

THE INTERNATIONAL ASSOCIATION OF GAY AND LESBIAN MARTIAL ARTISTS

OFFICIAL TOURNAMENT RULES AND PROCEDURES



1. PURPOSES AND OBJECTIVES

- 1.1. These Rules govern multi-style tournaments. All commands shall be given in English or in the language of the host country (i.e., not in style-based language such as "kata," "hyung," "kumite"). All commands are to be given immediately with the appropriate hand and/or flag signals.
- 1.2. The purposes of these Rules are to:
 - 1.2.1. Insure fair and impartial judging and refereeing by establishing standards thereof.
 - 1.2.2. Establish the authority of referees, judges and contestants.
 - 1.2.3. Insure strict fairness and uniformity in the methods of judging and in enhancing the authority of the center referees and judges. The value of competition does not lie in winning but in establishing good sportsmanship and friendship. In martial arts the true opponent is oneself.

2. SITUATIONS NOT COVERED BY THESE RULES

- 2.1. Where any situation arises which is not covered by these Rules, it shall be dealt with by a decision given by the center referee, after consultation with the judges, tournament director and chief IAGLMA official.

3. DEFINITION OF TERMS

- 3.1. The term **Mat Artist** indicates anyone who practices a martial art that is most often performed on a cushioned surface and includes those disciplines that prefer a tatami surface (i.e., judo, aikido, ju-jitsu).
- 3.2. The term **Floor Artist** indicates anyone who practices a martial art that is most often performed on a hard floor (i.e., karate, kung-fu, tae kwon do).
- 3.3. Rank Equivalentents:
Beginner - white, yellow or orange belt; under 1 year of experience.
Intermediate - green, blue or purple belt; between 1 and 22 years of experience.
Advanced - red or brown belt; between 22 and 4 years of experience.
Black Belt - over 4 years of experience.

Experience - *indicates continuous practice.*
- 3.4. The term **form** indicates the performance of a prearranged series of attacks and defenses vs. imaginary opponents.

- 3.5. The terms **salutation** or **courtesy** indicates any polite greeting that is made physically and/or verbally before martial arts activity is engaged, e.g., bowing.
- 3.6. The term **contact area** indicates that touch is permitted.
- 3.7. The term **target area** indicates that no touch is permitted. A technique to the target area is a point if there is no touch, extension is left in the technique, there is no interference and the opponent has not blocked the technique. *See Rule 14.*

NOTE: THE FIRST CONTACT TO A TARGET AREA VERIFIED BY TWO (2) JUDGES RESULTS IN AN OFFICIAL WARNING. THE SECOND CONTACT TO A TARGET AREA VERIFIED BY TWO (2) JUDGES RESULTS IN AUTOMATIC DISQUALIFICATION.

- 3.8. **Light contact** indicates no penetration or movement of the opponent as a result of the technique. Just a touch is permitted; no blood can be drawn.
- 3.9. **Moderate contact** indicates slight penetration or movement of the opponent as a result of the technique. No blood can be drawn.
- 3.10. **Excessive contact** indicates an extreme penetration or movement of the opponent as a result of the technique, or a violent distortion of the body from the force of the blow to the body, and possibly - but not necessarily - including swelling or bleeding (even if it was unseen by the judges). Any blood drawn as a result of an opponent's technique is considered excessive contact. If there is bleeding (e.g., nosebleed) and no face, head contact is seen by any judge, it is a judgment call as to whether the bleeding was caused by excessive contact. A knockout results in an immediate disqualification.

MAT ARTISTS' RULES AND PROCEDURES

4. JUDO COMPETITION

- 4.1. Judo competitions will be held using the contest rules of the **International Judo Federation** (available in the United States from U.S. Judo Inc., the U.S. Judo Association, or the U.S. Judo Federation).
- 4.2. Duration of competition and competitors' divisions shall be as close to Olympic standards as possible. Duration and divisions will be decided by the tournament directors in conjunction with the IAGLMA officials and will depend on the number of registered competitors.

FLOOR ARTISTS' RULES AND PROCEDURES

5. GENERAL POLICIES AND PROCEDURES

- 5.1. See **APPENDIX A** for the list of divisions.
- 5.2. Black Belt competitors are limited to 2 empty hand form divisions, 1 weapons form division, 1 self defense and 1 fighting division. **Rings will not be held for competitors entered in more than one empty hand division.**

- 5.3. Color belt competitors are limited to 1 empty hand form division, 1 weapons form division, 1 self defense division and 1 fighting division.
- 5.4. **Empty hand forms/weapons forms:** If there are more than 20 competitors, divisions may be divided into male and female, 45 and up, etc. If there are too few competitors (i.e., fewer than 5), divisions may be joined.
- 5.5. **Self defense:** If there are more than 20 competitors, the self defense divisions may be divided into male and female, 45 and up, etc.
- 5.6. **Free sparring:** Sparring equipment is mandatory in all sparring divisions. This includes headgear, mouthguard and hand and foot coverings for all competitors and groin protection for males. The hand covering must cover the knuckles. The foot gear must cover the toes and heel. It may be either foam dipped type (Century, Jhoon Rhee, Shihan, etc.) or vinyl (Tiger Claw, KP, etc.). All equipment must be in good condition or repair. *See also Rule 25.*
- 5.7. When possible, the **weigh-in** for sparring divisions will be the day before the competition. The latest time for the weigh-in should be the morning of the competition. All weight classes should be listed in both kilos and in pounds.
- 5.8. Final competitive divisions shall be decided by the tournament directors in consultation with the IAGLMA officials and will be based upon the number of participants who have enrolled on or before a predetermined deadline date.
- 5.9. **By entering the competition, a contestant has implied her/his consent to compete with anyone that is assigned to her/his division.** (NOTE: A contestant is free to bow out at any time, but forfeits her/his standing in that match and/or division.)
- 5.10. Competitors should enter their appropriate age, rank, weight, special needs/able-bodied division, but the final decision on competitive divisions will be made by the tournament directors in conjunction with the IAGLMA officials. The tournament directors in conjunction with the IAGLMA officials reserve the right to join divisions with too few competitors. Every effort will be made to avoid mismatching contestants.
- 5.11. Competitors MUST enter the division appropriate to the highest awarded rank in any style(s). For example, in fairness to white and gold belts or that equivalent (i.e., those with under one (1) year of training), a competitor holding a black belt in at least one style cannot enter any lower ranking divisions. This Rule applies even if the competitor is currently studying another style, other than the one in which she/he holds a black belt, and is ranked a beginner or intermediate in that style.

6. **BASIC CRITERIA FOR JUDGING MULTI-STYLE FORMS**

- 6.1. Power: if appropriate
- 6.2. Stances: strength and transitions to and from each stance
- 6.3. Balance
- 6.4. Control of body
- 6.5. Focus of technique(s): precision
- 6.6. Right and left side equally adept unless there is a physical reason for not being so.

- 6.7. Rhythm: how the individual techniques are grouped together.
- 6.8. Flow: transition between moves or groups of moves.
- 6.9. Grace: in slow or circular moves
- 6.10. Grace: overall
- 6.11. Breath control: begin and end without enervation
- 6.12. Intensity: body, eye, spirit
- 6.13. Authority: complete control of mental and physical requirements of the form

7. **FORMS COMPETITION**

- 7.1. The ten (10) point decimal system (using scoring cards) shall be used for judging forms. (The black number indicates the whole number, the red number indicates the decimal.)
- 7.2. The highest and lowest points from a contestant's score will be eliminated. The remaining three scores are then totaled to determine the competitor's score. (E.g., if the scores are 8, 7, 7, 7, 6, the 8 and 6 are eliminated for a total score of 21.)
- 7.3. Score must be **VISIBLE** to the contestant and score keepers at all times. The scorekeeper must announce the scores loudly. It is the individual judge's responsibility that her/his score is announced correctly.
- 7.4. The first three (3) contestants will compete before any contestant is scored. Successive contestants will be scored immediately upon completion of their individual form.
- 7.5. In the event of a tie, the highest and lowest scores will be added back in to break the tie. If it remains a tie, color belt contestants may choose to do the same form or another form and be scored again. If there is a tie in Black Belt division, each contestant must choose a different form and be scored again. In the event of a second tie (in Black Belt division or color belt divisions), upon the center referee's command, the judges will point to the contestant they felt won. The majority vote will determine the winner.
- 7.6. Contestants arriving to a division after charts have been completed will not be allowed to compete. The only exception is in the case of Black Belt judges. Every attempt will be made to structure the competition so that we do not hold up a ring because Black Belts are judging in another. However, Black Belts should be aware that they may have to compete in this fashion. This is a possibility because we want the most experienced Black Belts judging Black Belt competition.
- 7.7. A Black Belt contestant who forgets or makes a blatant error is prohibited from restarting the form. All color belt competitors may request permission to restart a form, but a **ONE POINT PENALTY must be DEDUCTED from the aggregate score**. It is the center referee's responsibility to instruct the side judges to score the completed form. The center must then instruct the scorekeeper to deduct one full point from the final aggregate score.
- 7.8. Form contestants shall enter the ring opposite to the judges.

