

International Budo Federation

“APPROVE”

**President of IBF
(International Budo
Federation)**

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“ ___ ” _____ 2007

HAND-TO-HAND FIGHTING INTERNATIONAL RULES OF COMPETITIONS

2007

There are the most important questions of organization, holding and judgement of competitions here in the rules.

The rules were collected according to the international rules of competitions of the IBF (The International Budo Federation).

1. GENERAL STATEMENTS.

1.1. Competitions of hand-to-hand fightings are divided into such items:

- execution of technical norm-exercises;
- fight with semi-contact.

1.2. Before taking part in a fight participants do qualifying demands which are consisted of executing methods. Order of execution, system of questions, pass mark are determined with the help of Regulation of competitions.

2. HOLDING TYPE OF COMPETITION.

2.1. According to the type of competitions they are divided into:

- personal;
- commanding;
- personal-commanding.

3. SYSTEMS OF HOLDING COMPETITIONS.

3.1. Competitions in fights may be held:

- in circle;
- with taking out after loss (of the first, two, with option fights for the third place).

3.2. Type of holding of competitions must be in the Regulation of competitions.

4. ORGANIZATION OF COMPETITIONS.

4.1. Hand-to-hand fighting competitions must be held according to the Rules and the Regulation about the competitions.

4.2. The organization which holds a competition is in charge of:

- work out and approve the Regulation about competitions;
- make up an organizative committee of preparation and holding competitions;
- form and approve the judicatory collegium;
- solve money, technical and medical questions;
- organize staying and meal-service for participants, representatives, judges and also organize transport service and servants;

- prepare the place of holding competitions.

5. THE REGULATION OF COMPETITIONS.

- 5.1. The Regulation of competitions is the essential document which the judicatory collegium and participants use.
- 5.2. The Regulation of competitions must be similar to the Rules. On the contrary the judicatory collegium must work according to the Rules.
- 5.3. The Regulation of competitions should be sent out:
 - to district and city competitions not later than before a month before their beginning;
 - to national and international competitions not later than before two months before their beginning.
- 5.4. The Regulation of competitions consists of such subitems:
 - aim and assignments;
 - time and place of holding;
 - directorate of competitions;
 - organizations which take part in competitions and participants, their sport qualification, age and team;
 - curriculum;
 - order and conditions of holding personal and team championships (system of scores);
 - awarding;
 - conditions of acceptance participants from other cities and judges;
 - order and time-limits of acceptance claims.
- 5.5. Points of the Regulation must be strictly exact and mustn't have another explanation.
- 5.6. Only the organization has the right to vary and add something to the Regulation which has approved it and not later than before a draw at such competitions.

6. CLAIMS FOR PARTICIPATING IN COMPETITIONS.

- 6.1. Personal claim for participating in competitions is taken to the organization which holds competitions and is accepted by the mandatory commission or by the secretariate (form of claim is in the addition 5).
- 6.2. The claim must be signed by the directorate of organization which directs the team to competitions and the claim must be certified by the seal.
- 6.3. Here must be allowance of a doctor, his signature and seal in the claim for every sportsman.

The general number of sportsmen who are allowed to participate is also noticed and certified by doctor's signature and seal.

6.4. The claim that is redone is taken to the secretary general not later than before an hour before the beginning of the competition.

7. DRAW.

7.1. The order of teams' participation in competitions is determined with the help of a draw. The draw is held by a secretary general of competitions.

7.2. Draw for a personal and a team championship is held in every weight-category separately which is done by a representative from a team (leader) and if he is absent – by secretary general.

7.3. The order of teams' participation in team competitions is determined by a team's leader.

8. CONTRARIETY.

8.1. When there are some doubts about the right of the decision of the separate judges, it's allowed to ask the judicatory collegium about that (with claims) or do it by a contrariety of a representative from the team.

8.2. Claims are made up orally during the competitions.

If an oral claim doesn't get a decision in time or needs additional correction, the representative must give his claim in a form of detailed contrariety with points of rules which hadn't been observed in writing but not later than in 15 minutes after the representative's participation.

8.3. The decision of the general judicatory collegium about the contrarities is the most exact and the last one.

8.4. If a contrariety is not detailed, the representative from the team gets fine which is determined by the Regulation of competitions.

PARTICIPANTS OF COMPETITIONS.

