

SWC 2013 RULES

- 1) CATEGORIES COMBAT
- 2) BEHAVIOUR OF APARTMENT ATELTI / COACH IN THE RACES COMBAT
- 3) FIGHTQINDA NG CATEGORY "Q"
- 4) FIGHT SANDA NG CATEGORY "SA"

ARTICLE 1 - FIGHT CATEGORIES

1.1 Breakdown of categories

Categories in the fighting, they divide the athletes in the following ways:

- AGE;
- SEX;
- WEIGHT;
- SPECIALTY;

NOTE: The categories of Tai You are reserved for athletes with more than 3 years of practice.

Specifically, please refer to the subdivision of each type of combat.

1.2 Operation Weight

- The control of entries and weight of participants is carried out by the marshals and / or the Employees prepared by the clerk of the course.
- This operation turns out to be a test weight of what has been previously stated on the form at the time of enrollment.
- Athletes must bring a valid ID.
- Athletes will be weighed individually during the day, time and place designated for the competition, which will be specified from time to time by the Organising Committee on circular race. Any participant who fails to report within the deadline will be disqualified.
- Can assist in weight only one responsible for the Company.
- Athletes will be presented for the operation weight slip and stripped to the waist, for the male sector, underwear and T-shirt, for the women.
- If the athlete does not fall into the category of declared weight (excess weight is tolerated up to 200 gr. With respect to the category for males and 300 gr. For females) and the same is manifestly impossible to be within the operation time limit of weight, will compete in the category corresponding to their weight or give up the competition, in which case the fee paid for registration, in any way will not be returned.
- The competitor whose weight is less than the class he declared at registration may still compete in that class, or give up the competition, in which case the fee paid for registration will not be refunded in any way.

1.3 Draw

For each category, the contestants will be paired by draw. This draw will be conducted by members of the Organization of the race, notwithstanding the possibility of supervision by the head of the referees.

- **ONLY IN THE PRESENCE OF AN ATHLETE:** In the event that there is a category the entry of a single athlete, he can fight in the higher category, jointly signed request with your Master or Team Leader on an appropriate form, to be delivered to the responsible National referees.
- **IN THE PRESENCE OF THREE ATHLETES:** In the case of only three athletes present, there is a triangular tournament where each of the three athletes will have to fight against the other two. The victory will be decreed by the victories or in case of a tie (won a match head) by the sum of the scores of individual matches.
- **IN THE PRESENCE OF MORE THAN THREE ATHLETES:** there is a knockout tournament.

1.4 Arbitration

Each match will be refereed by a referee (no jacket) and referees corner for the fight.

To combat Tui Shou, please refer to the chapter.

1.5 Referee Central

- The referee must be qualified for the job.
- Responsible for the organization of work of the referees of his group.

- It puts the area of race and gives the orders.
- Oversees the preparations for the competitions and make sure the competition area, tools, and anything else needed to be ready to start the competitions;
- It is the responsibility and monitor the progress of the meeting. He has the duty to conduct the meeting with the utmost fairness and decision, without it degenerating into argument or fight.
- It has the task of entering the ring for competition athletes, to enforce the greeting, check that athletes wear caps that have compulsory and remove any earrings, necklaces etc.. and, in the case of competitions where you ask for the traditional uniform worn, it is one of the team membership.
- Declare the beginning and end of each round, the interruption and continuation, is the timekeeper to stop time breaks;
- Report to the table exits from the platform of the contenders, the penalty attaches, indicating the penalty to the jury for the registration table.
- Deciding when to end the meeting for technical superiority with the following parameters:

The athlete, or turn your back for 4 times and / or refuse the battle;

The athlete, or without regard for his own safety, repeatedly railed against the opponent without keeping guard at the same time and not bringing any good technique, revealing little technical knowledge of the type of combat;

Superiority or 8 points in the first round of reporting the majority of the arbitrators corner (except in combat sanda), in the second round, the victory is approved only in the case of an evident and clear technical superiority.

- It can also stop a meeting in the following cases:

- o If there is misconduct;

- o If it becomes necessary to disqualify an athlete (with the approval of the majority of the arbitrators);

- Additional tasks:

or consult with the referee that pointed to a corner 'fault for taking decisions;

Please respect the time and every time that the meeting will be interrupted with any warning of the athlete who intentionally lost time;

Ask an interruption of the meeting or when one or both of the athletes are injured. It required the permission of the doctor notice so injured athlete is allowed to continue the fight.

