on competitors to stand at the competition area after verifying as per *section 8.3*.
2. Pairing of competitors will be based on Official/Referee judgment; all attempts will be made not to match competitors from their own clubs in the first round where permitted.
3. If a round robin is evident then *section 2.2* will take effect.
4. If an odd number of competitors are evident then a bi will take effect as per *section 2.6.*

20.8 WEAPONS SPARRING DIVISIONS

Refer to *section 3.3*

20.9 WEAPONS SPARRING TRAINERS/COACHES

One trainer/coach may sit in the allocated trainers chair to assist their competitor, no other team member my direct or coach the competitor.
Enthusiastic support of a competitor is not regarded as directing or coaching and is encouraged as long as the following rules are carried out:
1. Trainers/coaches are never allowed to enter the competition area without the permission of the referee.
2. No unsportsmanlike, abusive, violent or negative coaching is allowed.
3. A trainer/coach can never, at any time interfere with the appropriate running of a competition area or decision of judges/referees, penalty points or disqualification will result if such an act occurs.
Please refer to International Budo Sports Code of Conduct, Policies and Procedures.

20.10 WEAPONS SPARRING SAFETY CHECK

A uniform and equipment safety check may be carried out by a judge or referee in an event if the official feels the need for equipment inspection for any reason possible. A duty of care is vital for all officials and if a concern is raised, noted or witnessed then it is up to the official of the competition area to manage the situation.

20.11 WEAPONS SPARRING GELS/OILS OR DRESSINGS

No lotions, greases or gels are to be used on any part of the competitors exposed body parts.
Neoprene joint supports or cloth bandages are allowed for support on prior injuries only.

20.12 WEAPONS SPARRING PROVIDED COMPULSARY EQUIPMENT

Grilled head guard specially designed for weapons sparring (a competitor may use their own on inspection)
Chest guards (OPTIONAL)
All weapons are provided for use, no personal weapons may be used as per *section 20.15*

20.13 WEAPONS SPARRING COMPULSARY SAFETY EQUIPMENT

Mouth guard
Groin protector for males (optional for females)
MMA fight gloves or official weapon fighting gloves

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20.14 WEAPONS SPARRING OPTIONAL SAFETY EQUIPMENT

Chest guards but must not impair the wearer or disadvantage the opponent in anyway
Shin guards
Forearm protectors

20.15 WEAPONS SPARRING LEGAL WEAPONS

Rubber Knife
Foam covered Baton/Short Stick
Foam covered Nunchakus
Foam covered Bokken
Foam covered Jo
A promoter of an event will chose from the list, three (3) legal weapons for this division, all of which are provided by the promoter.

20.16 WEAPONS SPARRING MATCH DECISIONS

Points
Referee stoppage
Doctor stoppage
Corner stopping the competition on the competitor's behalf (throwing in the towel)
Competitor's verbal submission
Judges decision

20.17 WEAPONS SPARRING POINT VALUES

1 point will be awarded per weapon of thirty (30) seconds that is inside the legal scoring area, a cumulative amount of legal strikes in legal scoring target areas utilizing the 10 point must system.

10 – 10	Even round
10 – 9	Advantage
10 – 8	Control or standing 8 count
10 – 7	Dominance

The 10 point must system is used per weapon every thirty (30) seconds.

20.18 WEAPONS SPARRING WINNER DETERMINATION

Judges/referee's will take into account the following during the bout
Skilled legal striking with weapon
Effective legal "no answer" striking with weapon
Ring control
A competitor's ability to maintain the control and pace of the bout utilizing their weapon

The competitor with the highest point score per weapon will be declared the winner of the bout.

20.19 WEAPONS SPARRING WINNER DETERMINATION BREAKING OF TIES

In the event of a tie at the end of the time limit, the match will be granted a thirty (30) second extension where competitors will face opposite directions and when instructed by the referee chooses a weapon of choice. In the extended time frame *section 20.16 and 20.17* take effect.

