

AUGUST 13, 2022

REGISTER AT: WWW.EVENTSREG.ORG

\$1,000'S IN
CASH
PRIZES!

EVERYONE
GETS A
MEDAL!



RIGHT IN THE HEART OF GRAPEVINE, JUST STEPS AWAY FROM DOWNTOWN GRAPEVINE

**FOR QUESTIONS CALL:
702-379-5118
PAIGENICOLE96@GMAIL.COM**

**TOURNAMENT LOCATION:
GRAPEVINE CONVENTION
CENTER
1209 S MAIN ST
GRAPEVINE, TX 76051**

**FIRST DIVISION \$40
ADDITIONAL DIVISIONS
\$25**

**ADULT GRANDS:
\$100 BB
SPARRING(M)
\$100 BB SPARRING
(F)
\$200 BB FORMS
\$50 BB VORTEX(M/F)**

**JUNIOR GRANDS:
\$200 BB FORMS(M/F)
TRICKING \$50
WEAPONS TRICKING
\$50**

REGISTER AT WWW.EVENTSREG.ORG

AUGUST 13, 2022

REGISTER AT: WWW.EVENTSREG.ORG

-STEPS AWAY FROM
SHOPPING

-MERCHANDISE FOR
SALE

-ALL MATTED
RINGS

-GRAND CHAMPION
PRIZES

-WEAPONS
BATTLES

-TRICKING
BATTLES

-THOUSANDS OF DOLLARS IN CASH PRIZES FOR GRAND CHAMPION



START TIME 9:30 AM

PLEASE NOTE:NO LIMIT TO DIVISIONS ENTERED

D-1 DEMO- EVERYONE IS A WINNER

H-1 HANDICAPABLE

TEAM KATA- 2 OR MORE, ALL AGES, ALL RANKS

ADULT BLACK BELT CREATIVE WEAPONS

B/W-1 18+ BLACK BELT CREATIVE WEAPONS(M)

B/W-2 18+ BLACK BELT CREATIVE WEAPONS(F)

B/W-3 35+ BLACK BELT CREATIVE WEAPONS(M)

B/W-4 35+ BLACK BELT CREATIVE WEAPONS(F)

CREATIVE WEAPONS

W-1 6-7 BEGINNER-INTERMEDIATE(M/F)

W-2 6-7 ADVANCED/BLACK (M/F)

W-3 8-9 BEGINNER/INTERMEDIATE(M/F)

W-4 8-9 ADVANCE/BLACK (M/F)

W-5 10-11 BEGINNER/INTERMEDIATE(M/F)

W-6 10-11 ADVANCED(M/F)

W-7 10-11 BLACK (M/F)

W-8 12-13 BEGINNER/INTERMEDIATE(M/F)

W-9 12-13 ADVANCED(M/F)

W-10 12-13 BLACK(M/F)

W-11 14-15 BEGINNER/INTERMEDIATE(M/F)

W-12 14-15 ADVANCED(M/F)

W-13 14-15 BLACK(M/F)

W-14 16-17 BEGINNER/INTERMEDIATE(M/F)

W-15 16-17 ADVANCED(M/F)

W-16 16-17 BLACK(M/F)

W-17 18+ ALL RANKS(COLOR BELT)(M/F)

W-18 35+ ALL RANKS(COLOR BELT)(M/F)

TRADITIONAL WEAPONS

TW-1 17&UNDER ALL RANKS(COLOR BELT)(M/F)

TW-2 17&UNDER BLACK BELT(M/F)

TW-3 18+BLACK BELTS ALL RANKS(M/F)

TW-4 18+COLOR BELTS(M/F)

ADULT BLACK BELT CREATIVE FORMS

BC-1 18+BLACK BELT CREAT/MUS(M)

BC-2 18+ BLACK BELT CREAT/MUS(F)

BC-3 35+ BLACK BELT CREAT/MUS(M)

BC-4 35+BLACK BELT CREAT/MUS(F)