- 7.9. At the start of form performance, contestants shall offer courtesy or salutation to the judges. The choice of courtesy or salutation shall be left to the discretion of the contestant.
- 7.10. The competitor is limited to her/his name, name of style and name of form when addressing the judges. The name of the instructor, a history of the style or form or any other prolonged litany is not necessary.
- 7.11. The center referee acknowledges that the competitor may begin.
- 7.12. **Suggested** scoring ranges:
- | | |
|-----------------------------|------------------------------|
| Color belts form divisions: | 6 to 8 with 7.0 as average. |
| Black belt form divisions: | 7 to 10 with 8.5 as average. |
- 7.13. The form will be graded from the moment the contestant enters the ring until the contestant stands in ready stance and is scored. All forms should last no longer than three (3) minutes from the time the competitor enters the ring to completion of her/his form. This performance time must be uninterrupted by the judges. After 3 minutes 15 seconds the competitor will be asked to complete the form. If the contestant continues, she/he will be disqualified.
- This Rule does not apply to Tai Chi divisions. However, this Rule does apply if there are no separate Tai Chi divisions and those competitors are incorporated into another division.
- 7.14. Discourteous physical or verbal responses to judges' scoring or any other official pronouncement will cause one (1) point to be deducted from that contestant's aggregate score (e.g., 7, 7, 7, 7, 7 = 21 [- 1] = 20).

8. **WEAPONS FORM**

- 8.1. All weapons must be inspected by the center judge or a designated judge as the cards/charts are being readied. This inspection is to determine (a) that the weapon is safe, and (b) to ensure that the weapon is a traditional martial arts weapon of traditional materials (i.e., not of plastic or rubber).
- 8.2. All weapons must be under the constant control of the competitor's limbs. No throwing or flying projectiles are permitted.
- 8.3. If the weapon is handled in such a way that the judges (3 of 5) decide that the contestant handles the weapon in a manner unsafe to her/himself or to others, the contestant is disqualified.
- 8.4. If a weapon is deemed unsafe (i.e., frayed cords, weak chain, blade/tang loose, etc.), the contestant will have two (2) minutes to replace the weapon or to fix it.
- 8.5. If the weapon breaks or is broken during the performance, the contestant is disqualified.

- 8.6. If the weapon is dropped, the black belt contestant is disqualified. Color belt contestants are permitted to begin one more time, but a full point will be deducted from the contestant's final aggregate score. *See Rule 7.*
- 8.7. If the weapon is put or placed on the ground, it is the decision of the individual judges as to whether it is inadvertent or a deliberate placement.

9. **MUSICAL FORMS**

- 9.1. The time limit for musical forms is three (3) minutes. The clock begins to run the moment the contestant enters the ring and shall be uninterrupted by the judges. For each second after 3 minutes, one point will be deducted from the competitor's aggregate score. After 3 minutes 6 seconds the competitor is disqualified.
- 9.2. The musical form will be scored like regular forms, except that, as in open form, creative non-traditional elements will add to - not detract from - the scores.
- 9.3. Each contestant must supply her/his own music and music source. Power will be provided but back-up batteries are recommended. Back-up tape/CD and converter plugs are also suggested.
- 9.4. No weapons are allowed in this division. This includes fans. A separate musical weapons form division *may* be added.
- 9.5. Only one contestant is permitted to compete. i.e., there are no two person sets.
- 9.6. It is strongly suggested that the competitor enlist an assistant to start and to attend to the music.
- 9.7. Only one (1) attempt to fix the tape recorder/music source will be allowed or two (2) minutes, whichever comes first. A second failure of the machine or music will result in disqualification.
- 9.8. The suggested scoring range is the same as empty hand and weapons forms. *See Rule 7..*

10. **GRAND CHAMPIONSHIP - FORMS** (If applicable)

10.1. Empty Hand Forms

- 10.1.1. 7 judge panel.
- 10.1.2. First place winners in all black belt empty hand forms divisions (soft, hard, musical, open/creative, seniors, special needs, etc.) compete for form grand champion.
 - 10.1.2.1. Women's grand champion.
 - 10.1.2.2. Men's grand champion.
 - 10.1.2.3. If there are fewer than 3 divisional winners (5 would be better), the men's and women's division may be joined.
- 10.1.3. IAGLMA Rules regarding forms apply, including 3 minute time limit. *See Rule 7.*

10.2. Weapons Forms

- 10.2.1. 7 judge panel.
- 10.2.2. First place winners in all black belt weapons divisions (soft, hard, musical, open/creative, seniors, special needs, etc.) compete for weapons grand champion.
 - 10.2.2.1. Women's grand champion.
 - 10.2.2.2. Men's grand champion.
 - 10.2.2.3. If there are fewer than 3 divisional winners (5 would be better), the men's and women's division may be joined.
- 10.2.3. IAGLMA Rules regarding weapons forms apply, including 3 minute time limit. *See Rule 8.*

11. TWO PERSON SETS

11.1. Forms

- 11.1.1. Two competitors (may be female/female, male/male or female/male, abled/differently abled, any 2 styles, any 2 ranks - although close in rank is usually better) are scored as a team.
- 11.1.2. The competitors use continuous, flowing attack and defense techniques, i.e., a choreographed fight. It is not a self-defense skit, so one competitor doesn't "win" at end or end up flattened. The competitors work together to demonstrate varied attacks and defenses, similar to Aikido, Judo kata but continuous motion - no stops.
- 11.1.3. IAGLMA Rules regarding forms apply, including 3 minute time limit. *See Rule 7.*

11.2. Weapons

- 11.2.1. The same definitions as in Rule 11.1.a-b apply, only incorporating weapons. These sets are usually done with a long weapons vs. a short weapon - but can be long vs. long or short vs. short as well.
- 11.2.2. IAGLMA Rules regarding weapons forms apply, including 3 minute time limit. *See Rule 8.*

12. SPARRING: NO FACE/HEAD CONTACT RULE

- 12.1. There is **NO FACE/HEAD CONTACT** in any color belt division. The face area is designated as the mask part of the face, hairline to chin point and from ear to ear. This DOES NOT include the throat, sides or back of the neck, top or back of the head - and these areas are neither touch nor target areas. (*For Black Belt divisions see Rule 12.*)
- 12.2. The face is a **TARGET AREA** in color belt divisions. The face as a target area is designated as the mask part of the face, hairline to chin point and from ear to ear. This DOES NOT include the throat, sides or back of the neck, top or back of the head. A winning point strike shall be just a fraction of an inch short of contact without interference or without being blocked by the opponent. There must be extension left in the technique. *See Rule 27.*

- 12.3. If a contestant, while **ATTEMPTING** to score with a kick, punch, or any type of direct strike, inflicts any cut that causes external or internal bleeding, laceration, bruise, abrasion, or swelling of the skin of the face, she/he will automatically be disqualified.
- 12.4. If there is blood or serious injury, a disqualification must be given by the center judge. A majority rule is not required for a bleeding or serious injury, disqualification is automatic. However, a majority rule (3 of 5) will decide whether the injury is serious enough to warrant disqualification if the injury is non-bleeding.
- 12.5. **LIGHT CONTACT** is allowed in Black Belt divisions, however, Rules 3 and 4 always apply. **LIGHT CONTACT MEANS TOUCH.** If the opponent's head moves significantly as a result of the contact and two (2) judges call contact, the contestant causing the head to move receives one warning. A second contact during the match which causes the opponent's head to move significantly with two (2) judges calling contact will result in automatic disqualification. (*See Note at end of Rule 26.*)

If a majority of the judges, i.e., three (3) of five (5), call excessive contact on the first call, the contestant on whom the call is made is automatically disqualified, even if there is no blood, swelling or observable serious injury.