- Proclamation of the winner with the lifting arm.

To express the central referee will use a conventional language and gestures given below.

Initial Greeting. Greeting palm and fist. Standing with your feet together. Lying on the left palm right fist in front of the chest, at a distance of 20-30 cm, and in line with this. On the platform, standing in the middle of the floor area, the referee extends his hand, palm facing upward, indicating the two competitors. The moment invites competitors to get on the mat, lift your arms, bringing your elbow to 90 'and the palms facing each other.

Greeting of the two competitors. The Referee extends his left hand on the closed right fist in front of chest to point out to say good bye to the two competitors.

First, second and third rounds. The central referee before the referee table leads one foot forward by bending the knee (Incline), extends one arm forward with your fingers and indicates which round begins.

"Kai Shi / Ready to Fight." In an angle between the two competing marks the referee "Bei Yu Ready" and at the same time extends his arms on both sides with the palms facing upward, indicating the competitors.

Turning, then, the palms downward and bringing them together in front of the abdomen scans "Shi Kai" starts the fight and combat.

"Ting / Stop". The referee marks "Ting Stop", at the same time takes an inclined position, and extends an arm carrying the palm of the hand in position perpendicular to the floor, between the two competitors.

8 seconds of liabilities. The referee brings both hands up in front of your body, with the ring finger and little finger of one hand, and closed with the thumb and fingers of both hands extended and separated.

Counting the time. In front of the competitor, with both fists facing out in front of the body, the Referee extends his fingers one after the other, with one-second intervals, starting from the thumb to the little finger and hand to hand.

Passive close. The referee joins the arms in a circle in front of his body.

Count of 8 seconds. In front of the referee at the table, the referee extends his arm with your thumb facing up and fingers closed.

Three seconds. The Referee extends his arm up at an angle with the palm of the hand also upwards in the direction of the competitor and the other hand, with thumb, index and middle fingers flat and closed, it moves horizontally from the side, at waist height.

Invitation to attack. The Referee extends his arm between the two competitors, keeping the relaxed thumb and fingers closed, palm facing down. The hand moves.

Knockdown. The Referee extends an arm with the palm facing upwards, towards the competitor fell on the carpet, the other arm, and with the semi-enclosed palm facing down, moves laterally.

First landed. The Referee extends his arm towards the competitor fell first, and cross your forearms in front of his body with the palms facing down.

Simultaneous knockdown. The Referee extends both arms horizontally in front, then bring your hands back, palm facing down, pushing them down.

Fall from platform or exit from the carpet. The Referee extends his arm towards the athlete fell / out of the carpet, then pushes forward the other hand, palm facing forward looking in front, at an angle.

Fall from platform to platform or exit from both competitors. The referee, in an inclined position, relax your hands, palms facing up, pushing forward and looking from the front and then bend your arms to 90°, with the palms facing backwards and joins the feet and gaining a standing position.

Kick to the groin. The Referee extends his arm with the palm facing upwards, towards the competitor who hit and with the other hand indicates his groin.

Shot in the neck. The Referee extends his arm towards the competitor who has impressed with the other hand is touching her neck.

Foul elbow. The Referee crosses his arms in front of his chest with one hand covering the elbow of the arm.

Foul knee. The referee raises one knee beating lightly with the hand.

Silence. The referee turns his arm and hand extended, thumb separated from the other fingers in the direction of the competitor or coach that disturbs.

Mild admonition. The Referee extends his arm towards the competitor who has impressed with the palm facing upward. So beats "Do it" and bend the arm with the elbow to form an angle of 90 degrees in front of your body with the hand pointing upwards and the palm backward.

Admonition seriously. The Referee extends his arm towards the competitor who has impressed with the palm facing upward. The other hand marks the fouls, then closes into a fist, back, arm and elbow shape with an

angle of 90 °.

Disqualification. The Referee crosses the forearms in front of his body, his hands clenched into fists.

Help. The referee swings his arms so that they cross in front of his body.

An emergency. The referee standing in front of the medical board, cross your forearms with your palms facing up, in front of his chest.

Rest. The Referee extends his arms on both sides, with palms facing upward, toward the rest positions of both competitors.

Change of position. At the center of the platform the Referee extends his arms and crosses them in front of his body .

Draw. In the upright position between the two competitors referee grabs the wrists of the two competitors and raises the upper arms.

Winner. In the upright position between the two competitors referee grabs the wrist of the two competitors and raises the upper arm of the winner .