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20.20 WEAPONS SPARRING WHAT CONSTITUTES A POINT

A point is a controlled legal weapon strike delivered to a legal target area on a competitor within the competition area (in bounds).

20.21 WEAPONS SPARRING POINT DETERMINATION

Scoring criteria as per *section 20.17* is utilized within the set time frame per bout to determine a point value as per *section 20.16* in awarding a win.
Knock out (KO) refer to *section 20.34 and section 20.35*
Technical Knockout (TKO) refer to *section 20.36*
The referee issues a standing eight (8) count.
A competitor's corner representative throws the towel in on behalf of the competitor.

20.22 WEAPONS SPARRING LEVEL OF LEGAL CONTACT

JUNIOR Light touch contact which results in slight penetration or slight visible movement of the opponent.
TEENS touch contacts which results in moderate penetration or moderate visible movement of the opponent.
SENIOR touch contacts which results in moderate penetration or moderate visible movement of the opponent.

20.23 WEAPONS SPARRING LEVEL OF ILLEGAL CONTACT

1. Excessive contact resulting from a force in excess of what is required to score a legal point as per *section 20.20*.
2. Visible excessive body movement of the opponent resulting from a point.
3. Knocking down of an opponent not resulting from personal negligence.
4. An instant appearance of swelling, discolouration or bleeding as a result from an opponent excessively striking with a weapon for a point.
5. The distortion or injury of the body resulting from an opponent's force striking with a weapon for a point.

20.24 WEAPONS SPARRING LEGAL TARGET AREAS

Sides of Head – Below the neck (torso) – Above the waist – Below the groin – Above the knee
Refer to *Section 20.21* regarding level of contact

20.25 WEAPONS SPARRING ILLEGAL TARGET AREAS

Top of Head – Face – Neck – Throat – Groin – Knees – Spine – Hands - Feet

20.26 WEAPONS SPARRING NON-TARGET AREAS

No points will be received for scoring in non-target area below the Knee; points cannot be scored to this area

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20.27 WEAPONS SPARRING LEGAL TECHNIQUES

KNIFE	Stabs – Slashes
BATTON/SHORT STICK	Strikes - Spins
NUNCHAKUS	Strikes – Snaps – Spins
BOKKEN	Technical cuts – Technical stabs
JO	Strikes - Spins

20.28 WEAPONS SPARRING ILLEGAL TECHNIQUES/FOULS

KNIFE	Butt of Knife Strikes – Spine of Knife Strikes – Locking with the Knife
BATON/SHORT STICK	Stabs – Lunges with the end of Baton/Short Stick – Locking with the Baton/Short Stick
NUNCHAKUS	Stabs – Lunges with the end of Nunchakus – Strikes with the joining section of Nunchakus – Wrapping or Locking with the Nunchakus
BOKKEN	Butt strikes - Strikes with the spine of the Bokken – Locking with the Bokken
JO	Butt strikes – Strikes with the centre shaft

20.29 WEAPONS SPARRING WARNINGS, PENALTIES AND DISQUALIFICATION

One (1) official verbal warning shall be issued without a penalty point. After the first warning is issued, a penalty point is awarded to the opponent on each and every violation of the rules and regulations to the maximum of three (3) Penalty points as to when the third is issued, immediate disqualification occurs and the opponent is automatically declared the winner.

Warnings without being issued a penalty point can only result from a competitor accidently sustaining the fault and this shall be judged by the referee's discretion.

A competitor cannot be penalized and still receive a point on the same call, a penalty point always overrules a legal point by the same competitor.

A competitor can receive a point due to an opponent being penalized and at the same time receive a legal point for scoring.

A competitor will gain automatic disqualification resulting from an opponent sustaining injury in any form due to an illegal attack which is deemed by a referee or official as being such.

If a competitor is injured due to their own responsibility and no fault can be associated with the injury by the opponent (i.e. clashing of heads, ducking into a legal attack etc) no penalty point shall be awarded if deemed by a referee or official as being such.