The touch and target area is the mask part of the face, hairline to chin point and from ear to ear. This DOES NOT include the throat, sides or back of the neck, top or back of the head - which are neither touch nor target areas.

NOTE: If the liability insurance procured by IAGLMA and/or by the tournament directors does not permit face contact or removes other scoring areas, those areas will be target areas only in all divisions, including black belt divisions.

13. **BODY CONTACT RULE**

- 13.1. There is **MODERATE CONTACT** (*see Rule 3.*) to the body in all divisions. Moderate contact does not mean to rock opponent back two feet. A score to the chest, flanks, or abdominal region must be **SEEN AND CONTROLLED.** Light touch is also a point, but you must actually touch.
- 13.2. **EXCESSIVE BODY CONTACT** (*see Rule 3.*) shall be dealt with in the following manner: if two (2) judges call excessive contact, the contestant receives one warning. If two (2) judges call a second time for excessive contact, the contestant is automatically disqualified. If a majority of the judges, i.e., three (3) of five (5), call excessive contact on the first call, the contestant on whom the call is made is disqualified. (*See Note at end of Rule 26.*)
- 13.3. If, at any time during the match, a majority of the officials agree that a competitor cannot or should not continue as a result of injuries received in the match, the competitor who inflicted the injury shall be disqualified if the injury was inflicted while attempting a technique.
- 13.4. If a contestant slips and falls and is injured, the opponent is not disqualified unless she/he pushed the injured contestant down or caused the fall by excessive contact. *See Rule 17.*

14. **POINT SCORING CONTACT AND TARGET AREAS**

- 14.1. Point scoring contact areas are the **mask part of face, torso (which includes chest and the abdominal region above the belt) and flanks (sides) of the torso.**
- 14.2. There will be no contact above the shoulders or to the groin. (*For Black Belt divisions, see Rule 12 and Rule 14.*)
- 14.3. **THE GROIN IS A TARGET AREA IN BLACK BELT DIVISIONS ONLY.** Target area means no contact. A winning point must be just a fraction of an inch short of contact without interference or without being blocked by the opponent and there must be extension left in the technique. A touch = 1 warning; 2 touches = disqualification. See *Rule 3.*

The groin is designated as the triangular region in front, approximately two (2) inches below the navel. Underneath, between the legs (i.e., the area exposed during a kick) is not a target area.

NOTE: if the liability insurance procured by IAGLMA and/or the tournament directors does not permit the groin as a target area, then the groin will be eliminated as a legal scoring area for all divisions, including black belt divisions.

- 14.4. The kidneys are not a target area or contact area for color belt divisions. The kidneys are located next to the spine, partially covered by the ribs.
- 14.5. Sweeps are allowed in all divisions. Sweeps are not permitted against a joint. Sweeps are only to be executed to the lower (distal) 1/3 of the region of the leg, which is between the foot and knee. The attacker may use only the lower (distal) 1/3 of the region of the leg which is between the knee and the foot. Attempted sweeps which are executed above that region are considered kicks to the legs and are fouls. A sweep is not a point itself and must be followed through immediately with a skillful technique executed in a continuous motion with the body of the person being swept kept under control at all times. Sweeps which do not control the defender's body and sweeps which result in injury to the defender are fouls. Sweeps in which the attacker drops to the floor are not permitted.

15. HOW TO SCORE A POINT

- 15.1. Techniques which may be used to obtain a point are: punch, back fist, hammer fist, ridge hand, edge of hand, palm heel, wrist strike, front kick, side kick, roundhouse kick, wheel kick, heel kick, back kick, crescent kick, drop kick and any of the above kicks combined with a jump or spin. This includes any technique in which the contestant drops to the floor with a kick or hand technique which reaches a legal target or contact area.
- 15.2. Techniques that may not be used are: head butting, finger jabs, ripping and gouging techniques, techniques to the throat, blind techniques, any takedowns or sweeps where the opponent's body is not under control, a jump or spin where the attacker's body is not under control and any other uncontrolled techniques.

16. **HOW TO RECOGNIZE A POINT**

- 16.1. Any point given must be recognized on the basis of: (1) correct form, (2) correct distance, (3) body balance and control, (4) strength of technique, (5) no obvious interference, (6) extension left in strike.

17. **POINT SYSTEM AND LENGTH OF MATCHES**

- 17.1. All divisions under Black Belt shall last two (2) minutes running time, or three (3) points, whichever comes first. Time can only be stopped by the center referee to allow equipment adjustments, to hear legal protest, to attend to an injured contestant, or if more than "normal time" is needed to conduct voting, award points, assess penalties, administer warnings, or return contestants to the center of the ring.
- 17.2. All Black Belt divisions will be three (3) minutes and total points. Five (5) point spread will apply (i.e., the first competitor to be ahead by 5 points wins the match).
- 17.3. Only full points shall be awarded for hand or foot techniques.
- 17.4. A majority of the officials (3 of 5 or 2 of 3) must agree in order to award a point. Every effort will be made to have a full complement of 5 judges in all divisions. However, if necessary, the IAGLMA officials and/or the tournament directors reserve the right to allow a ring to run with 3 judges.
- 17.5. A contestant who has one (1) foot inside the contest area may score on an opponent or be scored upon. The foot inside the ring must be the supporting foot.
- 17.6. A final win must be awarded by the center referee and judges in all matches. No draws will be permitted.

NOTE: Any competitor may bow out at any time at his/her own discretion. Any instructor may require her/his student to bow out at her/his discretion. However, the bow out must be in a traditional and courteous manner. Furthermore, any competitor who bows out forfeits her/his standing in that match and/or division.

- 17.7. All overtime will be "sudden victory" (first point wins) except for Black Belt divisions where there is a timed one (1) minute overtime and then, if necessary, sudden victory will apply. There will be a 30 second interval before overtime and/or sudden victory begin.
- 17.8. The time limit of a contest shall not be fewer than two (2) minutes continuous time or more than three (3) minutes continuous time. This does not include overtime and/or sudden victory to break tie matches.
- 17.9. Contestants may win in the following ways:
- 17.9.1. Score the required number of points, or be ahead on points when time is called.
 - 17.9.2. Disqualification of opponent.
 - 17.9.3. Opponent violates any of the Rules.

- 17.9.4. One opponent bows out to another. (**NOTE:** A contestant may bow out at any time, at her/his discretion, with no explanation necessary. That participant then forfeits her/his standing for that division. *See Rule 17.*)
 - 17.10. A slip and fall competitor is not subject to attack. The center judge must intervene and restart the match. A slip and fall injury is not the responsibility of the opponent. *See Rule 13.*
 - 17.11. If a competitor has the wind knocked out of her/him, a reasonable time (five (5) minutes or under) will be allowed to permit the competitor to recover.
 - 17.12. During an injury, discussion or other stoppage, the non-involved competitor(s) must kneel/sit back facing each other at a proper distance until they are called to rise and continue.
18. **GRAND CHAMPIONSHIP - SPARRING** (If Applicable)
- 18.1. Sparring
 - 18.1.1. 5 judge panel.
 - 18.1.2. First place winners in all black belt sparring divisions (feather, middle, heavy weight, seniors, special needs, etc.) compete for sparring grand champion.
 - 18.1.2.1. Women's grand champion.
 - 18.1.2.2. Men's grand champion.
 - 18.1.2.3. If there are fewer than 3 divisional winners, no grand championship will be held. The men's and women's division will not be joined for sparring.
 - 18.1.3. There will be two (2) rounds, (3) minutes each, one (1) minute rest between rounds. The competitor with the highest total points after the two rounds is the sparring grand champion. If there are no points at the end of the two rounds, or if there is a tie, there will be a one (1) minute overtime. If no points are scored during that one minute overtime, or if there is still a tie, then there will be a one (1) minute rest followed by a round in which the first competitor to score a point is the sparring grand champion (i.e., "sudden victory").
 - 18.1.4. IAGLMA Rules regarding fighting apply, including 5 point spread for each match. *See Rule 17.*
19. **TEAM SPARRING**
- 19.1. All team competitors must be pre-registered for the team and the division.
 - 19.2. A team must have the required number of competitors in order to register as a team.
 - 19.3. A competitor may not fight in 2 separate registered teams.
 - 19.4. All IAGLMA Rules regarding age, rank, sex, weight class and weigh-in apply.
 - 19.5. All IAGLMA Rules concerning fouls and scoring apply.
 - 19.6. Team order will be selected by a drawing and byes will be chosen by use of the IAGLMA bye chart.
 - 19.7. A competitor or team who bows out for any reason will disqualify the entire team. (Note: This is often a strategy to reconfigure a team after assessing the other team's fighters. Often a competitor will "discover" an injury after (or before) her/his first round in order to be replaced by one with differing talents. It also means that the other fighter must fight a fresh and rested competitor.) Therefore, teams may have one