1.6 Referees Corner

Duties:

- assist the center referee signaling defects, dangers or wrongdoing, calling attention to the central referee with a whistle.
- express their opinions on every phase of the meeting when requested by the Referee Central.
- gives the points in the competition by the rules.
- They can ask questions on decisions made by the referee station.
- They are summoned by the referee central to give an opinion in case of disqualification of a competitor or in special cases that occur during the competition.
- It is prohibited to the angle of Referees communicate with each other during combat.
- It is not allowed to leave your seat before the final verdict of a meeting.

For the methods of arbitration, see the articles specific to each fighter.

1.7 Referee table

On a clear error arbitration to the arbitrators may request the revision of angles for the final decision.

1.8 Abandonment of the venue

- Whenever it is decreed by the referees ABANDONMENT of the square of the race, this is equivalent to the disqualification of the athlete concerned.
- The same is decreed for the athlete who leaves without permission from the competition and does not return in time for the start of the meeting
- The inability of the athlete to continue fighting for illness or injury is considered as the abandonment.
- If a clear technical superiority of one party, such as to compromise the physical integrity of the athlete, the reporting of abandonment may be made by the coach and his assistant for "sponge jet" or the athlete himself, show of hands.
- In the event of abandonment is kept the score achieved by the previous meetings. This is because the score itself is not considered to be completely determinative of a selection for entry into National.

1.9 Area Race

For all types of fighting, stop point, Qinda, you and Sanda tai, a square is expected to tender in accordance with the canons international traditional area raised off the ground (solution type 1), where this is not possible, opt for the TYPE 2 solution.

TYPE 1.

1. The competition area consists of a square platform raised off the ground by 60 cm., With the side of 8x8 meters.
2. This area should be covered with interlocking mats 100x100cm (minimum thickness of 2 cm up to 4 cm) or judo mat size 100x200x4 cm.
3. The mat must be surrounded along its perimeter by mats from 20 to 40 cm. in height.
4. The area should lead to an internal signal to highlight the position of the center and the guard position of the two athletes.
5. Given the height of the platform has to be pointed to the contending their proximity to the edge by a strip of color, different color, giving notice of at least 90 cm. from the edge.
6. The finding in this area does not involve any penalty for the athlete, as it is to be considered, as mentioned above, only as a warning from the edge.

TYPE 2.

1. Square composed of interlocking mats 100x100cm (thickness 2 cm up to 4 cm) or judo mat size 100x200x4 cm.

2. Total area of 10x10 meters, divided as follows:
or internal area of 8x8 meters.

internal or perimeter around the area of different color to simulate the output of the platform, resulting in penalties for the athlete to finish inside.

3. Central area, as in step 4 of the TYPE 1.

For both cases, see figure "FIELD OF BATTLE OF RACE".

For categories sanda, the area of race is the ring, where this is not possible, opt for the solution of Type 1 or 2.

For Tui Shou competitions please refer to 'specific article.

FIELD OF NOTICE OF COMBAT

1.10 Yellow and sanctions

- ADMONITION LIGHT: it is a warning for improper behavior, involuntary type, however, judged contrary to the rules governing prohibited and target points, which are reported in the 1:13 point in the battle and specifically. The warning light does not involve any penalty, and is generally the first to be used by the Referee Central.
- SERIOUS ADMONITION: it is a warning for improper behavior, and in clear contrast to the voluntary standards referred to in Point 1:13 and specifically in the fighting, and for those who keep insulting behavior towards staff involved in the race.
- In Step Stop fighting, and you Qinda Tai must be contact, but it will be light intensity, therefore it is provided directly to the severe warning for the athlete who tries to hit the enemy with force and without controlling the intensity of shots.
- FIRST SERIOUS ADMONITION: the athlete will be penalized 1 point.
- Disqualification:
or the 2nd offense.

Attacking an opponent or the first "green" or after the "stop" intentionally (at the discretion of Central).
or AI K.O. (Not valid only in combat Sanda).

• lack of fighting spirit: The athlete who lacks initiative and does not accept the fight will be penalized:
Call or 1 - Mild Reprimand.

or 2nd Call - Severe Reprimand (- 1 POINT).

Call or 3 - Severe Reprimand, close encounter with the consequent victory of the opponent.