9. AGE GROUPS OF PARTICIPANTS.

9.1. Hand-to-hand fighting competitions are held according to the age groups:

- the youngest junior group – boys and girls 10-11 years old
- junior group – boys and girls 12-13 years old
- middle group – boys and girls 14-15 years old
- senior group – boys and girls 16-17 years old
- adults – men and women from 18 and older

9.2. Age of a participant is determined on a competition-day.

9.3. Participant of a competition must have a credit qualificative book, passport (of Federation, Association, Club or so) and a document that assures a personality.

9.4. Conditions of allowance the participants to participate in competitions are determined by the Regulation of competitions.

10. WEIGHT CATEGORIES.

10.1. Participants of competitions are divided into weight categories:

<u>men</u>	9-11 years old	12-13 years old	14-15 years old	16-17 years old	the most senior and adults
half-light	- 28 kg	- 34 kg	- 45 kg	- 55 kg	- 65 kg
light	- 31 kg	- 38 kg	- 49 kg	- 60 kg	- 70 kg
half-middle	- 34 kg	- 43 kg	- 53 kg	- 65 kg	- 75 kg
middle	- 38 kg	- 48 kg	- 58 kg	- 71 kg	- 80 kg
half-heavy	- 43 kg	- 53 kg	- 64 kg	- 77 kg	- 90 kg
over-heavy	-	-	+ 70 kg	+ 84 kg	+ 90 kg

11. PARTICIPANTS' WEIGHING.

11.1. Participants' weighing of each weight-category is held on a competition-day and gets started not later than before 2 hours before the beginning of a competition and lasts not less than for an hour.

11.2. A participant who is late or hasn't come for weighing is gotten out of a competition.

11.3. A participant must show the document that assures his personality at weighing.

11.4. At weighing men are in pantie briefs on; women are in bathing suits on.

11.5. A group of judges which was appointed by the judge general holds weighing. A group consists of: a managing judge general, a secretary, 2-3 judges and a doctor.

Results of weighing are carried to a protocol (addition 6).

11.6. In personal and team-personal competitions a participant must participate in a weight-category which has been determined while weighing.

11.7. In team competitions a participant may participate in one weight-category upper.

12. DUTIES AND RIGHTS OF PARTICIPANTS.

12.1. Participants' duties are:

- to know the Rules and the Regulation of the competition and to observe them strictly;
- to be at competitions in time;
- to be in special places for competitions while their holding, to observe silence and order;

- to be through with the mandatory commission;
- to follow judges' demands;
- to be tactful to every participant, judges, persons who hold and serve competitions and to every looker-on;
- to be in a neat, the only sample for the whole team suit on;
- to come up to the ground when you are wanted at once;
- to greet judges by a little bent down on the ground and opponents by hands-shake before a fight and after it;
- to let the judicatory collegium know if you cannot continue fighting at once.

12.2. Participants' rights are:

- to make a sure control of your own weight with the help of weights of official weighing before an hour before weighing;
- to get necessary information about the competition, list of fighting-pairs, some urgent additions to the competition-programme with the help of a representative;
- to use 3 minutes for medical help and to repair suit at fight.

13. SUIT AND INDIVIDUAL HELP-METHODS.

13.1. A participant participates in a special cut suit on (jacket, trousers and belt), which is made of tight cotton white-coloured.

13.2. Length of jacket should make a possibility for a lower part to cover a hip-joint. Sleeves of a jacket should be wide enough and cover not less than a half of a forearm. Women put cotton sleeveless or white coloured waist coat on under a jacket.

13.3. Trousers should be wide enough and cover not less than 2/3 of a shin.

13.4. Length of a belt – 2,5...3 meters, width – 4...5 centimeters, ends of a belt in a tied position should not less than 20 centimeters. During competitions of technical demands participants put belts on (the colour shows a definite qualification), and in fights – red coloured or white coloured belt (a participant who has been called out first should put red coloured belt on).

13.5. A participant is not allowed to roll or to turn up sleeves of jackets or trousers.

13.6. Participants must have protective equipment:

- protective slam (according to the wish);
- gloves with open fingers (not less than 6 ounce);
- protective cavity;
- covers on shins;
- covers on feet;
- protective waist coat for children and women;
- protective gumshield.

13.7. At team-competitions participants of a team should wear the only sport-form. It's allowed to have an emblem of club, membership, city on a left sleeve of a jacket. If it's necessary a participant may get a number of a statute sample which is fixed on a back. At commercial tournaments advertisement is allowed on participants' clothes.

14. REPRESENTATIVES (LEADERS) OF TEAMS, THEIR DUTIES AND RIGHTS.

14.1. A team which takes part in competitions has its representative who is a ruler of a team and is in charge of organizing, behaviour and discipline of participants. If a representative is not present, the leader of the team is responsible for his duties.