CREATIVE FORMS

CF-1 6-7 BEGINNER/INTERMEDIATE(M/F)

CF-2 ADVANCED/BLACK (M/F)

CF-3 8-9 BEGINNER/INTERMEDIATE(M/F)

CF-4 ADVANCED/BLACK(M/F)

CF-5 10-11 BEGINNER/INTERMEDIATE(M/F)

CF-6 10-11 ADVANCED/BLACK(M/F)

CF-7 12-13 BEGINNER/INTERMEDIATE(M/F)

CF-8 12-13 ADVANCED/BLACK (M/F)

CF-9 14-15 BEGINNER/INTERMEDIATE(M/F)

CF-10 14-15 ADVANCED/BLACK(M/F)

CF-11 16-17 BEGINNER/INTERMEDIATE(M/F)

CF-12 16-17 ADVANCED/BLACK(MF)

CF-13 18+ALL RANKS(COLOR BELT)(M/F)

CF-14 35+ALL RANKS(COLOR BELT)(M/F)

TRICKING WEAPONS- ALL RANKS/ALL AGES

TRICKING- ALL RANKS/ALL AGES

VISIT WWW.TFORCEELITE.COM/TOURNAMENT TO REGISTER

ADULT BLACK BELT FORMS

BT-1 18+ BLACK(M)

BT-2 18+BLACK(F)

BT-3 35+ BLACK(M)

BT-4 35+ BLACK(F)

BT-5 45+ BLACK(M/F)

TRADITIONAL FORMS

U/F-1 5- ALL RANKS(M/F)

U/F-2 6-7 BEGINNER(M/F)

U/F-3 6-7 INTERMEDIATE(M/F)

U/F-4 6-7 ADVANCED/BLACK(M/F)

U/F-5 8-9 BEGINNER(M/F)

U/F-6 8-9 INTERMEDIATE(M/F)

U/F-7 8-9 ADVANCED/BLACK(M/F)

U/F-8 10-11 BEGINNER(M/F)

U/F-9 10-11 INTERMEDIATE(M/F)

U/F-10 10-11 ADVANCED(M/F)

U/F-11 10-11 BLACK(M/F)

U/F-12 12-13 BEGINNER(M/F)

U/F-13 12-13 INTERMEDIATE(M/F)

U/F-14 12-13 ADVANCED(M/F)

U/F-15 12-13 BLACK(M/F)

U/F-16 14-15 BEGINNER(M/F)

U/F-17 14-15 INTERMEDIATE(M/F)

U/F-18 14-15 ADVANCED(M/F)

U/F-19 14-15 BLACK(M/F)

U/F-20 16-17 BEGINNER(M/F)

U/F-21 16-17 INTERMEDIATE(M/F)

U/F-22 16-17 ADVANCED(M/F)

U/F-23 16-17 BLACK(M/F)

U/F-24 18-34 BEGINNER(M/F)

U/F-25 18-34 INTERMEDIATE(M/F)

U/F-26 18-34 ADVANCED(M/F)

U/F-27 35+ BEGINNER(M/F)

U/F-28 35+INTERMEDIATE/ADVANCED(M/F)

YOUTH SPARRING

U/S-1 5 UNDER ALL RANKS(M)

U/S-2 5 UNDER ALL RANKS(F)

U/S-3 6-7 BEGINNER(M)

U/S-4 6-7 INTERMEDIATE(M)

U/S-5 6-7 ADVANCED/BLACK(M)

U/S-6 8-9 BEGINNER(M)

U/S-7 8-9 INTERMEDIATE(M)

U/S-8 8-9 ADVANCED(M)

U/S-9 8-9 BLACK(M)

U/S-10 6-7 BEGINNER(F)

U/S-11 6-7 INTERMEDIATE(F)

U/S-12 6-7 ADVANCED/BLACK(F)

U/S-13 8-9 BEGINNER(F)

U/S-14 8-9 INTERMEDIATE(F)

U/S-15 8-9 ADVANCED(F)

U/S-16 8-9 BLACK(F)

