



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 – Beg., Int., 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.

VORTEX RULES

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.

Kyoshi Maczuga reserves the right to overturn a decision or to settle a situation not covered by these rules. Kyoshi Maczuga's decision is final.