

OFFICIAL MULTI-STYLE MARTIAL ARTS FLOOR TOURNAMENT RULES AND PROCEDURES



VERSION: 2026 Revision 4 – 05/08/2026



IAGLMA Official Floor Tournament Rules And Procedures

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REVISIONS RECORD

VERSION	REVISION & DATE	DETAILS
2026	4 – 05/03/2026	<p>PARA MARTIAL ARTS ATHLETES Significant incorporation of definitive and clarifying language and sections to affirm inclusive participation of Para Martial Artists in all Divisions and Groups.</p> <p>Introduction amended.</p> <p>3.6-3.6.1 to 3.6.4: Para Martial Artists added 5 – 5.15: Para Martial Artists added. 6-6.10.1: Para Martial Artists added. 6-6.31.1: Para Martial Artists added. 7-7.3.1: Para Martial Artists added. 7-7.10.1: Para Martial Artists added. 8.3-8.3.1: Para Martial Artists added. 8-8.10.1: Para Martial Artists added. 9-9.2.1: Para Martial Artists added. 13-13.3.1 to 13.3.4: Para Martial Artists added. 13.13.4.1: Para Martial Artists added. 16-16.3-16.3.1: Para Martial Artists added. 20-20.1 to 20.5: Para Martial Artists added. APPENDIX F: Para Martial Artists added.</p>
2026	3 – 05/01/2026	<p>AGE GROUPS 3.5: Age Groups added to document (Splitting of large groups at age 45 divide removed.)</p>
2026	2 – 04/13/2026	<p>EMPTY HAND FORMS 7: This section was added to define this Division within our rules. It had not been defined previously for some reason.</p> <p>WEAPONS FORMS 8-8.1: Amended to create TWO different Weapons Form Divisions. 8-8.1-8.1.1: TRADITIONAL WEAPONS using traditional weapon materials,</p>

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		<p>8-8.1-8.1.2: NON-TRADITIONAL WEAPONS using non-traditional or alternative weapon materials.</p> <p>8.2: Section amended to remove reference to the weapon material requirements in line with the changes in 8.1 above.</p> <p>SYNCHRONIZED TEAM FORMS</p> <p>11: This section was moved after the 2-Person Forms to match the normal flow of Divisional order within tournaments for greater clarity.</p>
2026	1 – 04/11/2026	<p>GENDER CATEGORIES EXTENDED</p> <p>3-3.4: A Gender Designation sub-section has been added to formally adopt OPEN as an additional or alternative gender that may be used by tournaments.</p> <p>4-4.3: Reference to male and female removed to meet updated gender categories.</p> <p>4-4.4: Reference to male and female removed to meet updated gender categories.</p> <p>APPENDIX A: Modified to include OPEN category. Modified to adjust WEIGHT classifications with the addition of the OPEN category.</p> <p>BLACK BELT & EQUIVALENT GROUPS EXTENDED</p> <p>3-3.3: Rank Equivalents have been extended to provide more groups within the Black Belt and equivalent experience, to include BEGINNER BLACK BELT, INTERMEDIATE BLACK BELT, ADVANCE BLACK BELT groups.</p> <p>WEAPONS FORM</p> <p>8-8.8 AND 8-8.9: Scoring sections added for greater clarity within this section of the rules.</p> <p>MUSICAL FORMS TIE RESOLUTION</p> <p>9-9.10: This section added for greater clarity within this section of the rules.</p> <p>9-11: This section was added to change Musical Forms to allow a tied score participant to either repeat their form, or if preferred to perform a new form with the same or new music.</p>
2025	2 - 05/20/2025	DIFFERENTLY ABLED/SPECIAL NEEDS

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		<p>This term has been replaced with DISABLED in line with current approved terminology.</p> <p>COMPETITION / COMPETITOR This term has been replaced with DIVISION / PARTICIPANT.</p> <p>MUSICAL FORMS This section was updated to clarify that ONLY Black Belt and equivalently experienced participants may be included in this division.</p> <p>SYNCHRONIZED TEAM FORMS This section was added to clarify this divisional event. Formerly called the 3-Person Team Forms.</p> <p>SELF-DEFENSE The self-defense sets which were listed for Gay Games Paris were removed from the core Tournament Rules document.</p>
2023	1 – 06/03/2023	<p>JUDGES AND REFEREES CLASSIFICATION AND REQUIREMENTS Rule 34 This section was completely re-written to remove overly strict and difficult to achieve requirements and overly complicated classifications. The new classifications and requirements are simpler, more streamlined, allow for more people to obtain certification, and are more flexible for tournament directors and Gay Games hosts to adopt and use.</p> <p>APPENDIX E – SPARRING CENTER REFEREE DUTIES AND RESPONSIBILITIES This section was added to the Tournament Rules to help define and clarify these important duties and responsibilities for all officials, tournament directors, and Gay Games hosts.</p>
2019	OCTOBER	Prior Tournament Rules



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INTRODUCTION

The following tournament rules and procedures are designed for the multi-style martial arts tournament at all Gay Games, and for other tournaments who wish to utilize this model. Gay Games is a quadrennial, international sports and cultural event that began in San Francisco in 1982. Founded by Dr. Tom Waddell, the goal is to promote participation, inclusion, and achievement of one's personal best. The Gay Games are hosted by successful bidding cities around the world, and include more than twenty-five sports for attendees to participate in. The Games are open to all who wish to participate, with no qualification required.

Martial Arts first debuted at the 1990 Montreal Gay Games and have been a fixture as a core sport in every Gay Games since then.

Open to all! Divisions are designed to include everyone. All levels of experience, from the complete beginners to the most experienced martial artists, all ages, all genders, all sexual orientations, martial artists with disabilities (Para Martial Artists); ALL are encouraged to participate. According to the number of participants, every effort will be made to create fair and balanced divisions. Martial artists from any style are welcome and will compete in the same tournament as martial artists from other styles.

Offered divisions include individual empty hand and weapon forms, team forms, two person sets, musical forms, self-defense and sparring within the FLOOR tournament.

Judo and ground-fighting with gi (ne waza) divisions, mainly accessible to judo or jujitsu artists, are incorporated into a separate MAT tournament when sufficient local support is available to plan, deploy, and run the tournament.

Gay Games martial arts tournaments have a positive camaraderie unlike any other tournaments. We look forward to welcoming you to an IAGLMA tournament, and hopefully to the next Gay Games.



INTERNATIONAL ASSOCIATION OF
GAY & LESBIAN MARTIAL ARTISTS

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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. Ensure strict fairness and uniformity in the methods of judging and in enhancing the authority of the center referees and judges. The value of division 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 Equivalents:

Combined Experience (CE) is used in place of belt colors as many systems use widely different color tiers and times between colors, while other systems don't use belts at all. CE is derived as the cumulative of ALL martial arts training and experience accumulated by the participant.

Color Belt Beginner CBB	is less than ONE (1) year of combined experience.
Color Belt Intermediate CBI	is equal to or greater than ONE (1) year but less than TWO (2) years of combined experience.
Color Belt Advanced	is equal to or greater than TWO (2) years but less

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CBA	than FOUR (4) years of combined experience.
Black Belt Beginner BBB	is equal to or greater than FOUR (4) but less than EIGHT (8) years of combined experience
Black Belt Intermediate BBI	is equal to or greater than EIGHT (8) but less than TWELVE (12) years of combined experience.
Black Belt Advanced BBA	is equal to or greater than TWELVE (12) years of combined experience.

***Experience** - indicates continuous practice. We rely on the integrity of participants to honestly, reasonably, and accurately assess their overall combined continuous experience level when indicting their "rank."*

3.4. Gender Designations:

In recognition of the broad diversity within the LGBTQ+ community and our overriding goal and objective to warmly welcome everyone to IAGLMA tournaments and events, we have adopted the following general designations which tournament directors may use at their discretion:

Female / Woman	to refer to participants who identify a cis-gender female / woman.
Male / Men	to refer to participants who identify as cis-gender male / men.
Open	a designation that is OPEN to anyone of any gender identify without limitation or restriction.

Tournament directors may, at their sole discretion, choose to use any or all of the gender designations listed above during their tournaments.

Such gender designations may be applied to selected Divisions within a tournament, or may be applied to all Divisions at the sole discretion of the tournament director.

IMPORTANT SAFETY ADVISORY: The Board of IAGLMA wish to draw specific attention and concern to the use of the OPEN gender designation for SPARRING Divisions within tournaments. An OPEN SPARRING Division may increase the possibility of injury for participants if not carefully administered and controlled by establishing hard Group segregations to minimize large size, weight, strength, age and other discrepancies or differences between paired attendees. SAFETY of all participants must always be the

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overriding focus and goal.

3.5. Age Groups:

The following age groups are established to provide a reasonable separation of energy and agility between participants. Tournament hosts may, at their discretion, increase or reduce these general age groups.

18 + and < 35	18 years and older but less than 35 years of age.
35 + and < 50	35 years and older but less than 50 years of age.
50 +	50 years and older

3.6. Para Martial Artists: A Para Martial Artist athlete is someone who, on the basis of their impairment or chronic illness, is hampered through such on a permanent basis. So, temporarily injured athletes are NOT considered a Para Martial Arts athlete for this purpose. The variety of impairments and chronic illness among Para athletes is enormous and therefore we recognize that the rules and regulations are living conditions that will either change over time or be adapted to the growth of a Para athlete within their art.

3.6.1. **Para Martial Artists** are requested to communicate with tournament directors well before the commencement of the tournament to provide a detailed description of their needs for participation i.e. mats or non-mat surfaces, tape markers on surfaces, special foot materials or shoes, sign language interpreter or speech-to-text assistance, etc.

3.6.2. **Para Martial Artists** are requested to communicate with tournament directors well before the commencement of the tournament of any medical needs or considerations that all officials must be aware of during their participation. Medications for epilepsy or seizures for example, if required, must be provided to Officials at the ring before participation in any Division with an accompanying description of how and when the medication should be administered if needed.

3.6.3. We recognize that some **Para Martial Artists** may have their full physical potential as a result of medication and affirm the right of the individual to register and participate as a **Para Martial Artist** in this situation.

3.6.4. **Para Martial Artists** who require companions to function and participate must communicate with tournament director / hosts to discuss registration and participation requirements for companions; and **Para Martial Artists** are fully responsible for making appropriate arrangements for the companion to be available during the tournament.

3.7. The term **form** indicates the performance of a prearranged series of attacks and defenses vs. imaginary opponents.

3.8. The terms **salutation** or **courtesy** indicates any polite greeting that is made physically and/or

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verbally before martial arts activity is engaged, e.g., bowing.

3.9. The term **contact area** indicates that touch is permitted.

3.10. 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 A MAJORITY OF JUDGES RESULTS IN A FOUL. THE SECOND CONTACT TO A TARGET AREA VERIFIED BY A MAJORITY OF JUDGES RESULTS IN AUTOMATIC DISQUALIFICATION.

3.11. **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.

3.12. **Moderate contact** indicates slight penetration or movement of the opponent as a result of the technique. No blood can be drawn.

3.13. **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 will result in an immediate disqualification.