U/S-17 10-11 BEGINNER(M)

U/S-18 10-11 INTERMEDIATE(M)

U/S-19 10-11 ADVANCED(M)

U/S-20 10-11 BLACK(M)

U/S-21 10-11 BEGINNER(F)

U/S-22 10-11 INTERMEDIATE(F)

U/S-23 10-11 ADVANCED(F)

U/S-24 10-11 BLACK(F)

U/S-25 12-13 BEGINNER(M)

U/S-26 12-13 INTERMEDIATE(M)

U/S-27 12-13 ADVANCED (M)

U/S-28 12-13 BLACK (M)

U/S-29 12-13 BEGINNER(F)

U/S-30 12-13 INTERMEDIATE(F)

U/S-31 12-13 ADVANCED(F)

U/S-32 12-13 BLACK(F)

U/S-33 14-15 BEGINNER(M)

U/S-34 14-15 INTERMEDIATE(F)

U/S-35 14-15 ADVANCED (M)

U/S-40 14-17 BLACK(F)

U/S-41 17 BEGINNER(M)

U/S-42 INTERMEDIATE(M)

U/S-43 16-17 ADVANCE(M)

U/S-44 16-17 BLACK(M)

REGISTER AT WWW.EVENTSREG.ORG

2021 SHORT



2021 SHORT

TO REGISTER VISIT WWW.EVENTSREG.ORG

ADULT SPARRING (COLOR BELT)

US-45 18-34 BEGINNER(F)

US-46 18-34

INTERMEDIATE/ADVANCED(F)

US-47 18-34 BEGINNER(M)

US-48 18-34 INTERMEDIATE(M)

US-49 18-34 ADVANCED(M)

US-50 35+ BEGINNER (F)

US-51

35+INTERMEDIATE/ADVANCED(F)

US-52 35+BEGINNER (M)

US-52

35+INTERMEDIATE/ADVANCED(M)

ADULT SPARRING BLACK BELT

B/S-1 18+ LIGHT 162.8- (M)

B/S-2 18+ MIDDLE 184.8- (M)

B/S-3 18+ HEAVY 184.8+ (M)

B/S-4 18+ FEATHER 132- (F)

B/S-5 18+ LIGHT 132.1+ (M)

B/S-6 35+ LIGHT 173.8- (M)

B/S-7 35+ HEAVY 173.8+(M)

B/S-8 35+ ALL WEIGHTS(F)

B/S-9 45+ ALL WEIGHTS(M)

STICK COMBAT

SC-1 9 UNDER SUPER FLY 50- (M/F)

SC-2 9 UNDER FLY 60-(M/F)

SC-3 9 UNDER LIGHT 70- (M/F)

SC-4 9 UNDER MIDDLE 80- (M/F)

SC-5 9 UNDERHEAVY 80+ (M/F)

SC-6 10-17 SUPER FLY 95- (M)

SC-7 10-17 FLY 110- (M)

SC-8 10-17 LIGHT 125- (M)

SC-9 10-17 MIDDLE 140- (M)

SC-10 10-17 HEAVY 165- (M)

SC-11 10-17 SUPER HEAVY 165+ (M)

SC-12 10-17 SUPER FLY 95-(F)

SC-13 10-17 FLY 110- (F)

SC-14 10-17 FEATHER 125- (F)

SC-15 10-17 LIGHT 140- (F)

SC-16 10-17 MIDDLE 165- (F)

SC-17 10-17 HEAVY 165+ (F)



TO REGISTER VISIT WWW.EVENTSREG.ORG

TKO QUALIFIER AND STATE RULES AT GLANCE

KATA/FORMS RULES:

- A. All competitors will perform their Katas with scores given when all the competitors are finished.
- B. Scoring Range will be from 9.0-9.9 in all Katas/Weapons Divisions
- C. Each judge must choose their top winners from highest to lowest. Example: 9.9 for 1st, 9.8 for 2nd, 9.7 for 3rd and 9.6 for 4th with 9.5 being the median.
- D. All 3 judges must be within the same scoring range. A denomination of (.2) will be applied below the 2nd highest score.
Example: A score of 9.9, 9.8, 9.3. Since 9.3 is not in the same range of 9.9 and 9.8, the lowest score of 9.3 will now change to 9.6.
- F. A second chance will be given to contestants who forget their form. All Katas, Weapons, Specialty (Musical, Weapons, 2 man) can restart only once.
- G. Specialty (Musical, Weapons, 2 man) no longer than 2 minutes
- H. Judging students is allowed

TIES

- A. If tied – Run off of same or different kata is acceptable.
- B. If tied again - judges point to winner.

MANDATORY UNIFORMS AND EQUIPMENT:

- A. All uniforms must be of regulation in that particular style or system. (In KATA competition uniform may vary with tournament director's approval)
- B. Must have a clean uniform.
- C. Male competitors will wear groin protector.
- D. No shoes allowed when sparring unless Ring Star approved sparring shoes.
- E. Must wear mouthpiece.
- F. Head gear mandatory.

II. MATCHES:

- A. 2 judges will be used for Point Sparring per ring.
- B. Instructors cannot judge their students in sparring

III. MATCH LENGTH:

- A. All matches will be two minutes or first to 7 points.
- B. Coaching is allowed but yelling profanity, poor sportsmanlike conduct or yelling at a judge will not be tolerated. Judge has the right to disqualify any competitor if these rules are violated.
- C. No physical contact from coach and the competitor will be allowed during a match

IV. SCORING:

- A. Punches 1 po Intermediate
- B. All Kicks to body 1 po Intermediate
- C. All Kicks to head 2 points.
- D. All Clashes will be awarded No Point
- F. Confirmation needed to be awarded a po Intermediate
- G. Light contact to the face & medium contact to the body for all ranks.
- H. Hands touching floor is legal but not when body, elbows, buttocks and knees touches floor.
- I. Capoeira, and Cartwheel kicks are allowed. Head or body (2 points)

V. ILLEGAL TECHNIQUES:

No joints, no elbow techniques, no back or blind techniques, or throat techniques. No knee, or leg techniques, take downs (only in rings), headbutts, arms, spine, neck, eyes techniques, or kicks to the legs. No Groin or No Ground fighting

VI. PROTESTS:

Only the coach has the right to protest any call BEFORE the match is over.

VII. DISQUALIFICATION:

- A. Excessive contact in all divisions. 1st time warning with 2nd time disqualification
- B. Swelling, discoloration, or drawing blood an head or face in all ranks will be grounds for disqualification. (The injury is verification).
- C. Unsportsmanlike conduct or any other form of conduct unbecoming to a martial artist.

VIII. OUT OF BOUNDS:

- A. Must have both feet over the tape or matted area is out of bounds. (1 point is awarded to opponent)
- B. No verification needed for out of bounds calls.

X. FOUL:

- A. Each foul called on an opponent will result in a point awarded to person receiving foul.
- B. No majority needed on fouls.

2020 "ELITE BREAKERS" TKO Qualifier Competition

Qualify for TKO State Finals!

All divisions will be awarded **1st-3rd place**. *Please Note:* At State Finals there is a minimum of 3 competitors in all Breaking divisions to receive a Championship Ring.



BPWH-1	Breaking - Power Wood - Hand * 5 * Mixed
BPWH-2	Breaking - Power Wood - Hand * 6-8 * Mixed
BPWH-3	Breaking - Power Wood - Hand * 9-12 * Mixed
BPWH-4	Breaking - Power Wood - Hand * 13-17 * Beg / Intr / Adv * Mixed
BPWH-5	Breaking - Power Wood - Hand * 18+ * Beg / Intr / Adv * Male
BPWH-6	Breaking - Power Wood - Hand * 18+ * Beg / Intr / Adv * Female
BPWH-7	Breaking - Power Wood - Hand * 13-17 * Black * Male
BPWH-8	Breaking - Power Wood - Hand * 13-17 * Black * Female
BPWH-9	Breaking - Power Wood - Hand * 18+ * Black * Male
BPWH-10	Breaking - Power Wood - Hand * 18+ * Black * Female