If a competitor is injured as stated above and in the event is unable to continue because of a no-fault foul, the opponent will be declared the winner even if points were in favour of the competitor prior to the foul.

If a competitor receives a point and immediately proceeds to infringe on the rules and regulations, the warning for breaking the rules and regulations voids the issued point. A competitor cannot receive a point and warning on the same call.

Both competitors will receive a penalty point or even disqualification if the referee deems that there is no progression within the bout, both competitors must make an obvious attempt to compete otherwise penalty's may be issued for such.

Disqualification of a competitor requires a majority vote by all officials, unless resulting by a three (3) penalty disqualification.

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A competitor who is disqualified due to *section 20.30* in the final round of competition will not be awarded a placing or rating points, unless resulting by a three (3) penalty disqualification then a normal loss is sustained.

Immediate disqualification will result if a competitor intentionally competes in the wrong division for which they are not qualified or instructed to do so.

20.30 WEAPONS SPARRING GROUNDS FOR PENALTY

1. Attacking illegal and non target areas as per *section 20.25* and *section 20.26*
2. Use of illegal techniques as per *section 20.28*
3. Blind out of control attacks
4. Excessive contact
5. Intentionally leaving the competition area during a bout
6. Deliberately avoiding contact and backing out of the ring
7. Deliberately falling to the floor to avoid contact
8. Deliberately dropping weapon/s
9. Swearing abusive language
10. Blatantly disregarding the referee/officials instructions
11. Interference by the corner or bystander refer to *code of conduct*
12. Any unsportsmanlike behaviour from the competitor, coaches, family, friends etc refer to *code of conduct*
13. As per *section 20.3*

All penalty grounds are determined by the referee and shall be granted accordingly.

20.31 WEAPONS SPARRING BOUNDRY RULE

Out of bounds constitutes a competitor who does not have at least one foot touching the competition boundary line. Stepping out of bounds does not automatically stop the competition; the referee is the only one who may stop the competition in any way. An out of bounds competitor may be scored on by an opponent so long as the inbounds competitor has at least one foot in bounds and referee has not signalled a stoppage. In the event of jumping/flying controlled techniques, the attacking competitor must land with at least one foot in bounds in order to obtain a score for that move.

20.32 WEAONS SPARRING CODE OF CONDUCT

Please refer to International Budo Sports Code of Conduct and Policies and Procedures.

20.33 WEAPONS SPARRING DUTY OF CARE

If a competitor is unable to adequately or intelligently defend themself for any given reason refer to *section 20.35*.

Please refer to International Budo Sports Code of Conduct and Policies and Procedures.

20.34 WEAPONS SPARRING THE REFEREE MAY RESTART THE FIGHT

1. If one or both competitors leave the competition area
2. Competitors failure to keep active will result in the referee restarting the fight
3. If a referee issues a standing eight (8) count
4. If a competitors safety equipment or uniform becomes loose or is in of any distraction to oneself or opponent
6. If a competitor/s falls down due to a clash or any other legal move and their safety equipment or uniform has become loose or looks like it will a referee will allow for proper composure

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20.35 WEAPONS SPARRING DEFINITION OF TECHNICAL KNOCKOUT (TKO)

A technical knockout is declared when the referee, official, physician, the fighter or the fighter's corner man or coach decides that a competitor cannot safely continue the match. This may result from but not limited to a competitor - a competitor refusing to continue – a corner man or coach refusing his/her fighter to continue – if a competitor is dominating the round and the referees duty of care is to award a TKO for safety – A competitor is injured and cannot continue the match safely – A competitor receiving a blow unintentionally which forms an instant open cut.

20.36 WEAPONS SPARRING EVENT RULE ADJUSTMENTS

Weapons sparring rules will be as per International Budo Sports specified rules. Adjustments of rules may occur at any event and if such all competitors will be informed in briefing of such changes.