4. GENERAL POLICIES AND PROCEDURES

4.1. See **APPENDIX A** for the list of divisions.

4.2. All participants can register for as many divisions as they want but there is no guarantee that all of the registered divisions will be available to them due to scheduling, staffing and numbers of participants. **Rings will not be held for participants entered in more than one empty hand division.**

4.3. **Empty hand forms/weapons forms:** If there are too few participants (i.e., fewer than 5), divisions may be merged.

4.4. **Self-defense:** If there are too few participants (i.e., fewer than 5), divisions may be merged.

4.5. **Free sparring:** Sparring equipment is mandatory in all sparring divisions. This includes headgear, mouth guard and hand and foot coverings for all participants. Accounting for individual appropriate anatomic morphology, groin protection (specifically a 'tuck under' type cup/box) is

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required for men. Groin protection may not be worn on the outside of the uniform. A **chest protector** is recommended for women, however, is not required. The hand covering must cover the knuckles. The foot gear must cover the toes and heel. It may be either foam dipped type (e.g. Century, Jhoon Rhee, Shihan, etc.) or vinyl (Tiger Claw, KP, etc.). All equipment must be in good condition or repair. *See also Rule 32.3.*

- 4.6. When possible, the **weigh-in** for sparring divisions will be the day before the division. The latest time for the weigh-in should be the morning of the division. All weight classes should be listed in both kilos and in pounds.
 - 4.6.1. Weigh-in must be performed in a suitable martial arts uniform.
 - 4.6.2. Any participant who weighs-in at a different weight than that provided when registering shall be re-Grouped if the recorded weight at the Tournament does not fall within the assigned Group based on registration. A participant may request to re-weigh to a LOWER Group by changing their uniform and weighing-in only ONE (1) additional time. The second recorded weight will be recorded as FINAL and will determine the Group they will participate in.
- 4.7. 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.
- 4.8. **By entering the division, a contestant has implied her/his consent to compete with anyone that is assigned to their division.** (NOTE: A contestant is free to bow out at any time but forfeits their standing in that match and/or division.)
- 4.9. Participants 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 participants. Every effort will be made to avoid mismatching contestants.
- 4.10. Participants 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 participant holding a black belt in at least one style cannot enter any lower ranking divisions. This Rule applies even if the participant 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.

FORMS DIVISION RULES AND JUDGING CRITERIA

5. BASIC CRITERIA FOR JUDGING MULTI-STYLE FORMS DIVISION

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- 5.1. Power: if appropriate
- 5.2. Stances: strength and transitions to and from each stance
- 5.3. Balance
- 5.4. Control of body
- 5.5. Focus of technique(s): precision
- 5.6. Right and left side equally adept unless there is a physical reason for not being so.
- 5.7. Rhythm: how the individual techniques are grouped together.
- 5.8. Flow: transition between moves or groups of moves.
- 5.9. Grace: in slow or circular moves.
- 5.10. Grace: overall.
- 5.11. Breath control: begin and end without enervation.
- 5.12. Intensity: body, eye, spirit.
- 5.13. Authority: complete control of mental and physical requirements of the form.
- 5.14. Synchronization (team division only): simultaneous execution of techniques and moves between participants.
- 5.15. **Para Martial Artists** using canes or crutches should use those items as extensions of their body in terms of body alignment, balance, etc.

6. FORMS DIVISION – common rules

- 6.1. 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.)
- 6.2. The highest and lowest points from a contestant's score will be eliminated. The remaining three scores are then totaled to determine the participant'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.)
- 6.3. Score must be **VISIBLE** to the contestant(s) 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.
- 6.4. The first three (3) contestants/teams will compete before any contestant/team is scored. Successive contestants/teams will be scored immediately upon completion of their form.
- 6.5. 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/teams 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. If there is a tie between Black Belt teams, each team can choose to do the same form or another form. 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/team they felt won. The majority vote will determine the winner.
- 6.6. Contestants/teams 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

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structure the division 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 division.

- 6.7. A Black Belt contestant/team who forgets or makes a blatant error is prohibited from restarting the form. All color belt participants/teams 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.
- 6.8. Form contestants/teams shall enter the ring opposite to the judges.
- 6.9. At the start of form performance, contestants/teams shall offer courtesy or salutation to the judges. The choice of courtesy or salutation shall be left to the discretion of the contestant/team.
- 6.10. The individual participant is limited to her/his name, name of style and name of form when addressing the judges. The team leader presents her/his team 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.
- 6.10.1. **Para Martial Artists** must inform the ring officials of any accommodations needed for their successful performance BEFORE the group begins to perform and shall advise the Judges of their performance needs when introducing themselves to the Judges before beginning their performance. For example, if they must perform on a non-mat surface, if they require tape indicators on the ground for blind and/or visually impaired martial artists, if they require a Sign Language Interpreter or speech-to-text reporter, if they require more space than the established ring size, etc.
- 6.11. The center referee acknowledges that the participant(s) may begin.
- 6.12. **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. |
- 6.13. The form will be graded from the moment the contestant/team enters the ring until the contestant/team stands in ready stance and is scored. All forms should last no longer than three (3) minutes from the time the participant/team enters the ring to completion of her/his form. This performance time must be uninterrupted by the judges. After 3 minutes 15 seconds the participant/team will be asked to complete the form. If the contestant/team continues, she/he/it will be disqualified.
- 6.13.1. **Para Martial Artists** with chronic illnesses that entails fatigue or medications, who may require more than 3 minutes to complete their form as a consequence must indicate this

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BEFORE commencing their performance when introducing themselves to the Judges. The Center Judge will make an appropriate allowance to extend the time limit in coordination with the ring timekeeper.

- 6.14. 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/team's aggregate score (e.g., 7, 7, 7, 7, 7 = 21 [- 1] = 20).

7. EMPTY HAND FORMS

- 7.1. Participants may perform any set pattern of movements they wish, either from a previously created and known "form" from any martial arts discipline, or they may create their own entirely new "form" at the participants sole discretion.
- 7.2. This is an empty hand division. Weapons and additional accessories are prohibited.
- 7.3. A maximum of THREE (3) minutes is allowed to complete the form. The time starts from the first movement of the participant after receiving permission to BEGIN from the Center Judge.
- 7.3.1. **Para Martial Artists** with chronic illnesses that entails fatigue or medications, who may require more than 3 minutes to complete their form as a consequence must indicate this BEFORE commencing their performance when introducing themselves to the Judges. The Center Judge will make an appropriate allowance to extend the time limit in coordination with the ring timekeeper.
- 7.4. The participant MUST remain within the confined of the marked ring during the performance of their form. If, as in some Wushu styles, it will be necessary for the participant to use more space than allowed by the ring demarcation lines, permission to EXTEND the boundary of the ring must be requested from the Center Judge when introducing your form to the Judging panel. In most cases the EXTEND request will be granted and you will be asked to define how far beyond the ring demarcation you will require.
- 7.5. If a participant crosses the ring demarcation boundary without having asked, or received, permission to do so, a **ONE POINT PENALTY** is deducted from the aggregated score at the end of their performance. It is the center referee's responsibility to instruct the scorekeeper to deduct one full point from the final aggregated score.
- 7.6. If a participant crosses the ring demarcation boundary and in doing so endangers themselves or any spectator or observer in the vicinity of the ring, the Center Judge will immediately STOP the performance to allow the participant to reset and begin again with a **ONE POINT PENALTY** is deducted from the aggregated score at the end of their performance. It is the center referee's responsibility to instruct the scorekeeper to deduct one full point from the final aggregated score.
- 7.7. Any external help from outside of the ring, made in order to assist the participant, is

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PROHIBITED. For example:

- noises made to start and stop the form,
- loud breathe,
- strokes on the floor with the feet,
- strokes on the chest with the arms,
- rhythm given by any means from the side of the division area.

7.8. The order of performance of the teams is randomly picked. If possible, the order of performance will be announced one day prior to the division.

7.9. All participants shall enter the ring opposite to the Center Judge and offer courtesy or salutation to the judges. See rules 6.9 and 6.10 for more information.

7.10. The Center Judge acknowledges that the participant should begin. The participant may move to the appropriate point in the ring and take a moment to prepare themselves before actually BEGINNING their form, at which time the THREE (3) minutes clock will commence.

7.10.1. **Para Martial Artists** with chronic illnesses that entails fatigue or medications, who may require more than 3 minutes to complete their form as a consequence must indicate this BEFORE commencing their performance when introducing themselves to the Judges. The Center Judge will make an appropriate allowance to extend the time limit in coordination with the ring timekeeper.

7.11. If the participants stop or obviously forgets their form during the performance, follow rule 6.7.

7.12. Scoring of the teams follow rules 6.1. to 6.4. and rule 6.12.

7.13. In the event of a tie, rule 6.5. applies.

7.14. Judges shall sit in front of the scoring / timekeeping table with the Center Judge in the middle and all other Judges arranged equally to the left and right of the Center Judge. A minimum of THREE (3) Judges will be assigned to each forms group, though FIVE (5) Judges is preferred when possible.

8. WEAPONS FORMS

8.1. This Division is split into TWO (2) different divisions as follows:

8.1.1. **TRADITIONAL WEAPONS FORMS**, for historically traditional martial arts weapons made from traditional weapon materials such as metal and resilient wood. This would include such traditional weapons as wood nunchaku, steel Katana, metal Kama, metal Sai, wood Escrima, wood Staff, wood Bokken etc. This division would demonstrate historically rooted

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combat techniques focusing on discipline, precision, power, balance, and more recognized traditional techniques.

- 8.1.2. **NON-TRADITIONAL WEAPONS FORMS**, for modern and emerging martial arts weapons made from lightweight materials such as carbon fiber. The lightweight and often colorful non-traditional weapons allow for creative, high-energy performances that blend traditional martial arts techniques with gymnastics and acrobatics, emphasizing creativity and showmanship while maintaining recognizable martial arts techniques.
- 8.2. All weapons must be inspected by the center judge or a designated judge prior to the first participant performing. This inspection is to determine (a) that the weapon is in good condition, (b) that the weapon has no loose parts that “may” be dislodged during the performance, (c) that the weapon parts are firmly attached or screw together tightly if present. The SAFETY of the participants and spectators is the PRIMARY objective.
- 8.3. All weapons must be under the constant control of the participant's limbs. No throwing or flying projectiles are permitted.
- 8.3.1. **Para Martial Artists** who are missing fingers sufficient to grip and control their weapon/s of choice may tape or secure the weapon to their hand / arm as appropriate using a suitable securing method that will prevent the weapon becoming loose during participation.
- 8.4. 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.
- 8.5. 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.
- 8.6. If the weapon breaks or is broken during the performance, the contestant is disqualified.
- 8.7. 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 6.7.*
- 8.8. 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.
- 8.9. All participants shall enter the ring opposite to the Center Judge and offer courtesy or salutation to the judges. See rules 6.9 and 6.10 for more information.
- 8.10. The Center Judge acknowledges that the participant should begin. The participant may move to the appropriate point in the ring and take a moment to prepare themselves before actually BEGINNING their form, at which time the THREE (3) minutes clock will commence.

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8.10.1. **Para Martial Artists** with chronic illnesses that entails fatigue or medications, who may require more than 3 minutes to complete their form as a consequence must indicate this BEFORE commencing their performance when introducing themselves to the Judges. The Center Judge will make an appropriate allowance to extend the time limit in coordination with the ring timekeeper.

