

MARCH 17 2024

REGISTRATION OPEN TILL FEB 23



# PHOENIX SWORD SPARRING

WEAPONS COMBAT TOURNAMENT

[WWW.PHOENIXWUSHUNATIONALS.COM](http://WWW.PHOENIXWUSHUNATIONALS.COM)

## Weapon Sparring Rules & Regulations

### Overview

- The match is three rounds, one minute each, with a 30 second break between rounds.
- First competitor to win two rounds wins the match.
- Safety gear is required and fighters are required to use an approved synthetic sparring weapon.
- Fighters are allowed to strike with all legitimate attacks from the blade of their synthetic weapon.
- The competition mat area is 6 x 6 meter, with a 2 meter surrounding safety area

## How to win a round

- **TKO** – Landing 3 clearly defined cut or thrust attacks to any of your opponent's primary zones: head, neck, sword hand or front of torso shall win you the round. This simulates the instant kill or fight ending blow from such attacks with a weapon. In the event your opponent is disarmed or drops their weapon, they shall forfeit the round and you shall be declared the victor of the round.
- **Decision** – In the event neither fighter lands 3 clearly defined cut or thrust attacks by the end of the round, the round shall go to the judges for decision to decide the winner according to the fighter's dominance.
- **Concession** – Opponent concedes victory or is disqualified

## Legal Actions

- All cuts, thrusts and chops with the edge of the weapon's blade or tip.

## Illegal Actions

- The following acts constitute fouls and may result in penalties, at the discretion of the referee:
  - Striking with anything other than the blade of the weapon.
  - Wrestling, throwing or grappling of any kind.
  - Passivity, avoidance, running, or leaving the competition area for any reason.
  - Applying heavy impact, excessive force above the allowed light to medium contact force
  - "Brawling", defined as exchanging strikes without clean techniques or defense for 5+ seconds.
  - Disobeying the referee or displaying disrespectful / unsportsmanlike behavior

## Warnings & Penalties

- **Cautions**
  - Without stopping the round, the referee may vocalize cautions if a fighter has not committed an illegal action but looks to be heading in that direction.
- **First Offense**
  - Round stoppage, fighter recentering and a verbal foul will be issued.
- **Second Offense**
  - Loss of round.
- **Serious Violation**
  - Immediate disqualification from the match/tournament based upon gross negligence, disrespect and/or disregard for safety. *I.e. Cursing at the referee, tantruming, or excessive contact.*

## Match Structure

- **Match Administrators**
  - Each match shall be administered by:
    - (3) Judges
    - (1) Center Referee
    - (1) Scorekeeper
    - (1) Timekeeper
    - (1) Ring Attendant
- **Official Duties Defined**
  - **The referee** shall ensure that the fighters adhere to the guidelines and rules, call out warnings when needed, separate the fighters as clashes occur, stop the match should an issue or concern arise, determine if an injured fighter can continue, announce the scores and fouls of the judges, and declare the winner for each round / match. The Referee has full authority to stop the match at any time for safety or any reason. At the end of a round the referee shall stop and reset the fighters prior to calling for round scores.

- **Corner Judges** shall monitor the match, signal fouls and victor of the round / match winner by raising the corresponding flag.
    - Victor = Raising the corresponding fighter's corner color
    - Foul = Crossing both flags overhead and then signaling the corresponding fighter's corner color when called upon by the referee.
  - **The Scorekeeper** shall maintain score of the match, including: Fouls, Round victories and Match victor. Upon reaching victory the scorekeeper shall toss a bean bag into the center of the ring and declare "decision".
  - **The Timekeeper** shall maintain time for the match and declare "time" by tossing a bean bag into the center of the ring.
  - **The Ring Attendant** shall call for competitors, assist with gearing up fighters on deck and ensure that the correct fighter is wearing the correct color.
- **Call And Start Of The Match / Round**
    - When their names have been called, the fighters shall move to the center of the competition area, approximately 2 meters from one another. At which point the referee shall quickly review their competition attire, appearance and sparring gear for adherence to rules. After inspection, the referee shall assign each fighter a color, either red or white, and announce the colors to the table.
    - The match shall start after the referee instructs the fighters to respectfully acknowledge each other (i.e. a bow, salute, nod, hand shake, fist bump, etc) and begin once the match referee gives the command.
    - Subsequent rounds shall have the fighters return to the center neutral position.
- **Interruption Of The Match**
    - Certain actions will cause the referee to reset the fighters, temporarily pausing the round clock. These actions are:
      - a foul is called.
      - a fighter falls or exits the competition area.
      - there is a dangerous situation where a fighter is injured or will be.
      - a problem arises or there is a dangerous situation.
      - a fighter is injured.
- **Clock Stoppage**
    - Clock stoppage shall only occur when the round time is up or in the instance of an interruption of the match.
- **Injury Timeout**
    - If a fighter appears to be injured, or requiring medical assistance, the Referee shall call a timeout and summon the tournament's medical staff to the competition area. The medical staff will have two minutes to resolve the issue. If the injury cannot be adequately addressed within two minutes, then the injured fighter will forfeit the match. If the injury was the result of illegal contact (foul), then the medical staff will be permitted five minutes to resolve the injury. If the injured fighter cannot continue after a five minute period, then their opponent will be disqualified.

#### **Uniform:**

- Attire will consist of a T-shirt or Rashguard top, Martial Arts bottoms and Soft-soled, non marking martial arts shoes.
- No jewelry of any kind may be worn during competition.

## **Fighter's Kit / Equipment**

- Fighters are required to wear/provide their own mandatory groin protection (optional for females)
- Fighters are required to use the following *tournament supplied* safety equipment, including synthetic safety weapons. In the event that a fighter wishes to use their own gear, it must be brought to the registration weapon safety check to be reviewed and approved by tournament staff.. **No exceptions will be made.**
  - Fencing Mask
  - Chestguard that covers entire front and side torso
  - Protective Gloves
  - Knee Protection
  - Elbow Protection
  - Synthetic Safety Sparring Jian
  - Synthetic Retractable Sparring Spear

## **Divisions**

- Recognizing that finesse weapons rely more on technique and speed vs. size and strength, contestants shall be divided into two divisions based on age, 14+ & 56+. Organizers reserve the right to combine divisions based on turnout to ensure vigorous competition and to avoid automatic medaling.