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21.0 FLOW DRILL POINTS SYSTEM

In this division competitors perform a Two (2) person pre-arranged Flow Drill/Gyo grappling routine where the competitor will show how to efficiently & effectively manoeuvre into set positions of attack and defence, whilst maintaining a grounded position. Uses of props or music are not permitted; If props or music are required then this must be entered into demonstration.

21.1 FLOW DRILL UNIFORM

Proper, clean traditional uniforms are a must; full Gi/uniform must be worn during event.

21.2 FLOW DRILL TIME LIMIT

A Two (2) minute time limit is set from the starting point on the ground, if a competitor falls outside this time frame a one (1) point penalty per 30sec will be deducted from the total score.

21.3 FLOW DRILL ANNOUNCEMENT OF DIVISION

An official will announce the Event and Division name and ID to the designated competition area. Both competitors will proceed once called and wait outside the Matt area until all competitors have arrived. If both competitors' have not arrived on the first call of the event then a second call for the Event and Division will be made. If after this a competitor is still missing their individual name may be called (this will be up to the discretion of the Head Official) by an IBS official and be given a one (1) minute time frame to present themselves to the allocated competition area. If a competitor still has not presented themselves to the designated competition area the both competitors' will receive zero (0) as a score and be disqualified from the event. No competitor will be allowed to enter after the first competitor has commenced their Flow Drill/Gyo due to late entry, additional entry or missing of event.

21.4 FLOW DRILL, PROPS AND MUSIC

The use of props or music is not allowed in this event.

21.5 FLOW DRILL ENTERING COMPETITION AREA

Appropriate protocol is required when entering the competition area, as different styles encompass various etiquettes in formally entering the competition area there is no set method required from a competitor as long as competitors enter with a representation of respect.

21.6 FLOW DRILL INTRODUCING OF ONESELF

Once the competitor/s has formally entered the competition area, introduction of oneself and style is required prior to performing. As different styles have different ways of introduction there is no formal requirement, as long as the competitor denotes oneself, their style/system and what they are about to perform this is adequate enough to commence competing.

21.7 FLOW DRILL COMPETITION AREA

A 5m x 5m minimum area is required for competition.
Competitors must perform within the allocated area, if competitor proceeds outside this area a penalty of one (1) point may be issued by the judges if majority of the demonstration has been executed outside this area.

21.8 FLOW DRILL ORDER OF PERFORMANCE

The order of performance for competitors will be of random draw based on the computers entry.

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21.9 FLOW DRILL DIVISIONS

Refer to *section 3.2*

21.10 FLOW DRILL STARTING OVER ONCE COMMENCED

If a competitor starts their Flow Drill routine over due to one's negligence, the competitor may perform again. The officials will score the competitor as though no negligence was rendered however the score keeper will deduct 0.5 from the competitor's total score. A competitor can only start over one (1) time and as a result of non-completion for a second time the competitor will receive a score of zero (0). If the competitor has to start over not due to their negligence then this is done so with no penalty. As a competitor starts over so does the time frame.

21.11 FLOW DRILL SET ROUTINE REQUIRED

In this category a set quantity of manoeuvres are required in no particular order, however all manoeuvres must be attempted to gain a complete score. Both competitors must complete the following:

SET AMOUNT	POSITION	REQUIRED	EXAMPLES
3	Submission Moves	1 x armbar 1 x choke 1 x own choice	Hiza Gatame, Juji Garami, Rear naked choke
3	Controlling Positions	N/A	Side mount, scarf hold
2	Dominate Mounts	1 x top 1 x rear	Top mount, back mount
1	Guard Position	N/A	Open/closed/spider
3	Reversals or Escapes	N/A	Pass guard, sweep from guard, sweep top mount or reversal from any lock/hold

21.12 FLOW DRILL PARTNERSHIP

If competing under a junior category then both competitors must be of the set age range, as per age division in *section 3.1.*
If competing under a teen category then both competitors must be of the set age range, as per age division in *section 3.1.*
If competing under an adult category then both competitors must be of the set age range, as per age division in *section 3.1.*

If a competitor competes with another competitor and is outside their age group then entry will be decided on the oldest competitor.

