

2016 Disney IMAF **F.T.F. World Championship**

Padded Weapons Sparring

Equipment: Contestants must wear a padded helmet, eye protection, groin cup for male competitors. Chest protector is optional. Face covering on headgear is mandatory.

1. Suggested weapons
 - A. Padded Sword (long/short)
 - B. Padded cane
 - C. Padded Nun-chucks
 - D. Padded staff / kali sticks

Competitors must provide their own equipment. Padded Weapons must pass a referee's weapon inspection.

Matches:

1. All color belt matches will consist of 2 -1 minute rounds, with a 10 second break between rounds or the first to score 10 points
2. Black Belt matches will consist of 3 -1 minute rounds with a 10 second break between rounds. Or the first to score 15 points
3. In both cases the winner will be the contestant scoring the most points during the match.
4. In the event of a tie, a 1 minute round of sudden death will occur; the first contestant scoring a point will win the match.

Point Scoring: Techniques must show speed and power to receive a score.

3 points will be awarded for a head strike (not to include the neck), 2 points for a strike to the body between the collar bone and hip, and 1 point the limbs to include the arms below the shoulder to the wrist and the legs below the hip to the ankle.

Points will be given by majority verification.

- a) If a referee or corner judge sees a point they will call for the match to stop. The referee will call for verification. The point will be awarded to the first contestant to score according to majority decision of the referee and judges during verification.
- b) In case of a clash, the first competitor to strike will get the point or the last the competitor delivering the last clean hit.
- c) After the point is awarded the match will resume. Time will not stop for verification.
- d) If any opponent loses his/her footing and falls to the ground he/she may fight from the ground for up to 10 seconds or until the match is stopped for verification of point.
- e) If any contestant loses his weapon, the opponent automatically receives one point. Under no circumstances will strikes be delivered to an unarmed opponent.

Warnings/Penalties/Disqualification

1. Penalties will be worth 1 point to be awarded to the competitor against whom the violation was committed.
2. An accumulation of 4 penalties that caused a deduction of points will result in an automatic disqualification.
3. Penalty violations include:
 - a) Attacking an unarmed opponent
 - b) Attacking after Kal-yeo (break) has been called
 - c) Causing an injury serious enough that opposing competitor cannot continue the match. (may be DQ as well)
 - d) Illegal techniques: striking the groin, striking the neck, sweeping, striking with the butt of the weapon, punching, kicking to head, legs, torso or spine.
 - e) Unsportsmanlike conduct: profanity, disobeying a referee, disrupting the competition either by coaches or support groups.
 - f) Running away to intentionally avoid the fight.
 - g) Repeatedly going out of bounds to avoid the fight.
 - h) Penalties will be decided by a majority vote of the judges.
 - i) The same applies for the decision to disqualify.
 - j) One warning signal by the referee may be given for minor infractions with the third warning resulting in one point being awarded to the opposing competitor.

Divisions: Same as Olympic style sparring listed in the AAU rule book, but there are NO weight classes.