



# DRAGON WORLD CUP



## RULES:

### Dragon Fight Semi-contact

- The main principle of this discipline is to encourage racing between the youngest and novice athletes, regular club members without exposure to increased risk of injury.
- It is intended for most athletes who practice at the non-professional level (amateur) and therefore cannot or don't want to risk the consequences of full-contact matches.
- The rules are set to match different styles and martial arts schools.

#### Categories:

- **Age range 10 - 16 years. (The age reached at the date of the competition!)**
- **Division on men/women; girls/boys**
- **Weight categories according to the official general rules.**

#### Techniques – allowed:

- **Kicks / kicks (controlled and technically perfect made techniques into allowed zones)**
  - Front, side, back, arc, hook, half-round, low arc (inside / outside thigh), turning, jumping.
  - Mae, joko, ushiro, mawashi, uramawashi, mikazuki, gedanmawashi-geri.
  - Front, side, back, roundhouse, hook, crescent, low, spinning, jump - kicks.
- **Punches / Punches (Controlled and Technical Implementation in the Pointable Zone)**
  - Kizami, oi / gjaku, mawashi, kagi-cuki, uraken.
  - Jab, punch, upper-cut, hook, backfist.
- **Defeat**
  - Technique of the defeating only from inside to the height of the shoe (De ashi barai).
  - In all cases the striker must remain inside the competition area
- **Defense / defense**
  - Avoiding, blocking, covering techniques.

#### Allowed and rated attack zones (body areas):

- Side and face part of the head.
- Body-Chest (front and side of chest - from waist to shoulder line).
- An outer ankle to the shoe height during defeat attack.

#### Forbidden attack zones:

- Top and back side of head, neck.
- Back, coccyx, buttocks, weaknesses, legs (only outer ankle in the throw allowed).

#### Strength of techniques:

- Semicontact is a contact form of combat and the technique in this discipline must be conducted under complete control, effectively and with reasonable force of execution, without causing injury or elimination from combat.
- Techniques judged to be disproportionate will not be counted by spot judges; the evaluation is entirely within their competence!

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## Forbidden techniques and behaviour:

- Excessive or disproportionate power of any technique (techniques up to 30% efficiency).
- All techniques that are not adequately controlled and accompanied by a view.
- All techniques led to forbidden zones, including fints and tricks.
- Any head, elbow, and knee attacks.
- Hand pauses from the palm of the hand, thumbs and thumbs.
- Striking a spinning backfist.
- Kick from top to bottom "axe / hammer kick" (on contact minus point, no contact for warning)
- All strikes and kicks in the holdings.
- An attack on an opponent who lies on the ground, kneels, falls, or raised his hands asking for the interruption of the match.
- Throws and holdings
- Choking techniques and armbars (including throws and strings using them - especially by craving the cervical spine!).
- Wrestling or wedge techniques.
- Pressing an opponent with illegal / no-score techniques.
- Continuation of the fight after the interruption or the end of the match by the referee.
- Delaying the match by **pretending** injury, needing to adjust the equipment, or spitting out a denture protector.
- Running from an opponent, hooking up on an opponent without any successive techniques, falling and rounding back to the opponent
- Leaving the match area during a retreat before or during an attack.
- The arbitrary interruption of the fight without the referee's instruction.
- Verbal attacks on an opponent, trainer, spectator or referee.
- Attitudes and gestures that are not needed to fight the fight, unsportsmanlike behavior.
- Biting, scratching, tearing, spitting, etc.

## Competitor's clothes:

- Minimally club t-shirt (allowed without or with sleeves), rashguard (top only), shorts, kickboxer trousers, kimono and sportswear of a similar character.
- T-shirts and pants must have a different color; the t-shirt is tucked into trousers to emphasize the waist level in color. If the clothes are of the same color, they must be supplemented with "obi" - a belt with a different, contrasting color.
- It is forbidden to have vulgar, provocative, propagating intolerance of logos and inscriptions on clothes.
- The logo and section title, or the ad sponsor's personal sponsor or club, are allowed.
- The athlete's clothing must be undamaged, of adequate size, clean and must not be described or painted. It is not allowed to adjust it by summing or bending.
- Forbidden ornaments, jewelery, piercing, overlaid earrings, trimmed hair /not in the eyes/.