BFT-1	Breaking - First Timers & Handicapable * Mixed
BCO-1	Breaking - Creative Open * 5 * Mixed
BCO-2	Breaking - Creative Open * 6-8 * Mixed
BCO-3	Breaking - Creative Open * 9-12 * Mixed
BCO-4	Breaking - Creative Open * 13-17 * Beg / Intr / Adv * Mixed
BCO-5	Breaking - Creative Open * 18+ * Beg / Intr / Adv * Male
BCO-6	Breaking - Creative Open * 18+ * Beg / Intr / Adv * Female
BCO-7	Breaking - Creative Open * 13-17 * Black * Male
BCO-8	Breaking - Creative Open * 13-17 * Black * Female
BCO-9	Breaking - Creative Open * 18+ * Black * Male
BCO-10	Breaking - Creative Open * 18+ * Black * Female

BPWF-1	Breaking - Power Wood - Foot * 5 * Mixed
BPWF-2	Breaking - Power Wood - Foot * 6-8 * Mixed
BPWF-3	Breaking - Power Wood - Foot * 9-12 * Mixed
BPWF-4	Breaking - Power Wood - Foot * 13-17 * Beg / Intr / Adv * Mixed
BPWF-5	Breaking - Power Wood - Foot * 18+ * Beg / Intr / Adv * Male
BPWF-6	Breaking - Power Wood - Foot * 18+ * Beg / Intr / Adv * Female
BPWF-7	Breaking - Power Wood - Foot * 13-17 * Black * Male
BPWF-8	Breaking - Power Wood - Foot * 13-17 * Black * Female
BPWF-9	Breaking - Power Wood - Foot * 18+ * Black * Male
BPWF-10	Breaking - Power Wood - Foot * 18+ * Black * Female

BPCH-1	Breaking - Power Concrete - Hand * 13-17 * Beg / Intr / Adv * Mixed
BPCH-2	Breaking - Power Concrete - Hand * 18+ * Beg / Intr / Adv * Male
BPCH-3	Breaking - Power Concrete - Hand * 18+ * Beg / Intr / Adv * Female
BPCH-4	Breaking - Power Concrete - Hand * 13-17 * Black * Male
BPCH-5	Breaking - Power Concrete - Hand * 13-17 * Black * Female
BPCH-6	Breaking - Power Concrete - Hand * 18+ * Black * Male
BPCH-7	Breaking - Power Concrete - Hand * 18+ * Black * Female

BPWE-1	Breaking - Power Wood - Elbow * 5 * Mixed
BPWE-2	Breaking - Power Wood - Elbow * 6-8 * Mixed
BPWE-3	Breaking - Power Wood - Elbow * 9-12 * Mixed
BPWE-4	Breaking - Power Wood - Elbow * 13-17 * Beg / Intr / Adv * Mixed
BPWE-5	Breaking - Power Wood - Elbow * 18+ * Beg / Intr / Adv * Male
BPWE-6	Breaking - Power Wood - Elbow * 18+ * Beg / Intr / Adv * Female
BPWE-7	Breaking - Power Wood - Elbow * 13-17 * Black * Male
BPWE-8	Breaking - Power Wood - Elbow * 13-17 * Black * Female
BPWE-9	Breaking - Power Wood - Elbow * 18+ * Black * Male
BPWE-10	Breaking - Power Wood - Elbow * 18+ * Black * Female

BPCF-1	Breaking - Power Concrete - Foot * 13-17 * Beg / Intr / Adv * Mixed
BPCF-2	Breaking - Power Concrete - Foot * 18+ * Beg / Intr / Adv * Male
BPCF-3	Breaking - Power Concrete - Foot * 18+ * Beg / Intr / Adv * Female
BPCF-4	Breaking - Power Concrete - Foot * 13-17 * Black * Male
BPCF-5	Breaking - Power Concrete - Foot * 13-17 * Black * Female
BPCF-6	Breaking - Power Concrete - Foot * 18+ * Black * Male
BPCF-7	Breaking - Power Concrete - Foot * 18+ * Black * Female