alternate male OR female competitor. The alternate must be registered with the team and no substitutions are permitted. The registered alternate may fight *if and only if* a team fighter must bow out because of an injury. The team fighter who bows out because of an injury and is, consequently, replaced by an alternate, is not permitted to return to compete in later matches.

- 19.8. Each competitor will accumulate as many points as possible during his/her match. The team with the most accumulated points at the end of all matches wins the division.
- 19.9. If a competitor is disqualified for a technical violation of the IAGLMA Rules (e.g., low kick, blind technique, top/back of head, etc.), that team retains the number of points accumulated up until the disqualification, but the other team receives one extra point. That competitor and team may continue on to subsequent rounds. If a competitor is disqualified for a substantive violation of the IAGLMA Rules (e.g., excessive face or body contact, unsportsman/woman-like behavior, disrespect to competition officials, etc.), that team loses any points accumulated by that competitor during that match. (E.g., if a team consists of 4 competitors, then only the points of the 3 not disqualified for a substantive foul will be counted.) If a substantive disqualification is called during the final rounds (i.e., fighting for 1st, 2nd and 3rd place), then the entire team is disqualified.

20. **SELF DEFENSE**

- 20.1. All self defense sets should be performed in a continuous, realistic style CONSISTENT WITH FULL ATTENTION TO SAFETY. Pause after each set of three attacks so that judges may enter score, and contestants may secure weapons and adjust clothing. Each counter attack of each set will be scored a separate maximum score of 10 points for a maximum possible score of 90 points in Black Belt divisions, 60 in intermediate/advanced divisions, and 30 in Beginner divisions. Scoring will be done after each set. The highest and lowest points from a contestant's score will be eliminated and the remaining scores totaled to determine the competitor's score. In the event of a tie, the highest and lowest scores will be added back in to break the tie.
- 20.2. Self defense divisions will be judged by a seven judge panel, four judges on each corner of the ring, the remaining three judges placed along the sides of the ring. Every attempt will be made to include both mat artists and floor artists on the panel. Judges will score the competitor based upon the realism, accurateness and appropriateness of the defensive techniques against the attack. *Philosophical and stylistic positions regarding the appropriate "finish" to the attacker (i.e., whether to kill or incapacitate the attacker or to run away) should not influence the judges' scoring.*
- 20.3. Contestants must provide their own partners.
- 20.4. Knives used must be rubber, wood, durable plastic or unsharpened metal (no live blades). Clubs must be approximately 26" long (escrimastick size), made of light wood or bamboo.
- 20.5. The only uniform requirements are that contestants have their upper and lower body suitably covered (a t-shirt and shorts are considered adequate covering); no hard objects (such as metal jewelry or glasses); contestants will perform on a matted surface, no shoes will be permitted (socks or bare feet only.).

- 20.6. The competition will be divided into divisions based on the experience levels of the contestants. Male and female competitors will compete together in the same divisions, unless there are a sufficient number of competitors to warrant separating the division.
- 20.7. Sets 1 through 3 must be performed in the order given. If there are no specific directions to the contrary, one or more attackers may be used and the attack may be from any direction (i.e., front/back/side of defender).

Beginner	(Set 1 only)
Intermediate/Advanced	(Sets 1 and 2)
Black Belt	(All three sets)

- 20.8. **Self-Defense Competition Sets:** The tournament director will choose a total of nine (9) techniques from the appropriate black belt pool of attack techniques, six (6) from the intermediate/advanced pool, and three (3) from the beginner pool. See **Appendix C, IAGLMA Self Defense Techniques**.

Three (3) attack techniques from Set 1, three (3) from Set 2, and three (3) from Set 3 will be chosen for Black Belt competition. Three (3) attack techniques from Set 1 and three (3) attacks from Set 2 will be chosen for Intermediate/Advanced competitors. Three (3) techniques from Set 1 will be chosen for Beginner competition. These techniques must be published at least three (3) months prior to the IAGLMA sponsored/sanctioned local competition, six (6) months prior to a regional competition, one year prior to an International competition.

If the attack technique sets are not published within the specified time frame described, the following sets will be used:

- Set 1: Front Double Wrist Grab
Rear Double Wrist Grab
Hair Pull**
- Set 2: Front Choke
Back Choke
Punch to Face**
- Set 3: Knife Attack/Overhead Strike
Knife Attack/Uppercut
Club Attack/Overhead Strike**

21. CONTEST AREA

- 21.1. Every effort will be made to insure that the contest area shall be 20 feet by 20 feet on a resilient floor such as wood, cork or carpet or tatami or mat (self defense).
- 21.2. The contestants starting positions shall be marked by two lines, each two feet in length, located parallel to the sides of the ring, and each two feet from its center.

22. PROTEST AGAINST A DECISION

- 22.1. Protest made by a contestant, coach/teacher against a decision shall not be considered unless it is made (a) immediately after a questionable call or score, or, if the contestant needs to consult with her/his teacher/coach, no later than immediately after the match or immediately after the performance by the final form competitor in that division; (b) in a traditional and courteous fashion; and (c) directly to the center judge who shall consult with the IAGLMA officials and the tournament directors or their designees. *Protests will not be heard once the division has concluded and final places awarded.*

NOTE: PROTESTS ARE LIMITED TO CLARIFICATIONS REGARDING THE APPLICATION OF THE RULES, NOT OF THE DISCRETIONARY CALLS OF ANY JUDGE. (E.g., if 3 of 5 or 2 of 3 judges call excessive contact, or if a competitor is disqualified for continuing beyond the 3 minute 6 second time limit in the musical form division, there will be no appeal.)

23. CONTESTANTS: SEQUENCE OF COMPETITION

- 23.1. When possible, the order of performance will be randomly picked prior to the day of the competition. Otherwise the order of performance will be randomly picked immediately prior to the division.
- 23.2. Contestants must be at the designated competition area within three (3) minutes of announcement of the start of their division. A roll call will be taken. Any contestant whose name appears as registered for the division called and who is not present when the roll is called will have two (2) minutes to appear at the designated competition area and to make their presence known to the officials presiding in that ring. If at the end of the roll call and the two (2) minute grace period a contestant fails to make her/his presence known to the officials, that contestant forfeits the opportunity to compete. **Once the charts have been completed in both form and fighting, no one will be added to the chart.**
- 23.3. If a contestant is also judging, she/he should be aware when her/his own competitive division is going to take place. If the judge/competitor is judging a form division, no substitutions in judges are permitted until that entire division has finished. Therefore, the judge/competitor should inform the center judge of her/his competitive division that she/he is still judging. In turn, the center judge should inform the competitor/judge of her/his place in the sequence of competition and that ring will be halted until the judge/competitor is free to perform in her/his designated position.

If the judge/competitor is judging a sparring division, she/he may secure a side judge to replace them when her/his own competitive division is called.