If a competitor competes with another competitor of a different gender then entrants must compete under the male category.

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21.13 FLOW DRILL JUDGING EVENTS

Flow Drill will be judged over Two (2) areas:
1. Set components
2. Freestyle

1. There is a maximum of Twelve (12) points obtainable under the set components section *21.11*.
One (1) judge will be recording the set positions from section *21.11* once completed, and One (1) point per position will be allocated to the total score.

2. The freestyle section is scored based on the manoeuvring skills between the set components. The major components that is apparent in the ground game regardless of the difference between styles and countries of origin.

1. Control
2. Effectiveness
3. Technical content and execution
4. Balance
5. Speed
6. Spirit or focus

Judges will also take into account the age and experience level when judging events that have different ages/gender and experience levels in the same event.

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22.0 MANDATORY HEALTH ADVISORY FOR ALL COMPETING COMPETITORS

All competitors entering any International Budo Sports sanctioned event must adhere to the IBS health advisory act. International Budo Sports pride ourselves for hosting safe, clean and friendly events; please make sure you adhere to following to maintain such an environment.

22.1 HYGIENE AND GENERAL CLEANLINESS

1. Competitors must be hygienically clean and odour free
2. Competitors must have clean and odour free attire whilst competing
3. No offensive or inappropriate attire must be worn during competition
4. Any competitor with long hair must keep their hair from interfering with their opponent or themselves
5. Any competitor must be lice free, in any form
6. Competitors must have trimmed fingernails and toenails which will not inflict or damage their opponent or them in any way
7. All jewellery must be removed whilst competing including any and all skin penetration devices for safety
8. Be wary of smoking and alcohol odours prior to competing as *note 2* applies above

22.2 INFECTIOUS DISEASES

Competitors with the following and not limited to infectious diseases will not be allowed to compete
Herpes (active) - Lower respiratory infections – HIV/AIDS – Diarrheal diseases – Tuberculosis – Malaria – Measles – Pertussis (whooping cough) – Tetanus – Meningitis – Syphilis – Hepatitis – Tropical diseases- Lower respiratory - Fungal Infections (Ring worm) – Impetigo - Any form of Staph - Any form of Viral Infections (chicken pox, mumps etc) - Any form of Bacterial Infections - Any form of outbreaks

22.3 HEALTH ADVISORY

Shoes must be worn at all times whilst not competing, making sure competitors feet are clean at all times during the event. Competitors must not in any circumstance enter a bathroom with bare feet.

Monitor ones eating and drinking habits prior and during competition, eating or drinking too much or wrong substances between bouts may cause the competitor to become ill and unable to compete.

No drinking of alcohol is allowed during competition.

No smoking is allowed during competition.

All competitors must wash their hands at all times after visiting the bathroom.

22.4 FIRST AID

All referees and officials are First Aid qualified

22.5 ANAPHYLAXIS SAFE ENVIRONMENT

International Budo Sports makes all attempts to provide a safe environment specially designed with the rising levels of allergies in Australia. As we cannot monitor all members associated with an event we can guarantee at each ring/matt there is fully qualified trained anaphylaxis officials.