8.11. Scoring of the teams follow rules 6.1. to 6.4. and rule 6.12.

8.12. In the event of a tie, rule 6.5. applies.

9. **MUSICAL FORMS**

9.1. Musical forms are only open to Black Belt or equivalent experienced participants.

9.2. 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 participant's aggregate score. After 3 minutes 6 seconds the participant is disqualified.

9.2.1. **Para Martial Artists** with chronic illnesses that entails fatigue or medications, who may require more than 3 minutes to complete their form as a consequence must indicate this BEFORE commencing their performance when introducing themselves to the Judges. The Center Judge will make an appropriate allowance to extend the time limit in coordination with the ring timekeeper.

9.3. 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.

9.4. Each contestant must supply her/his own music. In the circumstance where the venue does not provide a music source, participants will have to provide their own. Power will be provided but back-up batteries are recommended. Back-up copies or alternate media of your music and converter plugs and dongles are also suggested.

9.5. Out of respect for the participants, judges and spectators, the selected music should not contain explicit, demeaning or profane lyrics. It is the discretion of the tournament director to disqualify inappropriate music choices.

9.6. No weapons are allowed in this division. This includes fans. A separate musical weapons form division *may* be added if desired.

9.7. Only one contestant is permitted to compete. i.e., there are no two person sets.

9.8. It is strongly suggested that the participant enlist an assistant to start and to attend to the music.

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- 9.9. 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.
- 9.10. Scoring of the teams follow rules 6.1. to 6.4. and rule 6.12.
- 9.11. In the event of a tie, participants may perform the same form with the same music to attempt to break the tie, or they may perform a new form with the same music or a new musical score. If using new music, the participants is allowed two (2) minutes to provide the new score for their performance.
- 9.12. The suggested scoring range is the same as empty hand and weapons forms. *See rules 6.1 to 6.5 and rule 6.12.*

10. 2-PERSON TEAM FORMS

10.1. Empty Hand

- 10.1.1. Two participants (may be female/female, male/male or female/male, any 2 styles, any 2 ranks - although close in rank is usually better) are scored as a team.
- 10.1.2. The participants use continuous, flowing attack and defense techniques, i.e., a choreographed fight. It is not a self-defense skit, so one participant doesn't "win" at end or end up flattened. The participants work together to demonstrate varied attacks and defenses, similar to Aikido, Judo kata but continuous motion - no stops.
- 10.1.3. IAGLMA Rules regarding forms apply however the time limit for these forms is 5 minutes. *See Rule 6.*

10.2. Weapons

- 10.2.1. The same definitions as in Rule 11.1.1 and 11.1.2 apply, only incorporating weapons. These sets are usually done with a long weapon vs. a short weapon - but can be long vs. long or short vs. short as well. Sets can also be empty hand vs weapon.
- 10.2.2. Sets can begin empty hand followed by technics using weapons. Weapons are placed on the ground, on the edge of the contest area. When a contestant needs a weapon, she/he takes it in the shortest time possible.
- 10.2.3. The number of weapons used during the set is limited to four weapons.
- 10.2.4. IAGLMA Rules regarding weapons forms apply, however the time limit for these forms is 5 minutes. *See Rule 8.*

- 10.3. The two person sets divisions follow the rank equivalent system as described in rule 3.3. For teams with participants of different levels, the participant with the highest rank determines the division of the team.

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11. SYNCHRONIZED TEAM FORMS

- 11.1. A team is composed of at least three (3) participants. All team participants must be pre-registered for the team and division. No substitutions are permitted after registration. Participants are limited to competing on one team only.
- 11.2. The team forms division is performed like the individual forms division except that they shall be executed in a **synchronized** manner between participants on the team. The forms must be **traditional** forms from any style. This is an empty hand division: weapons forms are prohibited.
- 11.3. Each team must be identified by a name given by the participants. Each team member is registered and compete under that name.
- 11.4. A team can be male only, women only or mixed. There is no division according to gender: teams compete against each other according to their level of practice (see rule 7.7 and appendix A: divisions for the team form division).
- 11.5. If a participant in a registered team bows out for any reason reducing the team to only two participants, the team is allowed to compete with only two participants, but a **ONE POINT PENALTY** is deducted from its aggregated score. It is the center referee's responsibility to instruct the scorekeeper to deduct one full point from its final aggregated score.
- 11.6. The level, or rank equivalent of a team is determined by the participant of the highest rank within the team. The basic divisions for the team form division should be:
- 11.6.1. Beginner teams – only white, yellow or orange belt participants within the team (or equivalence in years of experience as settled in rule 3.3.).
- 11.6.2. Intermediate teams – at least one green, blue/purple or brown/red belt participant within the team (or equivalence in years of experience as settled in rule 3.3.).
- 11.6.3. Black belt teams – at least one black belt participant within the team (or equivalence in years of experience as settled in rule 3.3.).
- 11.6.4. According to the number of teams registered for the division, these divisions might be extended or combined (see rule 4.4 for more information).
- 11.7. Judging of a team form relies on the same criteria as for individual forms (see rule 5). However, the criterion of **synchronization** is added to these basic criteria. This is a central criterion for judging this division.
- 11.8. Any external help made in order to assist the synchronization of participants is PROHIBITED. For example:
- noises made to start and stop the form,

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- loud breathe,
 - strokes on the floor with the feet,
 - strokes on the chest with the arms,
 - rhythm given by any mean from the side of the division area.
- 11.9. A team form should not be interrupted before its end or before the time limit (see rule 6.13 for applicable time limits).
- 11.10. Outside help (e.g., tapping, breathing, clapping or rhythmic sounds made by persons outside of the ring) is prohibited and, at the judges' discretion, may result in the disqualification of the team.
- 11.11. The order of performance of the teams is randomly picked. If possible, the order of performance will be announced one day prior to the division.
- 11.12. All participants of the team shall enter the ring opposite to the central referee and offer courtesy or salutation to the judges. See rules 6.9 and 6.10 for more information.
- 11.13. The center referee acknowledges that the team should begin. If the team leader had to move ahead to offer courtesy and salutation to the judges, they go back to their starting place before beginning.
- 11.14. All participants must start and end the form in front of the central referee. All participants must perform the form in the same direction in a synchronized way.
- 11.15. Blatant errors made during the performance follow rule 6.7.
- 11.16. Scoring of the teams follow rules 6.1. to 6.4. and rule 6.12.
- 11.17. In the event of a tie, rule 6.5. applies.
- 11.18. Judges arrangement for team form division. If possible, side judges of the team form division should sit at each corner of the division area in the safety zone. The central referee is sitting in the safety zone in the middle of the side opposite to the entrance of the teams. This side must be chosen so the central referee can have direct eye contact with the time and scoring table.
- 11.18.1. Five judges: arrangement: 4 judges at each corner of the square.
- 11.18.2. Three judges: arrangement: 2 judges at each corner opposite side of the central referee's side.

12. GRAND CHAMPIONSHIP - FORMS (If applicable)

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11.1 Empty Hand Forms

11.1.1 7 judge panel.

11.1.2 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.

11.1.2.1 Women's grand champion.

11.1.2.2 Men's grand champion.

11.1.2.3 If there are fewer than 3 divisional winners (5 would be better), the men's and women's division may be joined.

11.1.3 IAGLMA Rules regarding forms apply, including the 3 minute time limit. See *Rule 7*.

11.2 Weapons Forms

11.2.1 7 judge panel

11.2.2 First place winners in all black belt weapons divisions (soft, hard, musical, open/creative, seniors, special needs, etc.) compete for weapons grand champion.

11.2.2.1 Women's grand champion.

11.2.2.2 Men's grand champion.

11.2.2.3 If there are fewer than 3 divisional winners (5 would be better), the men's and women's division may be joined.

11.2.3 IAGLMA Rules regarding weapons forms apply, including 3-minute time limit.
See *Rule 8*.



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SELF-DEFENSE DIVISION RULES AND JUDGING CRITERIA

13. SELF-DEFENSE

The purpose of a self-defense division is for participants to demonstrate what they or their style would do to defend against a given attack.

13.1. 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 counterattack 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 points in intermediate/advanced divisions,
- 30 points in Beginner divisions.

Scoring will be done after each set of 3 attacks. The highest and lowest points from a contestant's score will be eliminated and the remaining scores totaled to determine the participant's score. In the event of a tie, the highest and lowest scores will be added back in to break the tie.

13.2. 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 participant 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.

13.3. Contestants are encouraged to bring their own partners. If a contestant does not provide her/his own partners, Tournament Directors should make any effort to provide partners so that the contestant can enter the division.

13.3.1. **Para Martial Artists** in wheelchairs, using crutches, or canes, must advise the tournament directors well ahead of the commencement of the tournament if they will require a mat-free surface to participate.

13.3.2. **Para Martial Artists** in wheelchairs must ensure they are clean, tires are not flat, no bags or other objects are hanging on the wheelchair that pose a safety hazard. Specific sport wheelchairs are approved for use given the same requirements.

13.3.3. **Para Martial Artists** with prosthesis can use the arm/hand and/or foot/let prosthesis in a safe and responsible manner to attack or defend, ensuring the **SAFETY** of all attacking partners are **ALL TIMES**. No **FULL CONTACT** techniques

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may be used AT ANY TIME

- 13.3.4. **Para Martial Artists** with diabetes using special insulin pumps or free style sensors on their arms must cover this with a padded sleeve or material to ensure the SAFETY of attacking partners during the performance.
- 13.4. Knives used must be rubber, wood, durable plastic, or unsharpened metal (no live blades). Clubs must be approximately 26 inches (66 cm) long (Escrima stick size), made of light wood or bamboo.
- 13.4.1. **Para Martial Artists** may use their wheelchair, crutches, or canes as a defensive tool as an alternative to a club, or as part of a legitimate self-defense technique, but always with the SAFETY of their attacking partner as the utmost objective.
- 13.5. 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.
- 13.6. The division will be divided into groups based on the experience levels and age of the contestants. There is no gender separation, and all will compete together in the same divisions, unless there are a sufficient number of participants to warrant separating the division.
- 13.7. Sets 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).

Color Belt Beginner	(Set #1 only)
Color Belt Intermediate/Advanced	(Sets #2 and #3)
Black Belt and equivalent	(Sets #4, #5 and #6)

- 13.8. **Self-Defense Division Sets**: The tournament director will choose a total of nine (9) attack techniques for the black belts (sets #4, #5 and #6), six (6) attack techniques for intermediates and advanced divisions (sets #2 and #3) and three (3) attack techniques for the beginners (set #1).

These techniques must be published at least three (3) months prior to the IAGLMA sponsored/sanctioned local tournament, six (6) months prior to a regional division, one year prior to an International tournament. **See Appendix D, "IAGLMA Self-Defense Techniques", for a list of all attack techniques that can be selected.**

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SPARRING DIVISION RULES AND JUDGING CRITERIA

14. SPARRING: NO FACE/HEAD CONTACT RULE

- 14.1. 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 12.5*)
- 14.2. 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 22.12.*
- 14.3. 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.
- 14.4. 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.
- 14.5. **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 a majority judges call contact, the contestant causing the head to move receives a foul. A second contact against the same participant during the same match which causes the opponent's head to move significantly a majority of judges calling contact will result in automatic disqualification. (*See Note at end of Rule 21.*)

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.