BPCE-1	Breaking - Power Concrete - Elbow * 13-17 * Beg / Intr / Adv * Mixed
BPCE-2	Breaking - Power Concrete - Elbow * 18+ * Beg / Intr / Adv * Male
BPCE-3	Breaking - Power Concrete - Elbow * 18+ * Beg / Intr / Adv * Female
BPCE-4	Breaking - Power Concrete - Elbow * 13-17 * Black * Male
BPCE-5	Breaking - Power Concrete - Elbow * 13-17 * Black * Female
BPCE-6	Breaking - Power Concrete - Elbow * 18+ * Black * Male
BPCE-7	Breaking - Power Concrete - Elbow * 18+ * Black * Female

All Power Breaking Divisions Must Order Boards and Concrete Before Preregistration Deadline. Creative Open Divisions Must Bring All Breaking Materials, Including Tarp. Tarps, broom, dust pan are required for clean up. For Ques-

Register online at www.EventsReg.org or use the "TKO Tournament Registration Form" and mail in your registration before the Preregistration Deadline.

REGISTRATION INFORMATION

Pre—Order your Boards

Pre—Order your Concrete

Concrete or Boards \$3.00 each. *Must buy from tournament. Please order early.

___ Boards X \$3.00 = ___

___ Concrete X \$3.00 = ___

TKO STICK COMBAT INVITATIONAL

ESKRIMA – KALI – ARNIS TOURNAMENT

All Sport Karate, Eskrimadors and Filipino Martial Arts enthusiasts around the Texas area, you are formally invited to an open event that brings all practitioners of Filipino Martial Arts under one roof. It doesn't matter what style or system you practice, you are invited to join us for one day of stick combat competition. This is a TKO Qualifier and all winners 1st-8th place will earn points



Robert Montifar Director
Arnis/Stick Combat

TKO STICK COMBAT RULES

This is for Single Combat Weapon Sparring. Must use one hand to strike.



Required Gear

We will provide gear unless they have their own. Other similar eskrima sticks must be checked by the official for approval. Action Flex eskrima sticks, headgear and gloves from Century. (NO Wood Eskrimas allowed). Actionflex eskrima stick will be the official gear. Sizes are 28 inches for teens/adults and 24 for the kids 11 & under.

Legal Targets

The entire body with the exception of the groin, stab to the eyes, and any neck area not covered by the headgear.

Points

- *10 points or 2 minute rounds
- *Max of 3 points at any one time.
- *1 point for strike to legal target area
- *2 points for a strike to the head.
- *A combination strike technique (body & head strike consecutive), the higher scoring strike will be counted.
- *Add one point for any successful jumping technique
- *1 point for strike to the hand only if the opponents is disarmed as well as dropped weapon penalty. So a total of 2 points awarded. (No point for strike to the hand and not disarmed)

Dropped Weapons

1 point awarded to competitor if opponent drops the weapon. Procedure: confirm drop, award point for drop, then call for points if necessary. "Drop penalty" is in effect from bow in to bow out. A scoring strike is worth 0 points if the weapon is dropped during their strike.

Contact:

Strikes must be effective and under control. They need to be solid hits, no blind strikes.

Warnings and Penalties

Excessive/illegal Techniques include takedowns, kicking, or punching, throwing or grabbing, or stabbing with handle. Checking with live hand (weapon less hand) is legal. For safety concerns, competitors may go to one knee during technique, but not both (no splits). (This is so that someone can get back up quickly. Live hand should not touch the floor.

Vortex Continuous Sparring Competitor Rules For Semi-Contact Division



In order to be a competitor in the Vortex Division, competitor must submit Registration Fee no later than the application deadline. Competitors will be separated by size at the ring and matched up accordingly. If there is an unfair size advantage, then the smaller competitor has the right to fight up in size or not. If there are no competitors in the size range, then the lone competitor is declared winner.