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23.0 Roles of event personnel in all International Budo Sports Association Australia Sanctioned event

23.1 Uniforms

ROLE OF A...	SHIRT	PANTS	FOOTWARE
Adjudicator/Arbitrator	Official IBS Black T-Shirt with RED writing... Official IBS Black long sleeve Shirt/Hoodie with RED writing...	Black Uniform (Gi) Pants	Any appropriate footwear used off competition areas. If on competition area either bare feet or specialised Martial Arts shoes.
Referee	Official IBS Black T-Shirt with GREEN writing... Official IBS Black long sleeve Shirt/Hoodie with GREEN writing...	Black Uniform (Gi) Pants	Any appropriate footwear used off competition areas. If on competition area either bare feet or specialised Martial Arts shoes.
Judges	Official IBS Black T-Shirt with BLUE writing... Official IBS Black long sleeve Shirt/Hoodie with BLUE writing...	Black Uniform (Gi) Pants	Any appropriate footwear used off competition areas. If on competition area either bare feet or specialised Martial Arts shoes.
Officials	Official IBS Black T-Shirt with WHITE writing... Official IBS Black long sleeve Shirt/Hoodie with WHITE writing...	Preferably Black or Denim Pants	Any appropriate footwear sufficient for these types of events.
Security	Official IBS Black T-Shirt with YELLOW writing...Official IBS Black long sleeve shirt/Hoodie with YELLOW writing...	Preferably Black or Denim Pants	Any appropriate footwear sufficient for these types of events.

23.2 Arbitrator Level 5 Official

An Arbitrator is a person/s, which is designed to resolve a dispute by way of arbitration. The arbitrator has full authority to govern the rules and regulations of the event/competition as to which event/competition he/she has been appointed. Arbitration is only called for by a referee if a dispute or decision cannot be finalised by first the roles of a referee.

Roles of an Arbitrator:

1. Assists promoter of an event to maintain the rules and regulations, in a fair non-bias environment
2. Review competition decision if cases arise
3. Over turns a decision if cases arise that cannot be dealt with, within the roles of the referee
4. Ensures fair and equitable treatment of all individuals involved in the event
5. Has a duty of care for all persons involved in any event to which they are present

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23.3 Referee — Level 3 or 4 Official

The referee is an individual charged with enforcing the rules and regulations of that competition during an event. The main roles of a referee are to direct and decide on an allocated competition area and are the highest authority for that matt/ring. No one can overturn his/her decision however in certain circumstances an official Arbitrator appointed to that event can review and overturn a referee's decision if unjust or incorrect.

The role of the Referee:

1. A Referee gives instructions before each event/division/competition/fight
2. Determines when to start or stop a competition for any given reason
3. Determines when a penalty is applied and a warning/penalty point is issued
4. Determines when a competitor's health will be endangered
5. A Referee may be involved in judging the competition as well as enforcing rules and regulations during an event/division/competition/fight
6. A Referee will monitor interference from outside his/her allocated competition area
7. A Referee governs who is allowed on the competition area at all times
8. During competitors competing the Referee is the only one allowed to converse with the judges or table officials
9. A Referee directs and determines results, certifying the correct decisions in registering placement
10. They communicate with players, coaches, officials
11. Will perform duties as directed by the arbitrator

23.4 Corner Judge — Level 2 or 3 Official

Corner judges have equal authority as the centre referee in calling point's, advantages and penalties but cannot govern the competition and must refer to the referee. Corner judges may, with enough experience, be called upon to referee junior low grade events.

Roles of a Corner Judge:

1. Judges assist the referee in controlling and instructing competitors before each event/division/competition/fight
2. Judges score each event/division/competition/fight based as directed by the head referee
3. Judges may be utilized as a score keeper, time keeper or table official
4. Judges may make calls on points, penalties or warnings as instructor by a referee
5. Judges will perform duties as directed by the referee

23.5 Table Official — Level 1 or 2 Official

Table officials will record and document scores, judging/refereeing decisions and penalties during an event. Table official's duties also include time keeping, addition of judging/referee's score/points or penalties. These tasks may either be completed via hard copy or computer generated copy where knowledge in these areas is required for this level.

Roles of a Table Official:

1. Table officials roles are to assist with the safety and security of the competition area
2. Document and recording of all event information
3. To notify referee or judges of any changes or disputes that may arise
4. Time keep for all relevant events
5. Table officials will perform duties as directed by the referee

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