14.2. A representative (leader) of a team must:

- know the Rules and the Regulation of the competitions;
- give claim and other documents for participating in competitions in time;
- be present at general meetings of judicatory collegium with representatives of teams; inform participants of the team about the decision of judicatory collegium;
- be around the place of competition up to the end of participating of the team and leave it only after permission of the judge general of the competition;
- provide participants' presence in time.

14.3. A participant (leader) of a team may:

- be present at weighing and draw;
- get information about all questions of holding and results of competition from members of the general judicatory collegium and secretariate;
- give new claims;
- give detailed contrarities according to the points from the Rules of competitions.

14.4. A representative (leader) is not allowed to interfere into work of judges and organizers of competitions.

14.5. A representative (leader) cannot be a judge of the competition at the same time.

14.6. A representative (leader) hasn't a right to be near the judge-table.

JUDICATORY COLLEGIUM

15. MEMBERSHIP OF JUDICATORY COLLEGIUM.

15.1. Membership of judicatory collegium of competitions is approved by the organization which holds the competition not later than before 20 days before the beginning of the competitions.

- 15.2. The membership of judicatory collegium consists of: judge general, managing judge general (one more than a number of the grounds), secretary general, judicatory groups of execution of technical demands and fights, judge-informator, judge at participants, doctors and commandant of competitions.
- 15.3. The judicatory groups of execution of technical demands consist of: arbiter, 4 side-judges, technical secretary and judge at participants.
- 15.4. The judicatory groups of fights consist of: arbiter, referee, 2 side-judges, technical secretary, time-secretary, judge at participants.
- If fight-competitions last for more than 2 hours, so it's necessary to have double membership of judges on every ground.
- 15.5. Judge general, managing judges general, secretary general and commandant of competitions must prepare necessary documents in advance, check up necessary equipment, place of competition holding and hold a seminar or practical instructing of judges.
- 15.6. A judge general, a commandant and a doctor of competition must make up an act of acceptance the place of competition (addition 7).
- 15.7. The judge must have the Rules of competitions and know them.

16. FORM OF JUDGES.

- 16.1. A judge must have a judicatory form: a dark-blue jacket, grey trousers, a white shirt, a dark-red tie and soft sport-shoes.

17. JUDGE GENERAL.

- 17.1. Judge general must:
- check up places for holding competitions, equipment, facilities and if they are ready-for-service according to the Rules;
 - appoint groups of judges for weighing;
 - divide judges into groups for separate parts of competition;
 - if necessary, correct mistakes that judges have made and try to prevent them;
 - hold meetings of judicatory collegium about participating of teams' representatives before the beginning of competitions (for announcement of the programme and order of work of judicatory collegium) and every day after their ending (for discussion of the process of competitions and approving the results of the day);
 - estimate every member of judicatory collegium;
 - to make a conclusion of the given contrariety;
 - to give a report to the organization which holds the competition in a definite time (addition 8).
- 17.2. Judge general may:

- put off competitions if places for holding competitions, equipment, facilities are not ready-for-service according to the Rules;
- stop competitions or announce a break if there are some bad conditions for holding competitions;
- bring some varyings into the programme if necessary;
- vary judges' duties during holding competitions;
- rule out judges who have made rude mistakes or are not good at their duties;
- rule out a participant and do not allow to fight for a rude transgressing the Rules;
- make warnings and remarks (or rule out from the duties) to participants (leaders) of teams which are close to quarrel with judges;
- slow down the announcement of results for optional discussion if judge general doesn't agree with judges and if judges' thoughts are different to estimate participants. Judge general makes a final conclusion after discussion and analysis the situation;
- vary order of views if necessary.

17.3. Judge general has no right to vary the Regulation of competitions, to rule out or vary judges at the time of execution exercises.

17.4. To obey the decision of judge general is compulsory for participants, judges, representatives (leaders) of teams.

18. MANAGING JUDGE GENERAL.

18.1. Managing judges general and judge general control the direction of competitions and are responsible for that

18.2. If the competition is held on two and more grounds, the judge's general duties on every ground are executed by the managing judge general.

18.3. He helps judges and controls their work.

18.4. Watch the participants' and judges' appearance to be according to the Rules of competitions.

18.5. Control judges' presence to competitions and estimate their work after every day of competitions (according to the 5-points system).