Further Sanctions

- To exit from the square:

or 1 LEAVING THE SQUARE: - 1 POINT.

or 2 ° LEAVING THE SQUARE: - 1 POINT.

or 3 LEAVING THE SQUARE: AUTOMATIC LOSS OF ROUND.

Please note that It is not considered "out" when it is due to improper pressure from the opponent.

- Subtract 1 point:

Request or "time out" without evident necessity in a time when you are at a disadvantage.

Attacking an opponent or the first "green" at the central or after the signal "stop".

Loss or intentional mouthguard.

- Subtract 2 points

or hitting the opponent immediately after a foul (foul reaction).

The sum of the warnings about the duration of the fight and not the individual rounds.

1.11 Point Guards in fighting free Stop Qinda, you and Sanda tai.

- Mouthguard;
- Shell (M / F) (to be worn under the clothing);
- Shin with wear (one piece);
- chest guard;

NOTES:

- In particular, see the chapter on the type of combat, under "protection".
- Do not wrap your hands except in combat sanda;
- It is absolutely forbidden to wear objects or shields of metal or hard plastic, even if covered with padding (allowed, of course, only the protective shell of plastic in my pants).

1.12 Targets allowed free point in the fighting stop, Qinda, you and Sanda tai.

- The face, trunk (chest and abdomen)
- The thighs and calves.

1:13 Death Warrant and techniques are not valid point in fighting free Stop Qinda, you and Sanda tai.

- Hit with intentionally unsportsmanlike behavior;
- Hitting the genitals, throat, top of the head, neck, back, eyes and joints;
- Use techniques of joint keys (unless you Tai);
- Giving heads, elbows and knees;
- Hitting athlete to the ground;
- Biting and scratching;
- Push or hold the opponent;
- Begin the fight before the start of the arbitrator;
- Continue the fight after the stop of the arbitrator;
- Attacking an opponent with techniques confused.

1:14 Assignment scores point in fighting free Stop Qinda, you and Sanda tai.

Will be assigned the following scores according to the techniques used to sign:

- Techniques to 1 POINT

Fists or the target (trunk);

Football on the target or (thighs and calves).

- Techniques to 2-POINT

Kicks or the trunk;

or punches to the face;

- Techniques for 3 POINTS

or kicks to the face;

- + 1 Point: All valid techniques performed on the fly.

1:15 Winner free point in the fighting stop, Qinda, you Tai, Tui Shou and Sanda.

Is the winner of the match:

- The athlete who achieves the highest number of points.
- The athlete whose opponent withdraws or abandons the competition (see section 15.8).
- The athlete whose opponent can not continue the match for unintentional injury occurred or for any physical difficulty, which at the discretion of the physician make it impossible to continue the match.
- The athlete stopped by the referee whose opponent is given the central clear technical superiority of the athlete, which could put at risk the safety of others.
- To disqualification of the opponent.

At the end of the victorious athlete has to go to the table to confirm the victory of the jury by stating their name.

1:16 How to call in fighting free Qinda, you Tai, Tui Shou and Sanda.

At the beginning of each category, all athletes must present called the margin of the race field opposite the central referee to confirm the presence and control of the currency and protections.

We will show them some basic rules to follow in combat, and specifically that it will be disqualified at the 2 nd warning seriously, will not be admitted unfairness, unsportsmanlike, intended to show disrespect to their opponents.

If an athlete fails to appear at this PRE CALL will be disqualified.

If an athlete presents with uniform or non-conforming to the protection type of race will be able to comply within the 1 st CALL.

• 1 CALL: "is present on the platform ATHLETE 1 red, 2 black ATHLETE ATHLETES and prepare the 3 red and 4 black for the next race.

• 2 nd CALL: if the athlete / s is not / are presented in 15 "repeats the procedure as the first call

• If the athlete / athletes named / s does not occur / no and will be sanctioned for leaving the opponent, the fighter's victory in this area of the race, "because no opponent, he wins".

If an athlete named to the 1 st was engaged to another platform in another category, it is for the coach tell the jury that the table will give athletes an opportunity to appear at the end of the class or at least a time to adjust to the type of race to bear the risk of disqualification.

1:17 calling mode to control protections in fighting free Qinda, you Tai, Tui Shou and Sanda.

If an athlete shows up at the center of the mat ready for the start of combat but with no regular protections and specifications for the selected type of combat, will be disqualified.

ARTICLE 2 - **CONDUCT OF THE ATHLETE / COACH IN COMBAT**

Athlete:

stimulants, drugs and other fraudulent practices are strictly prohibited and punishable by law.