15. BODY CONTACT RULE

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- 15.1. 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.
- 15.2. **EXCESSIVE BODY CONTACT** (see *Rule 3.*) shall be dealt with in the following manner: if a majority of judges (2 when there are 3 judges and 3 when there are 5 judges) call excessive contact, the contestant receives one foul. If a majority of judges (2 when there are 3 judges and 3 when there are 5 judges) call for excessive contact a second time, the contestant is automatically disqualified. (See *Note at end of Rule 21.*)
- 15.3. If, at any time during the match, a majority of the officials agree that a participant cannot or should not continue as a result of injuries received in the match, the participant who inflicted the injury shall be disqualified if the injury was inflicted while attempting a technique.
- 15.4. 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 17.10*

16. POINT SCORING CONTACT AND TARGET AREAS

- 16.1. Point scoring contact areas are the **mask part of face (for black belts only), torso (which includes chest and the abdominal region above the belt) and flanks (sides) of the torso.**
- 16.2. There will be no contact above the shoulders or to the groin. (*For Black Belt divisions, see Rule 12.5 and Rule 14.3*)
- 16.3. **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 3.7*
 - 16.3.1. The **GROIN** is a **TARGET** area **ONLY** for **Color Belt Para Martial Artists**, recognizing that this helps to balance the frequent situation that **Para Martial Artists** often cannot execute kicks above the shoulders to the head.

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.

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- 16.4. 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.
- 16.5. 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.

17. HOW TO SCORE A POINT

- 17.1. 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.
- 17.2. Techniques that may **not** be used are:
- 1) head butting,
 - 2) finger jabs,
 - 3) ripping and gouging techniques,
 - 4) techniques to the throat,
 - 5) blind techniques,
 - 6) any takedowns or sweeps where the opponent's body is not under control,
 - 7) a jump or spin where the attacker's body is not under control
 - 8) any other uncontrolled techniques.

18. HOW TO RECOGNIZE A POINT

- 18.1. 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,

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6) extension left in strike.

19. POINT SYSTEM AND LENGTH OF MATCHES

- 19.1. 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.
- 19.2. All Black Belt divisions will be three (3) minutes and total points. Five (5) point spread will apply (i.e., the first participant to be ahead by 5 points wins the match).
- 19.3. Only full points shall be awarded for hand or foot techniques.
- 19.4. 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.
- 19.5. 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.
- 19.6. A final win must be awarded by the center referee and judges in all matches. No draws will be permitted.
- NOTE:** Any participant 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 participant who bows out forfeits her/his standing in that match and/or division.
- 19.7. 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.
- 19.8. 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.
- 19.9. Contestants may win in the following ways:
- 19.9.1. Score the required number of points or be ahead on points when time is called.
- 19.9.2. Disqualification of opponent.
- 19.9.3. Opponent violates any of the Rules.
- 19.9.4. One opponent bows out to another. (**NOTE:** A contestant may bow out at any time,

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at her/his discretion, with no explanation necessary. That participant then forfeits her/his standing for that match or division. *See Rule 30.13.*)

- 19.10. A slip and fall participant 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.*
- 19.11. If a participant has the wind knocked out of her/him, a reasonable time (five (5) minutes or under) will be allowed to permit the participant to recover.
- 19.12. During an injury, discussion or other stoppage, the non-involved participant(s) must kneel/sit back facing each other at a proper distance until they are called to rise and continue.

20. PARA MARTIAL ARTISTS IN SPARRING

- 20.1. While we affirm the absolute right of any **Para Martial Artist** to participate fully in the Sparring Division, SAFETY is our paramount objective, obligation, and concern in ALL circumstances, and this will be a significant consideration for Tournament Directors and IAGLMA Officials in determining suitability for Para Martial Artists to join any Sparring group.
- 20.2. To allow sufficient time for **Para Martial Artists** to accumulate the knowledge and understanding of how to safely participate with other athletes, SPARRING is prohibited for Color Belt Beginner ranked or equivalent participants. **ONLY Color Belt Intermediate** ranked or equivalent and higher **Para Martial Artists** may participate in SPARRING Groups, and only on the explicit understanding that they have done so in their own systems and arts and have a comprehensive understanding and awareness of their own capabilities and any associated risks implicit in participation.
- 20.3. **Para Martial Artists** must communicate with Tournament Directors well before the commencement of the tournament to discuss the details of their normal participation in sparring activity and any needs / requirements essential for their participation.
- 20.4. Sparring Divisions always take place on a matted surface for the SAFETY of the participants. Some **Para Martial Artists** may find the matted surface a significant disadvantage or impediment, but we cannot foresee allowing sparring participants to spar on a non-matted surface.
- 20.5. **Para Martial Artists** with prosthesis can only use the arm/hand and/or foot/leg prosthesis if it is fully covered by a suitable padded material (to protect sparring partners). Fully covered prosthesis may be used to attack or defend in a safe and responsible manner for both the Para Martial Artist and any sparring partner. NO FULL CONTACT techniques may be used AT ANY TIME.
- 20.6. **Para Martial Artists** of at least Color Belt Intermediate rank or equivalent, who have sparred in Paralympics and similar other tournaments, and who are comfortable and well experienced in this Division and the accommodations necessary to participate safety will be full included in their respective Group by age, gender identification, weight classification, and overall experience.
- 20.7. The SAFETY of all participants in Sparring Divisions and groups is ALWAYS the ultimate responsibility of the Center Referee, the Official Arbitrators, and the Tournament Directors who shall, in consultation, make any final and binding determinations on the safety of participation.

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21. GRAND CHAMPIONSHIP - SPARRING (if applicable)

- 21.1. Sparring
 - 18.1.1 5 judge panel (1 center referee, 4 corner judges).
 - 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 participant 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 participant to score a point is the sparring grand champion (i.e., "sudden victory").
 - 18.1.4 IAGLMA Rules regarding fighting apply, including 5 points spread for each match. See *Rule 17*.

22. TEAM SPARRING

- 22.1. All team participants must be pre-registered for the team and the division.
- 22.2. A team must have the required number of participants in order to register as a team.
- 22.3. A participant may not fight in 2 separate registered teams.
- 22.4. All IAGLMA Rules regarding age, rank, sex, weight class and weigh-in apply.
- 22.5. All IAGLMA Rules concerning fouls and scoring apply.
- 22.6. Team order will be selected by a drawing and byes will be chosen by use of the IAGLMA bye chart.
- 22.7. A participant 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 participant 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 participant.) Therefore, teams may have one alternate male OR female participant. 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.
- 22.8. Each participant 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.

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22.9. If a participant 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 participant and team may continue on to subsequent rounds. If a participant is disqualified for a substantive violation of the IAGLMA Rules (e.g., excessive face or body contact, uncourteous-like behavior, disrespect to officials, etc.), that team loses any points accumulated by that participant during that match. (E.g., if a team consists of 4 participants, 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.

23. DISQUALIFICATIONS

23.1. The following shall be cause for disqualifications:

- 23.1.1. The participant, coach or teammate of participant ignores the center referee's or judge's instructions.
- 23.1.2. A participant loses her/his temper.
- 23.1.3. A participant stalls or deliberately prolongs a contest.
- 23.1.4. A participant makes meaningless cries, remarks or gestures, derogatory to the opponent, center referee, judges or officials.
- 23.1.5. If both participants are outside the ring and one is struck with enough force to warrant disqualification, standard disqualification rules will be enforced regardless.
- 23.1.6. A participant receives two fouls **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.
- 23.1.7. A participant receives three fouls **OF ANY KIND** from either the judges or the center referee for violation of any of the tournament Rules.
- 23.1.8. If a visible or serious injury (blood, swelling, deformity) is caused by the attacker, the attacker loses the match.
- 23.1.9. If a contestant shows disrespect to the officials or makes disparaging remarks concerning the tournament or officials, she/he is disqualified from further division.
- 23.1.10. Any participant 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.
- 23.1.11. Contestants must be at the designated division 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 division 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

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

24. PROHIBITED ACTS

- 24.1. Face contact in color belt divisions. (*For Black Belt divisions, see Rule 12.5*)
- 24.2. Persistent deliberate attack to the shins.
- 24.3. 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 14.3*).
- 24.4. Butting or ramming opponent with head or body, finger jabs, pushing and/or shoving, ripping and gouging techniques, blind techniques and uncontrolled techniques.
- 24.5. Excessive grabbing or holding. Grabs or holds can be no longer than one second followed immediately by an attack.
- 24.6. Delay of match.
- 24.7. **No coaching from the sidelines.** The first violation will result in an official warning for the coached participant. The next violation will result in the disqualification of the contestant being coached. The coach/teacher or colleague of a participant may not enter the ring during the division 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 29*. Judges should clear the area directly around the ring of coaches, other participants and spectators.
- 24.8. No sweeps against the joints.
- 24.9. Contestants shall not push an opponent outside of the contest area.
- 24.10. No attacks to the kidney in color belt divisions.
- 24.11. No sweeps or foot grab take-downs in color belt divisions.
- 24.12. 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

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extension left in the technique can score a point. *See Rule 12.2.*

- 24.13. **THE GROIN IS NEITHER A CONTACT NOR A TARGET AREA IN COLOR BELT DIVISIONS.** *See Rule 14.2.*

25. RUNNING OUT OF THE CONTEST AREA

- 25.1. A contestant who runs out of the ring to avoid attack while making no offensive or counterattack 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.

26. OTHER TECHNIQUES ALLOWED

- 26.1. Foot sweeps and foot grab take-downs are allowed **IN BLACK BELT DIVISIONS ONLY** (*See Rules 14.5 and 22.11*) 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 participant drops to the floor are not permitted.
- 26.2. 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.

27. OFFICIAL HAND SIGNALS, RULES AND PROCEDURES FOR SPARRING

- 27.1. Center referee begins the match.
- 27.1.1. Gets the fighters facing each other in the center of the ring (standing position).
 - 27.1.2. Determines that each participant has the required and proper safety equipment, and that the equipment is in good condition. *See Rule 4.6 and Rule 32.*
 - 27.1.3. 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.")
 - 27.1.4. Check to see that side judges are ready.
 - 27.1.5. Check to see that score/timekeepers are ready.
 - 27.1.6. Point to each fighter, palm up, open hand.
 - 27.1.7. Tell fighters to bow to you (center referee), bring hands to your side and bow.
 - 27.1.8. Tell fighters to bow to each other, at the same time cross your arms.
 - 27.1.9. Tell fighters to get into a fighting stance, at the same time step in between

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- them.
- 27.1.10. To start the match, say "**BEGIN**" and clap your hands together
- 27.2. How to indicate/call points.
- 27.2.1. The center referee calls "**STOP**" to halt the action. The corner judges should say "**CALL**" when they want the center referee to stop the action.
- 27.2.1.1. Gets the fighters to return to starting position.
- 27.2.1.2. Says: "**JUDGES CALL.**"
- 27.2.1.2.1. 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 division.
- 27.2.1.2.2. Each judge must call any foul first and, at the same time, indicates 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.")
- 27.2.1.2.3. Calls are not on what technique but on whether or not a scoring point was made.
- 27.2.1.3. Count all other calls and give official call after facing all side judges.
- 27.2.1.3.1. If no official point or call - cross arms back and forth while saying "**NO SCORE, NO POINT or NO CALL.**"
- 27.2.1.3.2. If official point is to be called - point hands toward the fighter's feet who will receive the point and say out loud "**POINT**".
- 27.2.1.4. After official call is made, restart the match.
- 27.2.1.4.1. Have fighters get into fighting stance and stand in between them.
- 27.2.1.4.2. Say "**BEGIN**" and clap hands together.
- 27.3. Indicating face contact, excessive body contact, foul or illegal technique procedures.
- 27.3.1. Follow steps through rule 25.2.
- 27.3.2. If a judge wishes to call a foul on one participant and a point for the other participant, 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

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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.