Competitors should try to anticipate their own competitive divisions before accepting a judging responsibility. Every attempt will be made to minimize the conflict of responsibility between judging and competing.

- 23.4. The sequence and order of competition are the same for sparring as for forms, i.e., three (3) minutes to appear at designated competition area and two (2) minute grace period; two (2) minutes to secure proper equipment and/or to fix equipment. A competitor not present and ready to compete within these parameters will be disqualified. *See Rule 23.*

- 23.5. At the start of sparring competition, contestants shall stand facing each other approximately four feet apart, with the center referee midway between them.
- 23.6. The center referee will bow the contestants in. The contestants shall then exchange salutation by bowing to each other simultaneously. Upon the center referee's command of "**START**" the contest will begin.
- 23.7. At the end of the contest the center referee will bow the contestants out. The contestants shall bow to each other, as the center referee announces the winner of the contest by raising her/his arm toward the contestant who won.
- 23.8. Contestants may adjust their outfits and tie their belt without the center referee's permission but will remain subject to attack.
- 23.9. Contestants from the same school or association will not fight one another, if possible, in the first elimination round only.
- 23.10. Contestants shall be in good physical condition and not under the influence of any alcohol or controlled substances. By entering the competition, a contestant has warranted that she/he is physically capable of participating and has been deemed so by her/his attending physician or health care provider. By entering the competition, a contestant also warrants that she/he is not under the influence of any alcohol or controlled substances which impair or enhance performance.
- 23.11. A competitor shall not be faulted for a technique to an opponent's pre-existing injury. The competitor may actually be awarded a point.
- 23.12. Contestants may spar in any style favored, provided such style follows the IAGLMA Official Tournament Rules and Procedures as provided herein.
- 23.13. Any competitor may bow out at any time at his/her own discretion. Any instructor may require her/his student to bow out at her/his discretion. However, the bow out must be in a traditional and courteous manner. Furthermore, any competitor who bows out forfeits her/his standing in that match and/or division.

24. **MARTIAL ARTISTS WITH SPECIAL NEEDS**

- 24.1. Physically challenged martial artists are encouraged to participate in the appropriate special needs divisions at all levels of form and fighting. (**NOTE:** Depending upon the number of contestants, some divisions may be joined.)
- 24.2. **By entering the competition, a contestant has implied her/his consent to compete with anyone that is assigned to her/his division. (**NOTE:** A contestant is free to bow out at any time, but forfeits her/his standing in that match and/or division.)**

25. APPEARANCE AND DRESS OF CONTESTANTS

- 25.1. *In exceptional cases*, the officials may allow the wearing of a bandage or safety device to avoid further injury to an injured area. The IAGLMA officials and tournament directors reserve the right to make the final decision regarding such bandage or safety device. A medical cast may not be worn in the sparring or self defense divisions. Taping of hands, feet, ankles in the manner of full contact sparring or boxing is not permitted in any division.
- 25.2. Contestants may wear whatever uniform she/he feels most comfortable in as long as it is clean, not excessively torn, and provided that no part of the outfit is perceived to threaten the safety of the contestant or her/his opponent (i.e., no rings, jewelry, sharp buttons, pins or trinkets of any kind that may cause injury). If any part of the contestant's outfit is deemed unacceptable by the IAGLMA officials and the tournament directors, the contestant will be given a grace period of no more than five (5) minutes to change outfits or to alter the existing outfit. Any contestant who refuses to abide with an official's directive may be disqualified from the competition at the sole discretion of the tournament directors in consultation with the chief IAGLMA officials. Footwear should only be worn in forms competition and should be acceptable martial arts footwear.
- 25.3. Contestants must wear head gear, groin cups (male divisions) mouth pieces, protective hand and foot gear. The hand gear must cover the back of the hand and the knuckles of the fingers. The foot gear must cover the whole upper surface of the foot, toes and the heel, and may not be excessively taped. Groin cups cannot be worn outside the uniform. *See Rule 5.*
- 25.4. No shoes, sneakers, slippers, etc., may be worn in conjunction with the required safety gear by any competitor in the fighting divisions.

26. DISQUALIFICATIONS

- 26.1. The following shall be cause for disqualifications:
 - 26.1.1. The competitor, coach or team mate of competitor ignores the center referee's or judge's instructions.
 - 26.1.2. A competitor loses her/his temper.
 - 26.1.3. A competitor stalls or deliberately prolongs a contest.
 - 26.1.4. A competitor makes meaningless cries, remarks or gestures, derogatory to the opponent, center referee, judges or officials.
 - 26.1.5. If both competitors are outside the ring and one is struck with enough force to warrant disqualification, standard disqualification rules will be enforced regardless.
 - 26.1.6. A competitor receives two warnings **OF THE SAME KIND** (i.e., two low kicks, two blind techniques, two face contact calls) from either the judges or the center referee for violation of any of the tournament Rules.
 - 26.1.7. A competitor receives three warnings **OF ANY KIND** from either the judges or the center referee for violation of any of the tournament Rules.
 - 26.1.8. If a visible or serious injury (blood, swelling, deformity) is caused by the attacker, the attacker loses the match.

- 26.1.9. If a contestant shows disrespect to the officials or makes disparaging remarks concerning the tournament or officials, she/he is disqualified from further competition.
- 26.1.10. Any competitor who shows up to the ring without her/his equipment will be given two (2) minutes to get the proper equipment before she/he is disqualified. The equipment must be in acceptable condition.
- 26.1.11. Contestants must be at the designated competition area within three (3) minutes of announcement of the start of their division. A roll call will be taken. Any contestant whose name appears as registered for the division called and who is not present when the roll is called will have two (2) minutes to appear at the designated competition area and to make their presence known to the officials presiding in that ring. If at the end of the roll call and the two (2) minute grace period a contestant fails to make her/his presence known to the officials, that contestant forfeits the opportunity to compete. **Once the charts have been completed and bye's assigned, no one will be added to the chart.**

NOTE: Competitors must receive a minimum of one (1) official warning before disqualification for other than endangering or malicious conduct. (**NOTE:** Endangering or malicious conduct includes excessive contact. See *Rule 12 and Rule 13.*)

27. **PROHIBITED ACTS**

- 27.1. Face contact in color belt divisions. (*For Black Belt divisions, see Rule 12.*)
- 27.2. Persistent deliberate attack to the shins.
- 27.3. Attack to the joints of the hips, to the knees, or to the insteps, to the back or top of the head, to the throat, spine or groin. (**NOTE:** Groin is a **TARGET AREA** in black belt divisions only. **There is NO CONTACT to the groin.** See *Rule 14.*)
- 27.4. Butting or ramming opponent with head or body, finger jabs, pushing and/or shoving, ripping and gouging techniques, blind techniques and uncontrolled techniques.
- 27.5. Excessive grabbing or holding. Grabs or holds can be no longer than one second followed immediately by an attack.
- 27.6. Delay of match.
- 27.7. **No coaching from the sidelines.** The first violation will result in an official warning for the coached competitor. The next violation will result in the disqualification of the contestant being coached. The coach/teacher or colleague of a competitor may not enter the ring during the competition or order a ring to stop. The coach/teacher or colleague must ask the side judge to halt the match and request permission to clarify a Rules issue with the center judge. See *Rule 22.* Judges should clear the area directly around the ring of coaches, other competitors and spectators.
- 27.8. No sweeps against the joints.
- 27.9. Contestants shall not push an opponent outside of the contest area.

- 27.10. No attacks to the kidney in color belt divisions.
- 27.11. No sweeps or foot grab take-downs in color belt divisions.
- 27.12. No face contact in color belt divisions. However, the face is a **TARGET AREA**. Therefore, a technique to the face that is not blocked by the opponent and which has extension left in the technique can score a point. *See Rule 12.*
- 27.13. **THE GROIN IS NEITHER A CONTACT NOR A TARGET AREA IN COLOR BELT DIVISIONS.** *See Rule 14.*

28. **RUNNING OUT OF THE CONTEST AREA**

- 28.1. A contestant who runs out of the ring to avoid attack while making no offensive or counter attack effort will be considered running out of bounds. The contestant must be warned twice (2x) by the center referee and on the **THIRD** violation, a point will be awarded to the opponent.