To be admitted to the competition or the athlete must be in compliance with the inscription in the race.

Each athlete will be provided with competitive medical certificate has not expired (see general rules).

Fighting for Free Sanda competitions, the athlete must be in possession of a medical certificate suitable for competitive sport which is due for full contact and KO.

All athletes will be allowed to compete under their own responsibility, must therefore be made individually or through membership of the company or through the CAF FIWS, their own insurance (accident and liability insurance). The representative who signs the registration form for the competition will be directly responsible in case of default, or for any untrue statements of athletes inscribed in the competition. The organization is not covered with insurance no athlete before or during the course of the competition and the Italian Federation of Wushu Sanda disclaims any responsibility.

Only with such documentation or the athlete will have access to the weigh-in that will be run by people appointed by the Organization.

All athletes must wear the protections listed in the chapters of free fighting, the same must comply with the rules.

Glasses is prohibited, and under written statement prepared by the personal physician or race are allowed contact lenses, equipment ortodenzia sets, bandages, dressings.

Any combatant, or during the course of the race may have to his corner as well as the coach, an assistant.

The first person called will be positioned to the side of the carpet of the race to the table to the right of the jury wearing a black bodice, and the second call is placed on the opposite side wearing the red vest. Input signal to the central referee will make the traditional greeting of Kung Fu (and repeated at the exit) and enter the area. Once you have entered the area will be positioned on the colored lines ten feet away from each other, perform the salute to the jury, to the referee and one of them (those who do not perform this ritual will be invited to do so). You're not allowed to attack the enemy before the signal starts and after the stop sign at the central.

At the end of the athletes will go to his corner, waiting to be recalled in the field to the response after the first referee to abandon the playing field (if not raised platform), the athlete winner will necessarily bring to the table of the jury and confirm the victory;

The verdict or arbitration must be accepted with humility and sportsmanship. For any claims it will be interesting for your coach.

- o The fighters do not have to leave the square of the race until the result is announced by the referee in charge.

- o The combatant must follow the rules of competition and sportsmanship and behave with seriousness. He has to bear the moral and ethical values of discipline, respect for opponents and fully obey the central referee commands.

- o It is absolutely forbidden to intentionally hit a forbidden opponent or cause injury in any other way.

- o An Athlete who has been writing to the tournament but is unable to take part because of injury, illness or other reasons, he shall notify the clerk of the course before the competition. His absence should be considered as a case of cancellation (see art. 1.8).

- o A participant who is injured during the tournament and also to attend the next fight is declared a loser by abandonment (see art. 1.8).

- o A participant is considered to be defeatist when it comes after his name was called twice before shooting, or absent without leave after answering the call and does not show up on time on the square.

Careers, coaches:

- o The coaches and accompanying persons must adhere to high ethical behavior while away from the sport for competition. They must abstain absolutely, by gestures or comments on the work of disapproval arbitration, the opponent and to the public.

- o Coach and escorts must maintain absolute silence during the fight; advice to their athletes are only allowed during a break between rounds.

- o The coach must sit behind the initial position of the athlete to his feet out of Security. The Coach can be seen sitting at his side, by one person.

- o The coach needs to have replacement caps if necessary, the change must be made within one minute, any extension must be justified and hereby approved by the referees, failing which the competitor can be disqualified.

Any person accessing, or to the competition without permission will be disqualified from competition and removed from service order.

- o In case of default, the referees can call the coach or disqualify and / or his assistant or punish with a points deduction or disqualification of the athlete.

ARTICLE 3

3.1 Specifications

Fighting continued competitive, non-stop every shot, with light contact and controlled, no knockout.

3.2 Uniforms athletes

Type sanda shorts or long pants and long sleeved shirt of the School of membership or neutral.

3.3 Duration of meetings

CATEGORIES No.	Length	Range	Round
06 to 16 years less one day	1'30"	1'00"	2
16 to 40 years less a day	2'00"	1'00"	2

It carries on 3 rounds only in case of equality of rounds won, if at the end of 3 rounds athletes are tied scores will count the licenses of individual referees.

3.4 Guards

In addition to section 15.11:

- Gloves closed from 10 Oz.
- headband with grateful for athletes under 18 years and open for all others.
- Bodice red or black depending on the call (mandatory under 18, over 18 years with an optional conscious athletes to wear it or not, does not allow protests during and after the meeting). In the absence of the bodice, a red belt or black depending on the call.

3.5 Targets permitted

See section 1.12.

3.6 Techniques allowed:

- Projections and sweeps.
- Techniques of scissors (on levels of legs - bust - head).

3.7 Arbitration Pool

The arbitration pool consists of a referee (see section 1.5), from a minimum of two to a maximum of four corner referees for each area of race that you will have the corners of the same race and a referee table. The arbitrators award the corner to score during the course of the competition contenders, recorded in a special tag at the end of 2 nd round table will be delivered to the jury. At the end of each round will be declared the winner of the round itself.

3.8 Assigning scores:

- Techniques to 1 POINT.

All or throwing techniques involving the fall of the athlete who is projected to be the projected
o All projection techniques performed in a non-specific and confusing (dirty).

- Techniques to 2 points.

All or throwing techniques that are performed correctly and accurately, but with the fall of both athletes (clean technique).

or scissors;

or back;

- Techniques for 3 POINTS.

All the techniques on the fly or the trunk, see for example, techniques of scissors;

o All projection techniques that bring one athlete to the ground (eg, projections of coupling technique football, swept, or slipped projections melee ability);

Techniques or 'sacrifice';

that projected or athlete can turn to throw the opponent.

- + 1 POINT: All valid techniques performed on the fly;

It is considered nothing a test technique that requires more than three seconds of execution.

3.9 Winner

In addition to section 1:15

If at the end of the 2 nd round will be awarded to an athlete both rounds will be declared the winner.

If at the end of 2 nd round the corner signaling the referees will be equal, it will go the round 3.

If at the end of round 3 athletes will still be equal, you will be assigned to the counting of points and if we were to conclude this operation still tied, it will go up to the first technique performed and brought to the sign correctly.

ARTICLE 4 - **BATTLE FREE SANDA CATEGORY "HS"**

4.1 Specifications

Competitive full contact fighting continued, the KO is allowed.

4.2 Uniforms athletes

- Shorts type sanda.
- Torso naked men.
- T-shirt-sleeved undershirt or the School of membership or neutral, for women.

4.3 Duration of meetings

	No.	Length	Range	Round
06 to 16 years less one day	1'30"	1'00"		2
16 to 35 years less a day	2'00"	1'00"		2

It carries on 3 rounds only in case of equality of rounds won, if at the end of 3 rounds athletes are tied scores will count the licenses of individual referees.

4.4 Guards

In addition to section 1.11:

- Gloves closed from 10 Oz.
- Open Helmet (without parazigomi).
- Optional wrap (which must be controlled by the referee table before donning gloves).

4.5 Targets permitted.

See section 1.12.

4.6 Techniques allowed:

- Projections and sweeps.
- Fist shot (going to hit the back of the hand).
- Techniques of scissors (on levels of legs - bust - head).

4.7 Arbitration Pool

The arbitration pool consists of a referee (see section 1.5), from a minimum of two to a maximum of four corner referees for each area of race that you will have the corners of the same race and a referee table. The arbitrators award the corner to score during the course of the competition contenders, recorded in a special tag at the end of round 3 will be delivered to the table of the jury. At the end of each round will be declared the winner of the round itself.

4.8 Assigning scores:

In addition to section 1:14:

- Techniques to 1 POINT.

All or throwing techniques involving the fall of the athlete who is projected to be the projected
All projection techniques performed in a non-specific and confusing (dirty).

- Techniques to 2 points.

All or throwing techniques that are performed correctly and accurately, but with the fall of both athletes (clean technique).

or scissors;

or back;

- Techniques for 3 POINTS.

All the techniques on the fly or the trunk, see for example, techniques of scissors;

o All projection techniques that bring one athlete to the ground (eg, projections of coupling technique football, swept, or slipped projections melee ability);

Techniques or 'sacrifice';

that projected or athlete can turn to throw the opponent.

- + 1 POINT: All valid techniques performed on the fly;

It is considered nothing a test technique that requires more than three seconds of execution.

4.9 Winner

In addition to section 1:15 is proclaimed winner of the match:

- The athlete who wins 2 out of 3 rounds.

or K.O. the opponent.

or K.O. opponent when it is by the referee counted to 10 Central (TKO)

If at the end of round 3 athletes will be in a draw, you will be assigned to the counting of points and if we were to conclude this operation still tied, the referee will award the win pool.

Notes

For each K.O. immediately, the Federation will speak to a firm by providing 40 days of competitions with the obligation to repeat the EEG.