18.6. Report to the judge general about the results of competitions after the end of competitions.

19. SECRETARY GENERAL AND SECRETARIES.

19.1. Secretary general works under the direction of judge general of the competition. He is in charge of preparing and forming documents for holding competitions, gets and check up claims, holds draw of participants (teams), forms protocol of meeting of the general judicatory collegium, forms decision of judge general, control protocols of

competitions to be formed correctly, draws conclusions and prepares information for report of competitions.

19.2. Secretaries work under the direction of secretary general.

19.3. Secretaries of judges' groups draw conclusions and give secretary general all formed materials.

19.4. Secretary general estimates the work of secretaries according to the 5-points system.

20. ARBITER.

20.1. Arbiter works under the direction of judge general and managing judges general and is the main one in the judges' group. He controls actions of all members of judges' group (referee, two side-judges on the ground, judge-secretary, judge at marks-plate), following the Rules of competitions.

20.2. Arbiter may:

- express own opinion at a consultation with referee and side-judges;
- stop a fight if there is a sudden problem of a normal holding of the fight or a referee doesn't follow the Rules of competitions (if it has happened it's necessary ask explanation);
- demand a reject decision from a referee if it's accepted with a transgressing of the Rules of competitions;
- if judges' marks are different on the ground, arbiter finds out a reason of it and makes a decision.

21. REFEREE.

21.1. Referee uses gestures and commands, directs a fight, estimates technical actions of participants and watches a fight to be held in a strict order according to the Rules of competitions.

21.2. Remove on the ground, take such a place to be able to control participants' actions and to see signals from side-judges.

21.3. Referee announces:

- about the beginning and the ending of a fight;
- about adjudication marks for technical actions of participants of a fight, about transgressing of the Rules of competitions, remarks, warnings and other disciplinary meetings and even ruling out of a fight;
- about the decision according to the results of a fight.

21.4. Referee stops a fight:

- when the time for a fight is over;
- when a participant doesn't execute technical actions when there are 5 seconds left after a capture;
- when a participant gets an exact victory before the ending of the fight;

- when the Rules of competitions are transgressed;
 - when one of the participants needs medical help;
 - when a participant signals about stop of a fight;
 - when there is a demand from judges or arbiter.
- 21.5. Referee considers side-judges' thoughts at estimating technical actions of participants in fights.
- 21.6. Referee cannot appoint warning or ruling a participant out without any agreement from side-judges according to the Rules of competitions.

22. SIDE-JUDGES.

- 22.1. In a partition of technical demands side-judges sit on stools at corners of the ground. With the signal from arbiter side-judges show a mark at the same time.
- 22.2. In a partition of a fight side-judges are at the corners near the judicatory table.
- 22.3. In a partition of a fight side-judges estimate participants' actions during the fight independently. During the fight they move on the ground leaving a field of vision for judges at judicatory table.

23. TIME-JUDGE.

- 23.1. Time-judge are at the table of managing judge general. By a sound-blow he announce the beginning and the ending of a fight.
- 23.2. With the help of stop-watch time-judge fixes:
- beginning and ending of a fight;
 - lateness on the ground after the first calling out and announces the time of ending 1 and 2 minutes;
 - appeal to a doctor because of wounds of a participant or removal lacks in a suit and announces about the using time after every minute, no more than 3 minutes by a participant.
- 23.3. During a break if a fight time-judge stops the stop-watch and starts it again with a new count out of the time according to the appointment from the judge general or the referee.

24. JUDGES AT PARTICIPANTS.

- 24.1. He controls participants' actions in partitions of competitions of technical demands.
- 24.2. He organizes participants' going out in the other partitions to the place of a competition and rewarding, finds sportsmen for a parade, warn participants in time about the time of going out on the ground, check out participants' surnames according to the protocol and accordance of

clothes with facts from the Rules, informs the secretary general about absence and refusal of participants to participate.

25. JUDGE AT MARKS-PLATE.

- 25.1. All technical actions which are written in the protocol are fixed on a marks-plate.
- 25.2. Results on the marks-plate are taken down only after the appointment of managing judge general.

26. JUDGE-INFORMATOR.

- 26.1. Judge-informator is in charge of organizing information for participants, representatives and spectators about the process of holding and former results of competitions.
- 26.2. Judge-informator must:
 - know the Rules and the Regulation of competitions very well, teams' and individual sport achievements of teams and participants;
 - gather information while holding a competition, announce the best results during the fight in time;
 - announce the orders and appointments from the judicatory collegium during the competition.
- 26.3. A judge-informator must give final (official) results of a competition only after the permission from the judge general.

27. COMMANDANT OF COMPETITIONS.

- 27.1. Commandant must:
 - prepare and equip the place of holding a competition according to the Rules of competitions;
 - support a necessary order in the places of holding competitions;
 - organize phone- and radio-connection in the places of holding competitions by after the appointment from the judge general.
- 27.2. Commandant may use necessary number of assistants and transport.

28. DOCTOR.

A doctor is in the membership of the judicatory collegium permitted by the right of managing judge general of medicine and takes part in its work.

A doctor of competitions:

- checks up if there is a visa in their claims which permit to participate in competitions and if they are correctly formed;
- watches execution of sanitary-hygienic demands in the places of holding, staying and feeding of participants;
- if necessary helps participants of competitions medically;
- gives a report of medical securing and of wounds during the competition to the judge general after the ending of the competition.

Medical workers and the place of their staying must have obvious marks.

29. COMMISSAR OF COMPETITIONS.

- 29.1. Inspector of competitions is an official representative of organization which holds the competitions and is appointed personally from the number of its members and works under its direction.
- 29.2. Inspector watches the work of judicatory group and estimates it in his report of organization which holds the competition.
- 29.3. Inspector of competitions must:
- control execution demands from the Rules by judicatory collegium and conditions of holding the competitions which are established in the Regulation and do not allow to transgress them;
 - take part in sessions of the main judicatory collegium.
- 29.4. Inspector has no right to repeal the decisions of judge general which have been accepted according to the Rules of competitions.

RULES OF JUDGEMENT

30. CONDITIONS OF HOLDING COMPETITIONS IN A PARTITION OF EXECUTION THE HAND-TO-HAND FIGHTING TECHNIQUE.

- 30.1. In a partition of execution technical norms participants show technique of execution methods of hand-to-hand fighting in accordance with the demands from the Programme.

31. THE MARK OF THE TECHNIQUE EXECUTION OF TECHNICAL NORMS AND THE DETERMINATION OF RESULTS OF COMPETITION IN THE PARTITION OF TECHNICAL EXECUTION OF HAND-TO-HAND FIGHTING.

- 31.1. Estimating participants, the judge determines quality of execution methods or actions in accordance with the demands from the Programme of hand-to-hand fighting.

- 31.2. A technically right done method or action is estimated with the highest point.
- 31.3. For little mistakes which have been made during the execution of a technical action it's taken down from 0,5 to 1,5 points.
- 31.4. For mistakes which have been made during the execution of a technical action it's taken down from 1,5 to 3 points.
- 31.5. For rude mistakes which have been made during the execution of a technical action it's taken down from 3 to 5 points.
- 31.6. Execution methods for "0"-points:
- a participant who hasn't get off the line of attack with a gun-threat;
 - not execution protective actions or methods;
 - when a blow, a knife, a stick reach an aim without any obstacles.
- Personal places are determined by a majority of points of a participant of the competition.
- 31.7. When there is equality of points, the preference is on the side of a participant who has more highest points.
- 31.8. In a team-championship it is estimated according to less amount of test-participants of the team.

32. BLOWS' EXECUTION DEMANDS.

- 32.1. An effective blow in fights is a permitted one by the Rules of competitions, exact, a controlled one done by a leg or a hand which is executed in an accounted part of the opponent's body.
- 32.2. Reference of an affective action of attack is:
- an exact and powerful execution;
 - an exact and right choice of time and distance;
 - fight mood and necessary level of psychological mobilization.
- 32.3. Reference of an exact action of attack is:
- right execution of the blow-technique;
 - stable position.
- 32.4. Accounted parts of a body for actions of attack:
- head (except back of the head);
 - front and side surface of the chest;
 - back;
 - belly.
- 32.5. Final action must be in a perpendicular-way to the aim.
- 32.6. Reference of a right choice of holding-time of attack-actions is:
- exact choice of a moment to hold an attack;
 - absence of a protective-reaction of an opponent.

33. CONDITIONS OF BLOW-EXECUTION.

- 33.1. A blow is a method after which an opponent is without a prop and touches a ground with any part of a body (except feet) while falling down.
- 33.2. Blows are executed without and with fallings down of a participant who executes a method.
- 33.3. A blow may be an outcome of an action for opponent's trying to act technically.
- 33.4. Capture of an opponent by the clothes without execution technical actions must not last for more than 5 seconds.
- 33.5. While executing a blow, he who executes it, must also execute insurance of an opponent.
- 33.6. While estimating a blow it's necessary to pay attention to effectiveness of its execution at first independently of its execution with or without a falling down.