- 27.3.3. A judge must **IMMEDIATELY** indicate she/he has two calls, otherwise the second call is forfeited.
- 27.3.4. 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). See rule 26.1.
- 27.3.5. Follow steps in rule 25.2.1.4
- 27.3.6. If a participant receives a foul, she/he cannot also receive a point. Only the participant not fouled can receive a point if a majority of the judges call a point for that participant.
- 27.4. Unofficial Cautions.
 - 27.4.1. Center referee and side judges are allowed to make unofficial cautions or warnings.
 - 27.4.2. An unofficial caution is between the participant and center referee or between the participant 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 participant that she or he is doing something improper and should stop.
- 27.5. Center referee ends the match, after the timekeeper calls TIME or after the accumulation of the appropriate number of points for that division.
 - 27.5.1. Call fighters to starting position facing each other.
 - 27.5.2. Make the official call of either point, disqualification or forfeit.
 - 27.5.3. Give the official score, pointing toward the participants' feet as the scores are announced.
 - 27.5.4. If disqualification is called, now announce the call and point upward (hand on the side of the participant receiving the disqualification).
 - 27.5.5. Bowing out the participants.
 - 27.5.5.1. Point toward participants' feet, open hand, palm up.

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- 27.5.5.2. Have participants bow to you and bring your hands to your side and bow.
- 27.5.5.3. Have participants bow to each other - at the same time cross your arms.
- 27.5.5.4. Designate who is the winner by pointing open hand toward her/his head and say out loud "**WINNER.**"

28. HAND SIGNALS

28.1. Side judges and referees:

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

28.2. Center referee only:

- 28.2.1. Official Point - open hand, palm facing upward, point toward scorer's feet.
- 28.2.2. Official contact or foul - point open hand upward (elbow bent to right angle) using the hand nearest the participant receiving call.
- 28.2.3. Official no call - wave open hands back and forth crossing them.
- 28.2.4. Official winner - point open hand, palm up, arm straight, toward winner's head.
- 28.2.5. Bowing participants to each other - cross arms, at chest level, palms toward the floor.
- 28.2.6. Bowing to participants - bring hands to your side and bow.

29. FLAG SIGNALS

- 29.1. 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 participant. *See Rule 25.3.2.*

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29.2. Center referee only:

29.2.1. The center referee uses hand signals, not flags. Those hand signals are described in detail in *Rule 26*.

29.3. Side judges:

29.3.1. Indicating point - raise appropriately colored flag that corresponds to color of cloth attached to belt of participant for whom point is being called.

29.3.2. Indicating foul - raise and circle appropriately colored flag as in using a hand signal. *See Rule 26*.

29.3.3. Indicating face or excessive contact - strike sticks of two flags together repeatedly and raise the appropriately colored flag.

29.3.4. Indicating running - direct appropriately colored flag to side and tap floor repeatedly.

29.3.5. Indicating no point, no call, did not see - repeatedly cross the flags in front of the body at waist level.

29.3.6. 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.

28. CONTEST AREA

28.1. Every effort will be made to insure that the contest area shall be at least of 20 feet by 20 feet (6 by 6 meters) and ideally of 26 feet by 26 feet (8 meters by 8 meters) on a resilient floor such as wood, cork or carpet or tatami or mat (self-defense).

28.2. 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, approximately six feet apart or 1/3 the length of the ring.

29. PROTEST AGAINST A DECISION

29.1. 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 participant in that division;

(b) in a traditional and courteous fashion;

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(c) and 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 participant is disqualified for continuing beyond the 3 minute 6 second time limit in the musical form division, there will be no appeal.)

30. CONTESTANTS: SEQUENCE OF DIVISION

- 30.1. When possible, the order of performance will be randomly picked prior to the day of the division. Otherwise the order of performance will be randomly picked immediately prior to the division.
- 30.2. Contestants must be at the designated division 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 division 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 any division, no one will be added to the chart.**
- 30.3. 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/participant is judging a form division, no substitutions in judges are permitted until that entire division has finished. Therefore, the judge/participant should inform the center judge of her/his competitive division that she/he is still judging. In turn, the center judge should inform the participant/judge of her/his place in the sequence of division and that ring will be halted until the judge/participant is free to perform in her/his designated position.

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

Participants 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.

- 30.4. The sequence and order of division are the same for all divisions, i.e., three (3) minutes to appear at designated division area and two (2) minute grace period; two (2) minutes to secure proper equipment and/or to fix equipment. A participant not present and ready to compete within these parameters will be disqualified. *See Rule 21.1.11.*

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- 30.5. At the start of sparring division, contestants shall stand facing each other on the tape lines in the ring approximately four to six feet apart, with the center referee midway between them.
- 30.6. 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 "**BEGIN**" the contest will begin.
- 30.7. 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.
- 30.8. Contestants may adjust their outfits and tie their belt without the center referee's permission but will remain subject to attack.
- 30.9. Contestants from the same school or association will not fight one another, if possible, in the first elimination round only.
- 30.10. Contestants shall be in good physical condition and not under the influence of any alcohol or controlled substances. By entering the division, 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 division, a contestant also warrants that she/he is not under the influence of any alcohol or controlled substances which impair or enhance performance.
- 30.11. A participant shall not be faulted for a technique to an opponent's pre-existing injury. The participant may actually be awarded a point.
- 30.12. Contestants may spar in any style favored, provided such style follows the IAGLMA Official Tournament Rules and Procedures as provided herein.
- 30.13. Any participant 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 participant who bows out forfeits her/his standing in that match and/or division.

31. MARTIAL ARTISTS WITH DISABILITIES

- 31.1. Martial artists who participate with a disability are welcomed and encouraged. (**NOTE:** Depending upon the number of contestants, some divisions may be collapsed and/or combined with others.)
- 31.2. **By entering the division, a participant has implied their consent to compete with anyone that is assigned to their division. (**NOTE:** A contestant is**

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free to bow out at any time but forfeits her/his standing in that match and/or division.)

32. APPEARANCE AND DRESS OF CONTESTANTS

- 32.1. *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.
- 32.2. 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 division at the sole discretion of the tournament directors in consultation with the chief IAGLMA officials. Footwear should only be worn in forms division and should be acceptable martial arts footwear.
- 32.3. **Free sparring:** Sparring equipment is mandatory in all sparring divisions. This includes headgear, mouth guard and hand and foot coverings for all participants. Accounting for individual appropriate anatomic morphology, groin protection (specifically a 'tuck under' type cup/box) is required for men. Groin protection may not be worn outside of the uniform. A **chest protector** is recommended for women, however, is not required. The hand covering must cover the knuckles. The foot gear must cover the toes and heel. It may be either foam dipped type (e.g. Century, Jhoon Rhee, Shihan, etc.) or vinyl (Tiger Claw, KP, etc.). All equipment must be in good condition or repair. *See also Rule 4.5.*
- 32.4. No shoes, sneakers, slippers, etc., may be worn in conjunction with the required safety gear by any participant in the fighting divisions.

33. POOL SYSTEM (if applicable)

- 33.1. In order to offer an alternative to the single elimination system, organizers of a division can adopt a pool system for the sparring division. This system allows all contestants to do several matches. The following rules outline the general shape of a division with pools. Adaptations are possible.
- 33.2. A pool is a group of participants belonging to the same division. A pools' composition should be randomly picked. However, the meeting of people from the same school at first round should be avoided if possible (see rule 30.9). Pools can be rearranged by organizers with this intent. In a pool system, a contestant spars against every other contestant in

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her/his pool. All the sparring rules apply: the pool system does not modify the general rules for this division.

- 33.3. A pool's size is three (3), four (4) or five (5) contestants. If the division for a division has more than 5 contestants, then several pools are created as well as a second round in order to establish the ranking of the division (see below for the second-round rules). This second round can be organized right after the first round, or it can be separated from the first round in order to place emphasis on the finals of the different divisions of the division.
- 33.4. In the case where several pools are necessary and several combinations of pools are possible, the organizers should choose the combination of pools which contains the largest number of smallest pools. For instance, for a division with twelve contestants, the combination of 4 pools of 3 should be preferred rather than the combination of 3 pools of 4 contestants. Indeed, smaller pools mean fewer matches for the participants and the organization. See Appendix C for a table of pools according to the number of contestants.
- 33.5. If a division has 3, 4 or 5 contestants, then the winner of the pool is the winner (gold) of the division, the second is silver and the third bronze.
- 33.6. A second round has to be organized for divisions with several pools (which are divisions with at least 6 participants). The organization of this second round rely on the number of pools at first round:
- 33.6.1. Two (2) pools at the first round: the winners of these pools fight for the final (gold and silver) and the second of these pools fight for the bronze medal;
 - 33.6.2. Three (3) pools: a new pool of 3 is created with the winners, the winner of this new pool wins gold, the second silver and the third bronze;
 - 33.6.3. Four (4) pools: two semi-finals are organized where a winner of a previous pool fights against another winner, the two winners of these semi-finals fight for gold and silver (grand final), the two losers of these semi-finals fight for bronze and 4th place (small final) ;
 - 33.6.4. Five (5) pools: second round consists in a new pool of 5 which result determines the final result ;
 - 33.6.5. Six (6) pools: 3 semi-finals are organized, the winners meet in a new pool of three which result is the final result.
 - 33.6.6. More than 6 pools (highly unlikely to happen): second rounds should be built in order to organize the fewest matches possible.
- 33.7. Pool winners: the winner of a pool is the contestant who has won the greatest number of matches in this pool. The second is the contestant who comes right after her/him in terms of number of matches won and so on.

If two participants have won the same number of matches, the winner is the one who won their contest (this rule may be used to determine any ranking place).

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If there is a tie between **more than two participants** (3 or 4 or more participants have won the same number of matches), the points made by each of these tied participants are added up in order to establish their ranking. The participant who scored the most points globally is the winner and so on. If this method does not allow to separate two participants within the tied ones, then the previous rule applies, considering who won the contest between these particular two and so establishing their ranking.

If this “adding up points” method is insufficient to establish the ranking of the pool, then all fouls made by the tied participants should be considered. The participant who made the least fouls during his contests wins over the other tied participants and so on. As for the previous “adding up points” method, if this “adding up fouls” does not allow to establish the ranking of two tied participants, the “who won their contest” rule applies.