29. **OTHER TECHNIQUES ALLOWED**

- 29.1. Footsweeps and foot grab take-downs are allowed **IN BLACK BELT DIVISIONS ONLY** (*See Rule 27*), but must be followed through with a skillful technique executed in a continuous motion. (**NOTE:** The contestant executing the take-down must be skilled in controlling the opponent throughout the take-down. Otherwise the technique is not correct in form and does not demonstrate proper body balance and control and, therefore, is not a point. *See Rule 16.*) Sweeps where the competitor drops to the floor are not permitted.
- 29.2. Grabbing of the arms, legs, and uniform are allowed in all divisions **FOR ONE SECOND** if followed through immediately with a skillful technique executed in a continuous motion.

1. **SELECTION OF OFFICIALS**

- 29.1. All Judges/Referees may only be certified through an IAGLMA approved certification process. Only persons who have met the requirements as set forth in the ***IAGLMA Official Tournament Rules and Procedures*** will be eligible to officiate at IAGLMA and IAGLMA sponsored/sanctioned martial arts tournaments. IAGLMA retains the right to remove candidates for any violation of the traditional martial arts rules of respect, courtesy, sportsmanship or any violation of IAGLMA Rules, IAGLMA Bylaws, and/or any organizational policies and procedures. IAGLMA may remove judges/referees for these as well as for any violation listed in ***IAGLMA Official Tournament Rules and Procedures*** 31.1 through 31.7.
- 29.2. The IAGLMA Rule Committee will maintain a register of all certified IAGLMA judges/referees including the judges name, address, age, style, rank, certification number, date of certification, and renewal date. Any judge/referee who does not renew her/his status before expiration date may not judge at subsequent IAGLMA and IAGLMA sponsored/sanctioned events until he/she has been recertified.

- 29.3. Black belt mat style martial artists who are not also black belts in a floor style may not judge or referee in forms, weapons forms or sparring. They may certify in and judge in self defense.
- 29.4. One center referee or center judge will be chosen for each ring and must be an AA@ level IAGLMA certified official.
- 29.5. Every effort will be made to secure one center referee/judge and four side judges/referees for form and fighting (sparring) divisions. The tournament directors and the IAGLMA Officials reserve the right to run a division with one center referee/judge and two side judges if a full complement of five judges is not available. If seven judges are not available for Self Defense, IAGLMA and the tournament directors reserve the right to run Self Defense with one center judge and four side judges.
- 29.6. An official score keeper and an assistant for forms and self defense and an official score keeper and time keeper for fighting (sparring) will be designated for each ring.

30. **OFFICIALS CONDUCT**

- 30.1. Officials must be **UNBIASED, IMPARTIAL AND NEUTRAL**.
- 30.2. Officials must present a **NEAT** appearance and maintain a **DIGNIFIED** attitude.
- 30.3. Officials must maintain constant **CONCENTRATION** on the match and must render exact judgment of all matches.
- 30.4. Officials shall not talk during a match unless there is an official stoppage of the action by the center referee, or judges are in a dialogue concerning officiating.
- 30.5. Officials **WILL NOT** officiate matches involving their own students except in **FORMS**. A violation will result in the disqualification of the contestant.
- 30.6. Officials should wear a uniform of their style, or garb or insignia designated by the tournament directors in conjunction with the chief IAGLMA officials.
- 30.7. Removal of judges for cause is at the sole discretion of the tournament directors in consultation with the chief IAGLMA officials. Proper courtesy must be observed at all times.

31. **JUDGE/REFEREE CLASSIFICATION AND REQUIREMENTS**

31.1. Classifications

- 31.1.1. Judges/Referees Certification Official
- 31.1.2. Class A International: Center Referee/Judge (Black Belt) for international tournaments (includes center and side)
- 31.1.3. Class A National or Regional: Center Referee/Judge (Black Belt)(includes center/side)
- 31.1.4. Class B: Referee/Judge (Black Belt)(side only)
- 31.1.5. Class C: Judge for Self Defense divisions only

31.1.6. Class D: Referee/Judge in Training (Black Belt)

During a tournament each judge/referee classification should be denoted by a different colored ribbon or other visible device.

31.2. Judges/Referees Certification Official. Certified by IAGLMA Rules Committee and authorized to run judges certification clinics and certify all A and B level judges/referees.

- 31.2.1. Must be of at least 35 years of age;
- 31.2.2. Must be a Black Belt Member of IAGLMA for 4 years;
- 31.2.3. Must have been an IAGLMA A International level referee for a minimum of two years;
- 31.2.4. Must have attended a minimum of six judges certification clinics;
- 31.2.5. Must have judged in a minimum of two Gay Games or international level tournaments;
- 31.2.6. Must demonstrate a complete knowledge of the IAGLMA Rules;
- 31.2.7. Must run an IAGLMA judging clinic under supervision;
- 31.2.8. Must apply to the IAGLMA Rules Committee, submit two letters of recommendation and a detailed Martial Arts CV.
- 31.2.9. Must be a Black in a floor style martial art that includes sparring and form as part of its regular training such as Tae Kwon Do, Kung Fu, Karate, etc.

31.3. Class A International (Center and side). Center judges will be chosen from the A International certified judges/referees who have the most experience.

- 31.3.1. Must be at least 30 years of age;
- 31.3.2. Must be a Black Belt in a floor style martial arts that includes sparring and form as part of its regular training such as Tae Kwon Do, Kung Fu, Karate, etc.
- 31.3.3. Must be a member of IAGLMA for four years or a member of an IAGLMA member organization;
- 31.3.4. Must demonstrate a complete knowledge of the IAGLMA rules;
- 31.3.5. Must have attended minimum of 4 IAGLMA clinics;
- 31.3.6. Must pass the Certification written test;
- 31.3.7. Must pass the Certification practical test (conducted by one of IAGLMA=s certification officials)
- 31.3.8. Must have experience in judging/refereeing at the international and national level for example Gay Games, EuroGames, etc.;
- 31.3.9. May offer certification from another multi-style martial arts organization as proof of experience;
- 31.3.10. May offer certification from another single style martial arts organization as proof of experience;
- 31.3.11. Must have judged in a minimum of two Gay Games or other International tournaments plus a minimum of ten national or regional;
- 31.3.12. Must provide letters/documents from tournament directors and /or officials, teachers, etc. stating that the candidate has judged/refereed at the relevant international and national tournaments.

31.4. Class A National (Center and Side). Center judges will be chosen from the >A= National certified judges/referees who have the most experience.

- 31.4.1. Must be 25 years of age;
- 31.4.2. Must be a Black in a floor style martial art that includes sparring and form as part of its regular training such as Tae Kwon Do, Kung Fu, Karate, etc.;
- 31.4.3. Must be a member of IAGLMA for two years or a member of an IAGLMA member organization;
- 31.4.4. Must demonstrate a complete knowledge of the IAGLMA rules;
- 31.4.5. Must have attended minimum of 2 IAGLMA clinics;
- 31.4.6. Must pass the IAGLMA Certification written test;
- 31.4.7. Must pass the IAGLMA Certification practical test (conducted by one of IAGLMA=s certification officials);
- 31.4.8. Must have judged in a minimum of four National or regional tournaments;
- 31.4.9. May offer certification from another multi-style martial arts organization as proof of experience;
- 31.4.10. May offer certification from another single style martial arts organization as proof of experience;
- 31.4.11. Must provide letters/documents from tournament directors and /or officials, teachers stating that the candidate has judged/refereed at the relevant international and national tournaments.

31.5. Class B (National or Regional side judge/referee only)

- 31.5.1. Must be 18 years of age;
- 31.5.2. Must be a Black in a floor style martial art that includes sparring and form as part of its regular training such as Tae Kwon Do, Kung Fu, Karate, etc.;
- 31.5.3. Must have attended 2 IAGLMA judging clinics;
- 31.5.4. Must demonstrate that they have judge/refereed at the national or regional level;
- 31.5.5. Must provide one or more of the following:
 - 31.5.5.1. Letter from tournament directors;
 - 31.5.5.2. Letter and or certificate from Judges organization;
 - 31.5.5.3. Letter from teacher or official from your martial arts organization;
 - 31.5.5.4. Pass IAGLMA Certification practical test.
- 31.5.6. Class D (Referee/Judge in Training. These persons are judges/referees in training and may not be employed as a judge/referee in an IAGLMA tournament at any levelBlocal, regional, or international.
- 31.5.7. Practical Exam For A Judges/Referees, International and National. There will be a practical and/or written exam for all levels of IAGLMA judges and referees certification. Certification is for four years from the date of issuance and may be renewed by attending further IAGLMA Judging clinics and by continued fulfillment of officials qualifications.