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## Protective equipment - mandatory:

- ⊗ **Required equipment:** boxing gloves 10oz (stitched thumb), suspensor, boots (closed heel), denture (teeth) protector, girls over 12 years breast protector or bodyprotector
- ⊗ **Recommended equipment:** helmet (even with cheekbones), hull / breast protector, shin and elbow protectors (soft-cloth only)
- ⊗ **All these protection equipment must come from authorized manufacturers and must be in good conditions.**
- ⊗ In a medically justifiable case a competitor with a soft bandage of an elbow, knee or ankle can enter or with a compression sleeve without reinforcement. Taping of fingers and other parts of the body is allowed for health reasons required only. **Need to report** when weighing and registering. **Bandage of fingers and wrists prohibited!**

## Competition area:

- ⊗ The standard competition area consists of a square of 6 x 6 m, marked in color-contrast form. The minimum internal dimension of the match must not be less than **6 x 6 m**.
- ⊗ Another alternative match - tatami puzzle, ring (according to event organizer).

## Time:

### The match takes:

- ⊗ **Category JUNIORS 10 - 16 years: match = 1 round (2 minutes) / final (3 minutes) / extension (1 minute)**
- ⊗ Time controls the head referee with the **Fight / Stop commands** - when adjusting gear, treating a competitor, rating-awarding points, in a situation where something prevents the continuation of the match or the instruction of a senior referee - for example, in the case of a protest.
- ⊗ **Note:** The duration of the match can be adjusted. Editing is the responsibility of the tournament organizer.

## Rating:

- ⊗ **Points** are a criteria for the final rating of the competitors by two / four side (point) judges, throughout the match.
- ⊗ Penalty and its amount are determined by the ring judge himself, in case of doubt, he or she can consult with one or all of the side judges.
- ⊗ The ring judge signals all his decisions to the manager table and timekeepers - both gestures and verbal, and is responsible for the subsequent control of these statements correctly taken into a score on the scoreboard.
- ⊗ Each of the side judges gives the flags to the ring verdict by means of gestures and a flag (targets) in favor - **red, blue, indecisive, nothing, I have not seen.**
- ⊗ The ring judge has the authority to award points in the observation of the clearly observed scoring technique, even if the side judges signal "I did not see". If any of the side "nothing" signals, it can not allocate points.
- ⊗ Side judges must signal a request to interrupt a match to score a point, or to register an illegal technique or behavior, and the ringer does not respond immediately to the interruption of the match.

## Referees:

- ⊗ The commission consists of: ring referee, 4/2 side referees, administrator and timekeeper.
- ⊗ Equipment: timer, rules, list of registered competitors, progress and score tables, writing instruments, acoustic signaling or a pre-arranged signaling method for timekeepers, surgical gloves for ring referee, flag or targets for side judges.
- ⊗ They have a prescribed shirt - white shirt, insignia or tie (red with logo), dark pants, indoor shoes

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## Point Scoring - Criteria for Point Judges

- ⊗ Punch to the body (permissible technique + hit zone) **1 point**
- ⊗ Punch to the head (allowed technique + hit zone) **1 point**
- ⊗ Kick to the body (allowed technique + hit zone) **1 point**
- ⊗ Substance - attacker ripped in technique by opponent, not staying in battlefield, unlawful execution, executed off the battlefield **0 point**
- ⊗ Substance - clear technique, light loss of stability (stays up and on the battlefield) **1 point**
- ⊗ kick on the head **2 points**
- ⊗ kick in the body (jump height-knee level) **2 points**
- ⊗ kick in the jump to head (jump amount-knee level) **3 points**
- ⊗ Techniques that only touch or push an opponent are not evaluated and are not counted towards point score.
- ⊗ If a competitor hits the opponent in a jump, he must not leave the fight area. Otherwise, the technique is invalid.
- ⊗ Only allowed techniques on the fight area are scored, must be effective, controlled and aimed to the allowed body zones.

## Point Loss - Penalties:

### Verbal warning are given for:

- ⊗ First attack into unauthorized zones or prohibited technique (without contact)
- ⊗ Aimed rotation to your opponent with his back
- ⊗ Pretending injury
- ⊗ Running from fight or passivity
- ⊗ Holding the opponent after "STOP" or "BREAK" command
- ⊗ Uncontrolled techniques (without contact)
- ⊗ The second drop of the denture protector

### Scoring penalty point / -1 /:

- ⊗ All actions that have been penalized by verbal warning
- ⊗ Attack to unauthorized zones or prohibited techniques (with contact)
- ⊗ Continuation of the fight after the command "STOP"
- ⊗ Uncontrolled techniques (with contact)
- ⊗ Too hard contact (agresion)
- ⊗ Talking on the battlefield
- ⊗ Inappropriate clothing and illicit ornaments (jewelry)
- ⊗ 3. warning = Grant penalty point

### Scoring two penalty points / -2 /:

- ⊗ Continuing the fight after the interruption that would lead to the award of a penalty point / serious attack into forbidden zones /