If there is still a tie between more than two participants after having applied successively the “adding up points” and “adding up fouls” methods, then each tied participant should be granted an additional point for each contest he/she won before the end of the official contest time (i.e. for each contest he/she won by points). All his/her additional points are added up and the result is compared to the other tied contestants to establish the ranking. If this is still not enough, then for each contest lost before the end of the official contest time a tied participant is granted one point penalty and two points penalty for each contest lost by disqualification. These penalty points are added up and the tied participant with the least penalty points is ranked first between the tied participants and so on.

33.8. Contestants should be able to rest between matches. Organizers of the division should organize matches so the contestants benefit a pause of at least five minutes before sparring again. Contestants must rest close to the contest area.

33.9. In a division with several pools the pools should fight on the same contest area alternatively. For instance in the hypothesis of a division with 3 pools, first match is from pool 1, second match from pool 2, third match from pool 3, fourth match from pool 1, fifth from pool 2, and so on until all matches for all pools have been done. If pools that compete have different length, then the largest pools start.

However, Tournament directors, in accordance with IAGLMA officials, can decide that pools of the same division fight on different contest areas.

33.10. In order to limit time loss between matches all contestants of all pools are called before the start of the division (see rule 30 sequence of division) and stay on the side of the contest area. If a contestant does not answer to her/his name when she/he is called for a match, she/he forfeits this match and her/his opponent wins. However the participant is not disqualified from her/his pool and can compete for other matches scheduled for her/him.

If a participant wins a match because his/her opponent does not show up, he/she is

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granted with the maximum points that can be given in a match according to the division he/she is in.

- 33.11. Judges and referees cannot judge too many matches one after another. Organizers of a pool division should try to keep that in mind and find a way to change judges during the division if it is too long.
- 33.12. Appendix C provides references for a division under a pool system.

JUDGES & REFEREES CLASSIFICATION, CERTIFICATION, AND REQUIREMENTS

34. JUDGES AND REFEREES CLASSIFICATION AND REQUIREMENTS

34.1. Classifications adopted by IAGLMA for officials.

Within martial arts, Arbitrators, Referees, and Judges hold distinct roles to ensure fairness, safety, and fair application of scores and rules, acting as the officials in charge of the ring, division, and ultimately the tournament.

ARBITRATORS

An impartial third party or high-ranking authorized official to resolve disputes, protests, or technical rule violations during a match or after a match concludes; or to define and decide issues regarding tournament rules when conflicts or uncertainty arises.

- Handles formal protests if a clear rule violation or error is alleged.
- Reviews official records and interviews officials to verify the accuracy and voracity of a decision.
- Provides a binding decision on rules and decisions.

REFEREES

The arbiter of a sparring match between two participants, authorized to STOP a contest, issue points and deductions, and ensure the safety of the participants throughout the match.

- Center Referees interact directly with participants, starting and stopping the match, starting and stopping the time clock, conversing with corner referees to determine points and fouls, enforces the rules of the tournament. ONLY

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the Center Referee can start and stop the match, unless a clear SAFETY threat to one or more participant is evident.

- Center Referee makes instant, high-pressure decisions in controlling the match in a respectful, fair, impartial, and SAFETY conscious way.
- Corner Referees observe matches to discern clear and definitive points or fouls and immediately verbally announce those to the Center Referee.
- Corner Referees also observe the general conduct of the match, and the ring environment to bring any safety concerns or inappropriate conduct on the part of participants, coaches, or others to the attention of the Center Referee when necessary.

JUDGES

The Judge observes participants performing forms and self-defense techniques and evaluates their overall performance to arrive at a considered and impartial assessment of that performance by issuing a points value. Judges will provide permission for the participant to begin their performance but will not interrupt that performance until the participant has concluded on their own, barring any safety or unexpected circumstance being present.

- Center Judges will control the ring, coordinate with timekeepers and scorekeepers, ensure all other Judges assigned to the ring are ready and attentive, ensure the participants of the Group are at the correct ring and have all suitable uniforms and accessories to perform.
- Center Judge will undertake all official functions of the ring, Salutations, instructing participants to begin, calling for scores from judges, coordinating with the timekeeper and scorekeeper during each performance, and dismissing the Group at the conclusion of the performance.
- Judges will focus on impartially and fairly assessing each participant to determine an appropriate overall score grading their performance.
- Judges determine their scores independently of the other judges, and do not allow themselves to be influenced by any other judges scores.

34.1.1. Official Arbitrator:

The Official Arbitrator is an experienced Judge / Referee who is assigned by the Tournament Director. The Official Arbitrator will supervise the Judges and Referees throughout the tournament, advising, counselling, and guiding as necessary. The Official Arbitrator shall adjudicate any contested calls or decisions by the Judges or Referees and shall make declarative decisions in situations where the IAGLMA tournament rules are insufficient or unclear.

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34.1.2. Center Judge / Center Referee:

Center Judge / Center Referee who is certified to officiate at any IAGLMA run, sanctioned, or supported tournaments. Such officials shall have completed the IAGLMA Officials training course and shall have the skills and knowledge necessary to conduct all processes and procedures to run all divisions within the tournament, and to guide and mentor all other judges and tournament volunteers. Center Referee for sparring must, in addition, be a Black Belt in a floor style martial arts that includes sparring as part of its regular training such as Tae Kwon Do, Kung Fu, Karate, etc.

34.1.3. Judge / Referee:

Judge / Referee who is certified to officiate at any IAGLMA run, sanctioned, or supported tournaments. Such officials shall have completed the IAGLMA Officials training course and shall have the skills and knowledge to assess and render scores and decisions in all divisions within the tournament. Judges will always function under the leadership of a Center Judge or Center Referee, but will have the opportunity to act in the Center Judge and Center Referee role to acquire experience.

34.1.3. Trainee Judge / Trainee Referee:

Judge / Referee who is certified within one or more other martial arts systems as a Judge / Referee and is considered knowledgeable and qualified to assist in rendering scores and decisions within an IAGLMA run, sanctioned, or supported tournament, but one who has not yet completed formal certification with IAGLMA. Tournament directors may approve Trainee Judges / Trainee Referees where IAGLMA certified Judges / Referees are not available in sufficient numbers to run the divisions desired.

34.2. Candidates for **Center Judge / Center Referee Certification** must meet or exceed the following requirements:

34.2.1. Must hold a Black Belt or equivalent rank with a minimum of four (4) years training in that style.

34.2.2. Must demonstrate a complete and comprehensive knowledge of the IAGLMA Tournament Rules.

34.2.3. Must demonstrate a complete and comprehensive knowledge of the IAGLMA Center Referee Duties and Responsibilities.

34.2.4. Must demonstrate a calm, decisive, and measured capacity to lead other Officials, mentor and guide other Officials, and run forms, self-defense, and sparring divisions.

34.2.5. Must actively participate in the Certification practical test.

34.3. Candidates for **Judge / Referee Certification** must meet or exceed the following requirements:

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- 34.3.1. Must hold a Black Belt or equivalent rank with a minimum of four (4) years training in that style.
- 34.3.2. Must demonstrate a complete and comprehensive knowledge of the IAGLMA Tournament Rules.
- 34.3.3. Must demonstrate a calm, decisive, and measured capacity to judge and referee in all divisions.
- 34.3.4. Must actively participate in the Certification practical test.

34.4. Candidates for **Trainee Judge / Trainee Referee** must meet or exceed the following requirements:

- 34.4.1. Must hold a Black Belt or equivalent rank with a minimum of four (4) years training in that style.
- 34.4.2. Must demonstrate a suitable knowledge and understanding of the IAGLMA tournament rules and tournament model in order to effectively act as an Official.
- 34.4.3. Must be briefed by a Lead or Official on the specifics of each division before formally officiating that division.
- 34.4.4. May offer certification from another single style martial arts organization as proof of experience.
- 34.4.5. Must actively participate in the Certification practical test.

34.5. Certification will be issued at the sole discretion of the IAGLMA approved examiner conducting the IAGLMA approved Officials Certification Class.

- 34.5.1. Knowledge of the ***IAGLMA Official Tournament Rules and Procedures*** for form, sparring, and self-defense,
- 34.5.2. Understands the spirit behind the rules as well as the letter of the rules,
- 34.5.3. Understands the responsibility of a judge and referee,
- 34.5.4. Ability to control the ring and the area around the ring,
- 34.5.5. Ability to give clear instructions to the participants and score/timekeepers,
- 34.5.6. Ability to de-escalate stress levels of participants, coaches, judges,
- 34.5.7. Stays cool and respectful under pressure,
- 34.5.8. Knows when to seek Rules clarification,
- 34.5.9. Knows how to check participants' equipment,
- 34.5.10. Knows how to checks participants' weapons,
- 34.5.11. Knows when to ask for removal of inattentive or bad side judges,
- 34.5.12. Calls for Emergency Medical treatment or security immediately, when necessary,
- 34.5.13. Is proficient in all hand and flag signals as well as verbal commands,
- 34.5.14. Is proficient in all forms and weapons scoring protocols.

35. JUDGES AND REFEREES CONDUCT

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- 35.1. Officials, whether a Judge, Referee, or a volunteer Timekeeper or Scorekeeper must be **UNBIASED, IMPARTIAL AND NEUTRAL** at all times.
- 35.2. Officials must present a **NEAT** appearance and maintain a **DIGNIFIED** attitude.
- 35.3. Officials must maintain constant **CONCENTRATION** throughout when officiating and must render exact, precise, unbiased, impartial, and neutral judgment at all times.
- 35.4. Officials shall not talk or use a mobile phone, smart watch or other electronic device when officiating ringside in any capacity.
- 36.5. We will make every effort to ensure Officials are not involved in judging their own students whenever possible.
- 35.6. Officials should wear a uniform of their own style.
- 35.7. Removal of Officials for cause is at the sole discretion of the Tournament Director/s in consultation with the Official Arbitrator and chief IAGLMA officials (if present.)
- 35.8. Proper courtesy must be observed at all times.

36. JUDGES AND REFEREES CERTIFICATION

- 36.1. All Judges and Referees (hereafter Officials) who officiate at any IAGLMA run, sanctioned, or supported tournament must be certified by IAGLMA to ensure a thorough understanding of the IAGLMA multi-style tournament model and consistency in decision making and scoring.

- 36.2. IAGLMA will establish the criteria for obtaining each grade level of Officials certification, and will define the requirements for conducting approved Officials training and certification classes. Such Officials certification classes will be offered at least annually by National and/or Regional IAGLMA approved entities.

- 36.3. IAGLMA will maintain a register of all certified IAGLMA officials including the officials' name, address, age, style, rank, certification level, certification number, date of certification, and renewal date.

- 36.4. IAGLMA will determine the requirements for recertification of Officials in order to maintain their ability to officiate in IAGLMA run, sanctioned, or supported tournaments. Recertification shall be formatted in a "refresher" class format, typically of shorter duration than a formal certification class for advancing in Officials grade levels. Recertification is encouraged prior to expiration of certification to take advantage of the shorter class, and become aware of any rule changes in the intervening time.
 - 36.4.1. Recertification for **CLASS A: Center Judge / Center Referee** shall be five (5) years from the date of the prior certification at the same class A grade.
 - 36.4.2. Recertification for **CLASS B: Judge / Referee** shall be three (3) years from the date of the prior certification at the same class B grade.