34. CONDITIONS OF PAINFUL METHODS-EXECUTION.

- 34.1. A painful method is a capture of a leg or a hand of an opponent while fighting lying which forces the opponent to give up.
- 34.2. Painful methods are executed smoothly without any jerks.
- 34.3. For not getting a wound a participant who is forced to give up claps by a hand or a leg on the ground or a body of an opponent or signals about giving up by an exclamation.

Any participant's exclamation who is attacked in a fight lying, is a signal about of giving up if the Rules are not transgressed while executing a method.

- 34.4. Execution of a painful method on a hand must be stopped if a participant who is attacked crosses to a position of standing and abrupt a body (shoulders) of an opponent from the ground.
- 34.5. Execution of a painful method on a leg must be stopped if a participant who is attacked crosses to a stable position in a stand.

35. CONDITIONS OF EXECUTING SMOTHERING METHODS.

- 35.1. Smothering methods are actions of stifling sleepy artery of an opponent by a collar of a coat, by a collar and a forearm, by a shoulder and a forearm, by a hip, by a shin. As a result an opponent gives up or loses consciousness.
- 35.2. The beginning of execution of a smothering method is an execution of a capture which allows to execute smothering actions or to overcome protective actions.
- 35.3. Execution of a smothering method must be done smoothly without jerks increasing force.
- 35.4. Smothering methods are executed only in a parterre.

35.5. Referee has a right to account a smothering method and not to wait for a signal about giving up.

36. CONDITIONS OF RETENTION-EXECUTION.

36.1. Retention is an action by which a participant makes an opponent to lie on the ground for some time leaning on the chest of the opponent by the body or his hands which are very close to the chest.

36.2. Retention is executed during 10 seconds.

36.3. Retention is stopped if:

- a body of a forward is not leaning on the body of an opponent;
- shoulder-blades of a participant who is attacked are all-out more than on 90 degrees in accordance with the ground;
- a forward crosses to a painful method or a smothering one.

37. CONDITIONS OF HOLDING FIGHT-COMPETITIONS.

37.1. In a partition of competitions fights with a semi-contact are held with a controlled force of a blow. Thus such blows are permitted which are not conducive to a knock-down or wounds.

37.2. In a fight it is permitted:

- to blow by a hand (fist), a leg (foot, heel, shin);
- to make throws, retention, painful and smothering methods.

37.3. A fight gets started at a command "Fight" and ends at a signal from a sound-blow or at a command "Stop".

37.4. For boys and girls a fight lasts for 2 minutes and in a final and a half-final it lasts for 3 minutes, for adults – for 3 minutes and in a final and a half-final it lasts for 5 minutes.

37.5. A fight is judged by a referee and 2 side-judges.

37.6. A fight is held with a stop of time for estimating technical actions.

37.7. A fight ends earlier when one of the participants wins without any doubts, reaches 12 points or if one or two participants are dismissed because of transgressing the Rules of competitions.

37.8. When the time of a fight is over with an equal number of points, the fight lasts till the first technical action.

38. ESTIMATION OF TECHNICAL ACTIONS.

Exact victory for:

- execution a painful or a smothering method;
- getting 12 points by one of the participants and if an opponent has no more than 4 points.

Half-victory – 6 points for:

- executing an effective throw with the next blow by a hand or a leg in accordance with tempo of action.

Three points – “3” for:

- executing a blow by a leg on the head;
- executing a blow by a leg or a hand on the back;
- executing a throw which is done technically correctly and fast on a back or a side;
- driving out an opponent from an equilibrium and blowing by a hand on the head or by a leg on the body;
- an effective combination of blows by hands and legs.

Two points – “2” for:

- executing a blow by a hand on the head;
- executing a blow by a leg on the body;
- executing combinations of blows by hands on the body;
- keeping an opponent for 10 seconds.

One point – “1” for:

- executing a blow by a hand on the body;
- executing a throw, in the result of which an opponent falls down on the ground by a shoulder, chest, belly or buttocks.