The areas to be examined should include the following categories (minimally) with a score for each on a 1 to 10. A score of 7 is needed to pass.

- 31.5.7.1. Knowledge of the ***IAGLMA Official Tournament Rules and Procedures*** for form, sparring, and self defense;
- 31.5.7.2. Understands the spirit behind the rules as well as the letter of the rules;
- 31.5.7.3. Understands the responsibility of a judge and referee;
- 31.5.7.4. Ability to control the ring and the area around the ring;

- 31.5.7.5. Ability to give clear instructions to the competitors and score/timekeepers;
 - 31.5.7.6. Ability to de-escalate stress levels of competitors, coaches, judges;
 - 31.5.7.7. Stays cool and respectful under pressure;
 - 31.5.7.8. Knows when to seek Rules clarification;
 - 31.5.7.9. Checks equipment;
 - 31.5.7.10. Checks weapons.;
 - 31.5.7.11. Knows when to ask for removal of inattentive or bad side judges;
 - 31.5.7.12. Calls for Emergency Medical treatment or security;
 - 31.5.7.13. Is proficient in all hand and flag signals as well as verbal commands.;
 - 31.5.7.14. Is proficient in all forms and weapons scoring protocols.
- 31.5.8. Practical Exam for B Judges/Referees
- 31.5.8.1. Understands the responsibility of a side judge/referee;
 - 31.5.8.2. Knows the rules;
 - 31.5.8.3. Assists the A/Center judge referee in the categories listed;
 - 31.5.8.4. Is proficient in all hand and flag signals as well as verbal commands.
- 31.5.9. Information concerning required letters of recommendation and Martial Arts CV.
- 31.5.9.1. All letters of documentation and recommendation should include the rank and title, and experience of the individual writing the letter, number of tournaments or length of experience that the letter writer has known the individual.
 - 31.5.9.2. Please provide a copy of other documents such as rank certification, judges certification, licenses, etc.
 - 31.5.9.3. Martial Arts CV should minimally include name, address, phone, fax, e-mail, rank, number of years experience, styles studied, certifications to judge, certification to teach, organizational membership, positions held in organization, tournament experience as a competitor, judge/referee, director or administrator.
 - 31.5.9.4. Should include reference contact phone numbers, e-mail addresses.

32. **OFFICIAL HAND SIGNALS, RULES AND PROCEDURES**

- 32.1. Center referee begins the match.
 - 32.1.1. Get the fighters facing each other in the center of the ring (standing position).
 - 32.1.2. Determine that each competitor has the required and proper safety equipment and that the equipment is in good condition. *See Rule 5 and Rule 25.*
 - 32.1.3. Instruct side judges that upon the command "judges call," each judge is to call any foul first and, if applicable, at the same time indicate that she/he also has a point call. (E.g., "I have 2 calls," "I call a foul on A and I saw a point for B.")
 - 32.1.4. Check to see that side judges are ready.
 - 32.1.5. Check to see that score/timekeepers are ready.
 - 32.1.6. Point to each fighter, palm up, open hand.

- 32.1.7. Tell fighters to bow to you (center referee), bring hands to your side and bow.
 - 32.1.8. Tell fighters to bow to each other, at the same time cross your arms.
 - 32.1.9. Tell fighters to get into a fighting stance, at the same time step in between them.
 - 32.1.10. To start the match, say "**BEGIN**" and clap your hands together.
- 32.2. How to indicate/call points.
- 32.2.1. The center referee calls "**STOP**" to halt the action. The corner judges should say "**CALL**" or "**STOP**" when they want the center referee to stop the action.
 - 32.2.1.1. Get the fighters to return to starting position.
 - 32.2.1.2. Say: "**JUDGES CALL.**"
 - 32.2.1.2.1. Center referee and side judges will make their calls **IMMEDIATELY AND SIMULTANEOUSLY**. Any judge who is late with her/his call forfeits that call. If the center referee and side judges determine that one judge is consistently late with her/his calls, the center referee should notify the tournament directors immediately. The tournament directors, in conjunction with the IAGLMA officials, have the sole discretion to remove that judge from that division and from further judging at that particular competition.
 - 32.2.1.2.2. Each judge must call any foul first and, at the same time, indicate that she/he also has a point call. (E.g., "I have 2 calls," "I call a foul on A and I saw a point for B.")
 - 32.2.1.2.3. Calls are not on what technique but on whether or not a scoring point was made.
 - 32.2.1.3. Count all other calls and give official call after facing all side judges.
 - 32.2.1.3.1. If no official point or call - cross arms back and forth while saying "**NO SCORE, NO POINT or NO CALL.**"
 - 32.2.1.3.2. If official point is to be called - point hands toward the fighter's feet who will receive the point and say out loud "**POINT.**"
 - 32.2.1.4. After official call is made, restart the match.
 - 32.2.1.4.1. Have fighters get into fighting stance and stand in between them.
 - 32.2.1.4.2. Say "**BEGIN**" and clap hands together.
- 32.3. Indicating face contact, excessive body contact, foul or illegal technique procedures.
- 32.3.1. Follow steps through 2.a.(2).
 - 32.3.2. If a judge wishes to call a foul on one competitor and a point for the other competitor, the judge should use the hand signal for foul and, *at the same time*, indicate that she/he also has a call for a point. The center referee will first determine if there are sufficient calls for an official warning for a foul and/or if there is a disqualification. **It takes two judges or one judge and**

the center referee to make it an official call of a foul. Only after the fouls and/or disqualification have been determined will the center referee then call for points.

- 32.3.3. A judge must **IMMEDIATELY** indicate she/he has two calls, otherwise the second call is forfeited.
 - 32.3.4. If official contact or foul is to be called, point hand upward indicating the participant who committed the foul and give the correct call (warning or disqualification).
 - 32.3.5. Follow step 2.a.(4).
 - 32.3.6. **If a competitor receives an official warning, she/he cannot also receive a point. Only the competitor not warned can receive a point if a majority of the judges call a point for that competitor.**
- 32.4. Unofficial Cautions.
- 32.4.1. Center referee and side judges are allowed to make unofficial cautions or warnings.
 - 32.4.2. An unofficial caution is between the competitor and center referee or between the competitor and a side judge that gives such a call. The side judge must inform the center referee that she/he wishes to give an unofficial warning. An unofficial warning is primarily to warn a competitor that she or he is doing something improper and should stop.
- 32.5. Center referee ends the match, after the timekeeper calls TIME or after the accumulation of the appropriate number of points for that division.
- 32.5.1. Call fighters to starting position facing each other.
 - 32.5.2. Make the official call of either point, disqualification or forfeit.
 - 32.5.3. Give the official score, pointing toward the competitors' feet as the scores are announced.
 - 32.5.4. If disqualification is called, now announce the call and point upward (hand on the side of the competitor receiving the disqualification).
 - 32.5.5. Bowing out the competitors.
 - 32.5.5.1. Point toward competitors' feet, open hand, palm up.
 - 32.5.5.2. Have competitors bow to you and bring your hands to your side and bow.
 - 32.5.5.3. Have competitors bow to each other - at the same time cross your arms.
 - 32.5.5.4. Designate who is the winner by pointing open hand toward her/his head and say out loud "**WINNER.**"

33. **HAND SIGNALS**

33.1. Side judges and referees:

- 33.1.1. Indicating point - open hand, palm upwards toward scorer's head, with your arm straight.
- 33.1.2. Indicating face or excessive body contact - fist cupped over by open hand at chest level.
- 33.1.3. Indicating foul or illegal technique (including running out of the ring) - hand closed, index finger pointing upward, circle high over head.
- 33.1.4. Indicating no call - crossed arms, at waist level, closed hands.