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36.4.3. Recertification for **CLASS C: Trainee Judge / Trainee Referee** shall be one (1) year from the date of temporary certification issued to the trainee official. All class C officials are expected to advance to class B as soon as practical and possible. Only three (3) temporary Class C certificates may be issued. If the candidate has not been certified to Class B by the expiration of the third Class C temporary certificate, they may not receive another temporary certificate and may not Officiate at any IAGLMA run, sanctioned, or supported tournament until Class B certification is attained.

36.5. Class A and Class B Officials whose certification lapses shall have twelve (12) calendar months from expiration to renew their certification through an approved IAGLMA certification class, but may officiate during this time. Officials whose certifications are not renewed within twelve (12) months of expiration shall be required

37. JUDGES AND REFEREES CONDUCT

37.1. Officials, whether a Judge, Referee, or a volunteer Timekeeper or Scorekeeper must be **UNBIASED, IMPARTIAL AND NEUTRAL** at all times.

37.2. Officials must present a **NEAT** appearance and maintain a **DIGNIFIED** attitude.

37.3. Officials must maintain constant **CONCENTRATION** on the match and must render exact judgment of all matches.

37.4. 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.

37.5. Officials **WILL NOT** officiate matches involving their own students except in **FORMS**. A violation will result in the disqualification of the contestant.

37.6. Officials should wear a uniform of their style, or garb or insignia designated by the tournament directors in conjunction with the chief IAGLMA officials.

37.7. 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.



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APPENDIX A - CLASSIFICATION OF DIVISIONS

General Rules: All participants can register for as many divisions as they want but there is no guarantee that all of the registered divisions will be available to them due to scheduling, staffing and numbers of participants. Rings will not be held for participants entered in more than one empty hand division.

Para Martial Artists will be incorporated into divisions and groups, with suitable accommodations and assistance provided or allowed as needed and viable.

FORM: EMPTY HAND – individual division

General Rules: *If there are too few participants (i.e., fewer than 5), groups may be merged.*

WOMEN		MEN		OPEN
Color Belt Beginner		Color Belt Beginner		Color Belt Beginner
Color Belt Intermediate		Color Belt Intermediate		Color Belt Intermediate
Color Belt Advanced		Color Belt Advanced		Color Belt Advanced
Black Belt Beginner		Black Belt Beginner		Black Belt Beginner
Black Belt Intermediate		Black Belt Intermediate		Black Belt Intermediate
Black Belt Advanced		Black Belt Advanced		Black Belt Advanced

FORM: EMPTY HAND – team division

General Rules: *If there are too few participants (i.e., fewer than 5), groups may be joined.*

WOMEN		MEN		OPEN
Color Belt Beginner		Color Belt Beginner		Color Belt Beginner
Color Belt		Color Belt Intermediate		Color Belt Intermediate

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Intermediate			
Color Belt Advanced	Color Belt Advanced		Color Belt Advanced
Black Belt Beginner	Black Belt Beginner		Black Belt Beginner
Black Belt Intermediate	Black Belt Intermediate		Black Belt Intermediate
Black Belt Advanced	Black Belt Advanced		Black Belt Advanced

FORM: WEAPONS

General Rules: *If there are too few participants (i.e., fewer than 5), groups may be joined.*

WOMEN		MEN		OPEN
Color Belt Beginner		Color Belt Beginner		Color Belt Beginner
Color Belt Intermediate		Color Belt Intermediate		Color Belt Intermediate
Color Belt Advanced		Color Belt Advanced		Color Belt Advanced
Black Belt Beginner		Black Belt Beginner		Black Belt Beginner
Black Belt Intermediate		Black Belt Intermediate		Black Belt Intermediate
Black Belt Advanced		Black Belt Advanced		Black Belt Advanced

FORM: MUSICAL FORM (Black Belt and equivalent only)

General Rules: *If there are too few participants (i.e., fewer than 5), groups may be joined.*

WOMEN		MEN		OPEN
Black Belt Beginner		Black Belt Beginner		Black Belt Beginner
Black Belt Intermediate		Black Belt Intermediate		Black Belt Intermediate



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Black Belt Advanced	Black Belt Advanced	Black Belt Advanced
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SELF DEFENSE

General Rules: *If there are too few participants (i.e., fewer than 5), groups may be joined.*

WOMEN	MEN	OPEN
Color Belt Beginner	Color Belt Beginner	Color Belt Beginner
Color Belt Intermediate	Color Belt Intermediate	Color Belt Intermediate
Color Belt Advanced	Color Belt Advanced	Color Belt Advanced
Black Belt Beginner	Black Belt Beginner	Black Belt Beginner
Black Belt Intermediate	Black Belt Intermediate	Black Belt Intermediate
Black Belt Advanced	Black Belt Advanced	Black Belt Advanced

FORM: WEAPONS

General Rules: *If there are too few participants (i.e., fewer than 5), groups may be joined.*

WOMEN	MEN	OPEN
Color Belt Beginner	Color Belt Beginner	Color Belt Beginner
Color Belt Intermediate	Color Belt Intermediate	Color Belt Intermediate
Color Belt Advanced	Color Belt Advanced	Color Belt Advanced
Black Belt Beginner	Black Belt Beginner	Black Belt Beginner
Black Belt Intermediate	Black Belt Intermediate	Black Belt Intermediate
Black Belt Advanced	Black Belt Advanced	Black Belt Advanced

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FREE SPARRING

- 28.1. **General Rules: Free sparring:** Sparring equipment is mandatory in all sparring divisions. This includes headgear, mouth guard and hand and foot coverings for all participants. Accounting for individual appropriate anatomic morphology, groin protection (specifically a ‘tuck under’ type cup/box) is required for men. Groin protection may not be worn outside of the uniform. A **chest protector** is recommended for women, however, is not required. The hand covering must cover the knuckles. The foot gear must cover the toes and heel. It may be either foam dipped type (e.g. Century, Jhoon Rhee, Shihan, etc.) or vinyl (Tiger Claw, KP, etc.). All equipment must be in good condition or repair. (See also Rule 4.5).

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	MEN	OPEN
Color Belt Beginners	Color Belt Beginners	Color Belt Beginners
Color Belt Intermediate	Color Belt Intermediate	Color Belt Intermediate
Color Belt Advanced	Color Belt Advanced	Color Belt Advanced
Black Belt Beginner	Black Belt Beginner	Black Belt Beginner
Black Belt Intermediate	Black Belt Intermediate	Black Belt Intermediate
Black Belt Advanced	Black Belt Advanced	Black Belt Advanced

WOMEN	MEN	OPEN
Fly weight (<121 lbs / 55Kg & below)	Fly weight (<125 lbs / 56.8 Kg and below)	Light Feather weight (<121 lbs / 55Kg & below)
Light weight (<132 lbs / 60 Kg & below)	Light weight (<151 lbs / 68.6 Kg and below)	Heavy Feather weight (<125 lbs / 56.8 Kg and below)
Middle weight (<143	Middle weight (<173 lbs /	Light Fly weight (<132



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lbs / 65 Kg & below)	78.6 Kg and below	lbs / 60 Kg & below)
Heavy weight (143.1 / 65.1 Kg and above)	Heavy weight (173.1 lbs / 78.7 KC and above)	Heavy Fly weight (<143 lbs / 65 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 and above)

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APPENDIX B - SPARRING DIVISION - 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



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26	6	20
27	5	22
28	4	24



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<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

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APPENDIX C - SPARRING DIVISION – POOL SYSTEM REFERENCES

Number of contestants	1 st round	2 nd round	Number of matches to be organized	Length of the division (hypothesis : 5mins and 7mins by match)	Number of match by contestant
2	Direct elimination	None	1	5' (7')	1
3	Pool of 3 (P3)	None	3	15' to 21'	2
4	Pool of 4 (P4)	None	6	30' to 42'	3
5	Pool of 5 (P5)	None	10	50' to 70'	4
6	2xP3	2 matches : small and big finals	8	40' to 56'	1 st to 4 th : 3 5 th -6 th : 2
7	P3+P4	2 matches : small and big finals	11	55' to 77'	1 st to 4 th : 3 or 4 5 th to 7 th : 2 or 3
8	2xP4	2 matches : small and big finals	14	70' to 98'	1 st to 4 th : 4 5 th to 8 th : 3
9	3xP3	P3	12	60' to 84'	1 st to 3 rd : 4 4 th to 9 th : 2
10	2xP3+P4	P3	15	75' to 105'	1 st to 3 rd : 4 or 5 4 th to 10 th : 2 or 3
11	2xP4+P3	P3	18	90' to 126'	1 st to 3 rd : 4 or 5 5 th to 11 th : 2 or 3
12	4xP3	4 matches : 2 semi-finals + small and big finals	16	80' to 112'	1 st to 4 th : 4 5 th to 12 th : 2
13	3xP3+P4	4 matches : 2 semi-finals + 2 finals	19	95' to 133'	1 st to 4 th : 4 or 5 5 th to 13 th : 2 or 3

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14	2xP3+2xP4	4 matches : 2 semi-finals + 2 finals	22	110' to 154'	1 st to 4 th : 4 or 5 5 th to 14 th : 2 or 3
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And so on...

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APPENDIX D - 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 standing
- 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 legs, knife thrust to face
- 31) Gun to the front of the head execution 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

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- 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 participant 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.

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APPENDIX E – SPARRING CENTER REFEREE DUTIES AND RESPONSIBILITIES

IAGLMA Sparring Center Referee Duties and Responsibilities:

A Temporal Check List:

- Know the IAGLMA International Rules.
- Understand how the bye sheets work.
- When the division is called, know which ring it is to be held in.
- Have all of the participants line up and check that they are all accounted for on the bye sheet.
- Double check that every effort has been made to avoid having two participants from the same school compete against one another in the first round.
- Check that all participants have the appropriate mandatory safety equipment: mouth guards, head gear, dipped foam safety hands that cover the knuckles, dipped foam safety feet that cover the toes, tuck under cup for males. Check that all optional safety equipment used is safe.
- Make sure that participants do not wear eyeglasses.
- Make sure that participants are not wearing jewelry: rings, piercings, earrings, etc.
- Make sure that all necessary equipment is at the ring: flags (4 sets), stopwatch (can use smart phone), by sheet, ring is taped off correctly, rolled up and taped towel for the time keeper to throw in when time is up, red ribbon to indicate the red participant, etc.
- Make sure that you have: 4 qualified corner judges, 1 timekeeper, 1 scorekeeper. (Ring Personnel).

IAGLMA Sparring Center Referee Check List

- Make sure that the scorekeeper understands how and where to write down points and fouls for each participant. (note: each type of foul needs to be indicated).
- Make sure that the scorekeeper understands the maximum points or point spread in case that is reached before time has expired.
- Make sure that the timekeeper understands the length of the match and that it is continuous time [not stopped for calls unless the center referee indicates that the time should be stopped].
- Make sure that the timekeeper knows to throw the rolled-up towel into the ring when time expires and to simultaneously announce, “Time!”
- Make sure that you have medals for your division, if appropriate (some medals and final matches for black belts may be withheld until the finals).
- Bow in your division as a group.
- Give a compassionate reiteration of safety concerns to the participants to set the

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tone for the ring.