38.1. While holding fights with a semi-contact it is not allowed to execute such actions:

- blows when an opponent gets a wound (knock-down, bruises, bleeding, breaking of bones);
- not controlled blows;
- blows by an open palm;
- blows by an elbow or a knee;
- blows with a contact on a throat, a neck and a back of a head;
- blows on joints and a groin;
- blows by a head;
- throws which are dangerous for life and health of an opponent and can bring to wounds and damages;
- capture of sexual organs;
- unscrewing fingers and toes;
- propping by hands and legs on a face;
- falling down on an opponent;
- blows on legs;
- attacking an opponent by a knee;
- pinching and biting;
- blowing in a capture if the capture is done by both hands;
- capture of a head by both hands;
- painful methods on hands;
- painful methods at a stand;

- going out of the ground;
- talking being on the ground;
- being late to come up to the ground;
- quarrelling with judges;
- incorrect behaviour towards judges, opponents, spectators.

38.2. Results of a fight:

Exact victory is judged for:

- executing a painful or a smothering method;
- exact preference – getting 12 points by one of the participants while an opponent has no more than 4 points;
- absence, dismissal or taking off an opponent by a doctor.

The victory according to the points is judged if the count of a fight 12 – 5, 6, 7, 8, 9, 10 points or when the time is over and no one of the participants gets 12 points, the victory is judged according to the majority of points.

A victory with less preference is judged to the participant if the fight's ended with the count "12-11" or with the option time.

A participant who has gotten the exact victory is accounted "5" points, the other one who has lost gets "0" points.

A participant who has gotten the victory according to the points is accounted "4" points, the other one who has lost gets "1" point.

A participant who has gotten less victory is accounted "3" points, the other one who has lost gets "2" points.

39.REMARKS, WARNINGS AND DISMISSION FOR TRANSGRESSING THE RULES OF COMPETITION.

39.1. Repeated goings out of the ground:

- a going out of the ground is a position of a participant when his foot (standing) crosses the ground's line on the outside;
- lying if a sportsman's belt is out of the ground;
- going out of the ground after a command "Stop" is not regarded as a going out;
- effective actions of attack which have been done outside the ground, are not estimated;
- going out of the ground by a forward after the execution of an effective attack and before the command "Stop" is not regarded as a going out but the actions of attack are estimated;
- going out of the ground by a forward after the execution of an ineffective attack and before the command "Stop" is regarded as a going out;
- it is announced a remark for the first going out, a warning is for the second one, the second warning is for the third going out, a dismission is for the fourth one and an opponent gets an exact victory;

- if while executing painful or smothering methods a participant leaves the ground for avoiding a loss so for the first going out he gets the first warning and the opponent gets 2 points, for the second going out there is the second warning and the opponent gets 3 points, for the third one he gets a dismissal and the opponent gets an exact victory.

39.2. Signs of a passive holding a fight:

- a permanent step back which doesn't allow an opponent to execute an action of attack;
- absence of an intention to execute controlled actions or actions of attack;
- using time for preparing and executing attack for a long time;
- stop of the fight without a command from a referee;
- punishment is announced according to the chart: remark, the first warning – an opponent gets “2” points, the second warning – an opponent gets “3” points, the third one – dismissal – an opponent gets an exact victory.

39.3. Actions which damage the style of hand-to-hand fighting are:

- simulation of getting an injury (by any method) or intentions to increase the level of injury heaviness to get preference over the opponent;
- intention to make harm or an injury to an opponent;
- rude and bad behaviour;
- punishment is announced according to the chart: remark, the first warning – an opponent gets “2” points, the second warning – an opponent gets “3” points, the third one – dismissal – an opponent gets an exact victory.
- For the rude behaviour judge general or managing judge general can dismiss a participant from the competition.

39.4. Remarks for transgressing the Rules of competitions are announced for:

- the first intention to execute forbidden actions which do not lessen potential possibility for an opponent to win a fight.

The remark is not announced twice.

39.5. The first warning is announced for:

- repeated intention to execute forbidden actions;
- executing forbidden actions which make an opponent's potential possibility lessen to win a fight;
- being late on the ground for more than 30 seconds after the first calling out.

After the announcement of the first warning to the participant, his opponent is judged “2” points.

39.6. The second warning is announced for:

- executing forbidden actions which make an opponent's potential possibility lessen to win a fight;
- executing the forbidden action which he has already gotten the first warning for;
- executing the forbidden action if he or his opponent has gotten injury of middle heaviness as a result.

After the announcement of the second warning to the participant, his opponent is judged “3” points.

39.7. Dismissal of a participant from one fight is announced for:

executing forbidden actions which make an opponent’s potential possibility lessen to win a fight;

- executing the forbidden action which he has already gotten two warnings for;
- executing the forbidden action if he or his opponent has gotten heavy injury as a result.

After the announcement of the dismissal to the participant, his opponent gets the exact victory.