COLORED BELTS (Pre-Black Belt) DIVISIONS – Beginner, Intermediate, Adv

Competitors' ages 4 and up, under black belt, are required to wear chest gear, headgear with full face protection, shin and instep protection, mouthpiece, and a groin cup (girls AND boys). Hand and/or foot guards are not allowed to be worn by competitors. Taping the hands or feet is not permitted. No tape may be worn on the hands. Wrist taping is fine. Fingernails and toenails must be cut. All Competitors must wear martial arts uniforms in good condition according to referee: with long pants, sleeves at least to the elbows, and belt).

BLACK BELTS

Competitors', competing as black belts, are required to wear headgear with full face protection, cloth only shin and instep protection, mouthpiece, and a groin cup (girls and boys).

Competitors may not wear hand guards. Taping the hands or feet is not permitted. No tape may be worn on the hands. Wrist taping is fine. Fingernails and toenails must be cut. All Competitors must wear martial arts uniforms in good condition according to referee: with long pants, sleeves at least to the elbows, and belt). Foam foot guards are allowed but not mandatory

TOURNAMENT STRUCTURE

CHILDREN - Children's rings will consist of one full two minute round.

ADULTS - Adult rings will consist of two two-minute rounds of fighting. If the score at the end of the match is tied, the Competitor with fewer penalties will be declared the winner. If both Competitors have the same number of points and penalties, the match will go to a judges' decision. In the event that the judge's decision is tied and the referee calls a "draw," then there will be a one-minute overtime to decide the match.

What you CANNOT do:

- Hand strikes / punches, elbow strikes, and head butts to the head, neck, and face area are not permitted.
- Kicks and strikes to the groin are not permitted.
- Competitor may not hold or push opponents leg up with two hands.
- No direct blow to the front of the knee.
- Encircling the opponent's neck or torso from the front with two hands, on opposite sides of the neck, to pull him into a technique is not permitted (Muay Thai clinch).
- Throw someone on his or her head or neck.
- Make contact with a strike or a kick after his opponent is down.
- Show unsportsmanlike conduct towards opponent, ref, judges, or anyone else at tournament (i.e. – act happy if opponent is hurt, refuse to shake hands and bow, jump up and down or throw things, throw a fit, etc.). These are grounds for instant disqualification.
- Argue with ref or judges, use inappropriate language, threaten anyone for any reason, and / or act like a street thug.

What you CAN do:

- All kicks to the legs and sweeps to the legs are allowed, with the exception of a direct blow to the front of the knee.
- All kicks are allowed to the head, body, and legs, except for directly to front of knee, or groin Striking / punching / elbows to the body, and legs, except for the neck, face, head, directly to front of knee, or groin.
- A Competitor may grab his opponent's shoulder or uniform (arm or leg) for three seconds only while executing a technique. Hand must release hold after three seconds.
- A Competitor may encircle the opponent's leg with one arm when executing a controlled throw. Throw must land opponent on back, side, or stomach.
- When grabbing from the front with two hands, both hands must reach to the same side of the opponent's body (one on arm, the other hand on shoulder or around neck), when pulling opponent into a technique – but only for 3 seconds.
- If both Competitors are grabbing each other, creating a stalemate, the referee will break them apart immediately.
- This is a martial arts tournament (i.e.- contest) and as such martial arts etiquette (i.e. – respect for others and self, humility, and self discipline) should be practiced at ALL times, both in victory and defeat – SHOW CLASS!!
- Show proper concern if your opponent is injured. Always apologize before resuming competition, if you were the cause of an accidental injury.