33.2. Center referee only:

- 33.2.1. Official Point - open hand, palm facing upward, point toward scorer's feet.
- 33.2.2. Official contact or foul - point open hand upward (elbow bent to right angle) using the hand nearest the competitor receiving call.
- 33.2.3. Official no call - wave open hands back and forth crossing them.
- 33.2.4. Official winner - point open hand, palm up, arm straight, toward winner's head.
- 33.2.5. Bowing competitors to each other - cross arms, at chest level, palms toward the floor.
- 33.2.6. Bowing to competitors - bring hands to your side and bow.

34. **FLAG SIGNALS**

34.1. Remember to call a foul first and, if applicable, a point at the same time (i.e., raise both flags: "I HAVE 2 CALLS.") Fouls are determined first, then points. Judges cannot call a point and a foul simultaneously for the same competitor. *See Rule 33.3.*

34.2. Center referee only:

34.2.1. The center referee uses hand signals, not flags. Those hand signals are described in detail in *Rule 34.*

34.3. Side judges:

- 34.3.1. Indicating point - raise appropriately colored flag that corresponds to color of cloth attached to belt of competitor for whom point is being called.
- 34.3.2. Indicating foul - raise and circle appropriately colored flag as in using a hand signal. *See Rule 34.*
- 34.3.3. Indicating face or excessive contact - strike sticks of two flags together repeatedly and raise the appropriately colored flag.

- 34.3.4. Indicating running - direct appropriately colored flag to side and tap floor repeatedly.
- 34.3.5. Indicating no point, no call, did not see - repeatedly cross the flags in front of the body at waist level.
- 34.3.6. Indicating 2 calls - raise both flags and say "I have 2 calls." Call the foul first as the same individual cannot have a foul and a point. A foul negates a point.

APPENDIX A

CLASSIFICATION OF DIVISIONS

General Rules: Black Belt limit for form divisions is 2 empty hand, 1 weapons, 1 self defense and 1 fighting.

FORM: EMPTY HAND

General Rules: If there are enough competitors, divisions may be divided into male and female, 45 and up, etc. If there are too few competitors (i.e., fewer than 5), divisions may be joined.

WOMEN

Beginners
Intermediate
Advanced
Black Belt (soft/hard styles)
Senior Black Belt (35 and up)
3rd Dan and up

MEN

Beginners
Intermediate
Advanced
Black Belt (soft/hard styles)
Senior Black Belt (35 and up)
3rd Dan and up

WOMEN and MEN

1. DIFFERENTLY ABLED/SPECIAL NEEDS

Beginners
Intermediate
Advanced
Black Belt (soft/hard styles)
Senior Black Belt (35 and up)
3rd Dan and up

2. BLACK BELT MUSICAL

FORM: WEAPONS

WOMEN and MEN

Beginners
Intermediate
Advanced
Black Belt (soft)
Black Belt (hard)
Senior Black Belt (35 and up)

WOMEN and MEN DIFFERENTLY ABLED/SPECIAL NEEDS

Beginners
Intermediate
Advanced
Black Belt (soft)
Black Belt (hard)
Senior Black Belt (35 and up)

SELF DEFENSE

General Rules: If there are more than 20 competitors, the self defense divisions will be divided into male and female divisions.

WOMEN and MEN

Beginners
Intermediate/Advanced
Black Belt

**WOMEN and MEN
DIFFERENTLY ABLED/SPECIAL NEEDS**

Beginners
Intermediate/Advanced
Black Belt

FREE SPARRING

General Rules: IAGLMA Official Tournament Rules and Procedures will be in effect. Sparring equipment is mandatory in all sparring divisions. This includes headgear, mouthguard, groin cup for males, hand and foot covering. The hand covering must cover the knuckles. The foot gear must cover the toes and heel. It may be either foam dipped type (Century, Jhoon Rhee, Shihan, etc.) or vinyl (Tiger Claw, KP, etc.). All weight classes should be listed in kilos and in pounds. Weight classes may be further divided where numbers permit, or may be joined at the discretion of the tournament directors in consultation with the chief IAGLMA officials.

WOMEN

Beginners
Intermediate
Advanced
Black Belt
- fly weight (121 lbs/55 kg & below)
- feather weight (132 lbs/60 kg & below)
- light weight (143 lbs/65 kg & below)
- middle weight (143.1 lbs/65.1 kg. & up)
Black Belt Seniors (35 and up)

MEN

Beginners
Intermediate
Advanced
Black Belt
- fly weight (125 lbs/56.8 kg & below)
 - light weight (151 lbs/68.6 kg & below)
- middle weight (173 lbs/78.6 kg & below)
- heavy weight (173.1 lbs/78.7 kg & above)
Black Belt Seniors (35 and up)

DIFFERENTLY ABLED/SPECIAL NEEDS

WOMEN

Beginners
Intermediate
Advanced
Black Belt
Black Belt Seniors (35 and up)

MEN

Beginners
Intermediate
Advanced
Black Belt
Black Belt Seniors (35 and up)

APPENDIX B

SPARRING COMPETITION - BYE SHEET

<u>Number of Contestants</u>	<u>Number of Byes</u>	<u>Number Who Fight</u>
5	3	2
6	2	4
7	1	6
8	0	8
9	7	2
10	6	4
11	5	6
12	4	8
13	3	10
14	2	12
15	1	14
16	0	16
17	15	2
18	14	4
19	13	6
20	12	8
21	11	10
22	10	12
23	9	14
24	8	16
25	7	18
26	6	20
27	5	22
28	4	24

<u>Number of Contestants</u>	<u>Number of Byes</u>	<u>Number Who Fight</u>
29	3	26
30	2	28
31	1	30
32	0	32
33	31	2
34	30	4
35	29	6
36	28	8

APPENDIX C

IAGLMA SELF DEFENSE TECHNIQUES

Set One:

- 1) Front single wrist grab, same hand
- 2) Front single wrist grab, cross hand
- 3) Front double wrist grab
- 4) Front single wrist grab, both hands
- 5) Front lapel grab, one hand
- 6) Front lapel grab, both hands
- 7) Front Choke hold both hands
- 8) Reverse punch face level
- 9) Reverse punch torso level
- 10) Rear bear hug around the arms
- 11) Shoulder grab from the side
- 12) Overhead strike with escrima stick
- 13) Circular/roundhouse punch to the face
- 14) Lapel grab with one hand, punch with the other hand

Set Two

- 15) Circular horizontal knife slash to the face
- 16) Choke from behind with the forearm
- 17) Mounted position attack, attacker sitting straddled on supine defender
- 18) Head lock, held at the side
- 19) Hair grab from the front
- 20) Hair grab from the rear
- 21) Front kick
- 22) Round Kick
- 23) Side kick
- 24) Two circular punches to the face
- 25) Full nelson Bstanding
- 26) Double wrist grab from behind
- 27) Defender supine, attacker in guard position
- 28) Horizontal strike to torso with Escrima stick
- 29) Thrust to torso with Escrima stick

Set Three

- 30) Defender seated on a chair, unable to use legsBknife thrust to face
- 31) Gun to the front of the head Aexecution@ style
- 32) Defense against two attackers, attacks are optional, but must be simultaneous
- 33) Round kick to the legs
- 34) Spinning back kick
- 35) Front inverted choke hold
- 36) Overhead knife attack
- 37) Underhand to the groin attack with a knife
- 38) Slash to the body with a knife
- 39) Thrust to the torso with a knife

- 40) Knife to the back
- 41) Slash to the face with a knife reverse grip
- 42) Knife held to the throat from the front
- 43) Knife held to the throat from the rear
- 44) Gun to the head from the front
- 45) Gun to the body from the front
- 46) Gun to the back
- 47) Gun to the head with rear forearm choke hold (hostage position)

Please note: These attack techniques may be modified for special needs participants. For example, a special needs competitor may be seated and then the grabs may be to the chair. Other attacks may be modified to accommodate other special needs conditions. All modifications must be accepted by the Tournament Director and the IAGLMA Rules Committee or an IAGLMA representative.