### Disqualification / Competence of Ring Judge /:

- ⊗ Award of the third penalty point / -3 points = disqualification /
- ⊗ Inappropriate contact with the consequence of disqualification
- ⊗ Cruel violation of discipline, ethics, repeated ignorance of referee's instructions and loss of self-control

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- ⊗ Bugs and inappropriate gestures towards both the referee and the opponent (including the coach)
- ⊗ Ornaments, jewelery, piercing - if it does not clear at the latest before the fight begins!
- ⊗ Inappropriate or incomplete mandatory equipment / if not corrected within 1 min. from the warning, then only -1 point /
- ⊗ Unnatural / long nails, purity, hair in the eyes/
- ⊗ Apparent alcohol intake, drug abuse, medication
- ⊗ Absence of the competitor after a challenge (calling him) and a countdown of 60 seconds - the winner is automatically the other competitor.
- ⊗ Ring judge in case of award / -3. point / terminates the match in favor of the injured party.
- ⊗ In the event of a disqualification, the match is immediately terminated and the injured competitor declares the ring referee to be the winner.
- ⊗ In any violation of the rules, the ring referee interrupts the match and penalizes.

## Point Match:

- ⊗ If there is a case when both competitors have the same number of points (sum of points and penalties) after the lap time, the fight is enlarged for 1 minute. Before the start there is a 1 minute rest time.
- ⊗ If the state is again indefinable in the enlargement of 1 minute round, there is final round where is winner the competitor with the first scored technique.

## Fight activities:

- ⊗ The competitor after announcing goes with his coach to the fight area, where he will properly wear and check the protectors.
- ⊗ The coach marks the competitor by tying obi / belt of the contrastfull color.
- ⊗ At the ring judge's command the competitors will come to check the equipment by the ring referee.
- ⊗ At the command of the ring referee, they will go to starting positions, bow to the direction of the judging table and bow to each other.
- ⊗ At the "FIGHT" command the ring referee starts a fight during which his instructions are followed.
- ⊗ At the end of the match, the competitors moves to the starting positions on head referee command, bow to each other and waits for the verdict.

## No presence in the match:

- ⊗ If a competitor does not come to a match at the 1st referee's call or a commentator of the competition, and if the referee is not aware of the reason for his delay (eg a doctor's treatment or a running match of the same competitor on another discipline), the ring referee instructs the timekeeper to measure the start time.
- ⊗ If a competitor does not reach the competition area in 60 seconds after the first call, he / she is disqualified. If the ring referee has information that a competitor will not be entering, he / she may not have to count the start time and disqualify the competitor immediately - at the same time he will announce his opponent as the winner.

## Interruption of a match by a competitor

- ⊗ If a competitor needs to interrupt the match (the reason may be the need for treatment, modification of the equipment or intention to give up the match), he picks up one hand and waits until the ring referee interrupt the match. Then he will tell him or he will show the problem and the ring referee then decides whether to stop the game.

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- Abuse of this mechanism by a competitor for delaying, resting, finding information from a coach, etc., is punished by the judge.



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## Finish of the match

- The match is finished by the ring referee on the timer's instructions that the time has expired. The timer signal is acoustic (gong, bell, whistle, etc.) or obstacle - throwing into the area of the match the agreed object (pad, gloves, etc.).
- The match can be terminated even before the time limit expires in the following cases:
  - Difference in the score of 5 positive points / "Technical KO" /
  - The ring referee's decision, where the winner is obvious where the next continuation of the match can no longer result in a change in the result, but there is a risk of injury.
  - Disqualification of one or both competitors.
  - For injuries - the competitor is unable to continue the match even after treatment.
  - It is the decision of a doctor who has the right to interrupt and terminate a match if he or she feels that the health of a competitor is at risk.
  - Giving up by one of the competitors or by instruction of his coach "towel thrown into the ring".
- Immediately after the end of the match and on the basis of the results score, the ring referee define winner of the match. At the center of the battlefield, he decides the result towards the spectators - he raises winner's hand
- The next contest can be taken after 5 minutes of rest time.

## Trainer / Coach

- The coach accompanies the competitor to the registration. He signs the reverse in which he takes responsibility for the health condition, readiness and consent of the legal representative for competitors - 18 years old.
- The competitor has the right but also the duty to be accompanied by one coach. He is responsible for the technical advancement of his competitor for regular combat.
- The coach accompanies the competitor to the ring / battle area, helps him/her with adjustments to the equipment, and can provide him/her tactical advices during the match.
- The most important task of the coach is to decide the competitor's giving up if necessary by throwing a towel into the ring.
- Inappropriate behaviour of a coach can be punished by the ring referee by penalizing his competitor, or by ordering his leaving from the tournament.

Head manager:



Head referee:

