



# ETF TOURNAMENT RULES

## KICK BOX SPARRING 4.0 - 2009

System - Categories – Protective Gear – Duration Time etc.: according to the tournament invitation

<b>UMPIRES</b>	1-2 – time-keeping, pool lists, maintaining the electronic scoring system 1 Referee, 2-4 Judges
The positions of the judges can be rotated between the fights. In case of a draw, particular problems and special situations the majority of the judges decides. The Referee or the Head Referee decides a winner in case of a draw.	
<b>Opening</b> <b>Start of the fight</b> <b>Separating the fighters</b> <b>Stopping the clock</b> <b>Resuming the fight</b> <b>End of the match</b>	On the command of the Referee <b>the competitors bow to each other</b> <b>- 1. before the start 2. at the end of the match</b>  The Referee places his right or left arm between the competitors and starts the fight by lifting the arm (start signal) On the command by the Referee On the command by the Referee On the command by the Referee On the command by the Referee
<b>Declaration of winner</b>	Directly after the end of the fight – announced by the Referee by lifting his/her arm in the direction of the winner (Red or Blue)

<b>Scoring POINTS</b>	<b>1 point</b>	Hand technique /combination to the head Hand technique /combination to the body Foot technique to the body
<b>1 point</b>	<b>2 points</b>	Foot technique to the head KNOCK-DOWN
<b>Additional POINT</b> given by the Referee Opponent leaves the area	<b>3 points</b>	Spinning or jumping kick to the head
If the competitor loses his/her balance clearly when performing a technique, points should not be awarded. Points can be awarded as long as the Referee didn't stop or end the fight. An irregular point can be declared invalid through the majority decision of the judges. This has to be decided as soon as possible, not later than directly after the end of the fight.		

<b>Fouls</b>	The Referee can issue a warning to a competitor according to his/her own judgement (1-2x) Breaking the rules will be handled by the Referee as follows:
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<b>Fouls of lower importance</b>	<b>Major fouls</b>
⇒holding / trapping / throwing / locking	⇒attacking with forbidden technique
⇒pushing the opponent	⇒attacking illegal targets
⇒turning away from the opponent or evading/ducking very low during the fight	⇒attacking a fallen opponent
⇒crossing the warning zone of the mat	⇒attacking after the break or stop command
⇒intentional falling	
⇒uncontrolled attack	
⇒uncontrolled behaviour during the fight	
directly↓	directly↓
<b>1. verbal warning</b> in case of repeated offence↓	<b>1. red or blue card (minus point)</b>
<b>2. red or blue card (minus point)</b>	<b>2. if the opponent is unable to continue as a result of a foul = DISQUALIFICATION</b>

*Following offences will be also considered fouls:*

- ⇒striking with spearhand, ridgehand, knifehand, knee, elbow, head
- ⇒misconduct by the fighter or his coach (e.g. cursing, blocking the area, illegal protests etc.)

<b>Scoring Points</b>	Only technically correct and allowed techniques used on legal targets are scored. In case of any grabbing, holding, blocking or loss of balance no points will be awarded. After the end of the match, the person with more points (after deducting the minus points) wins.
<b>Legal techniques and targets</b>	The attacks have to be performed precisely. The level of contact allowed is decided solely by the members of the jury. <u>Following parts of the body are considered legal targets:</u> <b>The whole head</b> (excluding the back and the neck) <b>The front and sides of the trunk above the belt level</b> All the other targets are illegal!
<b>Legal attacking techniques</b> All the other techniques are illegal!	<b>Hand techniques</b> Straight punches (jab & punch/cross), backfist (excluding spinning backfist), hook punches to the body or head (only from the side - uppercut punches are not allowed) <b>Foot techniques</b> (standing, spinning or jumping) Front kick, side kick, back kick, roundhouse kick with instep, spinning kick, vertical kick (inside/outside), axe kick, hook kick, twisting kick
<b>Disqualification</b>	Disqualification of a competitor occurs if his/her opponent is unable to continue as a result of a foul and <u>directly</u> after the receiving of 3rd red or blue card (minus point) or <u>directly</u> as a result of severe offense against the tournament rules. It can also occur because of the misconduct of the fighter or the coach. Depending on the situation, the disqualification can be decided by: <b>a) Referee b) majority of the Judges c) Head Referee</b>
<b>Knock-Out (K.O.) Knock-Down</b>	Only after the competitor has been knocked down as a result of a legal scoring technique, or if the technique caused a visible shock to the competitor who has been hit, the referee stops the bout and counts to 9. If the competitor is still unable to continue before the referee counts to 10, the match ends with K.O. Knockdown is defined as a situation, when as a result of the legal scoring technique of the opponent any part of the body other than soles touches the ground.
<b>Injury Technical K.O.</b>	In case of an injury which is not a result of a foul (e.g. a competitor stepping into a technique which otherwise would be correctly focused, or both competitors crashing accidentally during a match) the match and the time keeping will be stopped and resumed after a (limited) time for medical help. If the injured competitor is unable to continue, but his/her injury is not a result of the opponent's foul, the injured competitor loses the match through „technical K.O.“. It is also possible to decide the winner according to the score at the moment of the injury.
<b>Draw</b>	If the match ends with a „total“ draw in both valid points and minus points, the „golden point“ rule will apply – the person who scores the first point in the extended time wins. If the match ends with a draw, but the valid points and minus points of both competitors are not equal, the fighter with more valid points wins. In special situations the jury decides the winner by majority vote.
<b>Protest</b>	Only the coach is allowed to protest to the Head Referee. The protest must be in written form, not later than directly after the end of the given match. Protests can be made against errors in applying the competition rules or errors in the pool lists, but not against the particular scores given by one or more judges, and has to be submitted with the prescribed fee. The Head Referee decision about accepting or not accepting the protest is final.
<b>Electronic scoring</b>	The rules for electronic scoring are issued separately. The electronic scoring is an „ <u>open scoring</u> “, this means that all the scores are published directly during the fight on the scoreboard.