PENALTIES AND WARNINGS

- Any Competitor who intentionally strikes or kicks an opponent in an illegal area will be immediately disqualified from the tournament. If a Competitor accidentally brushes his opponent's neck or face area, he will be given a WARNING.
- If a Competitor accidentally punches or strikes his opponent's neck or face area, he will be given a PENALTY. The second accidental strike to his opponent's neck or face area may result in either a second penalty or disqualification of that Competitor.
- A Competitor is disqualified after he receives three penalties. [NOTE: The distinction between a "brush" or "strike" to the face is the decision of the referee and/or judges.]
- In the event that a Competitor accidentally employs an illegal technique resulting in an injury to his opponent, where the Tournament Physician makes a ruling that the match must be stopped, the referee reserves the right to allow competitor to continue on to next round as the winner of previous round, or disqualify him.
- If the injured Competitor is declared the winner but cannot fight again, then his next opponent automatically advances to his next round. [NOTE: Only the referee, the Competitor, or the Tournament Physician may stop the fight because of injury to a Competitor.]

WARNINGS WILL BE GIVEN FOR THE FOLLOWING INFRACTIONS:

- Competitor grabs his opponent and holds for longer than three seconds.
- Competitor continues to encircle his opponent's neck or torso with two hands incorrectly.
- Competitor makes an accidental brush to the opponent's face, or accidental groin kick.
- Competitor makes a direct kick to the front of the knee.
- Competitor throws opponent incorrectly.
- Competitor moves outside the ring or lies down in order to avoid an attack from his opponent.
- Competitor repeatedly grabs and holds his opponent to avoid an attack or after executing a technique.
- If a Competitor who has received a WARNING for an accidental infraction is called a second time for the same infraction, he will be issued a PENALTY. A third call for the same violation will result in disqualification from the match.
- A PENALTY will be issued for any infraction listed above.
- PENALTIES may also be issued through a series of warnings: A penalty is given to a Competitor after his first warning. A second penalty is given for next accidental infraction of same type. A third penalty and disqualification is given after only one more warning. Warnings are carried forward. For example, if a Competitor has two warnings and then receives a penalty for an accidental face punch, his two warnings are carried forward: therefore, he receives two penalties at once. Clearly, subsequent warnings or penalties are more heavily weighted. All calls and decisions are at the sole discretion of the referee and judges.
- Unsportsmanlike conduct, disrespectful behavior (as deemed by ref, judges, or tournament officials) are all grounds for warnings, penalties, or disqualification.

DISQUALIFICATION

If you are disqualified, you do not get a refund of tournament fees for this division.

SCORING

- One point will be awarded to a Competitor who causes his opponent to turn away after a stunning kick to the head.
- One point will be scored for a Competitor who executes a successful sweep or throwing technique, remains on his feet, but does not follow immediately with a controlled punch or kick. The sweep must be a clean technique. In the event that a Competitor executes a successful sweep or throwing technique and follows with an uncontrolled punch or kick after his opponent is down, the sweep is negated and he neither scores nor receives a penalty. It is the referee and/or judges' decision whether or not the follow-up technique is controlled.
- Two points will be awarded to a Competitor who executes a sweep or throwing technique, only if he remains on his feet and follows with a controlled punch or kick.
- Any legal technique that doubles over the opponent will be scored two points.
- Any thrust, kick, strike or other legal technique that connects and instantly downs the opponent so that his hands, hands and knees, or hands and hip touch the mat will be scored as three points.
- If Competitor legally downs his opponent, and opponent cannot rise and continue after five seconds, then Competitor is declared the winner by knockout.

A Competitor can win his match by points or decision.

WINNING BY

If a Competitor who is legally downed cannot rise and continue after five seconds, or the contestant is unable to continue and the other contestant will be declared the winner.

WINNING BY POINTS

A Competitor must score a total of (at least) six points in order to win on points. This score is cumulative within the match: for example, if a Competitor scores three points in the first round, and then scores another three points in the next round, he will be declared the winner. The match will be stopped when a Competitor wins by points.

WINNING BY DECISION

At the end of a match, if neither Competitor has won by points, the Competitor who is ahead on points will be declared the winner. If both Competitors are tied on points, then the Competitor with the fewest penalties will win the match. If the Competitors are tied on both points and penalties, the judges will decide a victory on the basis of the relative spirit and technical excellence of the contestants.