39.8. A participant can be dismissed if he:

- or his coach (representative) or members of the team try to influence on judges’ decision about estimation of the fight-result;
- or his coach (representative) or members of the team quarrel with the judges threatening them;
- or his coach (representative) or members of the team offend judges, participants and others with their behaviour;
- stops a fight or leaves the ground without a permission from the referee;
- transgresses other Rules of competitions.

39.9. Independently of how serious the transgression is it can be announced the first warning, the second one and the dismissal for the fight or the whole competition at once all together.

39.10. The place is not determined for the dismissed participant for all the period of the competition.

39.11. The fact of a participant’s dismissal for all the period of the competition is noticed in a protocol of personal competitions with the reason and in a report of judge general. Judicatory collegium makes a decision about the punishment for the dismissed participant. It is also announced to the disciplinary commission of the organization which holds the competition and organization which directs a participant to participate and also has some rights to represent disciplinary methods for the participant (representative, coach, secondant). The organization which directs a participant to competitions may also get money-fine.

40.DETERMINING FIGHT-RESULTS.

40.1. In personal-team competitions personal places are determined in every weight-category according to the fight-partition.

40.2. Team places are determined according to the personal results which are regarded as the team’s ones. Membership of the team, weight-categories and a number of test-participants are determined by the Regulation of competitions.

- 40.3. Team-places in personal-team competitions are determined by:
- the majority of points which test-participants get according to the principle “better place – more points”;
 - the least number of points which test-participants get according to the principle “the first place – 1 point, the second place – 2 points, the third place – 3 points and so on”.

Here the team must consist of all members. The team gets fine-points for every absent participant, equal to the number of participants in the most numerical weight-category, plus “1” point.

40.4. When two or some teams get an equal number of points, the team gets preference which has more first places, the second places and the third ones.

40.5. If in a weight-category one participant has weighed, the championship of this category doesn't take place but in a team-test the participant gets points of the first place.

40.6. Systems and methods of holding team-competitions, number of participants, weight-categories, possibility of participants' replacement during holding a competition are determined by the Regulation.

40.7. In a team-meeting for every participant's victory the team gets “1” point, for loss – “0” points. In the meeting the team gets a victory which has more points. In competitions places are divided according to the number of team's victories. If the number of victories is equal the team gets preference for:

- personal teams' meeting;
- more victories of every participant with the score 5:0;
- less time for these fights;
- more victories of every participant with the score 4:1;
- more victories of every participant with the score 3:2;
- less losses with the score 0:5;
- more time for these fights;
- less losses with the score 1:4;
- less losses with the score 2:3;
- more technical actions for a mark 6, 3, 2, 1 points;
- less warnings;
- more points for the fights of every participant of the team;
- less remarks.

ADDITIONS

METHOD OF CIRCLE HOLDING COMPETITIONS.

1. ORDER OF HOLDING COMPETITIONS.

- 1.1. If in competitions of one weight-category a majority of participants takes part, it is allowed to divide participants into 2, 4, 8 and 16 subgroups (for situation of stronger participants in different subgroups).
- 1.2. While dividing participants into 2 subgroups, finals are held. From every subgroup only 2 participants may take part in the final who have taken the first place and the second one in the subgroup.
- 1.3. While dividing participants into 4 subgroups between participants (teams), who have taken the first place or the second one in the subgroup half-final competitions are held. The first half-final group consists of the winners of the first subgroup and the second one and the second half-final group consists of the winners of the third subgroup and the fourth one.

The participants who have taken the first place and the second one in half-final groups may participate in a final. This order is also kept at dividing participants (teams) into 8 and 16 subgroups.

- 1.4. In subgroups half-final (final) groups of participants (teams) which have gotten into the half-final (final) of all the subgroups are considered half-final (final) ones and their results are transmitted to a protocol of half-final (final) competitions.
- 1.5. A participant who has taken the first place in the first half-final group is written down to the protocol of final competitions under №1, who has taken the second place – under №4, who has taken the first place in the second half-final group – under №2, who has taken the second place – under №3.

Such order is kept and while at dividing participants into 4, 8, 16 subgroups.

- 1.6. A participant who hasn't gotten into the final or half-final group finishes to participate in the competition.
- 1.7. Competitions of final, half-final or of other levels of competitions are held in 2 circles. The first circle: 1-3, 2-4 and the second circle: 1-2, 4-3. While holding the second circle of final it is allowed to hold fights for the third and the fourth places at first and only after that to hold fights for the first and the second places.
- 1.8. The stated order are completely kept at holding team's competitions "in circle".