- Have the scorekeeper call the first two participants and have them bow as they enter the ring and stand behind the taped marks on the floor in a ready (not fighting) stance.
- You will always stand on the side of the ring from which you can best see and make eye contact with the timekeeper and scorekeeper.
- Put the red fabric on the belt of the red participant and announce to the scorekeeper, "Name is red".
- During the course of the division, always have the red participant on the same side.

IAGLMA Sparring Center Referee Check List

- If you haven't already done it, check for all mandatory safety equipment and any unsafe jewelry.
- Have the participants come to attention and bow to you.
- Have them bow to each other.
- Have the participants assume fighting stances behind the taped lines.
- Make eye contact with the timekeeper and scorekeeper and say, "Timekeeper and scorekeeper ready?" and get an affirmative response.
- Make eye contact with each of your corner judges and say judges ready.
- Standing with your lead foot between the participants, start the match with, "Begin" (not fight or hajime).
- Listen to your corner judges for them to verbally call, "Point". Remind them to make calls loudly.
- Only you can stop the match to call for points.
- When you or a corner judge calls for a point, stop the match as briefly as possible, announce, "Judges Call" and count up the flags/calls.
- If a point is to be awarded, make eye contact with the scorekeeper and announce for example, "One point white/red".
- If you want to make sure that scores and fouls are being recorded properly, especially with the first match with a new score and timekeeper, you may call for time to be stopped while you verify that the match is being scored properly.

IAGLMA Sparring Center Referee Check List

- At the end of the match, have the participants bow to you and then bow to each other.
- Announce the winner and be sure that their name is advance in the by chart.
- Remove the red fabric from the belt of the red participant.
- Repeat!

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APPENDIX F – PARA MARTIAL ARTISTS

ADAPTION TO IAGLMA RULES / REGULATIONS

By Lydia Zijdel

Lydia Zijdel (1951) is a lesbian Para Martial Arts athlete since 1982 when she became paraplegic. She began with Aikido in 1983 and Shuri Ryu Karate and Modern Arnis in 1985, Tai-chi in 2015. She studied Disability Studies (MA Leeds), Social and Community Studies (MA, Leicester), Physical Education Studies and Gender Studies at various universities. Was lecturer Gender, Disability and Sport; speaker and member of various international Sport organisations (UN, Paralympics, Sport and Women, Aikido Federation e.g.). Teacher and trainer of Self-defence for Disabled wo/men. She married in 1998.

Introduction

Semantics:

As semantics are very important when referring to *disabled Martial Arts athletes*, and as not all languages use the correct wording regarding e.g. the UN Convention on the Rights of Persons with Disabilities¹, the Paralympic Committee suggested all sport associations to refer to Para Athletes. In this case therefore Para Martial Arts Athletes or Para Martial Artists. The advantage of using this delineation is that it can be used in all languages.

A Para Martial Arts athlete is someone who on the basis of her/his/there impairment or chronic illness is hampered through such on a permanent basis. So, temporarily injured athletes are not to be considered as a Para athlete.

The variety of impairments and chronic illness among Para athletes is enormous and therefore we should consider the rules and regulations as living conditions that will either change over time or be adapted to the growth of a Para athlete within her/his/their art/sport.

History:

Since 1994 there was an increase of Para athletes participating in the Gay Games, including Martial Arts. Also, the HIV/AIDS brought an increasing number of athletes with chronic illnesses who continued training and competing. As the number can differ from time to time and area to area (i.e. war zones may increase the number) and the fact that the coming out as LGBTQ+ and being disabled or becoming a Para athlete is often a very difficult path (even more so in this political world climate) the increase of participants within IAGLMA competitions is not to foreseen in the near future.

¹ The Academic world of Disability Studies differs in their opinion even from the UN wording. They use rather Disabled Persons focusing on the dis-abling by society to full participation on the grounds of impairment or chronic illness.

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IAGLMA categories

Separate or Inclusive

To have a separate competition class for Para Martial Arts athletes there should be a huge number of Para athletes to begin with, and they should be comparable to each other. If we compare the complexity of the Paralympics and the various categories, we could foresee the difficulty for organisers.

Also, the attraction of LGBTQ+ athletes to begin with is the fact that we can train among each other in a safe and welcoming environment. Therefore, putting one category aside on the basis of their physical/sensorial/mental being would work contradictory to what IAGLMA wants in the first place.

So, in principle all Para M.A. athletes compete within the regular classes of the IAGLMA regulations, whereby judges and referees focus on specific issues.

KATA/FORMS

The Para athlete should always indicate at the beginning of the tournament if she/he/they want to perform on a matted or not matted surface and also indicate what is needed for her/his/their participation in the competition.

- When performing Forms, judges should see if the alignment of the body in relation to canes and crutches are correct (consider them as part of the body alignment, balance, etc.) if they are used in their forms.
- When performing Forms, judges should see if wheelchairs are clean, tyres are not flat, no bags or other objects hanging on the wheelchair and the two feet are on the footplate (except for using legs to kick).
- From Black Belt Para athletes, we can expect them to have special sport wheelchairs and crutches/canes used only for Martial Arts.
- For Blind and/or other Visual impaired Para athletes: if they need and ask such prior the competitions, tape might be used on the surface for Forms.
- Bowing in starts for Blind and Visually impaired Para athletes after the coach/co- student has brought the athlete to the right place in front of the judges.
 - This guiding should always be done by a person in Martial Arts outfit.
- Para athletes with chronic illnesses that entails fatigue or medication, should indicate this prior to the competition and could be granted more time in between competition for instance.

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- Para athletes with sensory problems on their feet for instance, may need special foot material or shoes. This should always be clean and not endangering others or her/him/them when performing.
- If Deaf or other Hearing-impaired Para athletes need a Sign Language interpreter or a speech-to-text reporter during their competition they should indicate this beforehand. In principle they will bring their own support.
 - The SL interpreter can stand behind the judges until she/he/they has/have bowed in and the judges have indicated BEGIN. Then the interpreter should be out of sight of the performing Para athlete, till the Kata is finished.
 - The speech-to-text reporter should sit on the site of the area and not type during the performance of the Para athlete.

SPARRING

In general, Blind Para M.A. athletes are advised against participating in sparring competitions. Regulations are not easy to adapt, and it is questionable to begin with if this category of Martial Arts athletes exist to begin with. In Forms and Self-defence, the safety for all participants is more guaranteed. Visually impaired Para athletes should indicate together with their coaches in what way they normally perform in this category. They are used to compete with non-Para athletes. However, IAGLMA should consider to only allow intermediate and advanced athletes to compete. They will have the experience needed to safely compete against other athletes.

- Wheelchair, crutches or canes using Para athletes should never use their wheelchair, crutch or cane as a weapon or attack device within Sparring.
- A matted surface could be challenging for Para M.A. athletes in wheelchairs, with crutches or canes. This should be open for discussion among competitors in each category, as it may put Para athletes at a disadvantage.
- An opponent can never refuse to compete against a Para athlete, or vice versa. They know beforehand that the IAGLMA tournament is inclusive (*similar to refusing to compete against transgender athletes*).
- Referees should see if wheelchairs are clean, tyres are not flat, no bags or other objects hanging on the wheelchair and the two feet are on the footplate (accept for using legs to kick).
- Para athletes with prothesis can only use the arm/hand prothesis and/or foot/leg prothesis if it is fully covered with padded material. No full contact is allowed at any times.
- From Black Belt Para athletes, we can expect them to have special sport wheelchairs and crutches/canes used only for Martial Arts.
- Certain Para athletes may require medications that can potentially cause serious side effects, including severe bleeding, bruising, or symptoms such as dizziness. They

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should mention this to the Tournament Organisers prior to their participation and participate at their own risk.

- The Head referee should control this.
- Para athletes with epilepsy should prior to registration indicate to the Tournament if they have medication to control the seizures. Sparring could endanger their condition and that of the opponent.
 - The Head referee should control if they signed a waiver.
- Para athletes with diabetics using special insulin pumps or free style sensors on their arms should cover this with padded sleeves or material during their competition.
 - The head referee should control this.

SELF DEFENCE

In principle all Para athletes should be able to compete into this category, regardless of their impairment/chronic illness. Consider the following.

- Wheelchair, crutches, or canes using Para athletes can be used as defence within Self-defence, but always in a safe way for the partner.
 - They should always bring their own (experienced) partner.
 - Judges should be aware if the use of the material is adequate (not an overkill where not applicable i.e., in a correct way e.g. Is the performer's balance still appropriately maintained?)
- Para athletes with prothesis can use the arm/hand prothesis and/or foot/leg prothesis in a safe and responsible manner, for both the athlete him/her/their self. No full contact is allowed at any times.
- A matted surface could be challenging for Para M.A. athletes in wheelchairs, with crutches or canes. Para athletes should have the freedom to choose, and it is reasonable to expect their partner to be accustomed to falling on hard surfaces.
 - Judges should be aware if the performer guarantees the safety of the partner during the performance (especially on higher levels this should be evident)

To ensure partner safety, remove any bags or items hanging from wheelchairs during the performance.

Crutches and canes must not have sharp edges; if they do, these areas should be covered with padding or tape.

- From Black Belt Para athletes, we can expect them to have special sport wheelchairs and crutches/canes used only for Martial Arts.

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- Some Para athletes take medications that may cause bleeding, bruising, or dizziness. They should mention this to the Tournament Organisers prior to their participation and participate at their own risk.
- Para athletes with epilepsy should prior to registration indicate to the Tournament if they have medication to control the seizures. Self-defence could endanger their condition and that of their partner.
- Para athletes with diabetics using special insulin pumps or free style sensors on their arms should cover this with padded sleeves or material during the Self-defence.
 - The head referee should control this.

CONCLUSION

Primarily, participating as Para Martial Arts LGBTQ+ athlete should entail FUN for the athlete, her/his/their team, partner and bring PRIDE in all its aspects to the tournament and her/him/their self.

As a Para Martial Artist with 45 years of experience within Aikido, Modern Arnis, Shuri Ryu Karate, and Tai-Chi I know the joy and fulfilment this can bring. I have never trained on two legs but have experienced what it can bring and how you can learn to teach others who do use their legs. I had the privilege to teach all over the world thousands of disabled wo/men of all ages and backgrounds in self-defence and Martial Arts and teach Martial Arts and Self-defence teachers to include disabled wo/men with all kinds of impairments. It made the world and my life more colourful!

The IAGLMA Board of Directors has adopted in full the recommendations made in this adaptation and will continue to apply changes, enhancements, and adaptations to our tournament rules in an ever-green modality as the needs, requirements, terminology, understanding, and engagement of Para Martial Artists expands and demands.

We thank Lydia for her outstanding commitment, dedication, advocacy, and participation in assisting IAGLMA form and develop this greater understanding and implementing this essential rule changes.

IAGLMA recognizes and adopts the PRIME project, funded by the EU, offers a "Practical Guide for Coaches" focused on inclusive, accessible martial arts instruction in English, French, German, and Italian. Developed over two years, it aims to integrate individuals of all abilities into martial arts, ensuring training is accessible and adaptive.



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<https://www.icsspe.org/content/advocating-inclusive-practice-martial-arts>